



UI STYLE GUIDE

Bac'n Pancakes

ABSTRACT

This document serves as the UI style guide for a cooking game where the player is making pancakes

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WSOA4127A_Assignment 2

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Fonts

Aa Airplanes in the Night Sky by TrueType.

Something funky yet readable.

Typography

HEADING 1 -Headings will be the largest and done in all caps (unity font size 150)

Heading 2 -used for buttons (unity font size 100 – may vary depending on button size)

Heading 3 -used for how to play scene (unity font size 85)

Heading 4 -used for credits (unity font size 75)

Normal text -used for the order menu text (unity font size 25-50)

Colour palettes

The colour scheme that I have chosen is simply of personal preference. I have tried to keep the ingredients as realistic as possible- may people who bake already know the colours of the ingredients that they have at home and thus I tried to make it easier for the player to know which ingredient is which without having to label every ingredient. The background colours chosen also work well for colour blind players.

Background

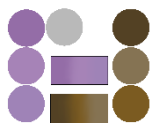


Figure 1: background

Cookware and utensils



Figure 2: spatula



Figure 3: whisk



Figure 4: pan



Figure 5: measurements

Ingredients



Figure 6: butter



Figure 7: eggs



Figure 8: flour



Figure 9: salt



Figure 10: sugar



Figure 11: milk

Pancakes and topping



Figure 12: pancake bowl



Figure 13: pancake mix



Figure 14: cooked pancake



Figure 15: caramel sauce



Figure 16: chocolate sauce



Figure 17: strawberries



Figure 18: cinnamon

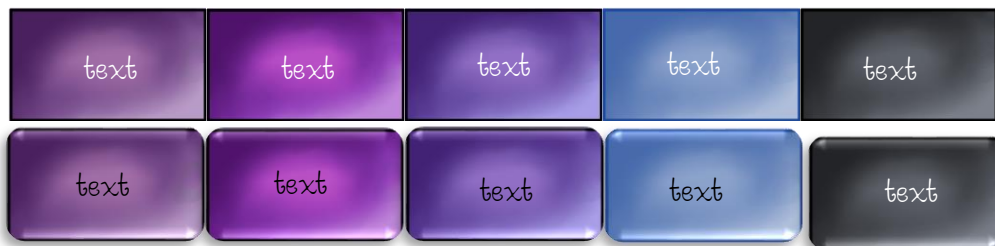


Figure 19: sugar spice



Figure 20: cream

Buttons



There are also invisible buttons on the objects in the scene that the player can interact with. They take the shape that closet relates to the shape and size of the object. Text must be centred and large enough to fit the button box- all constant font sizing but the text cannot go over the edges of the button.

Assets

Cookware and utensils



Figure 21: hot plate



Figure 22: spatula



Figure 23: whisk



Figure 24: measuring cup.



Figure 25: measuring spoon.



Figure 27: sugar

Ingredients



Figure 26: flour



Figure 28: milk



Figure 29: eggs



Figure 30: baking powder



Figure 31: baking soda



Figure 32: salt



Figure 33: butter

Pancakes and toppings



Figure 34: pancake batter



Figure 35: uncooked pancake



Figure 36: cooked pancake



Figure 37: strawberries

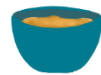


Figure 38: caramel sauce



Figure 39: chocolate sauce



Figure 40: whipped cream

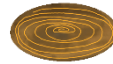


Figure 41: sugar



Figure 42: cinnamon

Pancake orders



Layouts

Line art and dimensions

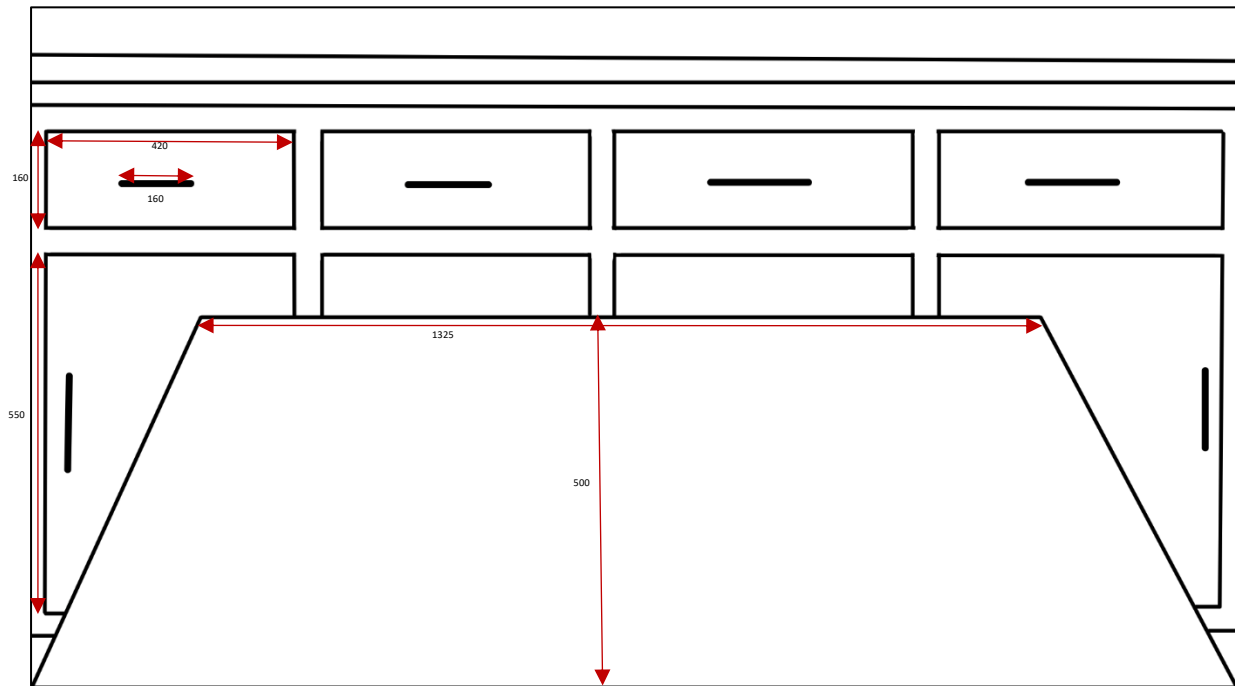


Figure 43: background image and measurements

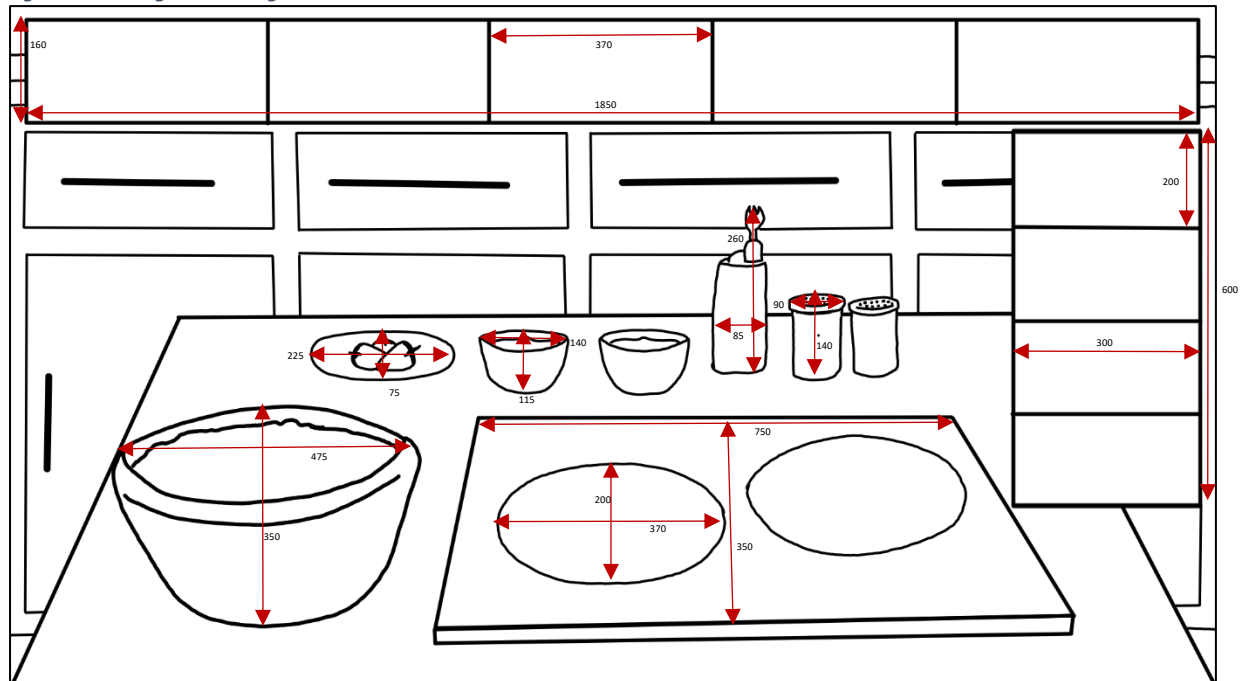


Figure 44: cooking scene and measurements

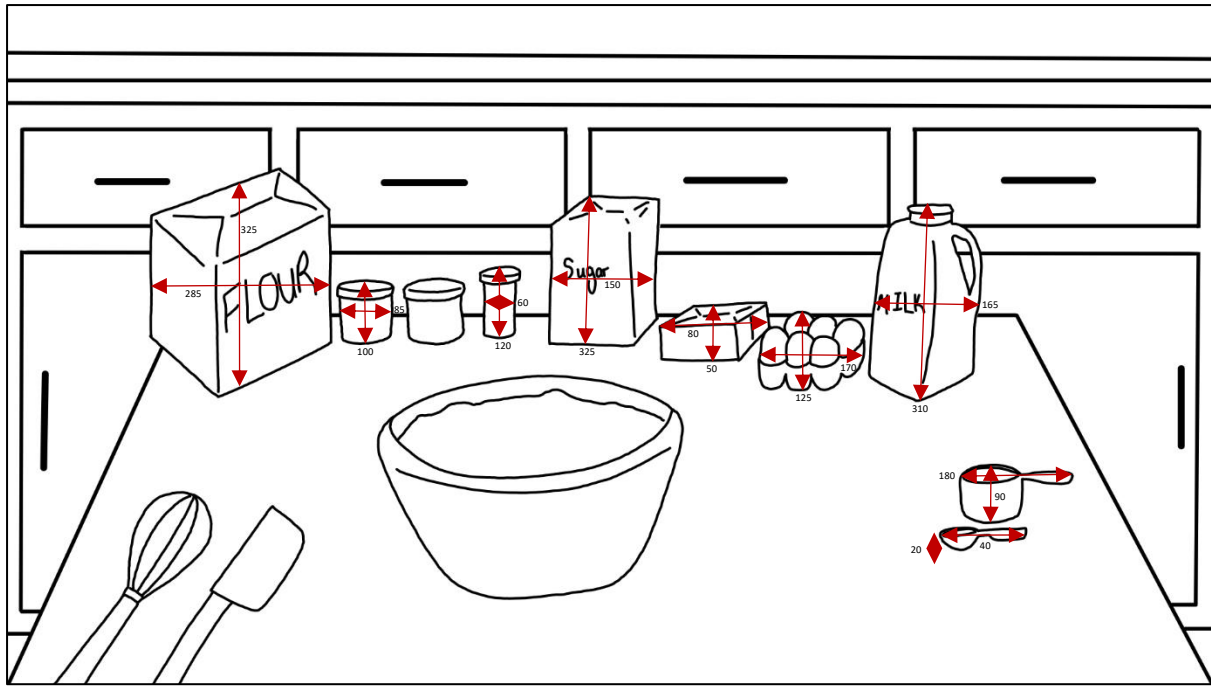


Figure 45: mixing scene and measurements

Rough drawings and layout guides



Figure 46: order box layout

Unity images



sliders



Figure 47: cooked filler



Figure 48: cooked base colour



Figure 49: mixing filler



Figure 50: mixing base colour

Colour blindness test

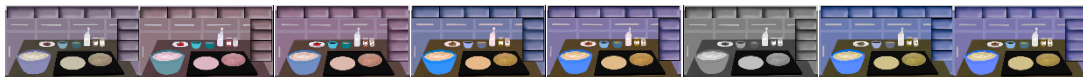
Plain background



Mixing background



Cooking background



Design components

For this iteration, the player is focusing on making pancakes- starting with the mixing of the batter to cooking and decorating the pancake.

The player can receive up to 5 orders of 3 pancakes each, which will be found along the top edge of the screen. The player will then store and decorate the pancakes for the orders in the storage box found on the top right edge of the screen.

In the mixing scene the player will click on the ingredients and pour them into the bowl. The player will then click on the whisk and mix the batter, a slider will tell the player when the batter is ready. When the batter is ready the player will then click the cook button and be taken to the cooking scene.

In the cooking scene the player will have to click on the batter bowl to have it appear on the frying pan a slider will tell the player when the pancake is cooked. Once the pancake is cooked the player will click on it and it will appear in the storage box. Once the pancake is here the player can click on different toppings to make them appear on the pancake.

Once the player has the correct toppings on the pancakes the player will then click the tick on the order to have it completed.

The layout of the scenes is to have the interactable items in front of the player in clear view, and other items will not interfere with what the player is doing. The items are also large so that the player can see and identify the items as they are needed.

Reflection

I went with the cooking game as I really enjoy cooking (although the games are never the same). The game I would like to create for this idea would be for the player to feel as if they are actually cooking and are needed to interact with the game elements (unlike some other cooking games where the player clicks on a burger patty and suddenly there is a readymade burger on the character tray ready for the customer.) in later iteration of the game I would like to increase the players baked goods list, as well as how much interaction they have with the items (by making them more involved by measuring the ingredients or having to spray the whipped cream on the pancake or waffles).

I went with the colour scheme for a personal choice of purple being my favourite colour. The colour scheme also works relatively well with the colour-blindness test- the only items that did not pass the colour-blindness test was the strawberries and the baking powder as they are both of a redder colourant nature. I have tried to keep the ingredients as natural and realistic as possible, although I do feel that they can be a little funkier and fun.

I believe that the art style of the background could be better, as well as the shading on the buttons. I could also revisit the colour scheme and make it less poppy and more relaxed and neutral. The player could also be given more actions to do or more to cook.

I do feel that there is a lot of room for improvement in this design, but I also feel that the improvement would be determined by the target audience- if the game is target at older teenagers then something more realistic might be appropriate, where as if the game was targeted at younger children then something abstracted and less realistic would be appropriate.