



Progress Report 2 :

UI Design

Team Number 37: Fizzyo Gaming Team 3

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Introduction to the Game

MagicBook: By breathing into the device, the words appear on the virtual page.

We liked the idea since most children like to read (think Harry Potter), and it has a lot of room for expansion- and we think it would do well to control the breathing practices. Its a more relaxed game, that is open to growth and further development.

Controls: Touch to navigate menus, pick a book
 Breathing into the device to make the words appear on the page, and begin reading
 Button to control reading speed

GitHub: https://github.com/UCLComputerScience/103P_2018_team37

Related Projects

iBooks

Features: iBooks presents an easy way for anyone to read books on their iDevices. It comes standard on most Apple products, and is used as the default .pdf or .epub reader by most users.

Limitations: The main limitation is that it cannot be used in conjunction with essential physiotherapy. Most children might find the design of the app boring, and the books are not interactive; and hence might not retain children's attention.

Inspirations:

- ♣ Themes: iBooks comes bundled with a variety of themes to choose from, many of which help to prevent eye strain and protect the readers' eyes. It also allows the reader to choose a font size, making reading easier.
- ♣ Bookmarks, notes and comments: iBooks makes it easy to highlight your favourite paragraphs or quotes, and leave comments on sections on the book. The app also makes it possible to easily share quotes from a book being read on social media.
- ♣ Store (upload/download): The iBooks Store makes a large number of a variety of books easily accessible. Users can browse for books by category, or search for a particular title that they want to buy. It also allows users to upload their own books; the e-books opened on the app follow the same themes and design language, making them easier to read. If we can implement such features, we hope to include it in our app.
- ♣ Design language: The seamless transitions when opening a book, and flipping pages is something we are trying to include in the app. This makes reading more natural and lifelike.

Site Map and Screen Flow



Site Map

The site map will look something like a book shelf as shown, where the player can tap on a book to open it.

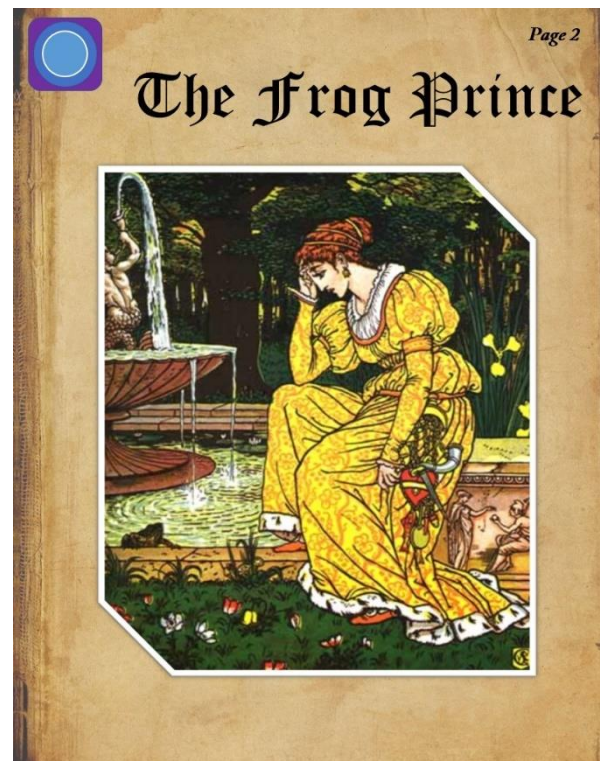
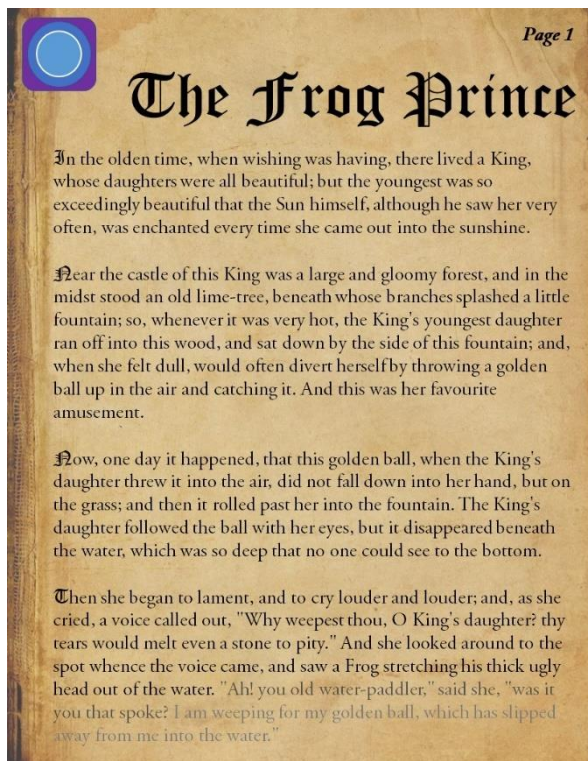
We will include different types of bookshelves: like a "futuristic spaceship" theme, or a cute bookshelf, appealing to different children of different age groups.

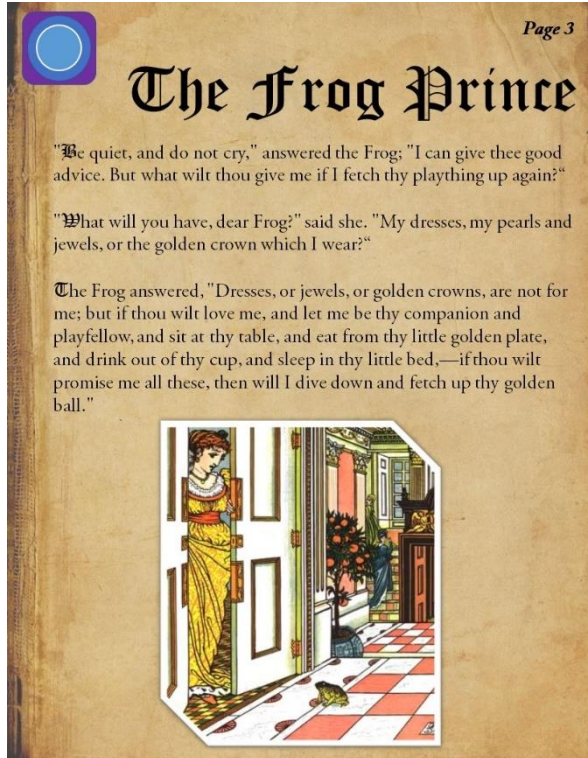
The book will open like a paper book.

Screen Flow

Transitioning from one page to another will be similar to the iBooks app, replicating a real book. We will also include an alternative type of scrolling, where the reader can just scroll down the pages.

Design





The primary design for the pages are shown. The primary theme will look like an old book, and be very media-intensive, with lots of pictures and interactivity. We will also have different themes to choose from.