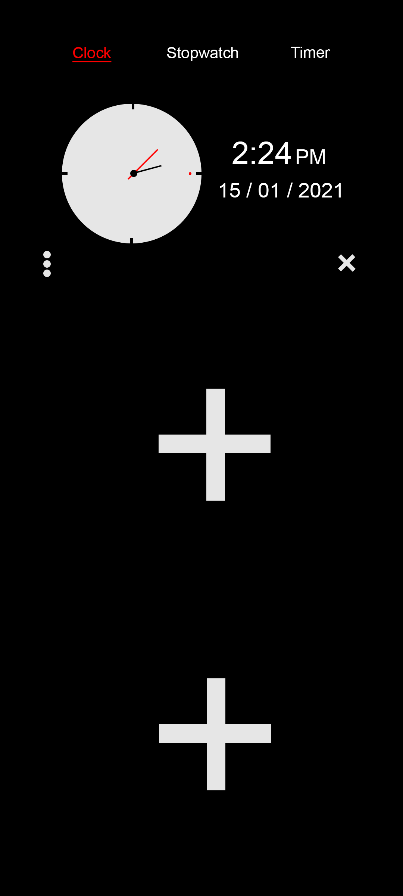
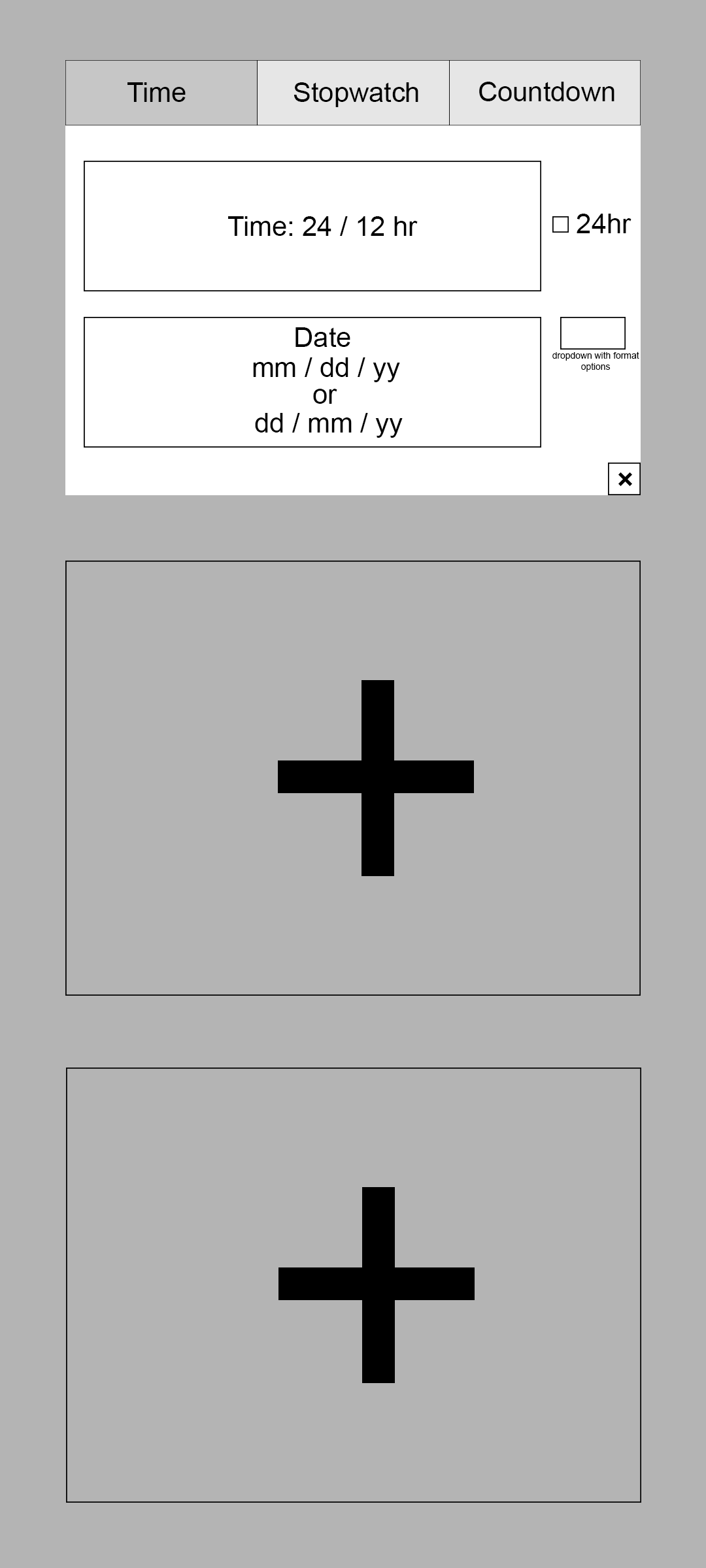
**Design**

My first design of the UI was a pretty bog standard one – it wasn’t very good in my opinion – with my second design I decided to take some inspiration from the alarm app on my phone to have a clearer idea of what would be clean/sleek. Going down this route of inspiration I was able to create a much nicer UX (in theory at least).



*Comparison between original design mock-ups*

Above is a comparison between my original design and the much sleeker design I ended up going with – I very much prefer the second one and am quite happy with it. This has the design of the clock, which has a settings menu for date and time formats. The pluses here are to allow the user to add new clocks (with a total of 3 on mobile and 6 on PC) and are accompanied by little x’s at the bottom right of each clock.

The Pc design will be essentially be the same as mobile but with a max of 6 clocks instead of 3. I’m actually really happy with how clean this design looks, and I think I was able to add all the important elements – taking a look at what professional shipped similar products implemented. The next step from here will be to set it up in Unity and hook up all the mechanics (and honestly, I think just getting the UI to play nice will be the hardest part).

Next, I’ll be working on getting each sub-section (Clock, Stopwatch and Timer) visually complete and then I’ll move on to the mechanics side of things.

**Section - Clock**

I started working on the Clock mechanics first, this required me to have the clock hands rotate around the clock to sort out the time and date formatting. Getting the hands to rotate around an anchor (the centre of the clock) was easy enough – after two or three attempts – and I was able to get the formatting done really easily too, thankfully the .ToString() override of System.DateTime allows for easy formatting.

Once I got the hands working, I moved onto the date and time formatting, and like I mentioned that was a lot easier than I had originally expected. For each mechanic I added to this section I made a build and tested it on my phone to ensure that it worked and scaled correctly – and to make sure button sizes were big enough.

**Section – Stopwatch**