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Introduction

To complete this worksheet, you are expected to rapid prototype a simple user Interface (chosen from the game contract list available from the LearningSpace) 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:

> *"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

(i) **Design** HUDs for a Game Contract using Adobe XD or similar. The HUDs you must create are:
   - Pause Menu
   - Main Menu
   - Game HUD
   - Controls window
   - **Stretch Goal** - Game Contract Specific Menu
(ii) **implement** the HUDs 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 results to inform a second iteration of your interface.

Assignment Setup

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

https://gamesgit.falmouth.ac.uk/projects/COMP280/repos/worksheet-4/browse

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	Near Pass	Adequate	Competent	Very Good	Excellent	Outstanding
Functionality	30%	There is no functioning user interface	There is one user interface with limited functionality	There is two user interfaces with some functionality	There is three user interfaces with good functionality	There is four user interfaces with good functionality	There is four user interfaces with much functionality
Heuristic Evaluation	50%	There is no evidence of an evaluation	There is evidence of a very basic evaluation	There is evidence of a basic evaluation	There is evidence of a good evaluation	There is evidence of a good evaluation with academic references	There is evidence of a very good evaluation with many academic references
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	A second iteration of the evaluation process has been carried out

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