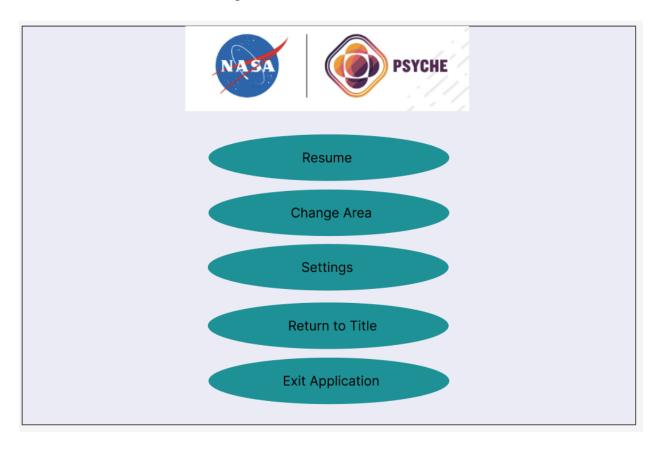Jose Grijalva

1/21/2025 5:40pm AZ time - TBD

SER402 Spring 2025

Task #191 of US #190 progress documentation

- (1/21/2025 6:21pm AZ Time): Just got started on sketching the UI design for the Pause Menu. For this task, I will primarily just sketch a rough draft before jumping straight to a final version of the design and implementing the Pause Menu in the Mars Site scenes without any UI ideas. Depending on how much available time remains to be able to implement the actual Pause Menu itself on the Unity VR project and the functionalities for each Pause Menu button by the ending date of Sprint 1 this week, this task will mainly be a rough draft of the Pause Menu UI sketching. Here is a partially completed

version of the Pause Menu UI rough draft:

- (1/22/2025 8:47PM AZ Time): I just did a complete re-do of the main menu after

  consulting with the entire team on the previous rough draft for their opinions on the

  design. I took their suggestions from the team to have the Pause Menu UI design come as

  close and consistent to the Main Menu UI as possible. The Main Menu UI is a very

simple design so I kept the final version of the Pause Menu UI very simple as well:

Resume

Change Area

Settings

Return to Title

Exit Application

- It is just a list of 5 buttons and the background will just be whichever Mars site the user is currently exploring. The Resume Button resumes the Mars exploration. The Change Area button lets you change Mars site to explore. The Settings button may or may not be necessary if the Settings button in the Main Menu already handles things like brightness,

volume, and resolution. Return to Title button takes you back to the main menu. Exit

Application Button completely closes you out of the VR application.