CST 238: Graphical User Interfaces

Lab 4: Settings

Lab Due Date: 7:59AM April 28, 2016

Grade Rubric: You will be graded on the following sections for credit.

Cohesion with application (You're able to easily able to go between settings and your main menu)	200
Persistence (Make sure your settings persist when you close and reopen your app)	200
Creativity (Make your settings intuitive and easy to use, be thoughtful of your user)	200

Total   **600 points**

Note: This lab directly applies to your term project that can be team based with one other person. (Only do one if you're working with someone)

What you should have before starting:

A splash screen or opening screen for your project, class structure thoughtfully added to your C++ or C# logic for your project (the classes / objects containing the logic of your application), and some event handling specific to your project (can the user use you application with the mouse, keyboard, touch input, etc.)

What you should have after this lab:

Experience adding a second page to your application, a Settings menu that is designed to be easy and intuitive to access, and options that have been created with the user's experience in mind.

Submission:

On blackboard, create a text submission that includes the following:

- ● Link to GitHub repository that includes this lab.
- ● Briefly explain what options you are providing your users to change or toggle between in the Settings page, and why you are including them.

Cohesion with application:

You should design your settings so that they can be easily accessed from your opening screen. If you have a button that leads to a Settings screen it should be clearly visible for the user and intuitive to access. From your settings screen you should also easily be able to return using some form of a "back" button. This section is mainly just evaluating how easy it is to access your settings menu and return back to the opening screen. Are your settings cohesive with your overall application?

Persistence:

You need to incorporate some form of persistence for your settings options. When you close your application and reopen it, your last options in the settings should be remembered. For those using Qt you could use the "Settings" component as we showed in lecture on Monday April 18th, but there's also other options such as using file IO, Sqlite database, etc. The recommended option that we'll be covering though is using the Settings component in QML. For both Qt and Unity projects you need to somehow incorporate persistence for your settings options.

Creativity:

Try and make your settings easy and intuitive to use, be considerate of your user. Think ahead about what settings options you can see being useful for your application.