User Interface Programming – Project Research Workbook

This workbook will help you focus your research for your project.  
Once you have answered these questions, use this information in your GUI Design Document.

|  |
| --- |
| Briefly describe the application or game you will design and create the user interface for.  The graphical user interface you design may be just a piece or sub-section of a larger application.  This is your initial idea to focus your research. The application described in your design document, or your final build, may end up being different from this description.  Keep in mind that you may want the project you develop in this subject to integrate with the project you create for the subject *Cross-Platform Development*. |
| ***Game:***  ***Name:*** Bomber Chef  ***Description:*** A game about cooking fresh bombs to wreak havoc on your enemies |

|  |
| --- |
| Identify any industry best practices, standards, codes of practice, or similar requirements or frameworks that may be applicable to the graphical user interface you are designing.  You may want to consider developer guidelines for app or game stores, video game rating regulations, and industry best practice reflected in online blogs, guides, or conference recordings. |
| ***Practices:*** Making as minimal yet still visible and visually appealing UI is key  ***Standards:*** Wireframing or drawing up a design and using art |

|  |
| --- |
| Describe the functionality of your GUI.  Use diagrams or mock-ups to detail the front-end interface (what the user sees).  Describe the events or processing that occurs in response to actions the user performs using the interface (i.e., the back-end processing). |
| The UI in Bomber Chef has a couple of visual elements indicating certain things like number of lives and kill count as well as inventory and player name.  The lives hearts shake whenever damage is inflicted on the specific player and the heart will then popout of its slot when it is done shaking to indicate they lost a life.  The kills get added onto whenever the player gets a kill with the bomb they threw.  There inventory changes image whenever an item is added to it.  There is a timer that count down that indicates when the level ends.  Each oven has its own UI indicating that item can be placed inside and that there are items inside  Each bomb has a meter that fills up when the bomb is about to explode.  Finally each player has a name above them indicating who is who |
|  |

|  |
| --- |
| What prototyping tools are available to you? Which one(s) will you use? |
| ***Available:*** Unity UI toolkit  ***Use:*** None. |

|  |
| --- |
| What resources are required for the development of the user interface?  Include both software, and assets. |
| ***Software:*** Unity game engine (or any game engine/ library that has a graphics engine)  Documentation for said game engine.  Third party software if needed.  ***Assets:*** Art created by you or an artist |

|  |
| --- |
| List and describe the information that is contained within a design document used to describe the design of a graphical user interface.  In how much detail is each piece of information typically described?  What diagrams may be included? |
| * File Structure * Major Areas First (i.e. Dashboard) * Component Documentation   + Describes each component and their functionality. * Global Components   + Describes all the components not linked to a specific workflow. * Style Guide   Everything must be described in detail of why it’s important and what it accomplishes and what it does.  Diagrams or mock-ups may be included inside the document for ease of workflow. |