User Interface Programming – Project Research Workbook

This workbook will help you focus your research for your project.  
Once you have answered these questions, use this information in your GUI Design Document.

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| Briefly describe the application or game you will design and create the user interface for.  The graphical user interface you design may be just a piece or sub-section of a larger application.  This is your initial idea to focus your research. The application described in your design document, or your final build, may end up being different from this description.  Keep in mind that you may want the project you develop in this subject to integrate with the project you create for the subject *Cross-Platform Development*. |
| In the game I will be designing, the player will pick a level where, depending on the chosen level, they will either have to collect blue spheres or avoid red spheres. It will include a main menu which will include a level select. There will also be a settings menu that will let you reposition stats displayed during gameplay. |

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| Identify any industry best practices, standards, codes of practice, or similar requirements or frameworks that may be applicable to the graphical user interface you are designing.  You may want to consider developer guidelines for app or game stores, video game rating regulations, and industry best practice reflected in online blogs, guides, or conference recordings. |
| Some good practices to keep in mind include keeping UI simple enough so that it doesn’t interfere with gameplay, but also ensuring it catches the eye of players. Responsiveness is a key feature of UI, such as having buttons become highlighted or make a sound when hovered over with the mouse. |

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| Describe the functionality of your GUI.  Use diagrams or mock-ups to detail the front-end interface (what the user sees).  Describe the events or processing that occurs in response to actions the user performs using the interface (i.e., the back-end processing). |
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| What prototyping tools are available to you? Which one(s) will you use? |
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| What resources are required for the development of the user interface?  Include both software, and assets. |
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| List and describe the information that is contained within a design document used to describe the design of a graphical user interface.  In how much detail is each piece of information typically described?  What diagrams may be included? |
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