

BSC – HGP - Assignment 02

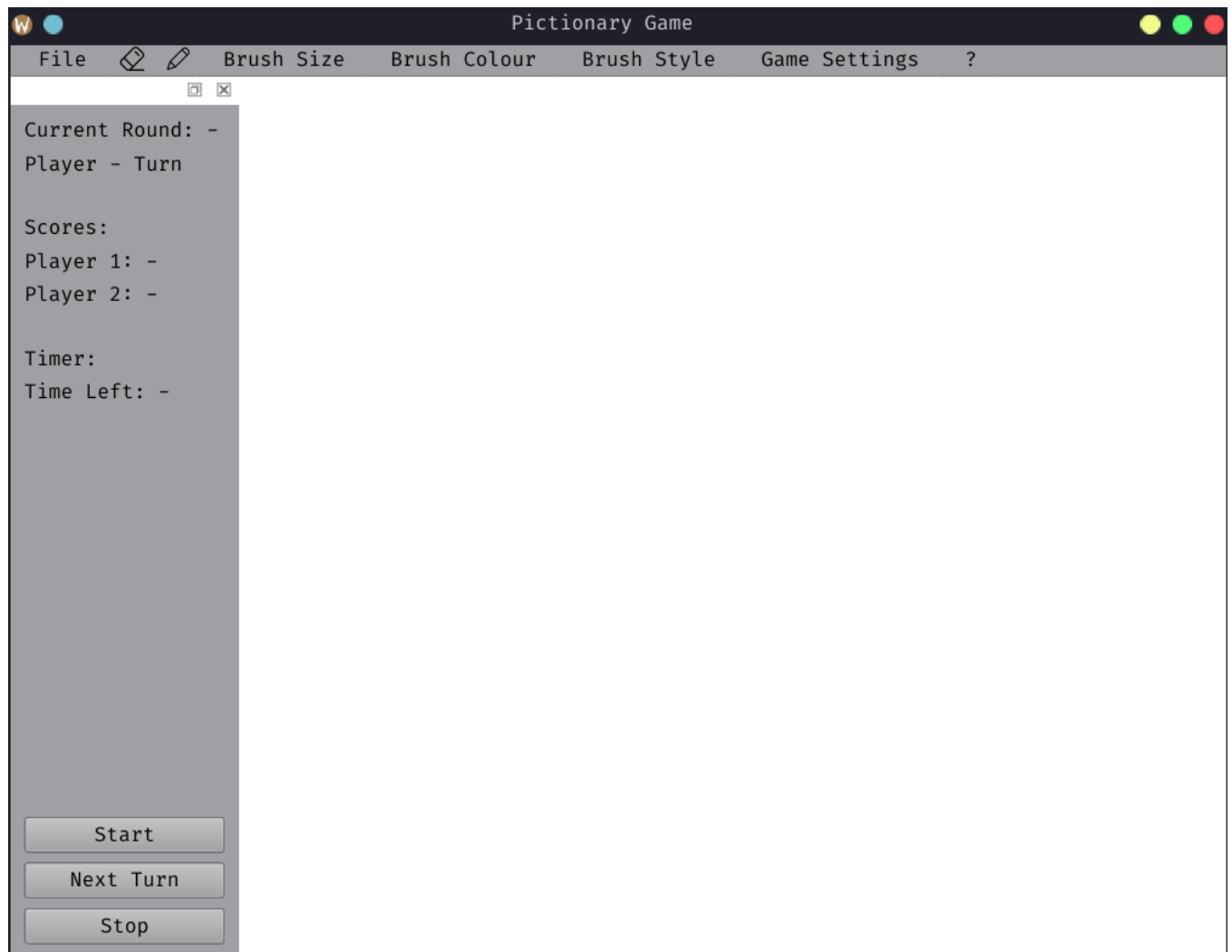
Pictionary Game

UI Design Document

Student Name: Thomas ODIN

Student Number: 3168058

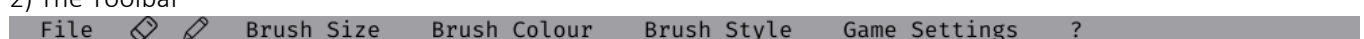
1) Global GUI



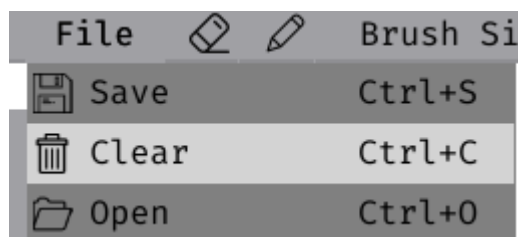
Here is our global gui, we can see a toolbar where we can choose between, many menus and buttons to change brush style, colour or size, we can also change game settings, choose help menu to look on map information by clicking on the interrogation point, we can see an eraser which open select the eraser mode and a pen to select the drawing mode. You can also see a file menu to choose to save, open or clear the canvas. On the left we can see a dock which show the current game info, the current round which player turn it is to draw, the scores and the time left. Ther is also the button to start the game, skip turn and stop the game (it will stop at the end of the current round to show the winner and looser).

The global theme is grey as our icon are blacks and basic font is white, our text is black like the icons, so it contrasts with the background and is visible. The top of the dock is not filled (grey) because it created problems with the actualisation of the drawing, the line did not appear unless we opened a new child window like the game settings and close it.

2) The Toolbar



The toolbar is a horizontal menu with submenu and action in it, it's left centered as it's commonly done. On hover the text of the selected action is bold not the icons and it is not highlighted in grey light as it would erase the icon on hover.



The File menu in the toolbar permit to save the current drawing, clear it and open a new canvas. We added icons for better visual representation and the associated shortcut to each action is also show. The style is the same as the main window one, but on hover the action is highlighted in light grey. To save you can either specify it's a .png or not it can do it automatically. The save and open action open a discover

menu which is in the computer session theme.



Next, we have the eraser and pen action which permit to erase and draw. The eraser is a white pen as the basic canvas is white, and when playing it clear each time which reset the canvas to a white one.

We have the brush size menu, with same theme as all the menu to keep cohesion. We can select for the size of the brush in pixel, and it shows the shortcuts too. There is no icons as we did not find corresponding ones.

Brush Size	Brush
3px	Ctrl+3
5px	Ctrl+5
7px	Ctrl+7
9px	Ctrl+9

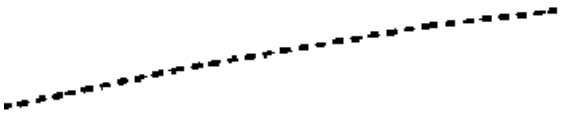
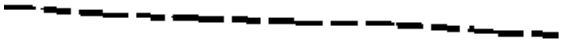
Brush Colour	Brush Style	C
 Black	Ctrl+B	
 Red	Ctrl+R	
 Green	Ctrl+G	
 Yellow	Ctrl+Y	
 Blue	Ctrl+U	
 Choose Colour	Ctrl+P	

The brush colour menu permit to choose the colour of our pen, we can choose between five basic colours black, red, green, yellow and blue but we can also choose colour from the palette by using the choose colour option. We can see the colour as the icons and for choose colour it's a palette one as we think it's the most relevant one.

The Brush style menu can be used for brush's personalisation, we did not add shortcut as it would have made too many shortcuts, and we can do all style with the solid one. We did not

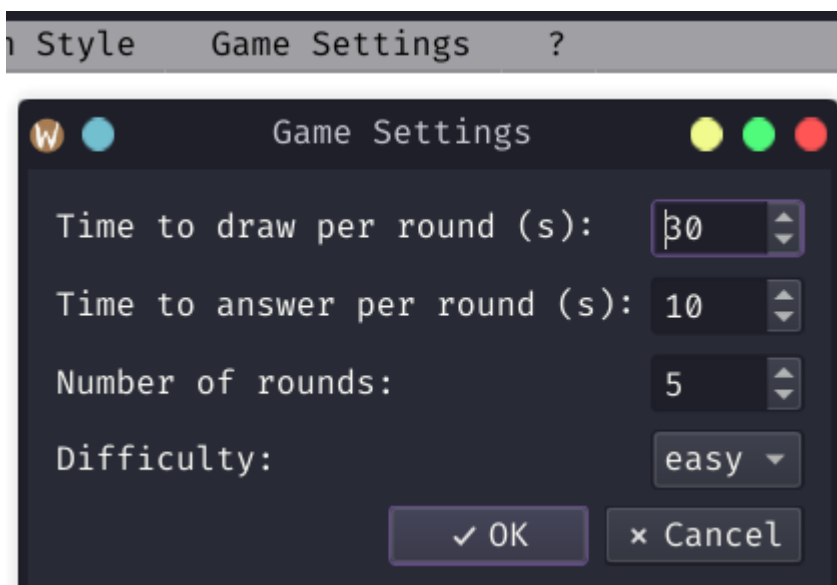
put icon as for the cap and join style menus we did not find relevant one so it would create a confusion by adding them on the line style menu.

Brush Style	Game Settings	?
Line Style ▶	Solid	
Cap Style ▶	Dashed	
Join Style ▶	Dotted	

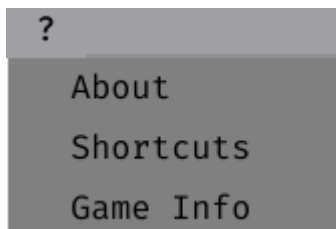
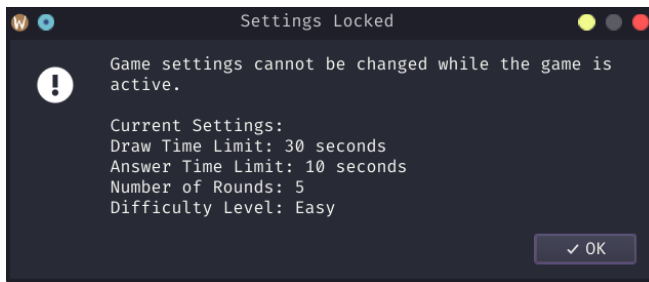


Brush Style	Game Settings	?
Line Style ▶		
Cap Style ▶	Round Cap	
Join Style ▶	Square Cap	
	Flat Cap	

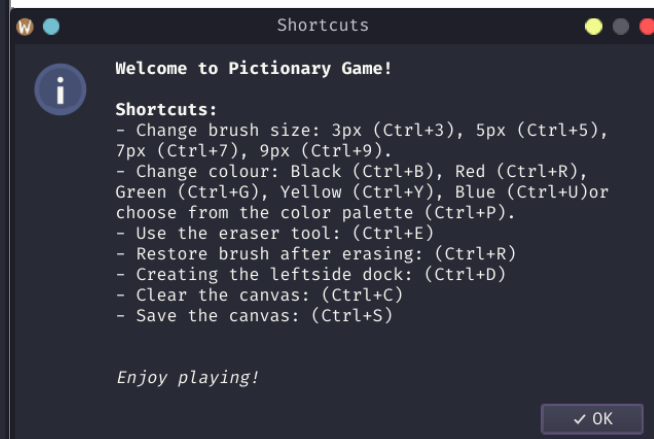
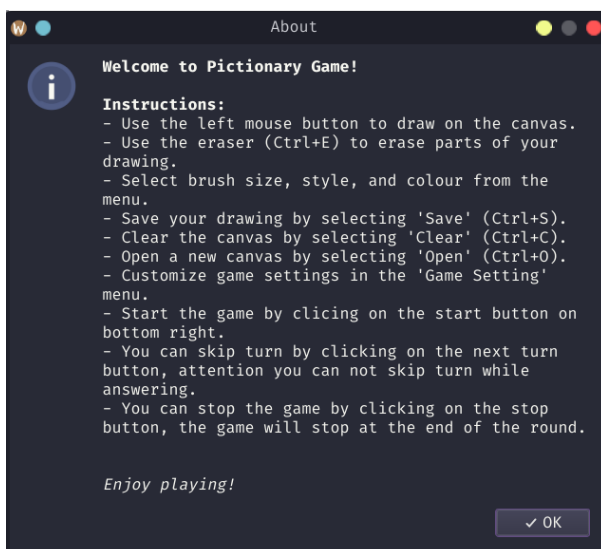
Brush Style	Game Settings	?
Line Style ▶		
Cap Style ▶		
Join Style ▶	Round Join	
	Bevel Join	
	Miter Join	



The game Settings button open a pop-up window where you can change the game play setting like the number of rounds, the time to draw and answer and the difficulty where you can choose between easy and hard are they are our only difficulties. The pop-up window is in the system theme as it's not necessary to impose a theme for better use of our icons or else as we don't use one. When playing you cannot change the settings, so we show a warning pop-up window with the actual settings.



The help/info menu is composed of 3 actions. The About button which give basic information about the application in a pop-up window. The Shortcut one which will give information about all the shortcuts in a pop-up window. And the Game Info button which will give all information about the gameplay in a pop-up window.

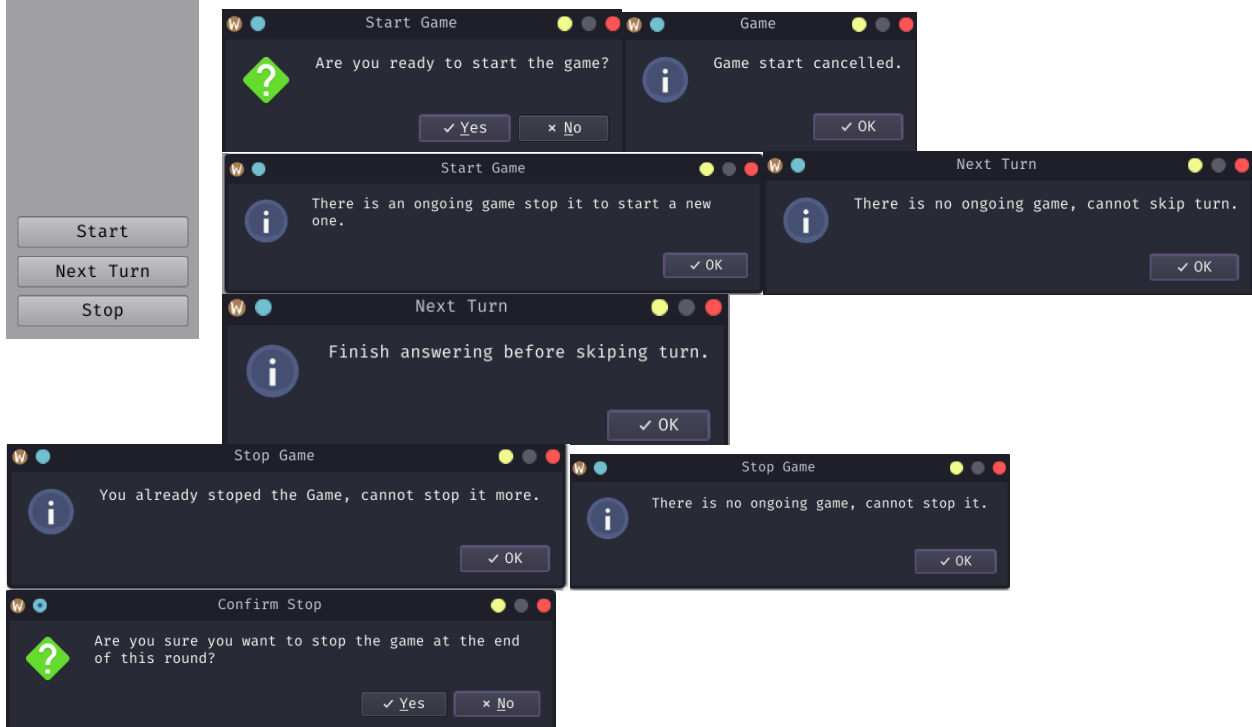


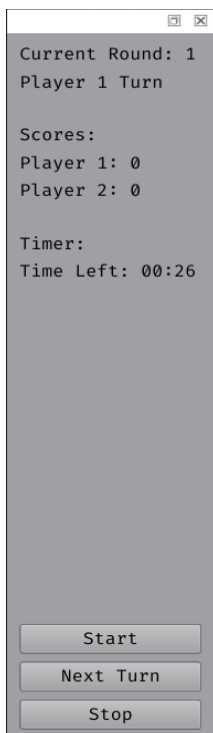
The pops-up windows are in the computer session theme for the same reason as the game settings pop-up window.

3) Left Dock



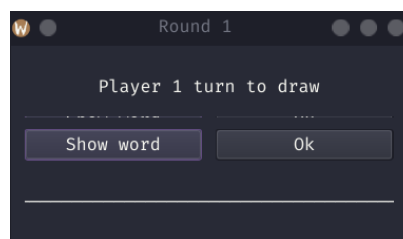
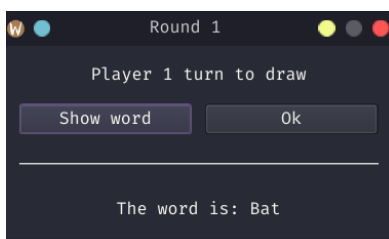
The left dock is a dock about game information you can remove it by clicking on the top left button, but you can make it come back using the Ctrl+D shortcut as GUI is forgiving. Here the image is the Game info when no game is ongoing, it shows the place for the information without actual information to avoid confusion for when a game is ongoing. There is a start button which permit to start but ask for confirmation before in case of click error, also show a pop-up window in case you click on start when already playing. The Next Turn button shows warning when there is no game ongoing or if you are in answering time. The stop button only works when there is a game ongoing, it shows an information pop-up when there is no game ongoing and when you already stopped the game it shows a pop-up window saying you already asked to stop the game.



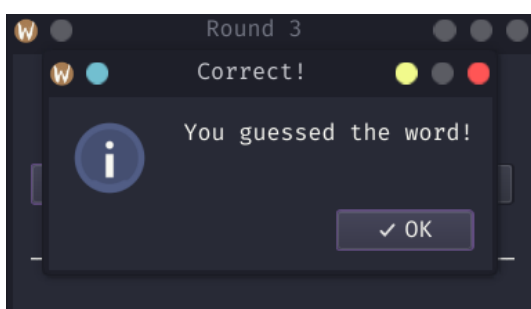
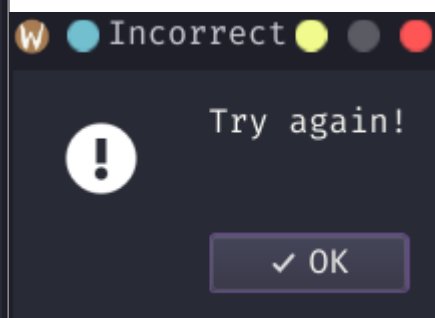
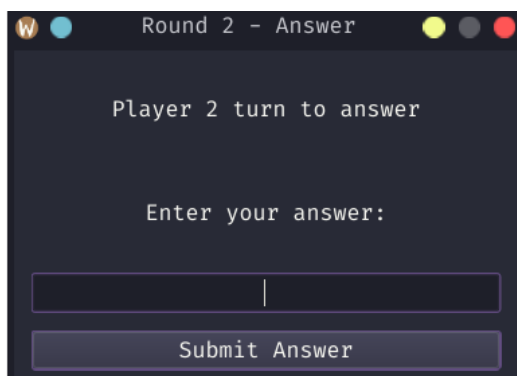


Example of the side dock when playing showing actual info.

4) Gameplay



After Starting the game, a pop-up window will show up to propose to show the word and by clicking again on the button you will hide it, by clicking on ok the window will disappear, or you can let the window on the side and draw the window will disappear at the end of the timer.



Then a pop-up window asking to answer will show up if you guess incorrectly, you can try again by clicking on ok and if you guess correctly the score will increase by 2 for the drawer and 1 for the guesser and by clicking on ok both window for answer will disappear.



At the end of the game a pop-up window saying who is the winner will show up, showing the final score too, it can also say when there is a tie. The side dock will reset too at the end.