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| A picture containing icon  Description automatically generated  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  Jade Watermeyer\_1840965  WSOA4127A\_Assignment 2 |

Contents

[Fonts 2](#_Toc70065038)

[Typography 2](#_Toc70065039)

[Colour palettes 2](#_Toc70065040)

[Background 2](#_Toc70065041)

[Cookware and utensils 2](#_Toc70065042)

[Pancakes and topping 3](#_Toc70065043)

[Buttons 3](#_Toc70065044)

[Assets 3](#_Toc70065045)

[Cookware and utensils 3](#_Toc70065046)

[Pancakes and toppings 4](#_Toc70065047)

[Pancake orders 4](#_Toc70065048)

[Layouts 5](#_Toc70065049)

[Line art and dimensions 5](#_Toc70065050)

[Rough drawings and layout guides 6](#_Toc70065051)

[Unity images 7](#_Toc70065052)

[sliders 7](#_Toc70065054)

[Colour blindness test 7](#_Toc70065055)

[Design components 8](#_Toc70065056)

[Reflection 8](#_Toc70065057)

# 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

Icon

Description automatically generated

Figure : background

## Cookware and utensils

Icon

Description automatically generated

Figure : spatula

Icon

Description automatically generated

Figure : whisk



Figure : pan

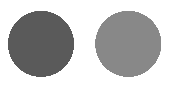


Figure : measurements

Ingredients

Icon

Description automatically generated

Figure : butter

Icon

Description automatically generated

Figure : eggs

Icon

Description automatically generated

Figure :flour

Icon

Description automatically generated

Figure :salt

Icon

Description automatically generated

Figure :sugar

Icon

Description automatically generated

Figure : milk

## Pancakes and topping

Icon

Description automatically generated

Figure : pancake bowl

Icon

Description automatically generated

Figure :pancake mix

Icon

Description automatically generated

Figure : cooked pancake

Icon

Description automatically generated

Figure : caramel sauce

Icon

Description automatically generated

Figure : chocolate sauce

Icon

Description automatically generated

Figure : strawberries

Icon

Description automatically generated

Figure : cinnamon

A picture containing logo

Description automatically generated

Figure : sugar spice

Icon

Description automatically generated

Figure :cream

# Buttons

Shape

Description automatically generatedShape

Description automatically generatedShape

Description automatically generatedShape

Description automatically generatedShape

Description automatically generatedShape

Description automatically generatedShape

Description automatically generatedShape

Description automatically generatedShape

Description automatically generatedShape

Description automatically generated

text

text

text

text

text

text

text

text

text

text

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

Shape, arrow

Description automatically generated

Figure : hot plate



Figure : spatula

A picture containing shape

Description automatically generated

Figure :whisk



Figure : measuring cup.

A picture containing computer

Description automatically generated

Figure : measuring spoon.

Ingredients

A picture containing graphical user interface

Description automatically generated

Figure : flour

Graphical user interface, application, Teams

Description automatically generated

Figure : sugar



Figure : milk

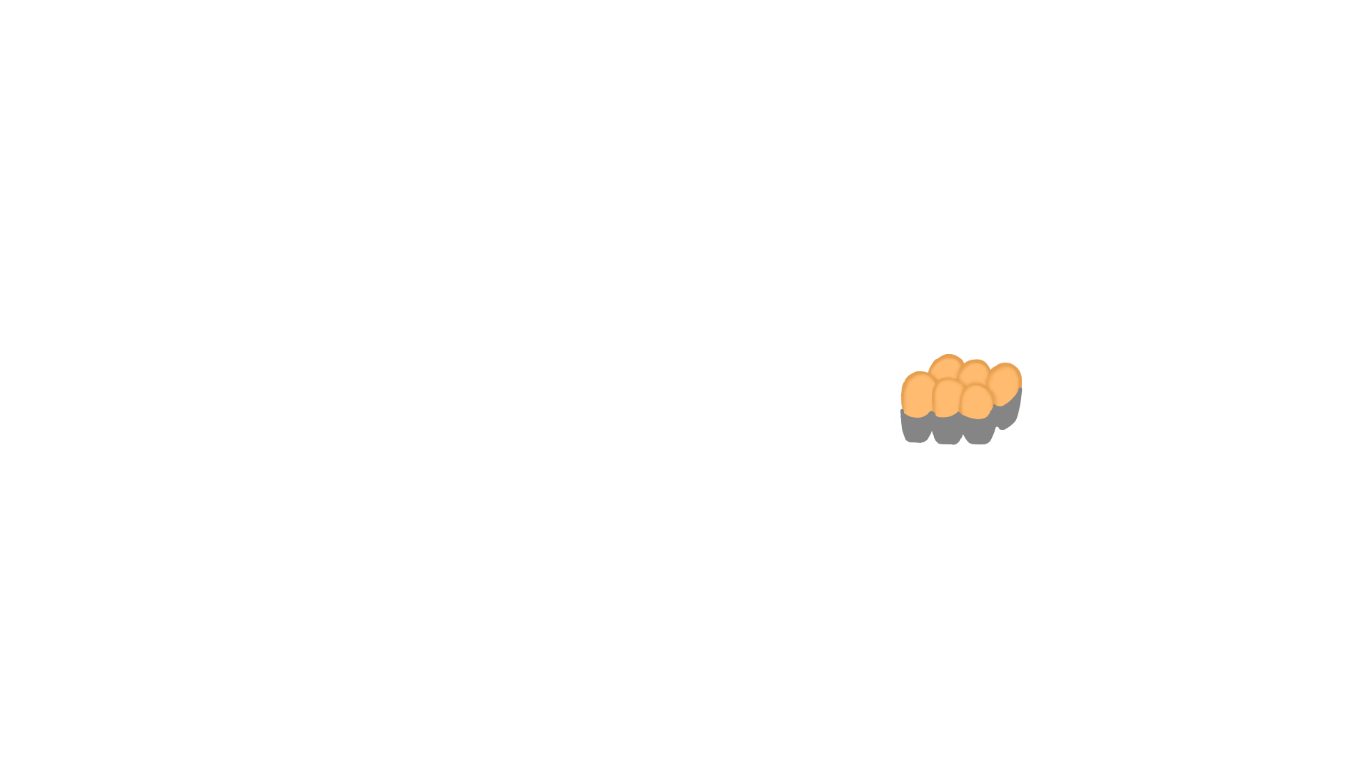


Figure : eggs

Graphical user interface

Description automatically generated with low confidence

Figure : baking powder

Graphical user interface, application

Description automatically generated

Figure : baking soda

A picture containing application

Description automatically generated

Figure : salt

Graphical user interface, application, Teams

Description automatically generated

Figure : butter

## Pancakes and toppings

A white circle on a black background

Description automatically generated with medium confidence

Figure : pancake batter

A white circle on a black background

Description automatically generated with low confidence

Figure : uncooked pancake

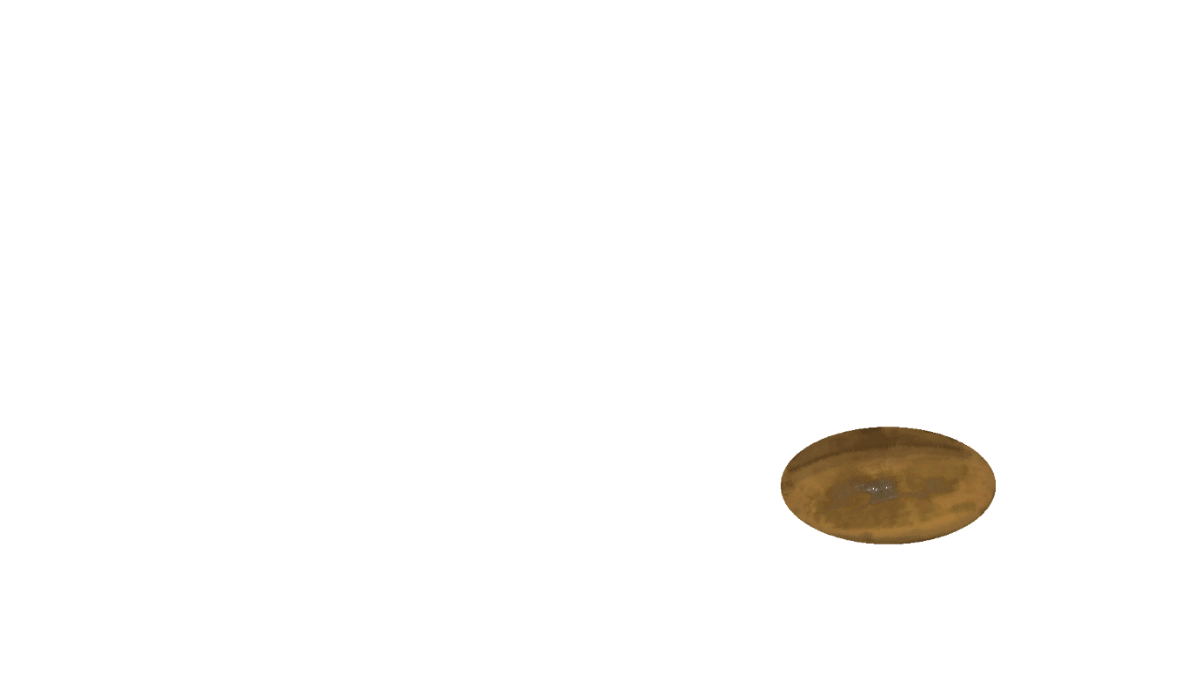


Figure : cooked pancake

A picture containing night sky

Description automatically generated

Figure : strawberries

A picture containing night sky

Description automatically generated

Figure : caramel sauce

A picture containing silhouette, night sky

Description automatically generated

Figure : chocolate sauce

A picture containing lamp, light

Description automatically generated

Figure : whipped cream

Graphical user interface

Description automatically generated with medium confidence

Figure : sugar

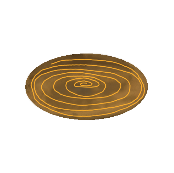
Graphical user interface

Description automatically generated

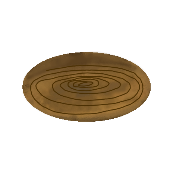
Figure : cinnamon

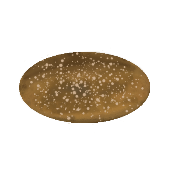
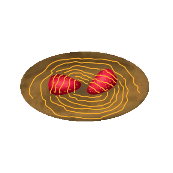
## Pancake orders











# Layouts

## Line art and dimensions

Shape, rectangle

Description automatically generated

85

300

500

1325

550

160

160

420

Figure : background image and measurementsShape, rectangle

Description automatically generated

90

140

260

140

115

225

75

475

350

370

200

350

750

200

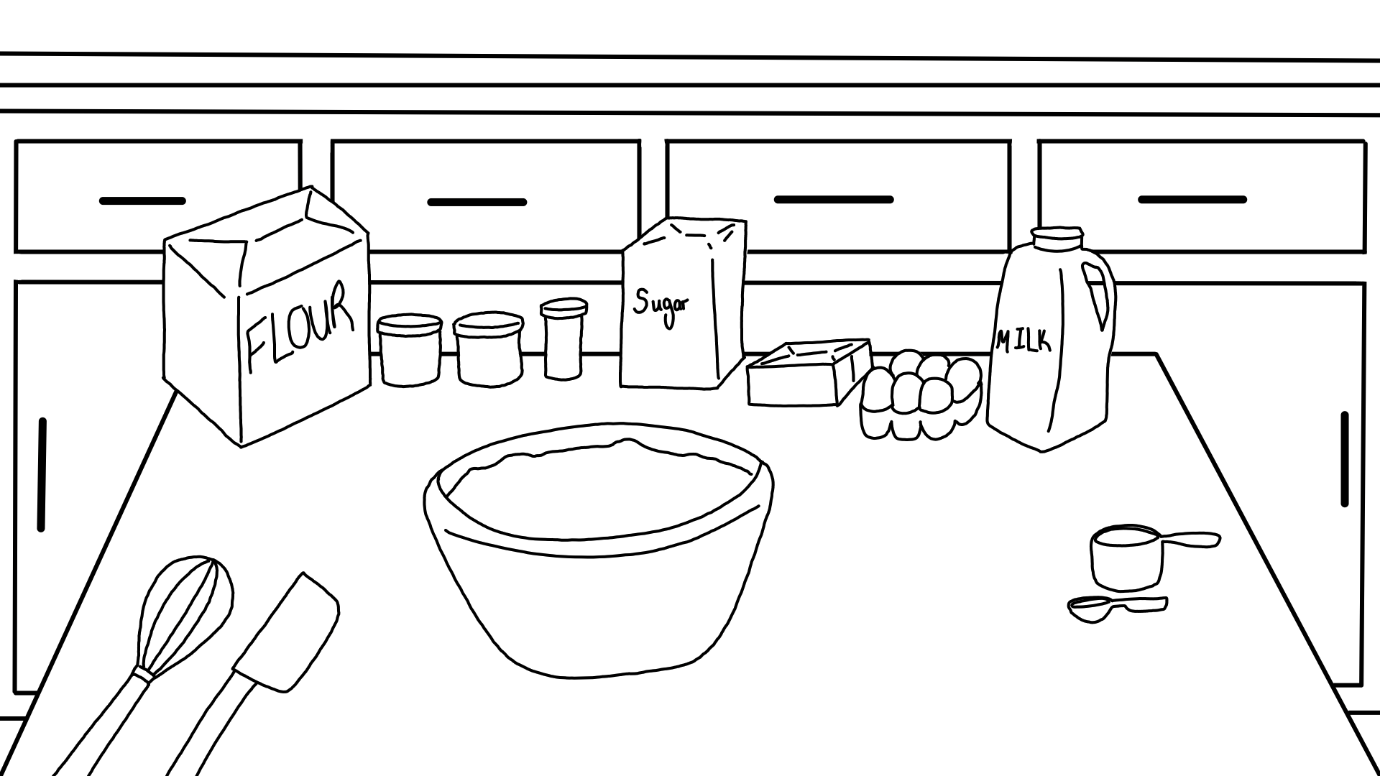
600

160

370

1850

Figure : cooking scene and measurements



150

325

80

50

20

40

90

180

310

165

125

170

120

60

85

100

325

285

Figure : mixing scene and measurements

## Rough drawings and layout guides

Shape

Description automatically generatedA picture containing icon

Description automatically generatedGraphical user interface

Description automatically generatedGraphical user interface

Description automatically generatedA picture containing text

Description automatically generatedGraphical user interface

Description automatically generated with medium confidenceA screenshot of a computer

Description automatically generated with medium confidenceA picture containing building, orange, window

Description automatically generated

topping

topping

Pancake order

topping

Figure :order box layout

## Unity images

### A picture containing text Description automatically generatedGraphical user interface Description automatically generated with low confidenceGraphical user interface, application Description automatically generated

# sliders

![Shape, rectangle

Description automatically generated](data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAATQAAACtCAMAAAAJQXOSAAAAAXNSR0IArs4c6QAAAARnQU1BAACxjwv8YQUAAAAGUExURdmI/wAAAM/FCYoAAAACdFJOU/8A5bcwSgAAAAlwSFlzAAAh1QAAIdUBBJy0nQAAAEtJREFUeF7twTEBAAAAwqD1T20GfyAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAADgVQPQ0QABD+iv7gAAAABJRU5ErkJggg==)

Figure : cooked filler

![Shape, rectangle

Description automatically generated](data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAATQAAACtCAMAAAAJQXOSAAAAAXNSR0IArs4c6QAAAARnQU1BAACxjwv8YQUAAAAGUExURX4AugAAAOaAe4AAAAACdFJOU/8A5bcwSgAAAAlwSFlzAAAh1QAAIdUBBJy0nQAAAEtJREFUeF7twTEBAAAAwqD1T20GfyAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAADgVQPQ0QABD+iv7gAAAABJRU5ErkJggg==)

Figure : cooked base colour

![Shape

Description automatically generated](data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAATQAAACtCAMAAAAJQXOSAAAAAXNSR0IArs4c6QAAAARnQU1BAACxjwv8YQUAAAAGUExURZRZsQAAALNdad8AAAACdFJOU/8A5bcwSgAAAAlwSFlzAAAh1QAAIdUBBJy0nQAAAEtJREFUeF7twTEBAAAAwqD1T20GfyAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAADgVQPQ0QABD+iv7gAAAABJRU5ErkJggg==)

Figure : mixing filler

![Shape

Description automatically generated](data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAATQAAACtCAMAAAAJQXOSAAAAAXNSR0IArs4c6QAAAARnQU1BAACxjwv8YQUAAAAGUExURVgfdQAAAPvrY6gAAAACdFJOU/8A5bcwSgAAAAlwSFlzAAAh1QAAIdUBBJy0nQAAAEtJREFUeF7twTEBAAAAwqD1T20GfyAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAADgVQPQ0QABD+iv7gAAAABJRU5ErkJggg==)

Figure : mixing base colour

# Colour blindness test

Plain background

Graphical user interface

Description automatically generatedA picture containing text, furniture, table, file

Description automatically generatedA screenshot of a computer

Description automatically generated with medium confidenceA picture containing graphical user interface

Description automatically generatedGraphical user interface

Description automatically generatedA picture containing text

Description automatically generatedGraphical user interface

Description automatically generated with medium confidenceA picture containing graphical user interface

Description automatically generated

Mixing background



Cooking background

Graphical user interface

Description automatically generatedGraphical user interface

Description automatically generatedGraphical user interface

Description automatically generatedA picture containing graphical user interface

Description automatically generatedGraphical user interface

Description automatically generatedGraphical user interface

Description automatically generatedGraphical user interface

Description automatically generated with low confidenceGraphical user interface

Description automatically generated

# 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.