Layout of menus

Frame

The frames resolution in the basic version was set to 1000x635 which was a ideal size for the game with basic features. In the advanced version the resolution is set to 1280x 880, which is thought to be the minimal resolution for a modern computer. To keep the layout of the game in place we decided to lock the size of the window in both versions

Menubar

The menubar holds many of the functionalities of the program available in both the main menu and the settings menu. In the Game tab it‘s possible choose from either starting a new game by pressing „New Game“ or exiting the game by clicking „Exit“. In Settings it´s possible turn the music on or off by clicking the same button, „Music On/Off“. Also in settings there are two themes available, Default theme and Haloween theme. Changing theme ingame is available but won‘t change until you start a new game. We added a tooltip on both of the themes buttons in the drop downmenu that makes sure that the player knows about that. All the features in those menubars are also available in the normal menu.

// Something about why we chose as we did – this just explains what is on the screen and not why it was chosen.

Background

While creating the menus it was agreed to keep the same structure and positions of buttons and titles. Along with that a background was added to the frame which can be seen at all times. To be able to see the background all the Jpanels had to be made transparent. This was accomplished that using the Jpanel method .setOpaque(false). By setting it to false the panels disappeared and the background became visible. By adding this command to every panel it was possible to get alot cleaner structure for the menus.

Buttons

The buttons had to be visible but also „not too hard on the eye“, therefore dark gray buttons with white letters were chosen. We kept that combo through out the design of the game. The buttons were all placed in a carefully calculated grid with equal space between them. Also font type and size were syncronized through all the menus.  
Every button has to have it‘s own actionlistener and every actionlistener has to be added to a Controller list to be able to call them from the CheckersController class and make them do as instructed. In the CheckersController class a simple if/else statement that takes in the String of the button that was pushed and checks for identical cases were added. If an identical case is not found it prints out a error that says „ERROR: Unexpected ActionCommand“.

Labels

The labels were used to make titles for all the menus and small text messages that did not require a textfield. For the labels the color white were chosen to enhance readability. We manipulated the size of the text in the labels accordingly wether it was being used for titles or small messages.

Textareas

Textareas were only used when we had to deliver a large amount of text. That method was only needed when we described the rules of the game, when you click the „Rules“ button in the main menu, and when we described how to play the game, when you click the „How To Play“ button while in the Rules menu.  
It was decided to give the textareas a light gray background and black text to enhance readability of this amount of text.

Popup Windows

The coundown timer ingame was made to be customizable so that function was added to the settings menu. When the „Change timelimit“ button is pressed, a window pops up and asks for the new time limits where the user inputs hours, minutes and seconds.