BSC – HGP – Project Go

UI Design Document & Report

# Division of Work

Student Name1: Thomas Odin Student Number1: 3168058

Student Name2: Benoît Catez Student Number2: 3168585

Student Name3: Quentin Laumonier Student Number3: 3172082

Division of work: The project was led by Thomas Odin.

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## Code repository log

https://github.com/Todin13/hci-gui-final-project

## Percentage of work completed by each partner on each class / task

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| **Filename / Task** | **Thomas Odin** | **Benoît Catez** | **Quentin Laumonier** |
| GoBoard | 40% | 30% | 30% |
| Game logic | 80% | 10% | 10% |
| Go | 50% | 0% | 50% |
| Handicap | 60% | 40% | 0% |
| Piece | 80% | 0% | 20% |
| Player names page | 30% | 30% | 40% |
| Score board | 40% | 10% | 50% |
| Start page | 20% | 10% | 70% |
| Stylesheet | 50% | 50% | 0% |
| Git hub repository | 90% | 5% | 5% |
| Learning rules of draughts | 33% | 33% | 33% |
| UI Design Document | 5-10% | 80-90% | 5-10% |

# UI Design

To achieve good marks in this item ensure that this document is well structured and addresses each of the following headings and subheading. The explanation of each UI Design Choice should be clear, precise and show substantial consideration has been made, references are welcome. All decisions should be explained regardless of how basic they are. Do not cut and paste justification from the internet (plagiarism) or notes but include references and explanations in your own words where appropriate.

**Student Names:** FirstName LastName

* Include multiple screen shots of the application each focusing on a different component clearly labelled
* Clearly indicate what is working and what is not.
* Discuss each component under the following headings
* Location: e.g. The button was placed in the bottom right to as it is the default location to confirm and action
* Colour: The colour scheme was chosen to avoid the main form of colour blindness and produce high contrast for the visually impaired.
* Size:
* Style:
* Etc.

**N.B.** Clearly mention any additional features here either visual or functional so that appropriate marks are awarded

# Screen Shots of Working/Not Working Features

**N.B. Be sure to comment what is working and not working for each of the tasks. The boxes should be expanded to contain the content.**

All code should be testable where possible and error message should be displayed to show where code has failed.

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| **Task 1 (1 image with description + what is working/not working)** |
| You can place stones directly on intersections.  Clicking outside the last grid border will not place a stone, clicking in the inside is required. |

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| **Task 2 (6 images of working Menus/buttons/Labels including description + what is working/not working)** |
| General rules are accessible from the start screen.    Message box appearing when “How to play” is clicked.    Rules and controls are accessible at the top of the score board.    Messages boxes appear to give rules and controls.  Score board shows the last stone location, each player name is displayed (here default when not entering any name), prisoner count for each player, current turn and current territory for both players.    The pass button allows players to pass their turn. Two consecutive passes end the game?    Reset game will clear the board and counts. It will automatically start a new game in the same game mode. |

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| **Task 3 (2 images + what is working/not working)** |
| Shadow stone showing where the player is about to click. Then put stone from click. |

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| **Task 4 (2 images + what is working/not working)** |
| Stone can be place on safe intersection, but not in a suicide situation. |

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| **Task 5 (2 images + what is working/not working)** |
| Capture situation, white takes black. Because of ko, black cannot take white back, but can play elsewhere. |

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| **Task 6 (2 images + what is working/not working)** |
| Black stone about to be captured, then black stone is captured. |

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| **Task 7 (2 images + what is working/not working)** |
| Group of black stones about to be captured, then group of black stones is captured at once. |

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| **Task 8 (2 images + what is working/not working)** |
| When both players passe, ending game mode starts when players deliberate about dead stones (further detail in task 9).  When players finally agree on dead stones, the winner is decided and announced in a message box with point details. |

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| **Task 9 (2 images + what is working/not working)** |
| Players are allowed to choose between a ” normal game” with no timer involved or a ”blitz game” with a 2 min timer for each player. When blitz is on, the undo-redo option is disabled.  Insertion de l’image...  The remaining time is shown at the top of the score board.  The winner is automatically determined when a player reaches the end of his clock.  Whenever a game starts, players will be able to set up handicaps of points or stone placement before the actual game starts.    Message box announces handicap stone placing.  When handicap stone placing is done, a message notifies players, and the turn-by-turn game starts.    You can chose a name if you want    If you don’t, it fills it with White Player and Black Player    Resign button if player wants to.  End game according to Japanese rules to decide dead stones: stone that would die if the game went on.    Dead glow before removal.  Insertion de l’image...    If an agreement couldn’t append the players can click on “Dispute Not Successful” lead to the lose of the 2 players |

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| **Task 11 (2 images + what is working/not working)** |
| x2  x1  When a player clicks on a safe intersection, a pending move appearing in a semi-transparent way on the board. The player can click again on the stone to confirm or can try another location. While the move is not confirmed, the player is free try locations and navigate through his temporary placements with the ”Previous Move” and the ”Next Move” button.  This feature is disabled in Blitz game mode to ensure plyers will not waste time. |

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| **Task 12 (2 images + what is working/not working)** |
| a)  A shadow stone will follow the mouse on the board wherever a stone can be placed. (Works in blitz game mode)  b)    Group of black stone about to be captured. Then captured stone elevate then, move out flying across the board.  c) |