

CO2001 User Interfaces & HCI Mini-project

Lukas Petkevicius - lp288

Mohammed Ahmed - mia17

Group 8 Mini-project Discussion

Visibility of system status: In our design, we wanted to let the user know the state of the game at any point in time. To achieve this, we decided to display both users' scores in the game page, as well as the including a round counter that would let users know how many turns have been played. Furthermore, we decided to include images representing dice rolls so the users would know precisely what values each of the three dice rolls generated.

Aesthetic and minimalist design: In our design, we went with a minimalist look to avoid cluttering the display, only showing information that would be useful to the user. We used colors that would be pleasing to the eye and avoided clashing and greatly contrasting colors.

Help and documentation: We decided to include a help section including a video that demonstrates an actual play of the game along with comments explaining the game step by step. Our code is also well commented so as to make it easily understood.

These three principles guided us in completing the project and creating an interface that is both easy to use and understand.