GUI Report

When the user first opens the game they are presented with the menu screen. The menu screen is very empty to ensure the user has no difficulting navigating the game setup. Once the user has chosen how many players they wish to have for the game, they can start.

The game operates on a 3D map of the university. The map is clearly split into the sectors using blue lines. The sectors contain the 3D buildings, landmarks and units.

Each player is associated with a certain colour (red, blue, yellow, or green), and all sectors and units are coloured according to which player owns them. Unowned sectors are coloured grey. When a player takes a turn, they can see which sectors they are able to attack by pressing on one of their own sectors. The available attacks then flash with a paler shade of grey for the user to see.

Each player has a status card in the bottom right corner of the screen that displays the player's colour, the percentage of the map they own and the amount of resources they own. The cards also define which players turn it is by highlighting the player (Fig. 1). The information is displayed on the cards because it is essential information which is not always immediately obtained simply from looking at the map.

Units are represented by a square icon containing the unit's level. Landmarks are represented by the white squares displaying an icon indicating the landmark's associated resource type (Fig.2), either a beer   or a book.
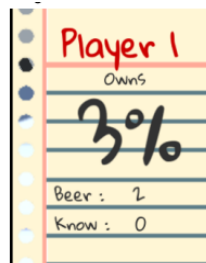

Figure 1: Image of one player's status card   Figure 2: Images of landmark images

When a player wins a sector containing the Pro Vice Chancellor, the required mini game will appear. The user will see books, beer, bricks and bins falling on the screen. Their character will also be visible holding a basket and the game can be carried out.

The pause and save button appear when the esc button is pressed. The load button appear when the game reopens after saving. This button only appears once there has been a game saved.

The GUI design prioritizes clarity, simplicity and accessibility.The player cards are positioned so that they obscure as little of the map as possible. The colours that are associated with each player have been chosen to be easily distinguishable from each other so the state of the game is easily readable (N8). The numbers that indicate the level of a unit and the icons that indicate the resource type of a landmark are kept simple to maximize clarity, even at lower screen resolutions and for users with impaired vision.