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ITIS 3150

4/27/15

Axure Final Project

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Introduction

The concept of this game is that this Alien, Marvin, has come down to earth. But his universal translator is broken. The only way to help him fix his universal translator is by helping him solve math problems to synchronize the translator. Since Marvin can't find a way to fix the universal translator, the farmer, whose field Marvin is over, is visibly distraught. He thinks it's an alien invasion. Only he and his dog, Rocket, can save the world now. The user's goal is to help the alien solve simple math problems so he can synchronize the universal translator to the right language so he can communicate with the farmer and rocket.

The design for Alien Math Games has changed quite significantly since the Balsamic Project. The overall concept is similar to PopGames (Bejeweled) website. The design changed to more of a minimalist design, using lots of whitespace, smaller navigation and footers bars. This new design has a design that showcases the game and the Alien math game theme. The UI designs added to this site are bread crumbs, drop down menus, hover buttons, sharing widgets and embedded videos.

Design Goal

Content Fidelity Matrix

Content	Very Low Fidelity	Low Fidelity	Medium Fidelity	High Fidelity	Very High Fidelity
Information Design					X
Interaction Design					X
Visual Branding					X
Editorial Content					X

The Content Fidelity Matrix is all set to high fidelity. The information design is set to very high, the sites content is clear. Interaction Design is rated at very high because of the use of breadcrumbs, hover links, sharing widgets and dropdown menus. Visual Branding is very high because of the use of

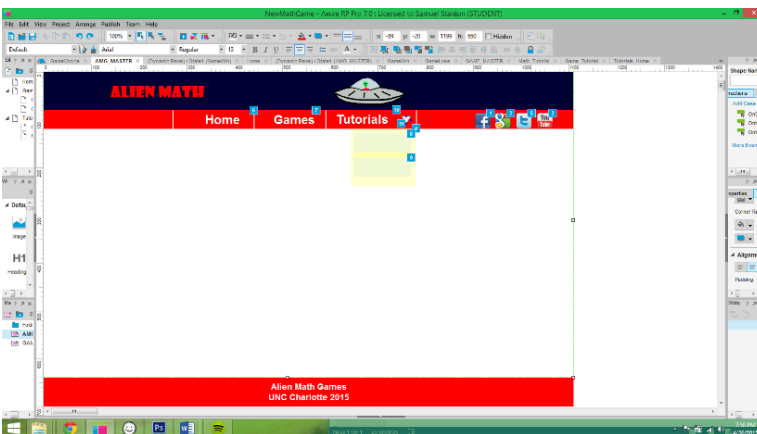
special fonts and the alien logo in the header. Editorial content is very high, because the site clearly instructs users in what they need to do.

What changed from Balsamiq

There were significant changes since the Balsamiq project. The major change was switching the navigation bar from side navigation to top navigation. The images with stars was also removed due to the cluttered effect it had on the site. The quizzes from Balsamiq got integrated into the game. They help the user with special devices to keep the alien from crashing. Modal panels were discarded due to none of them would work. This was due to the overlapping of dynamic buttons that conflicted with one another. Also the fractions were taken out completely. The fractions took too much space to show one problem. Another character was added as well to the story, a dog.

Description of Templates Built

Master Template



For the project I designed one Master slide.

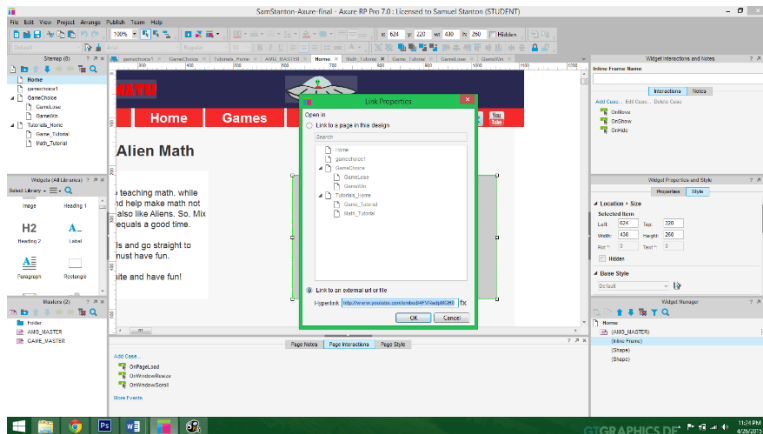
This had all the common functionalities such a hover buttons, dropdown menu and sharing widgets. The hover buttons were set to reverse color of red and white to white and red. All the pages use a master template.

Navigation



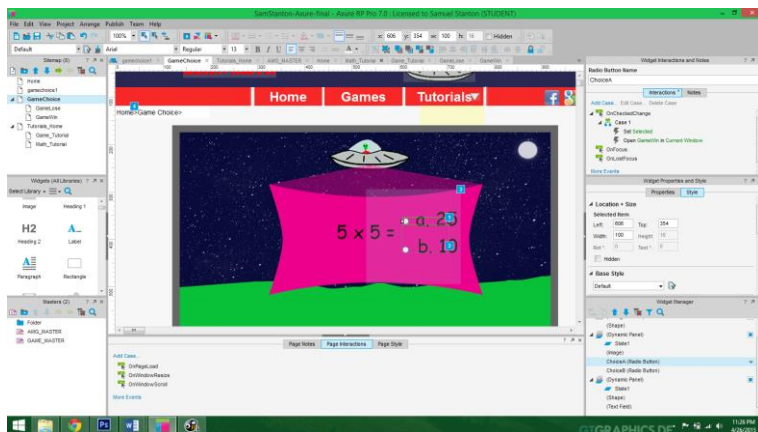
When a user hovers over a button, the button becomes highlighted.

Homepage



The Home page has the welcome screen and an embedded YouTube video. This video was on I made for the PowerPoint project.

GameChoice Template



The GameChoice template is the area where the user starts the game. When the user answers a math problem, the number of correct decisions will eventually indicate the outcome of the game. So if the user get the first question wrong, they will be directed to

the loser dialog. If the user gets the question correct, they are immediately transferred to the winner dialog.

GameLose Template



This is the dialog that ensues after the user chooses wrong answer.

Since the dialogue pages could not be loaded dynamically in Axure, the dialogue images had to be converted to a .gif file then imported to Axure.

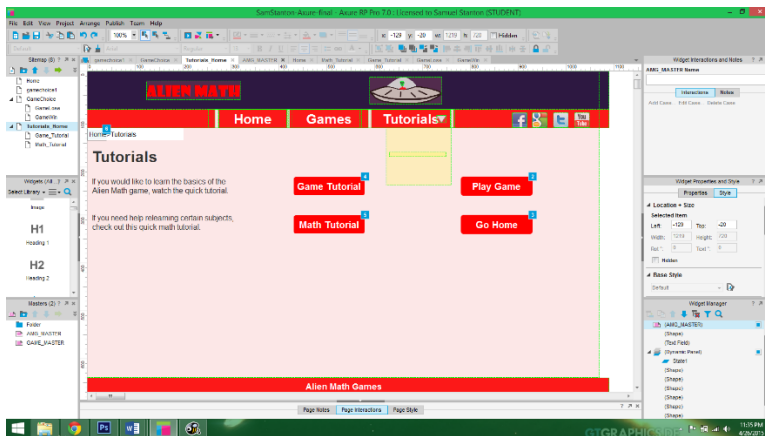
GameWin Template



This is the dialog that ensues after the user chooses the correct answer.

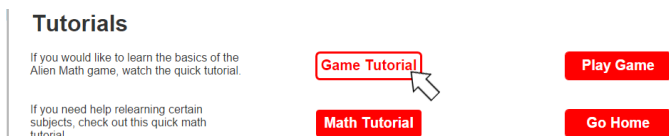
Since the dialogue pages could not be loaded dynamically in Axure, the dialogue images had to be converted to a .gif file then imported to Axure.

Tutorials Home



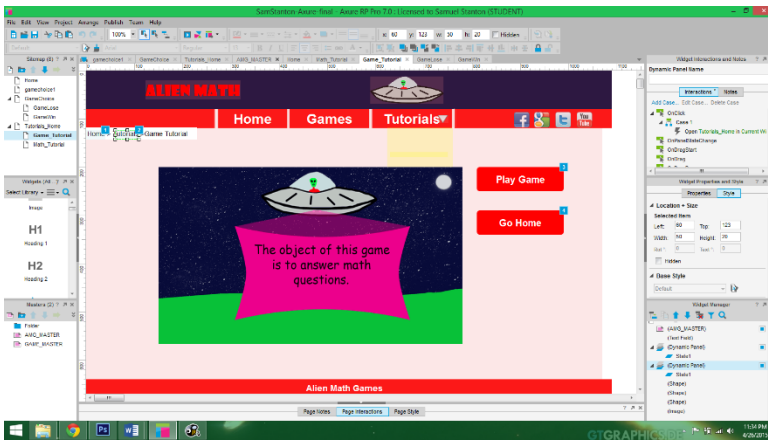
This is the page where the user comes to if they just want to browse the tutorials. The user has the option to go view the game tutorial, math tutorial, play the game or go home.

Hover button



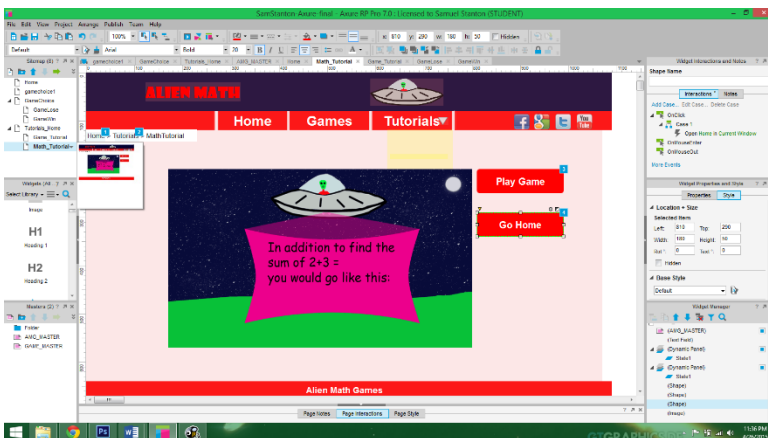
This demonstrates the hover button on the tutorials page.

Game Tutorial



The game tutorial is a .gif file that was created and it instructs the user on the game works.

Math Tutorial



This dialogue is a .gif file that instructs the user on very basic arithmetic.

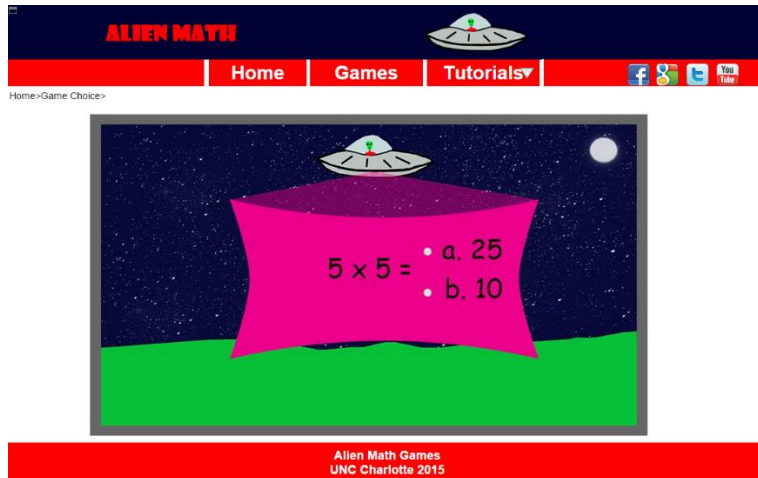
Instructions

Home page



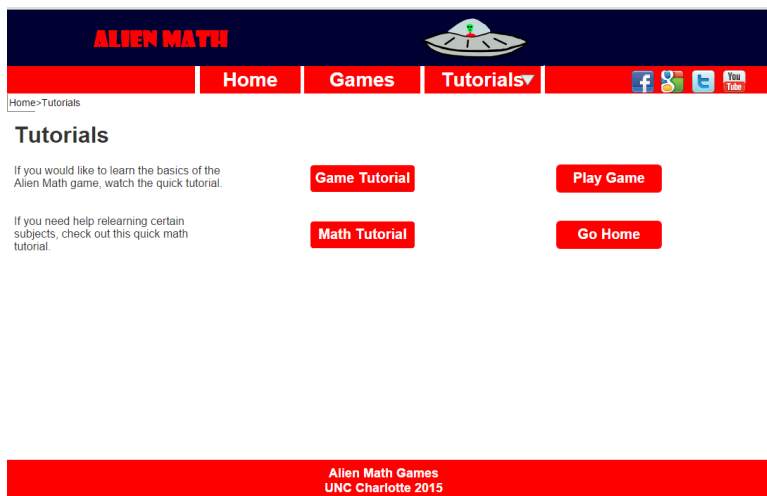
This is the homepage, where users can view the latest videos posted by Alien Math Games.

The Games page



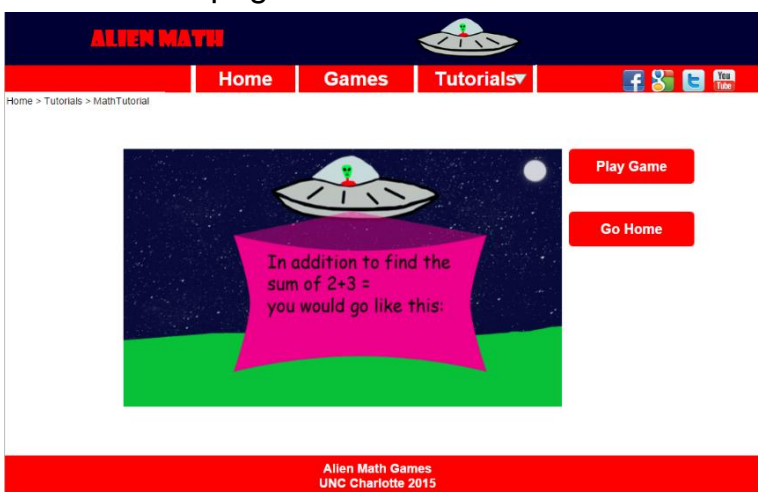
When the user gets to this page, they are asked to answer a simple arithmetic question. All they have to do is select the radio button.

Tutorials page



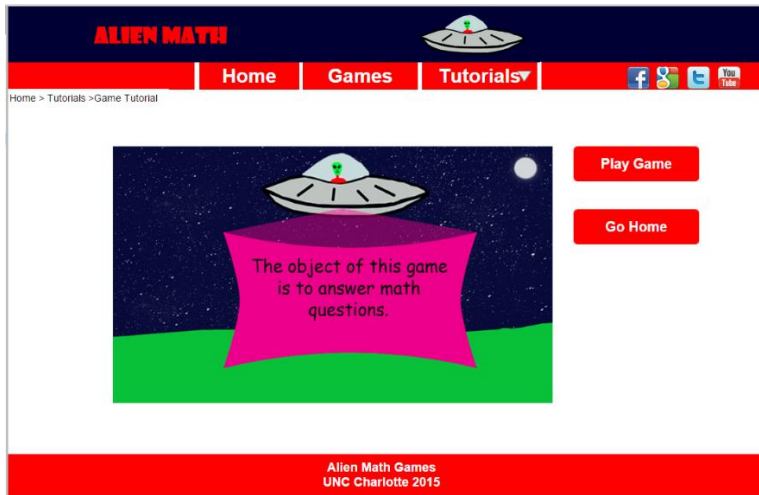
This page where the user goes when they are click on tutorials.

Math Tutorial page



This page will instruct the user on how to do simple arithmetic. All they have to do is watch the 16 second video.

Game Tutorial



The page show the user the basic game concept. Then asks if they want to play the game.

Conclusion

What Could Not Be Accomplished

In conclusion to using Axure, this was a fun piece of software to use. Axure gave me a student license. There were a few things I could not accomplish. The first issue that this site had, was getting the dropdown menu to work properly. It was working for a while, then when the master slide changed, it quit working. Modal panels were not working properly either.

Likes & Dislikes of Axure

What I liked about this product was Axure gave me a student license. Also I liked when you *right click > interaction styles> onMouseOver*, you were allowed to easily adjust buttons for interactivity. I did not find that out until I was already debugging everything. I redid my Master template, just for this reason.

What I did not like about this project is that there is no easy to debug anything. If something doesn't work, it just doesn't work. Also when you making adjustments to the master, it doesn't up the master with the other slides. It may have but my sites were so cluttered I deleted everything and re-did all the templates for the site. I wish there was more documentation for more complex concepts. I ordered a book off amazon for \$15 to help me figure some of this out and it was complete garbage.

Over all this was a fun project. I didn't realize my concept and themes were going to change so much. There are still more functionalities I would like to add I couldn't figure out.