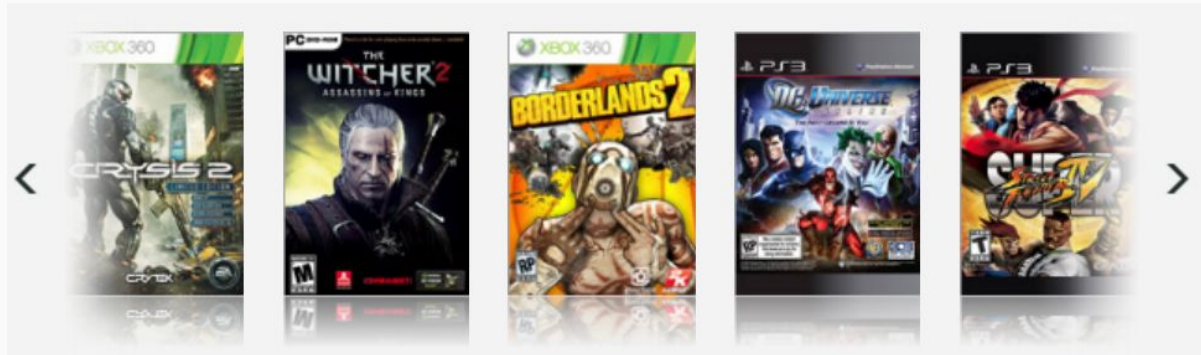# Game Development

Intro to UI

User Interface in video games

- It is rarely well done

- Normally assigned to junior developers

- Only generic library used: Scaleform from Autodesk - not anymore :(

Current UI libs?

name	language	license	imgui?	First Release	Last Release	Styling Support	WYSIWYG editors	Icons Included
Qt	C++	$ / GPL3	-	1991 (dev) 1995 (release)	Feb. 2019	x	Qt Designer Qt Creator	x
GTK	C	LGPL	-	1998	May 2019	x	Glader	x
wxWidgets	C++	LGPL	-	1992	Dec. 2018	?	wxFormBuilder wxDesigner ($)	x
FLTK	C++	LGPL	-	1998	Mar. 2019	?	FLUID	-
JUCE	C++	$	-	2004	Feb. 2019	x	Projucer	-
IUP	C / Lua	MIT	-	1998	Apr. 2019	-	-	-
libui	C	MIT	-	Sep. 2015	Apr. 2019	-	-	-
Tk	C / Tcl	BSD	-	1991	2015	-	-	-
FOX Toolkit	C++	LGPL	-	1997	Apr. 2018	-	-	-
CEGUI	C++	MIT	-	2004	Apr. 2016	x	CEED Falagard (XML/C++)	-
NoesisGUI	C++ / XAML	$	-	2009	Mar. 2019	-	Blend for VS	-
MiniGUI	C	GPL / $	-	1998	Jun. 2019	-	-	-
NanoGUI	C++	BSD	-	2015	2019	x	-	-
Nana	C++	BSL-1.0	-	2014	Apr. 2019	?	Nana Creator	-
Dear Imgui	C++	MIT	x	2014	2019	x	-	-
HorusUI	C++	MIT	x	Dec. 2017	Oct. 2018	x	-	-
Nuklear	C	MIT / PD	x	2015	2018?	x	-	-
microui	C	MIT	x	Sep. 2018	Jun. 2019	x	-	-
SFGUI	C++	zlib	-	Jul. 2016	Oct. 2018	-	-	-
LittlevGL	C	MIT	-	2017?	Feb. 2019	x	-	-
raygui	C	zlib	x	Aug. 2015	Jun. 2019	x	rGuiStyler rGuiLayout rGuiIcons	x

Work in groups

- Discuss within your team how would you structure the code

- Draw the UML (digital for screen sharing)

- Think of an extensible system (we will keep adding UI elements later)

- Be clear about inherency and the use of **virtual**

- Use the WoW login intro page, what are the elements in there ?

Note: You will have to code your own structure and keep updating from now on until you present the results in the last assignment

World of WarCraft

Account Name

Account Password

Login

Cinematics

Credits

Terms of Use

WoWps.org TBC

Manage Account

Community Site

Remember Account Name

ESRB Notice:
Game Experience May
Change During Online Play

BLIZZARD
ENTERTAINMENT

Quit

Homework

- Create a UML and export it to PDF

- Keep the source material, you will update it often!

- Add the pdf to your repository under "/docs" folder

- Prepare a skeleton to be used in the following class