

Design Process Documentation

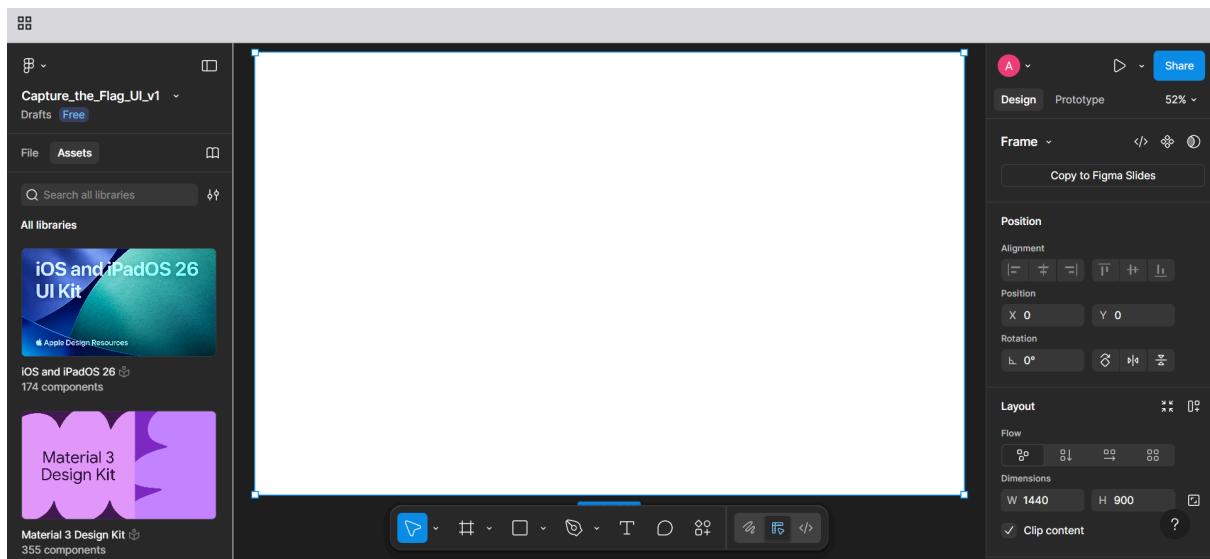
Tools and Software Used

The design and prototyping process for this project utilised a combination of industry-standard design and development tools. Figma was used to design and iterate on the user interface, allowing rapid experimentation with layout, colour, and information hierarchy. The prototype was later translated into a working web-based prototype using HTML, CSS, and JavaScript to demonstrate interactive game features.

Primary tools:

- Figma (UI design and low-fidelity prototyping)
- HTML/CSS (layout and styling implementation)
- JavaScript (game logic and interactivity)
- GitHub (version control and evidence of contribution)

Figure 1: Figma Screen for UI Design



Initial UI Concept

The initial user interface was designed as a low-fidelity prototype to explore the overall structure of the game screen. The focus at this stage was on usability rather than final visuals. Core elements such as the game title, team panels, leaderboard, and main game area were positioned to ensure clarity and ease of understanding for players.

The browser-style header was used as a visual container to contextualise the interface. This does not represent final platform implementation but provides a familiar frame for presenting the UI during early-stage development.

Figure 2: Initial UI Design Screen 1

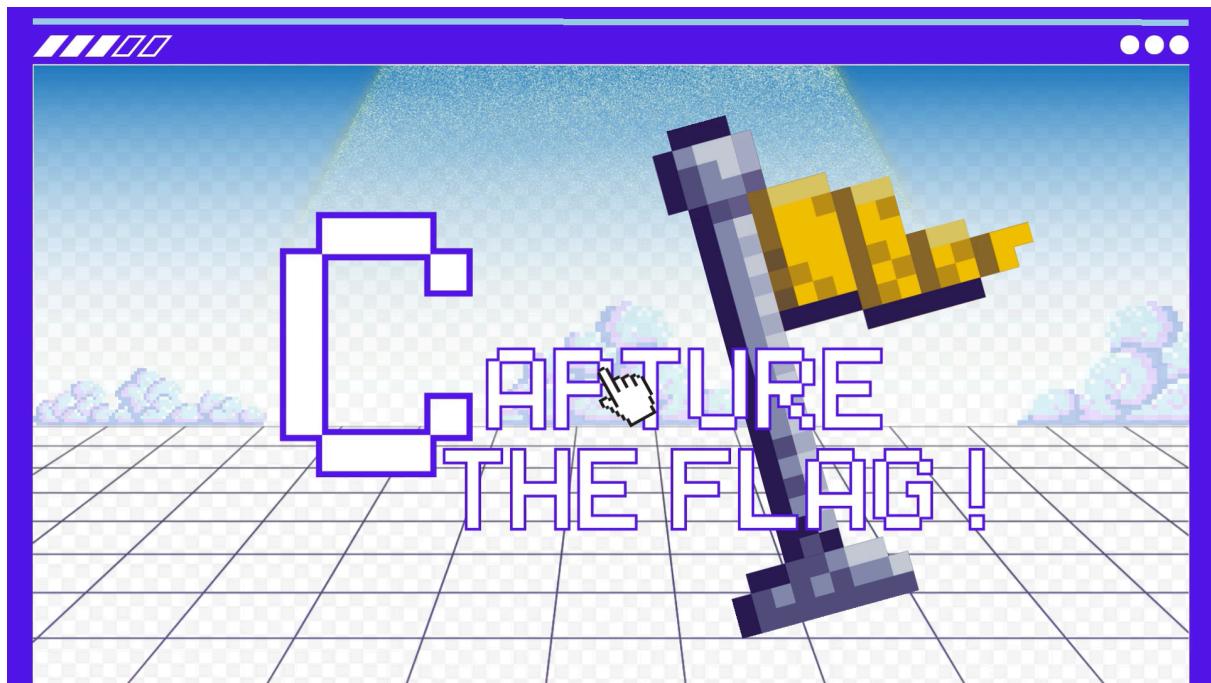


Figure 3: Initial UI Design Screen 2



Design Iteration and Development

Following feedback from group members and testing considerations, the UI was refined to improve visual hierarchy and readability. Team panels were colour-coded to clearly distinguish Team A and Team B, while the leaderboard was visually separated to highlight player ranking and match outcome.

At this stage, the design was also considered alongside technical feasibility. Adjustments were made to ensure that UI components could be realistically implemented using web technologies and updated dynamically during gameplay.

Future Design Development

Figure 4 and 5: The prototype represents a design vision rather than a completed or fully implemented product. This version focuses on communicating the intended layout, visual hierarchy, and user experience of the game as it progresses into Semester 2 and towards the final deliverable.

The prototype illustrates how core interface elements such as team-based scoring, leaderboard ranking, and end-of-match outcomes will be presented to players. The highlighted winner state (Joey) demonstrates the planned visual feedback for match results in the final product.

Moving into Semester 2, this prototype will serve as a reference point for further development and refinement. The design decisions established here will guide future

implementation, visual polish, and feature expansion, supporting the transition from a conceptual prototype to a fully realised game experience.

Figure 4: Refined UI Design Screen



Figure 5: Refined UI concept illustrating planned gameplay features

CAPTURE THE FLAG!

MATCH CONTROLS

START

RESET

TIMER: 60s

STAMINA

GAME AREA

TEAM A | SCORE: 02

TEAM B | SCORE: 01

LEADERBOARD

- 1 Joey
- 2 Sarah
- 3 Harry
- 4 Liam
- 5 Karen