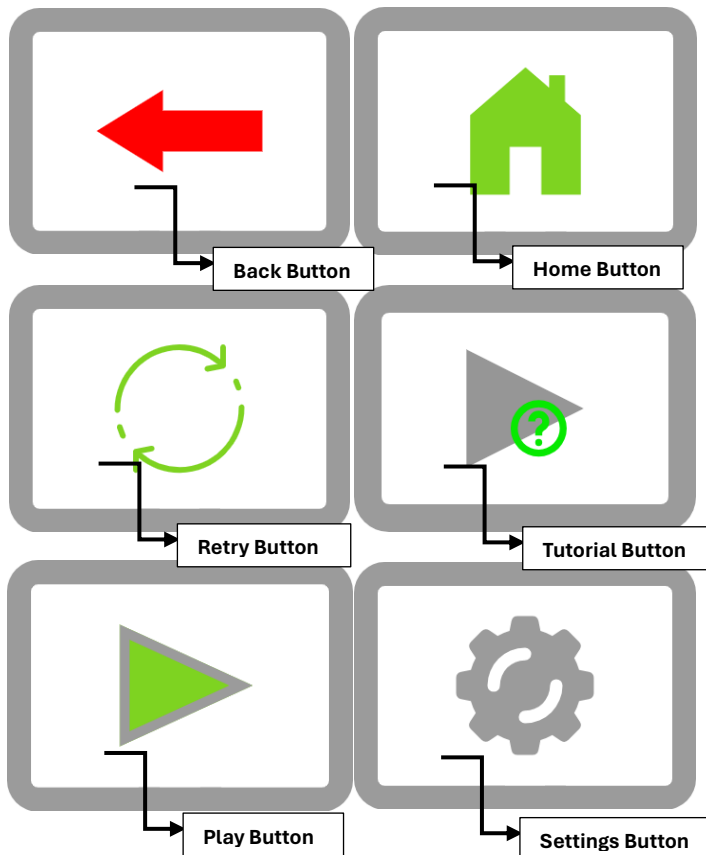


## Assignment 5 – UI Design

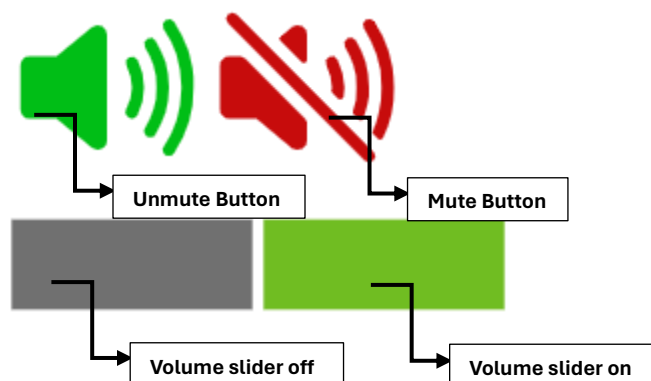
### Class 1: Navigation Buttons:



All navigation buttons in my game have the same skeleton design aspect. They all have minimalistic rounded gray rectangle containers that have a shape or icon that is placed with center alignment.

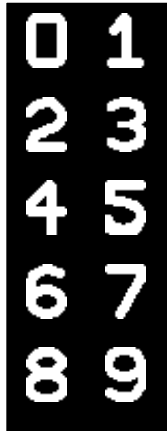
All icons and shapes chosen aim to ease the identification of the purpose of the button with a single glance, which is done to enhance the user's experience by reducing the amount of time it would take to navigate their way to different aspects of my game.

### Class 2: Volume control:



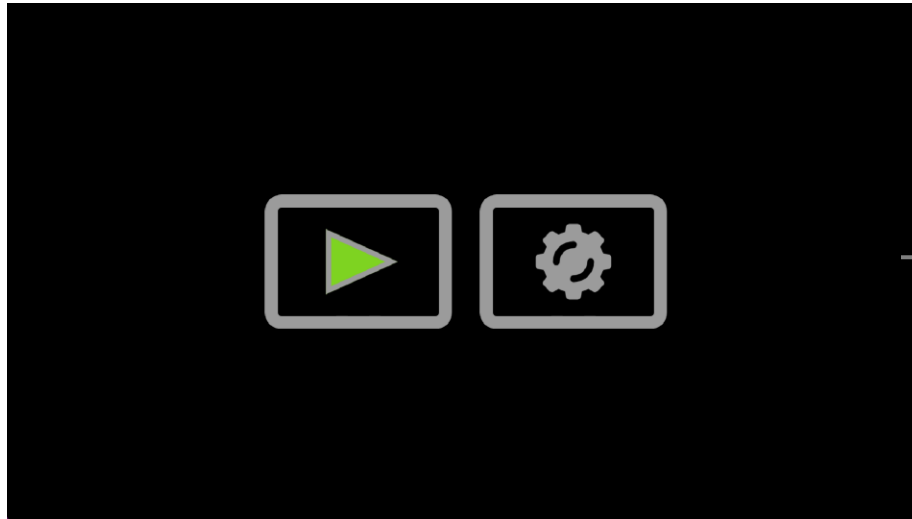
The volume control buttons follow the same general design idea as the navigation buttons: i.e. minimalistic designs that help eliminate the time needed to figure out the function behind a button or UI element, making the gameplay experience seamless. Both sets of buttons replace each other depending on game state (Unmute and mute don't show at the same time, and volume slider on/off don't show at the same time)

### **Class 3: Numbers:**

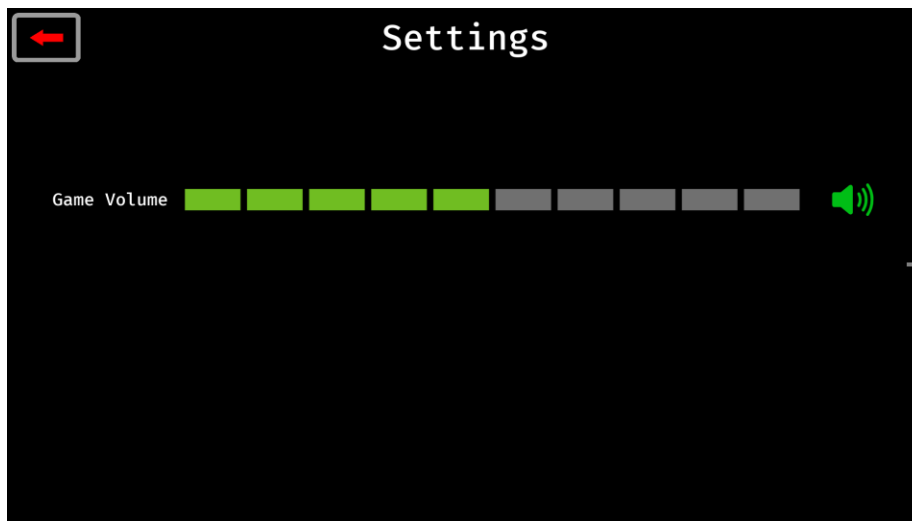


The design for the number icons in the game was more of a lazy idea, if anything. The numbers were drawn up in MS Paint with the idea of a pixelated scoring system, but with all other changes made in my game, this was something that I thought looked good as is, but I am now starting to think that I may have been wrong due to the slight mismatch in the styles of the UI elements used in my game.

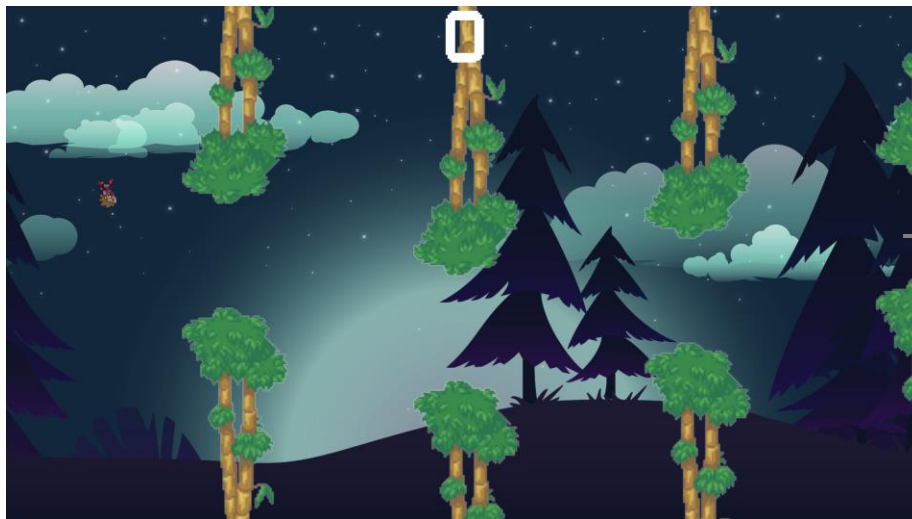
### In-Game UI Showcase:



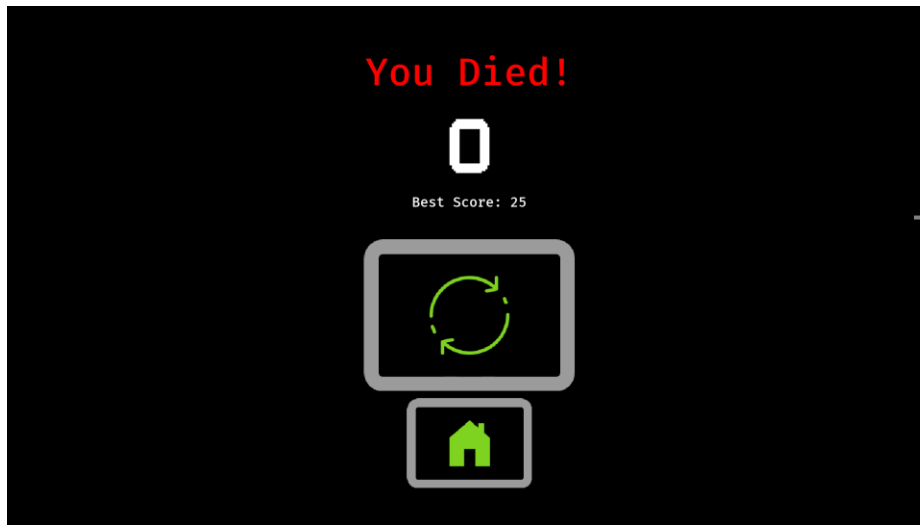
Home/Main Menu



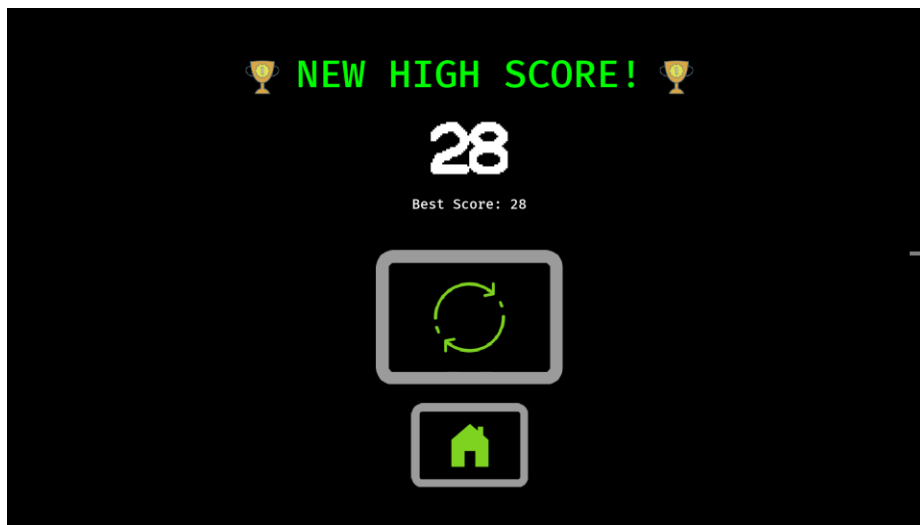
Settings Menu



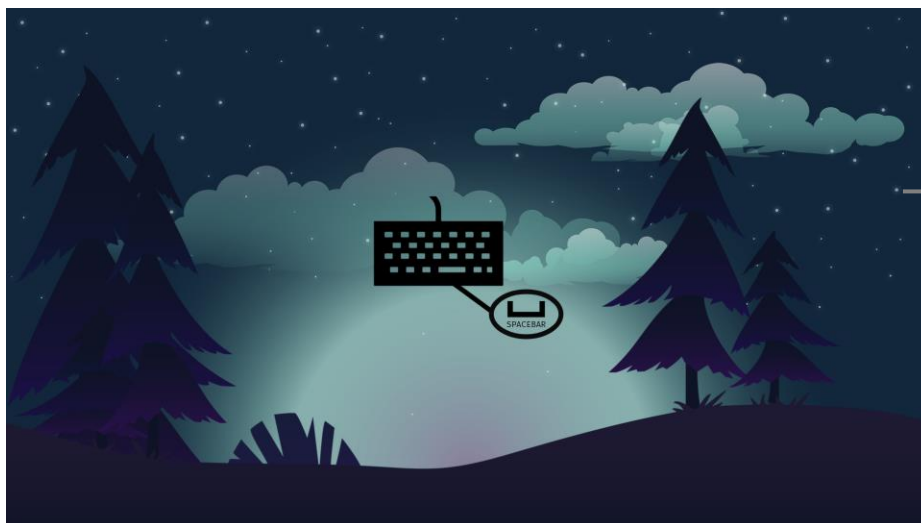
Game Screen



Game Over Menu



Game Over Screen  
with High Score



Tutorial Key  
Press Prompt

### **Tests Done to Verify Usability:**

- *Went to Highlands School (6015 118 Ave NW, Edmonton, AB) on the 21<sup>st</sup> of March, 2024 as part of a workshop facilitation for younger students, representing my COSL 300 course.*
  - *Showcased the game to junior high, and elementary school students and asked them to play the game in an attempt to set a new high score to earn a monetary reward (\$5).*
  - *Throughout this showcase, I ensured to not give students playing the game any UI navigation guides or help, in an attempt to see if they could figure it out themselves without the need for my intervention.*
  - *Results: The students successfully were able to navigate all parts and menus of the game, and kept coming back to play the game.*
  - *High score set: 17*
- *Repeated the same process in Stanley A. Milner Library (7 102 Ave NW, Edmonton, AB) on the 28<sup>th</sup> of March, for the same purpose, and repeated the same process.*
  - *High score set: 25*

### **Resources used to design UI elements:**

- Polotno Studio ([studio.polotno.com](https://studio.polotno.com)):
  - Free to use software that looks and works identical to Canva
  - Used to create all navigation buttons and icons except numbers
- MS Paint:
  - Used to create the numbers to be displayed in game and on the game over screen.