COMP280 - HCI

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Contents

1 Initial Design

The initial design that I created was to show how the UI would flow and a rough layout as to which buttons I would likely include.
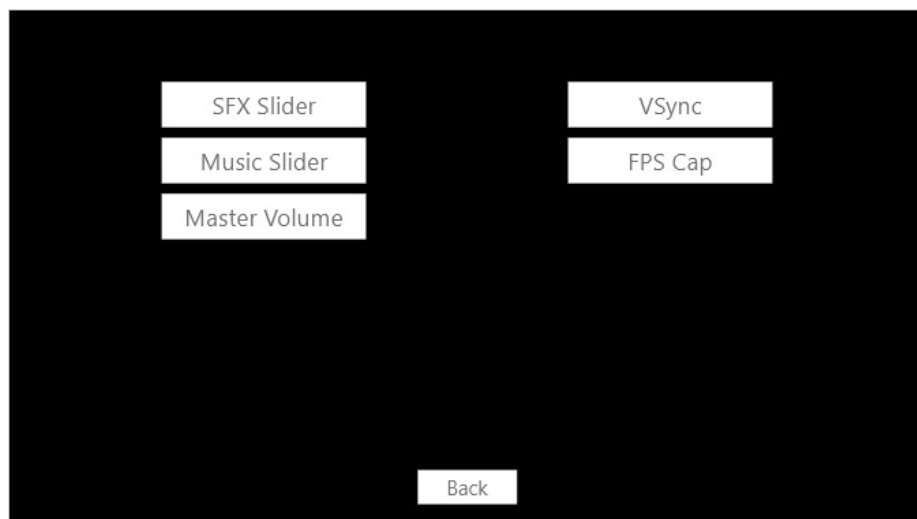
Figure 1: Main Menu Design
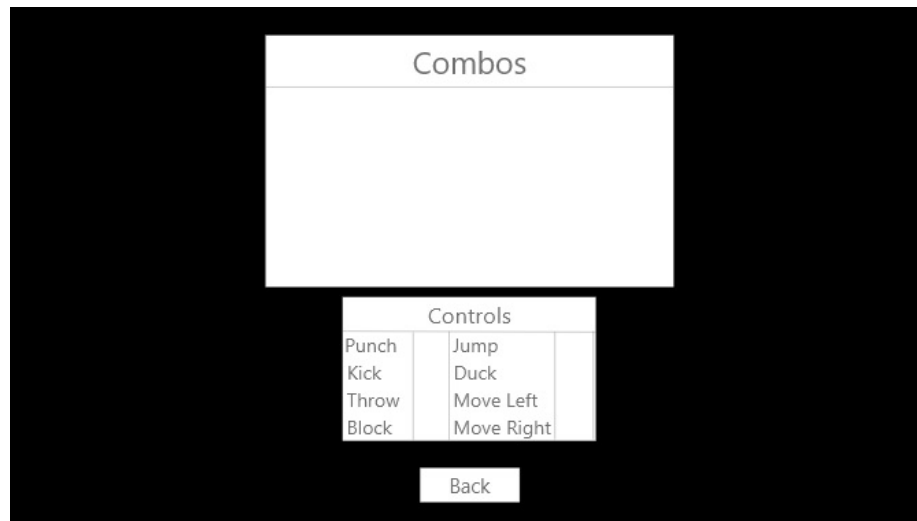

Figure 2: Settings Menu Design
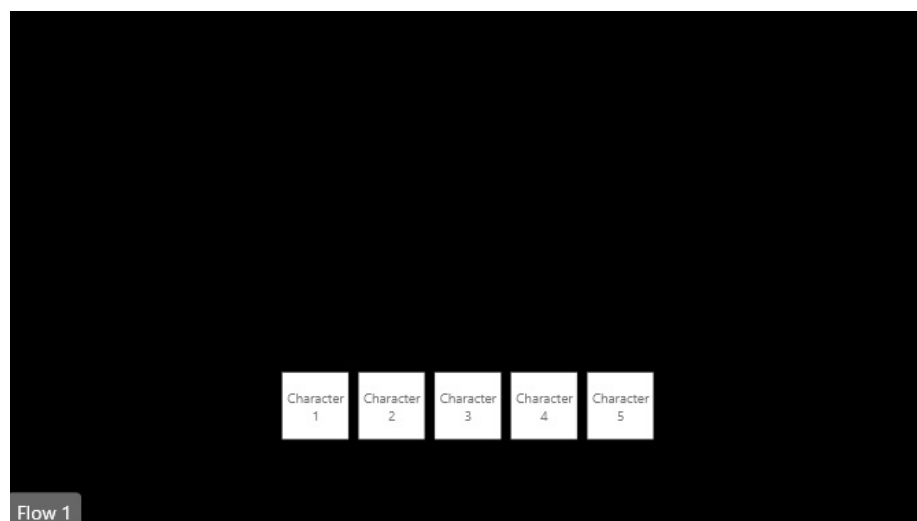
Figure 3: Controls Menu Design
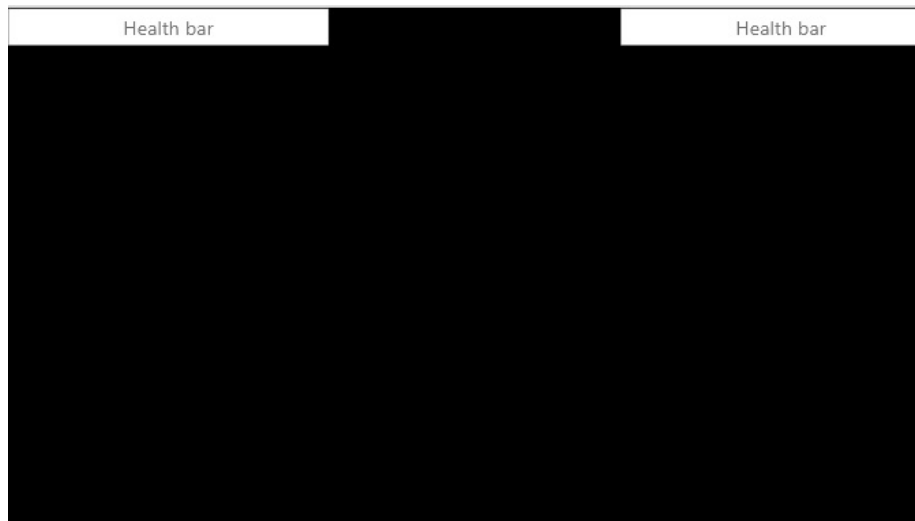

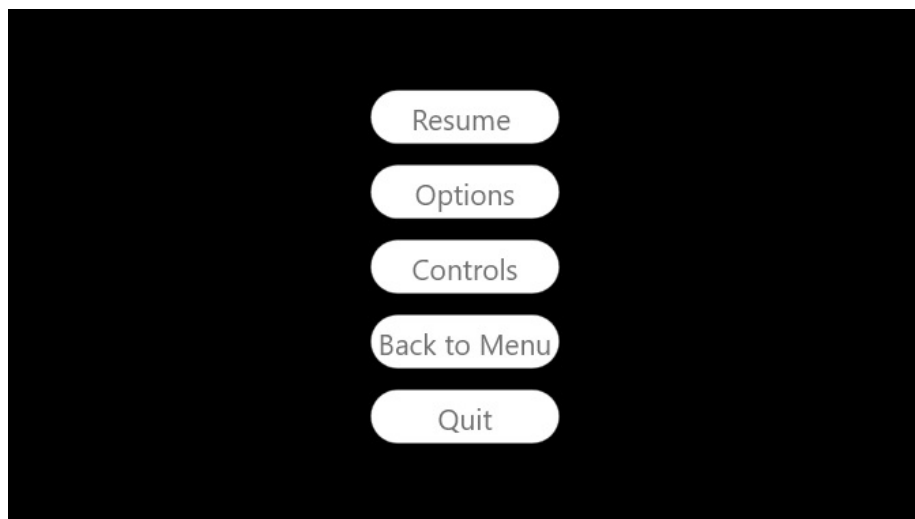Figure 4: Character Menu Design

Figure 5: HUD Design

Figure 6: pause Menu Design

2　First In Engine Build

These are the first in engine build.

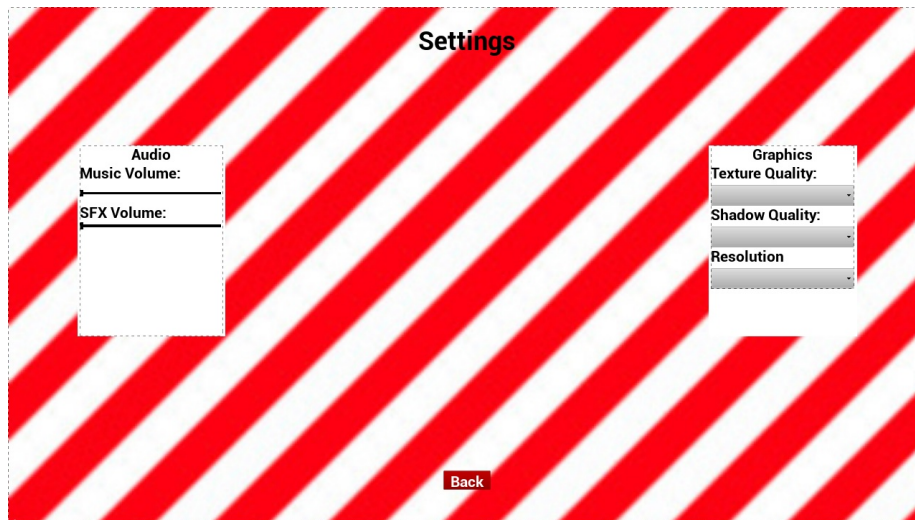Figure 7: Main Menu Before Heuristics
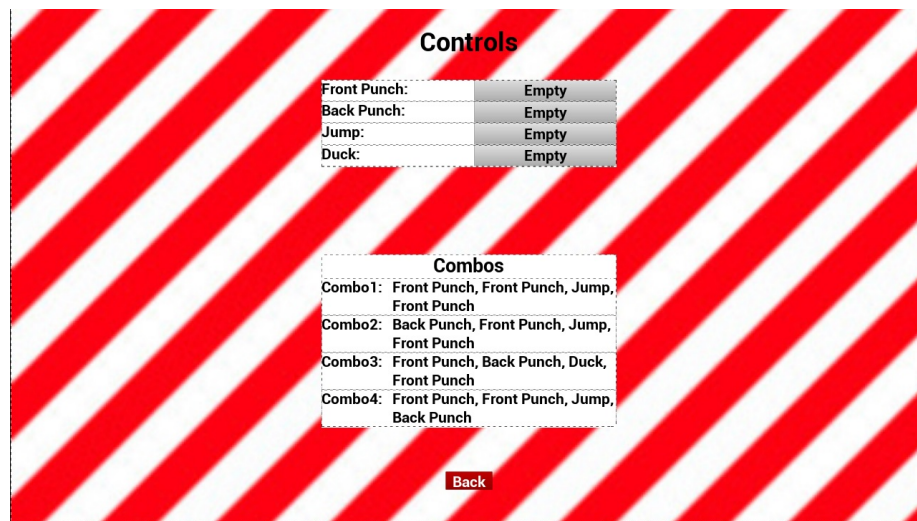

Figure 8: Settings Menu Before Heuristics

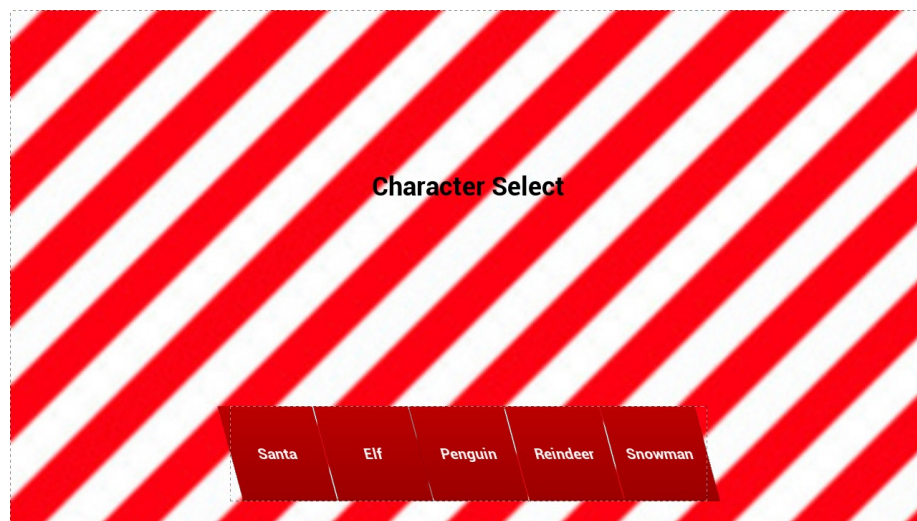Figure 9: Controls Menu Before Heuristics

Figure 10: Character Menu Before Heuristics
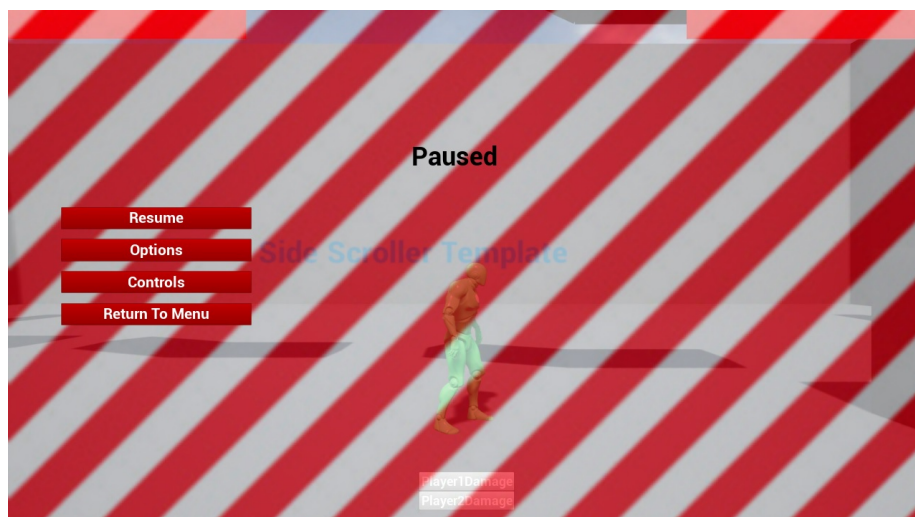
Figure 11: HUD Before Heuristics

Figure 12: Pause Menu Before Heuristics

3 Heuristic Evaluation

For the heuristics evaluation I used google forms in order to get feedback.

Based on this feedback it was obvious that I would need to change the background due to it being brought up with most of the sections. As people were struggling to read based on the contrast with the red and white.

3.1 Main Menu

For the main menu the feedback was indicating that I need to resize the buttons due to them being to small. Another area of feedback was that the title was in the centre but was recommended to be directly above the buttons as well as including a background of sorts to make the title easier to read.
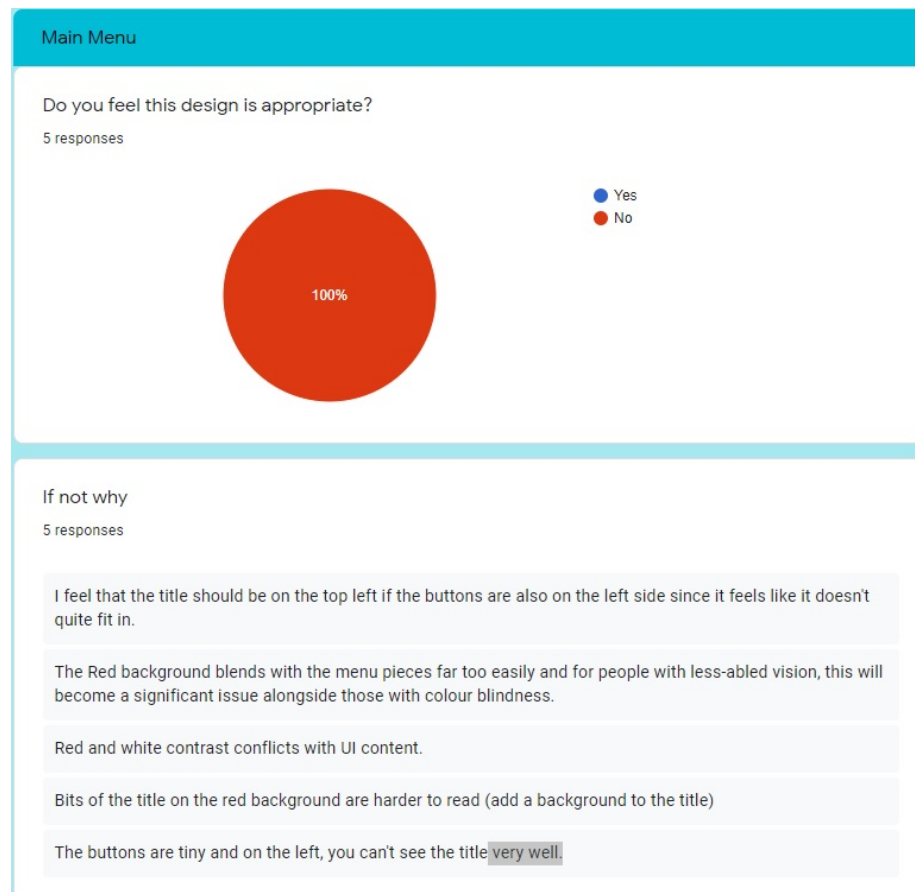

Figure 13: Main Menu Feedback

3.2 Settings Menu

For the settings menu the there was similar feedback with the title needing some sort of background. Another area that was talked about a lot was the large gap in the centre. Which were putting people off as they didn't feel they should need to scan the entire screen just to find an option.
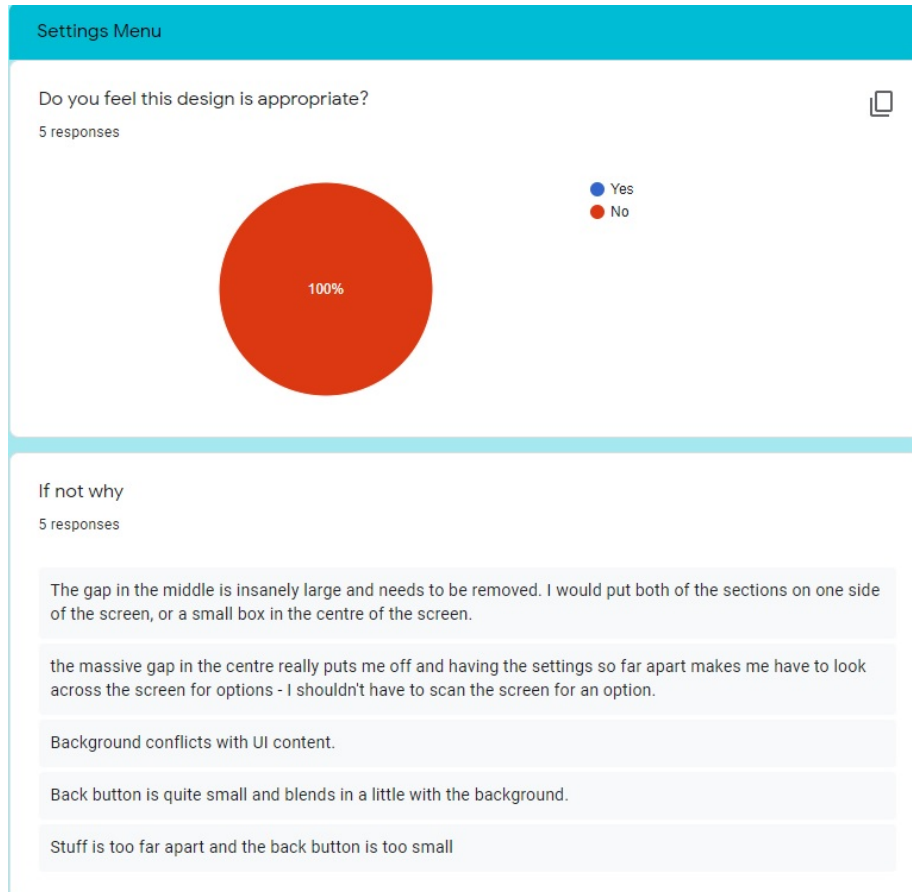

Figure 14: Settings Menu Feedback

3.3   Controls Menu

For the Controls people were finding the combo's hard to read with them not being on 1 line and instead being split across 2. Another Issue brought up was the Gap between the Controls and Combos, as well as all the space not being utilised on the left and right of the screen.
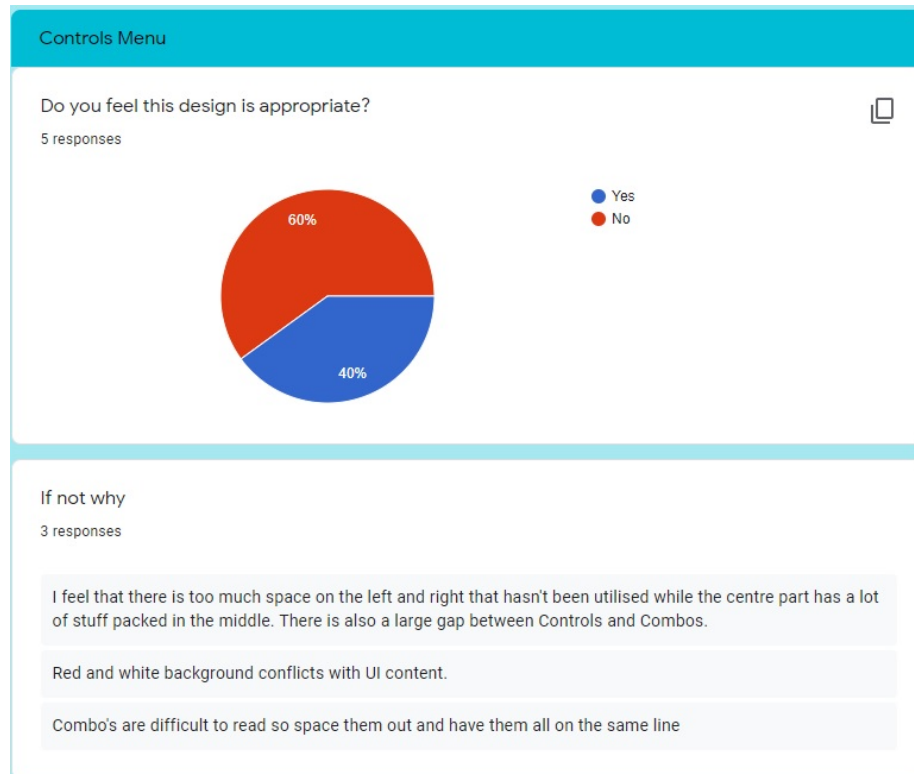

Figure 15: Controls Menu Feedback

3.4   Character Menu

For the Character menu the main point brought up was the slanted buttons. Another thing brought up was to include pictures of the what each character looked like to help increase readability.
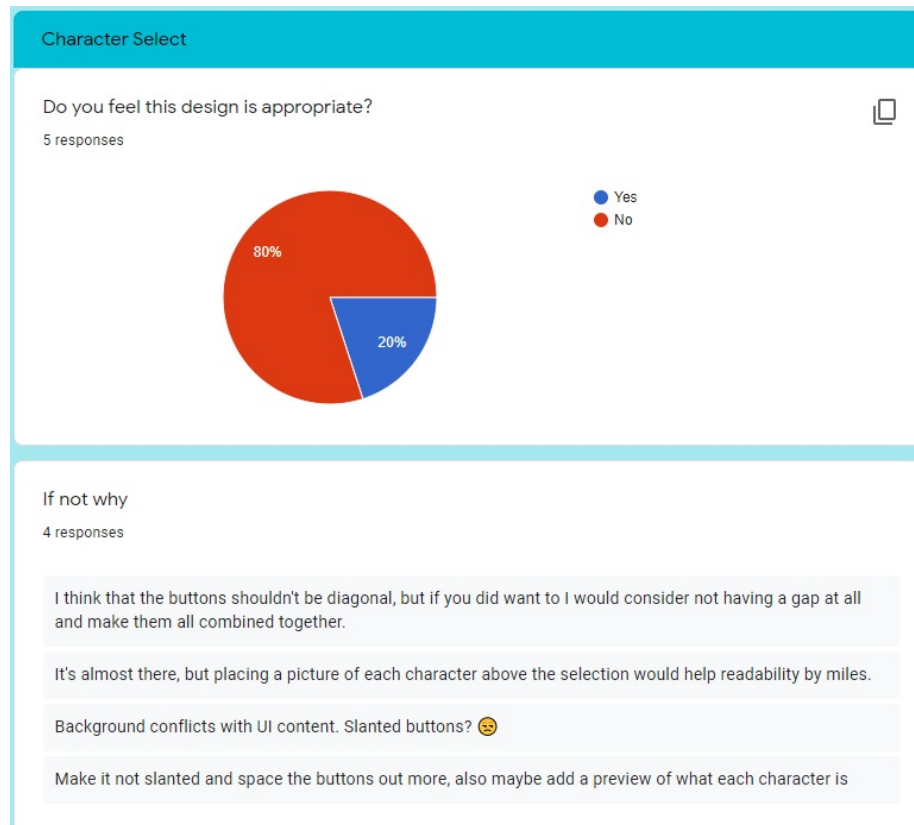

Figure 16: Character Menu Feedback

3.5 HUD

With the HUD it was shown that they didn't believe that the health bars should be in the corner of the screen as it would help make them feel more of the game.
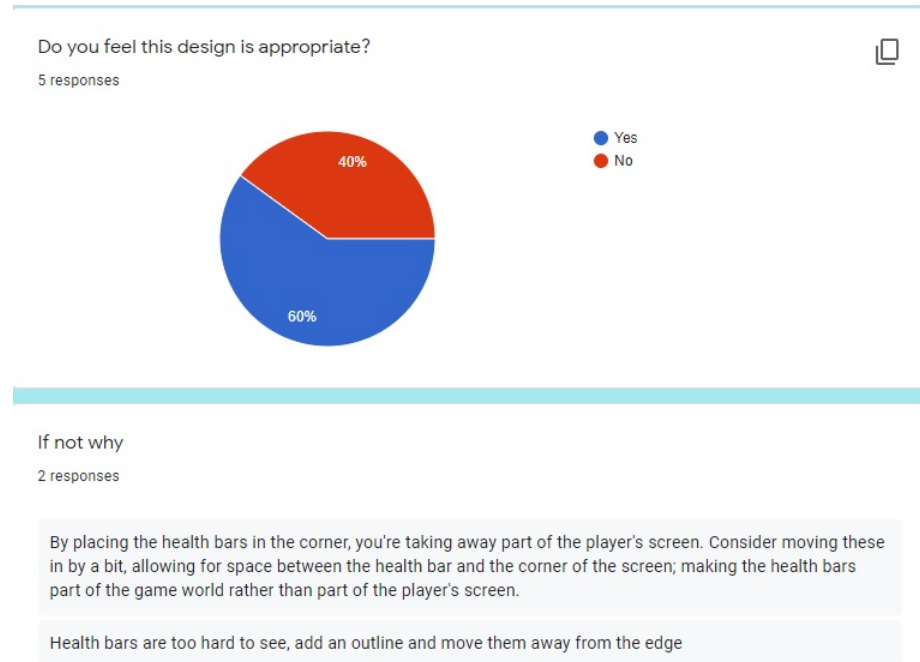

Figure 17: HUD Feedback

3.6   Pause Menu

The Issue brought up here was the use of a transparent background and how painful it is to look at. Another issue was the placement and size of the buttons feeling that they should be larger and have either the title moved in a similar way or perhaps have the buttons in the centre of the screen.
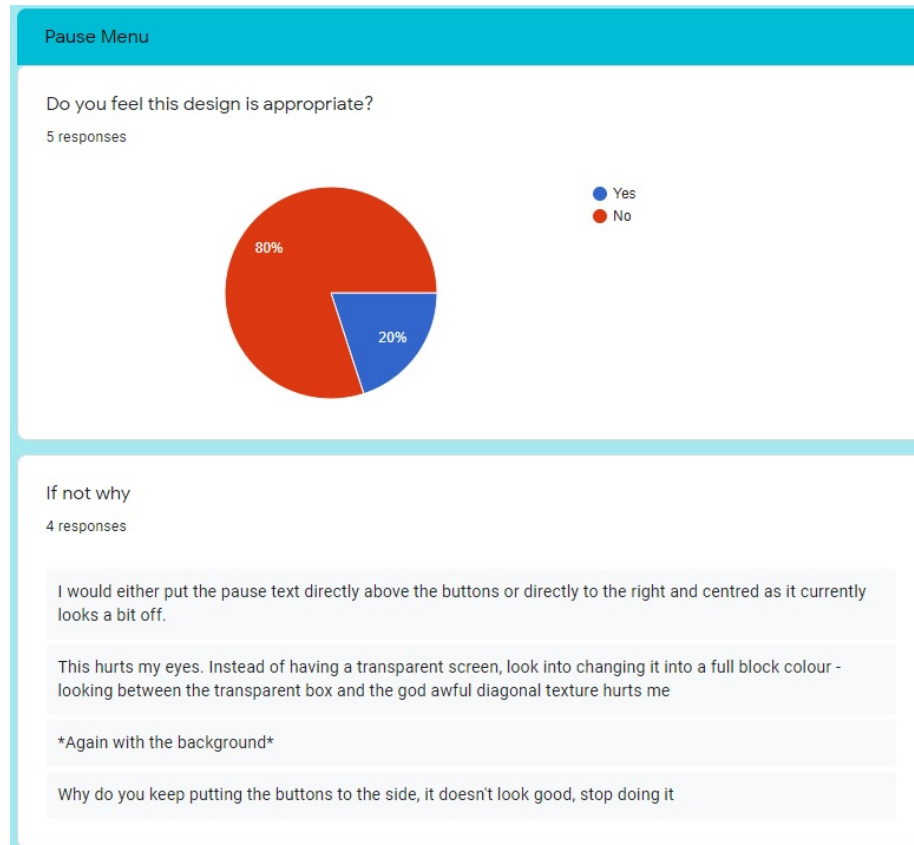

Figure 18: Pause Menu Feedback

3.7 General Feedback

Through this part of the feedback it shows that people at least thought that the overall UI was consistent and that they had the freedom to navigate it how they choose.

Figure 19: General Feedback

4 UI Iteration

A general Change I made was put all text on a white background to make sure that it could all be read.

Another, obvious change that I would need to make was the background changing it from the red and white. To do this I decided to draw my own background of which I have now used for all the UI elements.

4.1 Main Menu

The main change that I made was to increase the size of the buttons and move the title to be directly above the buttons.
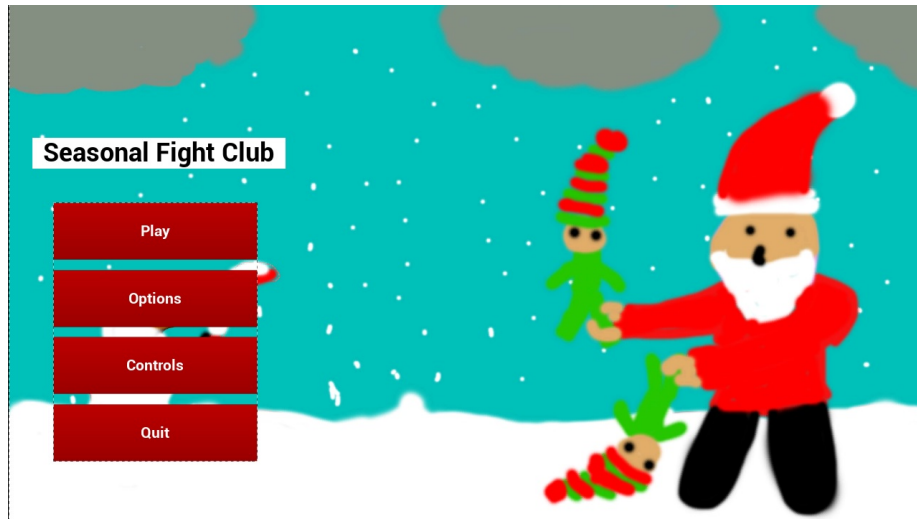

Figure 20: Main Menu Iteration

4.2   Settings

For the options menu I moved the options to all be in the centre rather than on the sides of the screen.
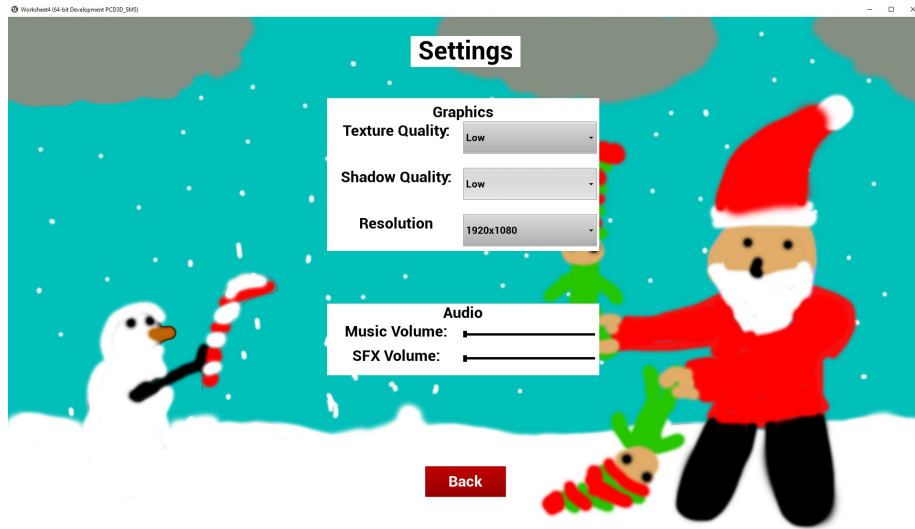Another change was to increase the overall size of the options and the back button.

Figure 21: Settings Menu Iteration

4.3   Controls Menu

For the controls menu I increased the size of the combo box so that the combos can be placed onto one line and increase the gap between each combo.
I also swapped the positioning of the combo and controls box so that the combos were on top. I then added the controls text box above the controls in order to have a bit more separation. Again the final thing i changed was increasing the size of the back button.
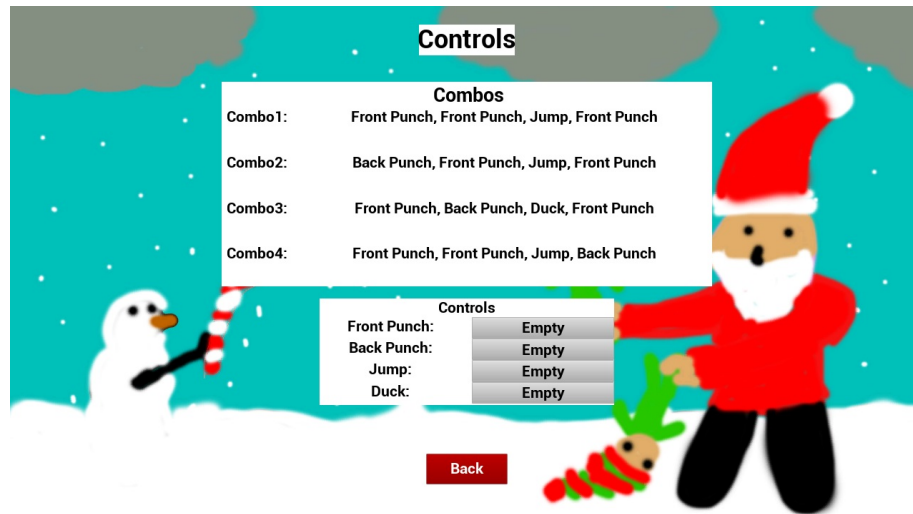

Figure 22: Controls Menu Iteration

4.4 Character Menu

For the character menu the only change that I made was the buttons and changing them to no longer be slanted and added in some space between them.
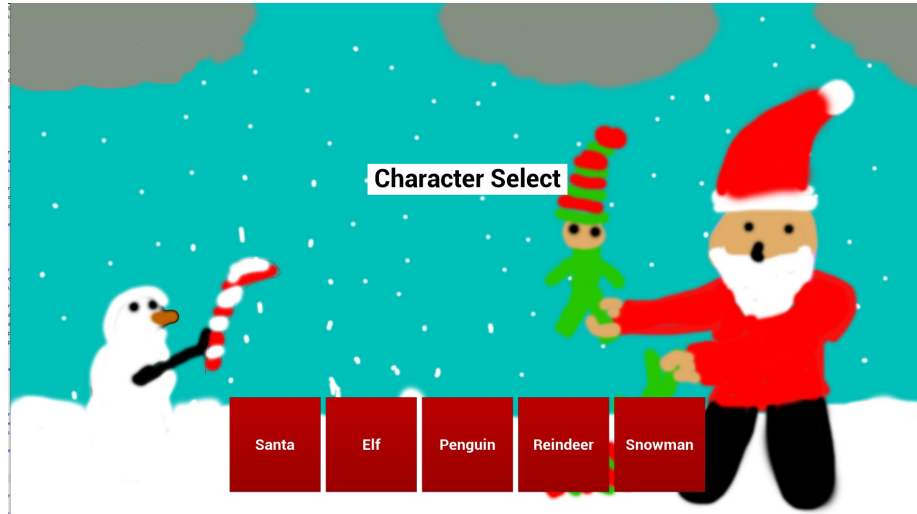

Figure 23: Character Menu Iteration

4.5 HUD

Here the change that I made was to add a black outline to the health bars and to move them closer into the centre of the screen.
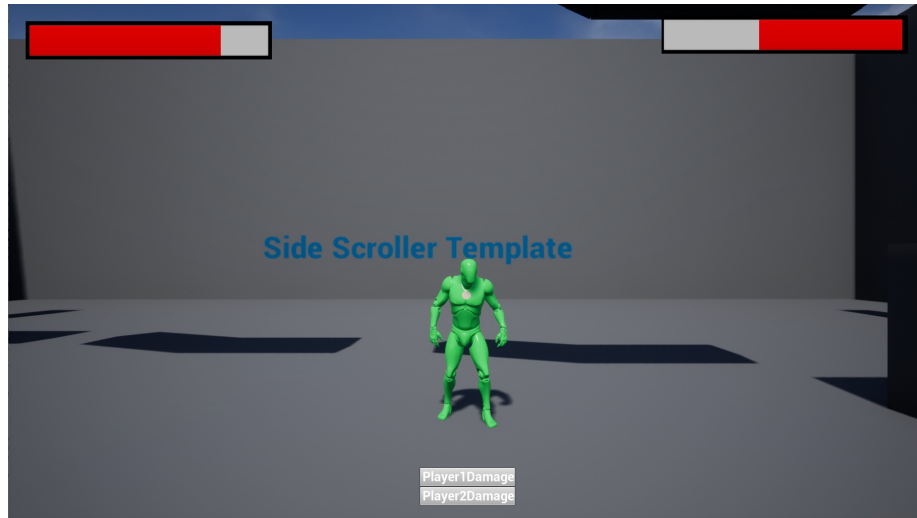

Figure 24: HUD Iteration

4.6   Pause Menu

For the pause menu the main change I made was to increase the size of the buttons and and move them all into the centre. The reason behind moving them into the centre was due to me getting rid of the transparent background. Since there was nothing that could be seen behind the background it felt redundant to have such a large empty space.
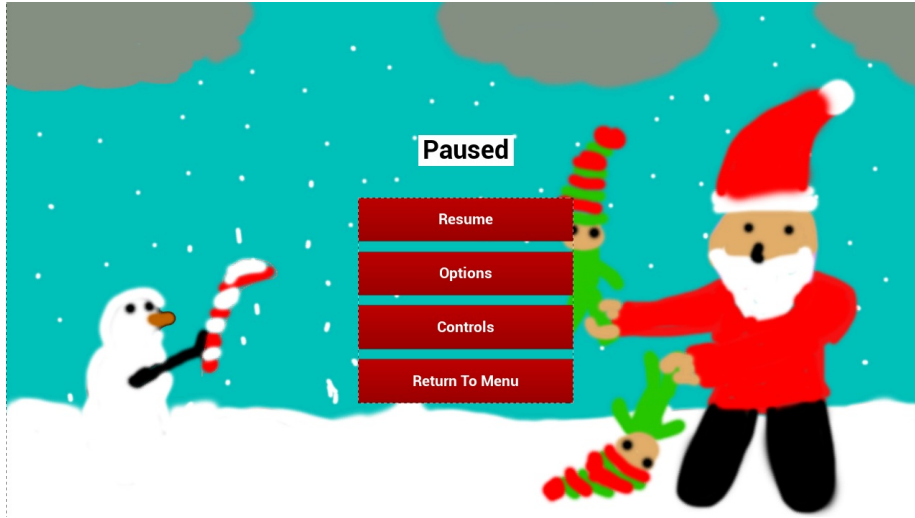

Figure 25: Pause Menu Iteration