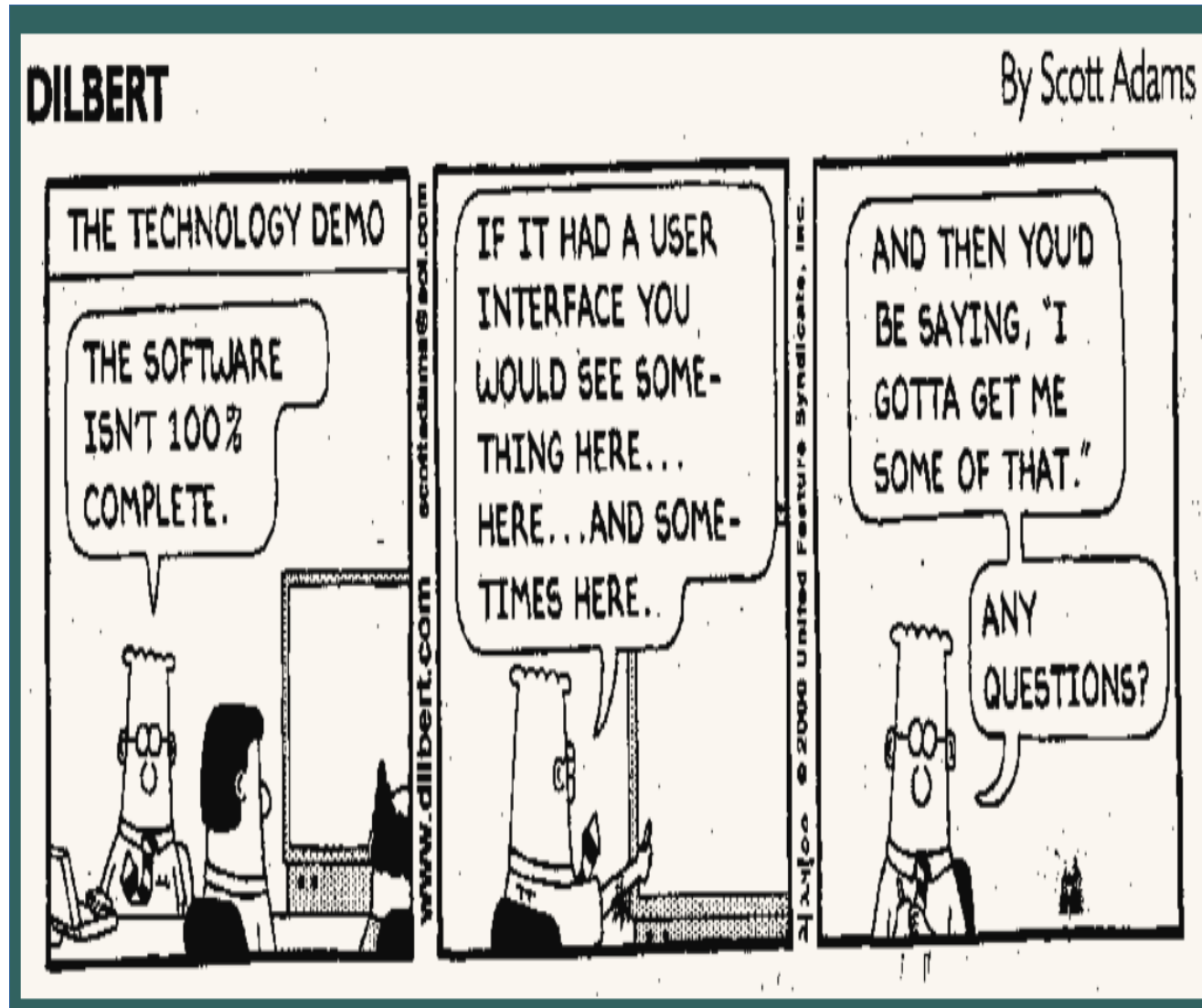# P2: Exercise 7

Pooja Rani

Presenting Ludo to client

- Game - Ludo
- How to design this game?
- Identify component
- Conform with client
- Implement the components
- Present to client

Software Prototyping

- To assess the set of requirements

- To test the feasibility without building the whole system

- To make end user involved in the design phase

Prototyping Dimension

- Representation

  - How is the design represented?

  - Can be just textual description , sketches or physical prototypes?

- Scope

- Executability

  - Can prototype be "run"?

- Maturation

  - Are we going to throw the prototype or use for further iterations?

Sketching

"A sketch is a **rapidly executed** freehand **drawing** that is not usually intended as a finished work."
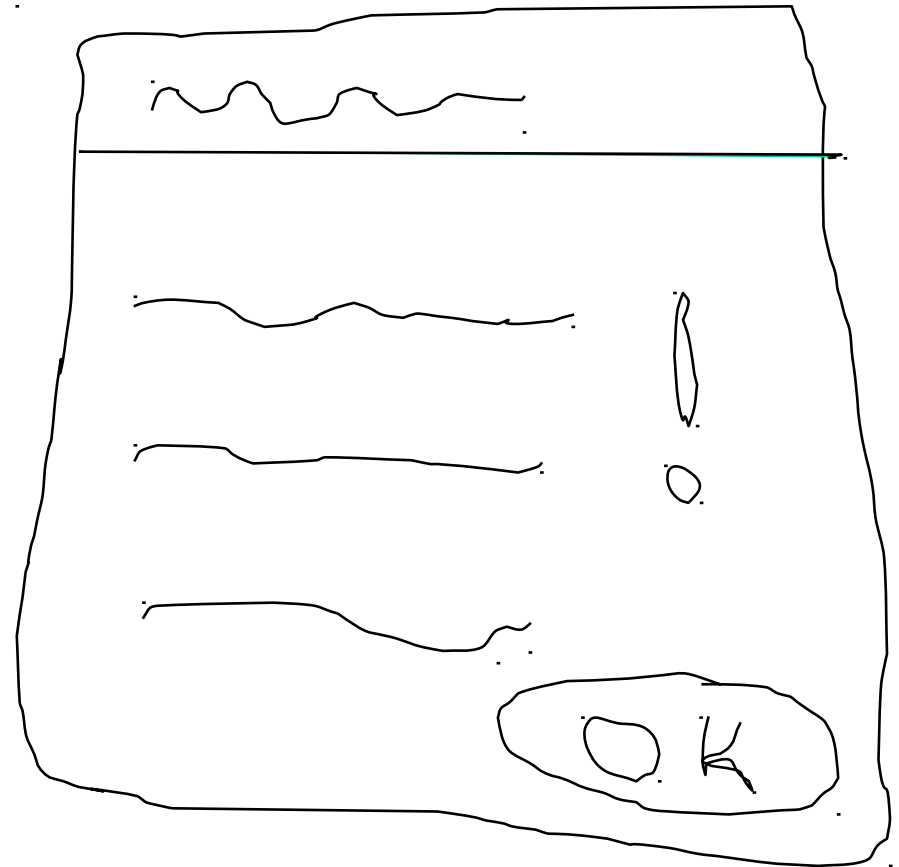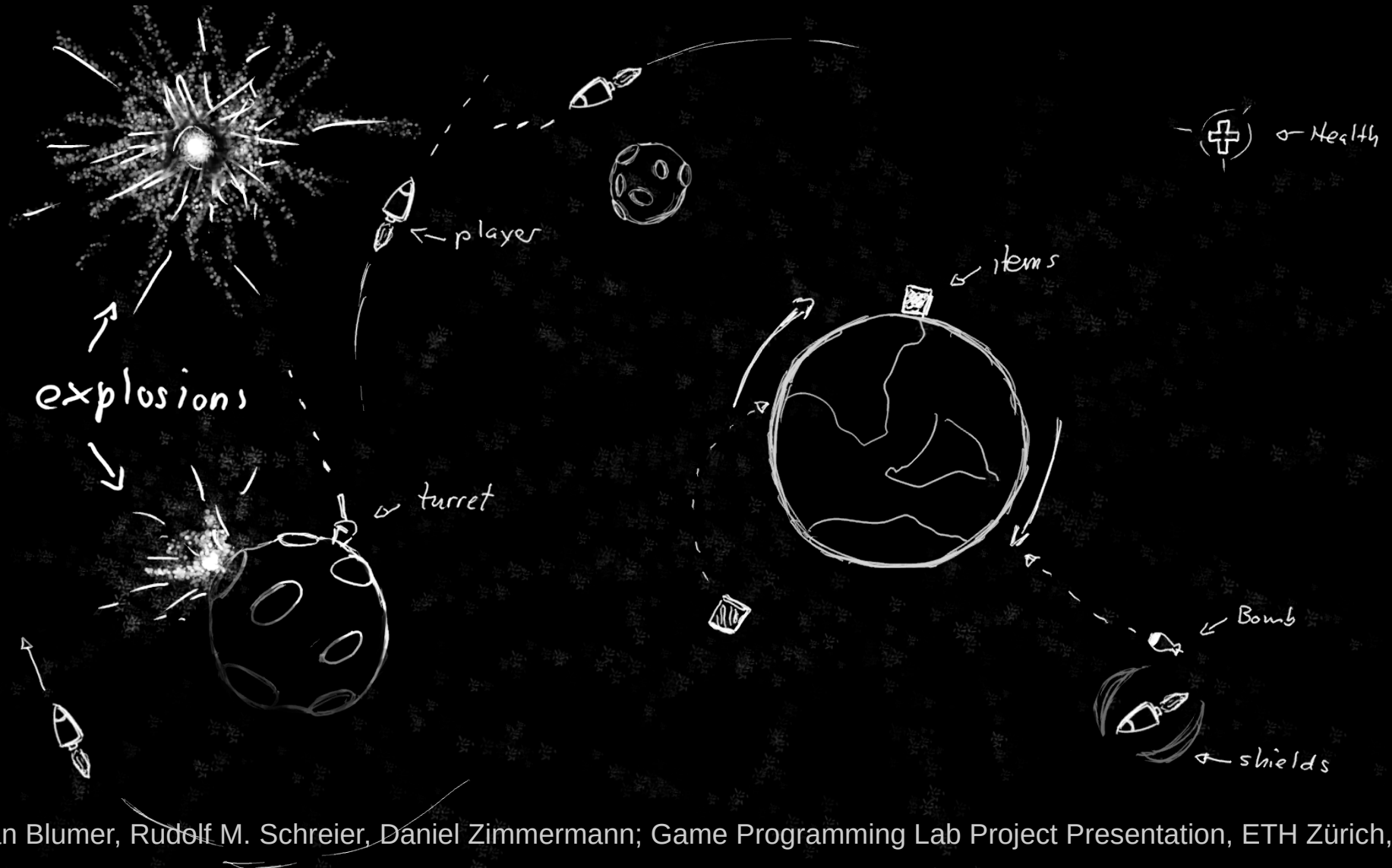

Figure from the slides on "Sketching User Experiences: The Workbook"

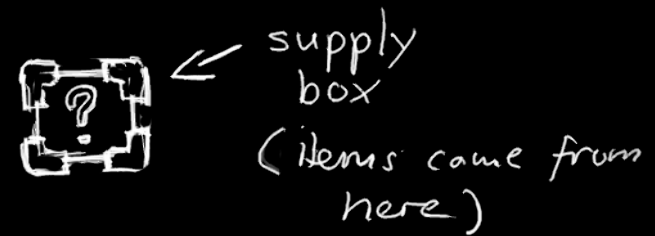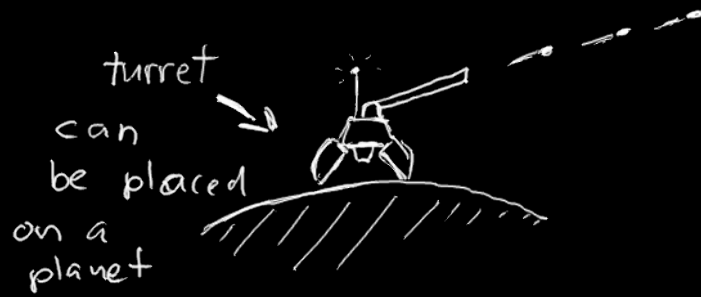https://en.wikipedia.org/wiki/Sketch_%28drawing%29

Sketching

- Sketching helps you to
  - express
  - develop, and
  - communicate design ideas

- Force yourself to visualize how things come together
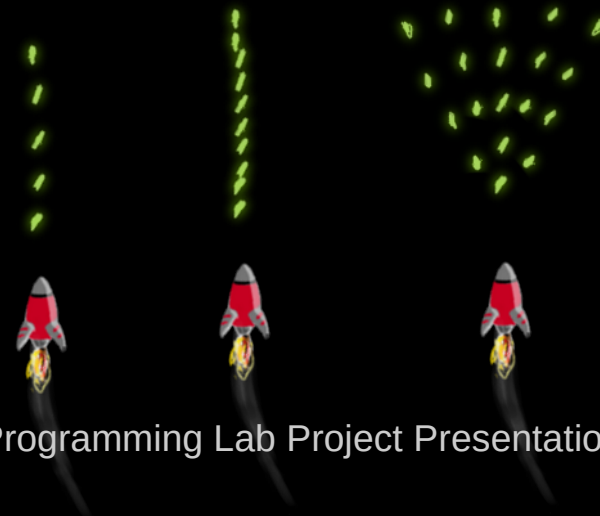
Sketching a game

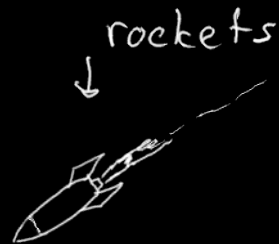Adrian Blumer, Rudolf M. Schreier, Daniel Zimmermann; Game Programming Lab Project Presentation, ETH Zürich, 2012

Sketching a game

Sketching

- Brainstorming

  - Come up with as many ideas as possible

  - It is about design, not function

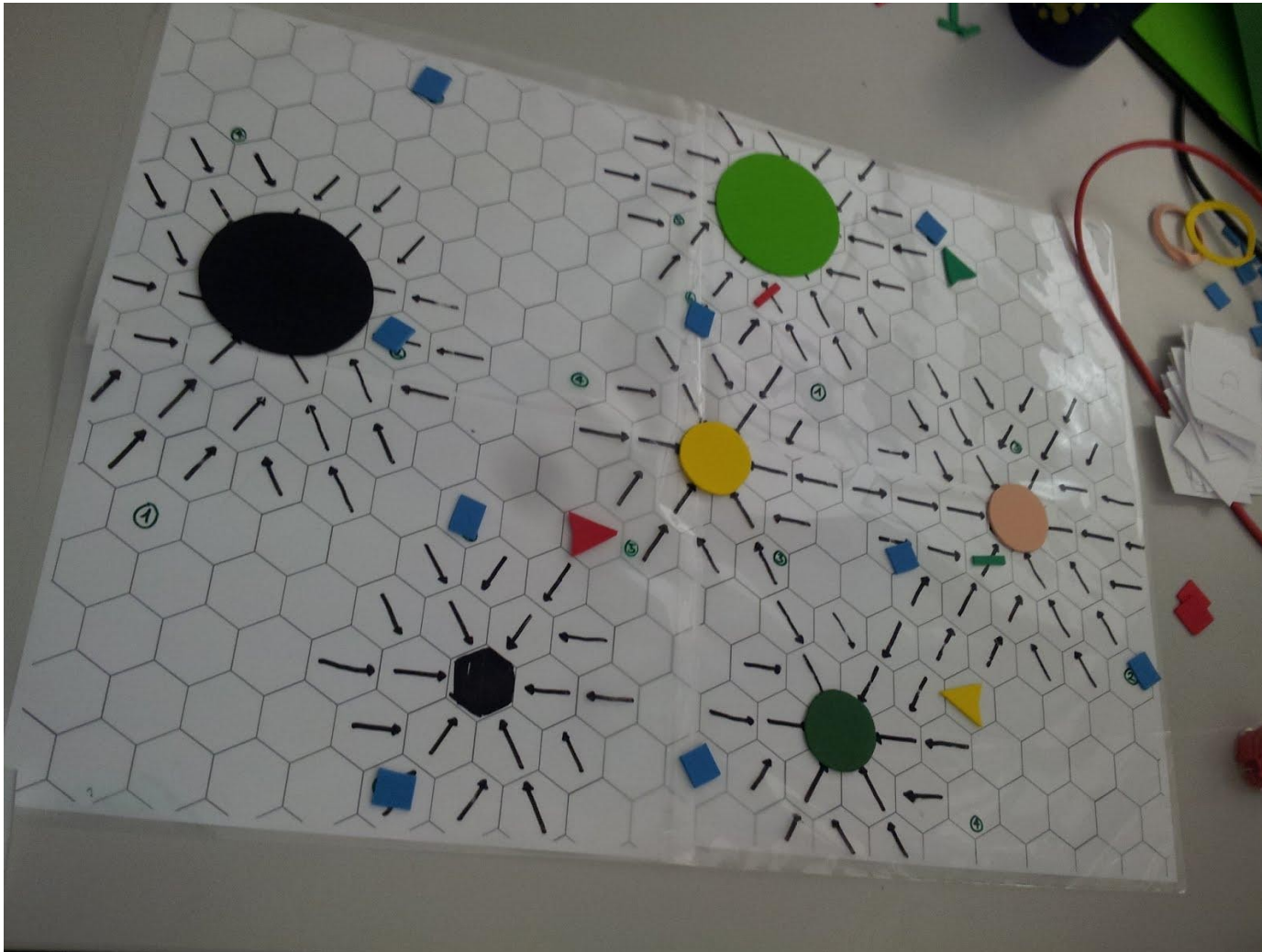- Quick to make, disposable, plentiful

Sketching

- Focus on high-level design notions

- No so good for illustrating flow and the details

Physical prototyping

- A physical prototype consists of
  - A set of objects and sketches that resemble the intended user interface
  - A set of rules (how can a player move? What actions are allowed in what state?)

- and lets you
  - Simulate the user experience by executing rules and moving the elements on the board

- Should focus on the core elements

- Can be developed iteratively to refine the design

Paper Prototype

Adrian Blumer, Rudolf M. Schreier, Daniel Zimmermann; Game Programming Lab Project Presentation, ETH Zürich, 2012

Resources

- Slides on "Sketching User Experiences: The Workbook"

  http://sketchbook.cpsc.ucalgary.ca/?page_id=64

- Adrian Blumer, Rudolf M. Schreier, Daniel Zimmermann; Game Programming Lab Project Presentation, ETH Zürich, 2012

  Space Trouble ! Example referred

  https://twiki.graphics.ethz.ch/GameClass/Team2

Exercise 7

- Ludo interfaces
  - Pen & Paper
  - No programming required

- Create a simple paper prototype
  - Demonstrate user experience

- Complete your revisions and pending exercises