

# WORKSHEET 4: INTERFACES AND INTERACTIONS

Version 1.0  
Computing  
COMP280

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## Introduction

To complete this worksheet, you are expected to rapid prototype a simple user Interface in Unreal Engine or Unity. Once complete, the interface will be subject to a heuristic evaluation and then improved upon to accommodate the findings of the evaluation.

To complete this worksheet:

- (i) **Design** a HUD for an FPS using Adobe XD or similar. The HUD interface must contain:
  - Enemy radar
  - Health bar
  - Ammo
  - Pause menu
  - STRETCH GOAL - Controls window
- (ii) **implement** the HUD in Unreal Engine or Unity
- (iii) **carry out** a heuristic evaluation on the HUD
- (iv) **enhance** the initial HUD using the findings from the heuristic evaluation
- (v) **STRETCH GOAL:** if you finish this worksheet early, ask a peer to evaluate your interface and use the new

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*"Design is really an act of communication, which means having a deep understanding of the person with whom the designer is communicating."*

— Donald A. Norman

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## Assignment Setup

Begin by **forking** the following Git repository:

<https://github.com/Falmouth-Games-Academy/comp280-worksheet-4>

Use this repo to track all files related to this worksheet. Once you have completed the worksheet, make a pull request to receive formative feedback.

To fulfil the requirements of this worksheet you are expected to submit evidence of:

- an initial interface design in the form of interactive prototype;
- screenshots of the first implementation in engine;
- the results from a heuristic evaluation;
- and then screenshots of the final interface with enhancements based on the results from the heuristic evaluation

## FAQ

### • What is the deadline for this assignment?

Each worksheet has its own formative deadline, specified on that worksheet and also communicated in class. Falmouth University policy states that summative deadlines must only be specified on the MyFalmouth system.

### • What should I do to seek help?

You can email your tutor for informal clarifications. For informal feedback, make a pull request on GitHub.

- **How will I receive feedback on my work?**

You will be given verbal feedback on your work during the session in which it is marked. If you require more in-depth feedback or discussion, please book an appointment with your tutor.

- **Is this a mistake?**

If you have discovered an issue with the brief itself, the source files are available at:

<https://github.com/Falmouth-Games-Academy/bsc-assignment-briefs>.

Please make a pull request and comment accordingly.

# Marking Rubric

Each individual worksheet is marked according to this rubric.

Criterion	Weight	Refer for Resubmission	Adequate	Competent	Very Good	Excellent	Outstanding
Design of user interface	30%	There is no functioning user interface	There is a basic user interface with limited functionality	There is a basic user interface with some functionality	There is a user interface with good functionality	There is a well design user interface with much functionality	There is a well design user interface with much functionality
Rigour	50%	There is no evaluation	There is a very basic evaluation with little or no rigour	There is a basic evaluation with little rigour	There is a basic user interface with limited functionality	There is a basic user interface with limited functionality	There is a basic user interface with limited functionality
Depth of insight	20%	None of the issues identified in the evaluation have been addressed	Few of the issues identified in the evaluation have been addressed	Some of the issues identified in the evaluation have been addressed	Many of the issues identified in the evaluation have been addressed	All of the issues identified in the evaluation have been addressed	The stretch goal has been met

Each worksheet is worth 11.1% of the total marks for this assignment.