

GUI report

Discussion

We first looked at our requirements gathered from team meetings and interactions with the client. This informed us of what needed to be on the GUI, i.e. what the player needs to be able to see. We then looked at similar games to ours and had meetings about the design to see what style suits this type of game and what features needed to be highlighted more than others. We took a lot of inspiration from the Civilization [1] game series, such as using the corners of the screen to display information.

We decided that using the corners of the screen would be the most effective way of displaying information as more of the game world would remain visible and interactive, while still maintaining a high level of usability for each of the features. This balance between the information displayed and the game world gives our game much more playability.

By using a large font for all the text and a high contrast between this text and the background, it is very clear and easy to read, which increases both its usability and playability for people who have poor eyesight and/or are colour blind, which is highly likely due to the fact that we will be presenting this game to a wide variety of people at an open day.

Resources and Roboticons

The requirements stated that the system should implement ore and energy resources (#8)*, production of each resource at the end of the turn (#17), buying and selling to the market (#9) and installing roboticons (#4) [2]. Therefore, we have a section of the GUI dedicated to these items. Also, by grouping all of these items together in the GUI, it is very simple to add another similar resource to the list, which will happen in future assessments.

Timer

Our requirements state that phases 2 and 3 are time-limited (#42) [2]. Therefore, the GUI needs to contain a timer. We chose to position this timer in the centre of the GUI because the player relies heavily on this feature to plan their moves so this positioning increases its usability during the specific phases.

Phase and turn counter

The requirements tell us that the system should support two players (#15), there are multiple phases (43) and that the game ends once all the tiles have been bought (32) [2].

Dialogue box

We felt that a description of the next task was necessary, so we added a small description of this to the bottom of the screen.

Tile descriptions

Roboticons need to be installed on tiles (#4) and resources are produced by Roboticons on a plot (#11) [2], so descriptions of each tile were necessary.

In-game menu

We discussed and concluded that a start menu would be necessary to both make our game look more appealing and be able to set unique player identifiers (#6).

*The bracketed number refers to the requirement number in the full list of requirements that has been cited.

Screenshots

References

[1] 2K. "Civilization VI," <https://www.2k.com>. [Online]. Available: <https://www.civilization.com/> [Accessed: Jan. 22, 2017].

[2] Jamaican Bobsleigh Team. "York Roboticon Colony," <http://robins.tech/jbt/index.html>. [Online]. Available: <http://robins.tech/jbt/documents/asstwo/FullList2.pdf> [Accessed Jan. 23, 2017].