Documentation

While working through the project I felt it important to provide a simple interface for the users to use and to have the interface as de-cluttered as possible so that the user can focus on only the most important aspect which is choosing the category, selecting and option and submitting the answer.

The game is very streamlined and leaves the user with little room for error (other than human error like selecting the wrong button). This means that the game should follow the same primary path each time it is played and ensure that there is no errors with typing.

I made the game quick to play through so that there isn't much waiting for each player while the other one is playing. This so the player can stay interested in the game and not get bored quickly.

The interface itself is coloured in black and blue and has "who wants to be a zillionaire" in big text at the top to make it clear what the game is based around. The colour scheme is purposefully supposed to remind the player of the very similar quiz show that rose to prominence.

The design purposefully puts the question at the direct center of the screen so that the user knows to focus on it. This with a larger font size allows for it to stand out as the question without needing to label it as the question.

The game runs as expected and doesn't allow the user to change category each time they don't like the question. The possible answers are put onto a label rather than the button so that it resembles the layout of the tv show. Also this means the label and the button can be separate and won't have issues.

The layout was changed so that the most used buttons are closer to the center of the screen. This meant category and option buttons were closer to the center than the 50/50 and ask the public buttons.