User Interface Programming

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| **Assessment Task Number:** Part 3 – Design and Implement a Graphical User Interface | |
| **Unit Code(s):** | **Unit Title(s):** |
| ICTICT433 | Build graphical user interfaces |
| CUADIG516 | Design interactions |
| CUADIG413 | Create user interfaces |
| **Instructions to Learners:** | |

**Write a GUI Design Document:**

Using your research as a guide, write a design document to detail the technical aspects of your GUI design.

This document is typically something you would see withing the GUI section of a larger Technical Design Document.

You can use the provided template to guide your work.

Your design document will confirm the nature and scope of the proposed design solution, list the required functionality, detail the actions and events, and any other relevant design information.

You will be assessed on the following information in your design document:

* Scope of the designed solution
* Technical detail of GUI components
* GUI actions
* UI events
* GUI mock-ups
* Input handling
* Hardware or platform specification

**Implement a Graphical User Interface:**

After you have outlined your design, create a project within Unity 3D that implements the GUI design specified in your design document.

You may refine your design document as you iterate on your interface implementation.

**Testing:**

Write a testing report that shows:

* Evidence of continued testing and iteration
* Documented outcomes of testing
* Feeback from stakhoders/client/trainer has been sought and integrated into the GUI build at least once.
* Record the feedback and document the influence this feedback had on the project.

Your test report can take any format, but must be an Excel, Word or PDF document. The expected length is 1-2 pages

At a minimum you must demonstrate that your project has been tested more than once throughout development.

You must show that your project has been tested by someone other than yourself at least once.

You must explain how the test results or feedback influenced the development of your project.

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| **Task** | | **Evidence Criteria** |
| 1. | Design Document | A GUI Design Document containing the following information:   * Scope of the designed solution * Technical detail of GUI components * GUI actions * UI events * GUI mock-ups * Input handling * Hardware or platform specification |
| 2. | Graphical User Interface Project | A project within Unity 3D implementing the GUI design specified in the design document  The project implements GUI and functionality specified in the initial brief |
| 3. | Testing Document | A document that contains evidence of continued testing and iteration. (For example, bug reports or playtesting feedback)  The testing document must include:   * Documented outcomes of testing (i.e., what changes you made as a result of testing), and * Documented feedback from stakeholders/client/trainer, along with a brief explanation of where feedback was integrated into GUI build (at least once). |
| **Submission Requirements:** | | |
| You will need to submit the following:   * A Release build of each application that can execute as a stand-alone program * Your complete project * Your design document in MS Word or PDF format * A testing document in MS Word or PDF format   Be sure to remove any temporary build folders (i.e., the Debug and Release folders). Only project files, source code files, and any resource files used should be included in your submission.  Package all files in a single compressed archive file (.zip, .7z, or .rar) | | |