

Interface Design - Assignment 1

My motivation

My motivation for my game was to create a level that would work well with one of the main objectives being picking up collectibles, maybe with a small amount of combat and visiting locations. I also wanted to have the aesthetic as low poly objects because of the nice stylised look it has and when done well this allows for some very good-looking assets and because they are low poly, they don't have a massive impact on framerate and general user experience. Keeping these in mind and decided that I wanted to make a level that had survival elements. The player would be on a desert Island and would have to forage for supplies such as food, crafting materials and possibly weapons. The game would also include collectibles such as coconuts as a further motivation and to build up more score for the player. I decided to use a Navmesh and point and click style gameplay to challenge the player in a different way as opposed to just having them move with WASD or a gamepad input.

Game idea and Design decisions

With my idea decided upon I went to the Unity Asset store and managed to find a low poly island pack that had assets that were great for the level I wanted to create. I managed to also find a low poly medieval toon character that actually doubled really well as an island survivor. With these two packs I had the basics of what was going to build up my level, I managed block out the general shape I wanted the island to be and textured it all to be sand. I then added a water plane that was included in the island pack; to surround the island with water. Building on top of this I then added palm trees and some other necessary additions like the coconuts, which were originally static objects in the scene as well as grass, a dock and a shipwrecked boat. Looking at my level it was quite bare, so I once again went to the Unity Asset store and discovered a survival essentials pack which had objects that could also be used in my scene. The objects I wanted to append from the survival essentials pack I imported into my level these included the tent and campfire which I turned into the campsite area which is one of the places to visit which gives the player more total points. I used a lot of the survival pack's assets as places to visit turning the shelter that is featured within it into a storage shelter and using the rock asset that it comes with to form a strange rock formation. I also the crates and food assets included with that pack to pad out my level a bit more and make it look more believable to the fact that someone is living on the island.

I had the idea to include collectibles from the start when I was planning my game so decided that now would be a good time to grab some of them. I used the collectible gems pack also from the Unity Asset store because I also wanted to use the scripts that they provide to add more dynamic collectibles to my level and have them floating up and down so that it is more clear for the player that they are something they can pick up and that I could be important that they do; I thought that having the collectibles float would be quite a universal sign of showing this. However, these gems didn't really fit the theme of my game and because of this I started to think about other objects I could use instead of them, I was examining my level and thought instead of just having these coconuts as static objects in the world I could have them as collectibles. I swapped the stars that come with the gems assets pack and that I had already included in my level at that point with the coconuts that were in my scene. This worked really well and allowed for greater continuation of the theme. Due to this change I then decided to also change the rest of the gem collectibles for other assets that fit the theme more; I used the different food assets (bread, apples, cooked meat) and renamed the collectibles in the collectibles controller to food. I did this as well with the stones and wood planks too, thinking they could be used for crafting materials. I got some feedback on the level stating that I should include a partially secret area in the level which is why I added another section that is sort of hidden behind the storage shelter which has a stash of items for the player including food and crafting materials.

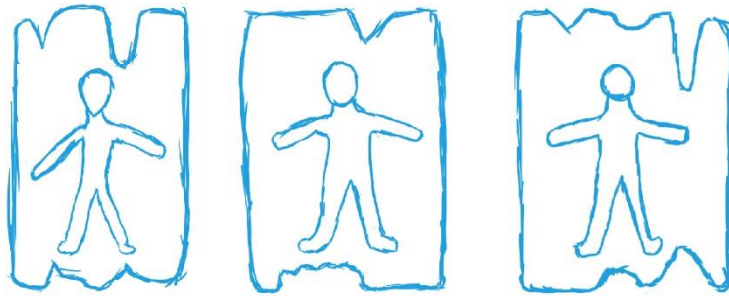
Low-fidelity and high-fidelity prototypes for the UI design

With my first prototype designs; I wanted to stick with the desert island theme in order to keep consistent. Bearing this in mind I went with a design that incorporated wooden planks; like the player would find in the game, as the background to frame the options given to the player such as the retry and quit options on the end screen.

With My second sketch I decided to stay with the theme of the rest of my level but to try something different in the end I went with sand and waves but decided against this idea when I got to decided on the high-fidelity model of the UI.

When I started working on the high-fidelity design, I decided to go with my original low fidelity design and to use bold colours in order to appeal to audiences of all ages and abilities especially younger audiences. I went with the wooden plank design and created them by drawing them out and putting a wood texture over them using a mask. I tried to make the text on the wooden planks look like it had been carved in to again stick with the survival theme. With the popup menu I because it will be during gameplay and it will be what the player is looking at directly, I wanted to help them out by putting the menu that pops up very central meaning they don't have to move their eyes to far to read it and can continue to focus on the action.

ISLAND SURVIVAL



👤: 6

👤: 7

👤: 2

Visited:
Dock
Campsite

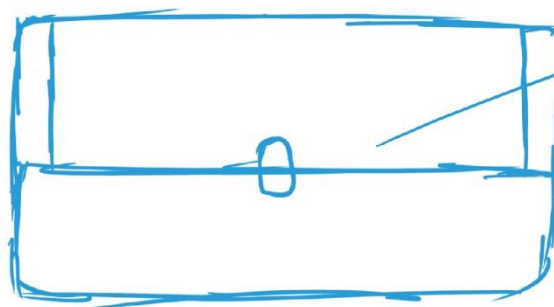
Steps: 20

Points: 4

GAME OVER

RETRY

QUIT



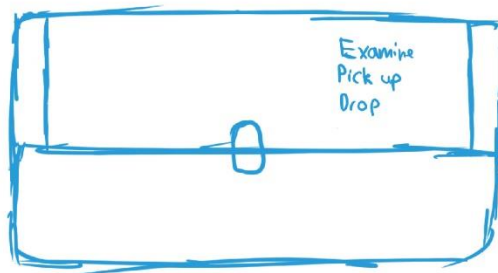
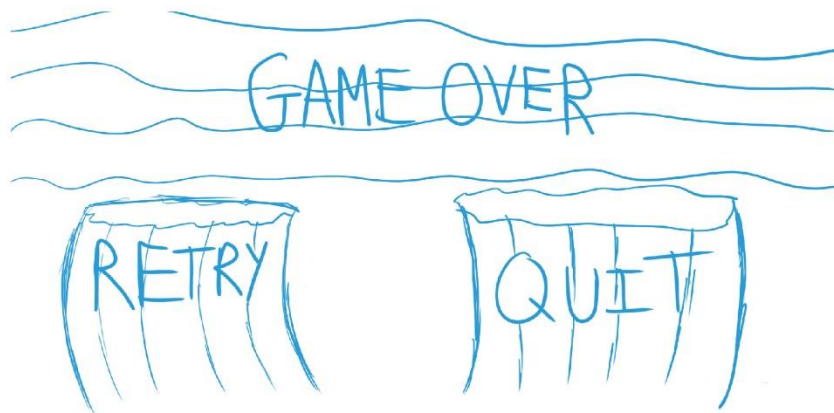
Chest
Examine
Pick up
Drop

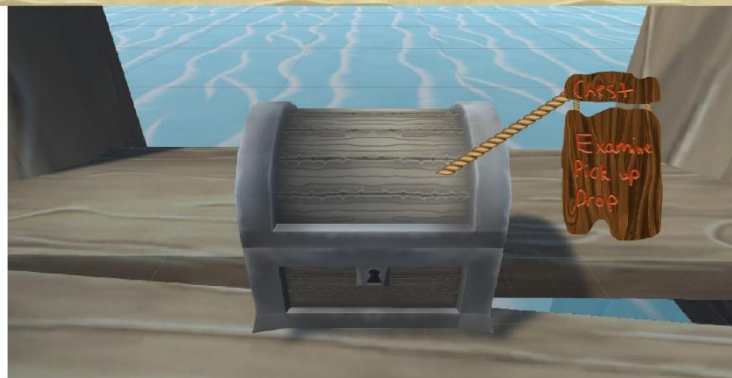


Points: 4



Steps: 20





Appendices

<https://assetstore.unity.com/packages/3d/environments/island-assets-56989> - Island assets, LYLEK GAMES, Unity Asset Store, date accessed by me 02/11/18

<https://assetstore.unity.com/packages/3d/props/tools/low-poly-survival-essentials-109444> - Low Poly Survival Essentials Assets, BROKEN VECTOR, Unity Asset Store, date accessed by me 02/11/18

<https://www.turbosquid.com/FullPreview/Index.cfm/ID/893238> - Wooden Plank Model, painedadj91, Turbosquid, date accessed by me 02/11/18

<https://www.indiedb.com/games/mendels-farm/news/development-of-the-treeline> - Wood Plank Texture, STATIC GAMES, original post 05/07/14, Development of the treeline, date accessed by me 04/11/18

<https://freesound.org/people/Michael%20Klier/sounds/264643/> - Bag Opening Sound, Michael Klier, original post 21/02/15, Bundeswehr Bag, date accessed by me 04/11/18

<https://freesound.org/people/Natty23/sounds/411749/> - Location Visit Sound Effect, Natty23, original post 24/11/17, Bell Ding, date accessed by me 04/11/18

<https://es.kisspng.com/kisspng-nf3sid/preview.html> - Rope Texture, Cuerda de Dibujo vectorial Euclídeo - cuerda, kisspng, date accessed by me 04/11/18

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<https://www.interaction-design.org/literature/topics/human-computer-interaction> - Human-Computer Interaction, Professor Alan Dix, Interaction Design Foundation, date accessed by me 04/11/18