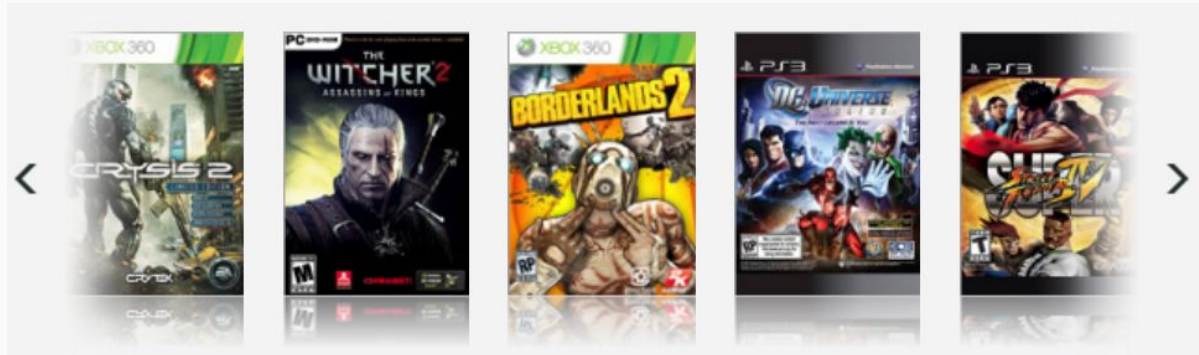# Game Dev: Intro to UI

Ricard Pillosu

User Interface in video games

- It is rarely well done
- Normally assigned to junior developers
- Only generic library used: Scaleform from Autodesk

Work in groups

- Discuss within your team how would you structure the code

- Draw the UML (digital for screen sharing)

- Think of an extensible system (we will keep adding UI elements later)

- Be clear about inherency and the use of **virtual**

- Use the WoW login intro page, what are the elements in there ?

Note: You will have to code your own structure and keep updating from now on until you present the results in the last assignment

WORLD OF WARCRAFT®

Account Name

Account Password

Login

Cinematics

Credits

Terms of Use

Manage Account

Community Site

WoWps.org TBC

☐ Remember Account Name

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Quit

Homework

- Create a UML and export it to PDF

- Keep the source material, you will update it often!

- Add the pdf to your repository under "/docs" folder

- Prepare a skeleton to be used in the following class