Food For Thought

Gonu/Pong Hau K'I
UX ideas

Title Screen UI Screens

Pong Hau K'i

VS CPU

VS Player

OPTIONS

EXIT GAME

Slide 4

Slide 6

Slide 10

-Closes Program-

Type Your Name Below

>

Select CPU Behavior

-Dunce-

The CPU will always make a random move.

-Reckless-

The CPU sometimes make a random move.

-Defensive-

The CPU is highly unlikely to make a random move.

Type Player 1's Name Below

>

John: Choose your Color

RED

BLUE

GREEN

PURPLE

BACK

Type Player 2's Name Below

>

Juan: Choose your Color

BLUE

GREEN

PURPLE

BACK

Options

Sound

Music Volume

75%

Sound FX Volume

50%

Accessibility

Colorblind Mode ☐

Title Screen UI Notes

Pong Hau K'i

VS CPU

VS Player

OPTIONS

EXIT GAME

Type Player 1's Name Below

>

After selecting VS Player. You go to this screen.

Each player will get the chance to enter their name

This screen doesn't have to be too detailed.

John: Choose your Color

RED

BLUE

GREEN

PURPLE

BACK
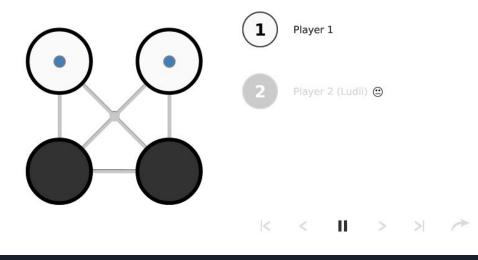
Example Games:
The Good, The Bad, The Ugly

Pong Hau K'i *(Horseshoe, On-Moul-Kono, Sua Tok Tong, Do Guti, Well Kono)*

1   Player 1

2   Player 2 (Ludii) 😐

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Bad:
-Selecting pieces has a noticeable delay aprx. 2 seconds.
-The only indication that the player is white is the white piece not greyed with a generic name, and
-Buttons at the bottom that are almost completely unnecessary to the game experience.
-No turn count.
-Because of the lack of spaces, this website's variant of Pong Hau K'i, has an AI that never makes a move that would defensively unwise, and thus makes the game unbeatable.

-Problem is the Ludii system is too bloated. It has to be compatible with many games and game boards.

Ugly:
-The pieces that are selectable have small blue dots in them. Confusing to new players at first.
-Tiny interface on the actual website.

https://ludii.games/details.php?keyword=Pong%20Hau%20K%27i

Jimmy (600)

Thanks for playing chess with me. Good luck!

Nc3 is a book move

1... Nh6 2. d4 e6 3. e4 Bb4 4. a3 Bxc3+ 5. bxc3

-0.09

Van Geet Opening

1. ♘c3   ♞h6

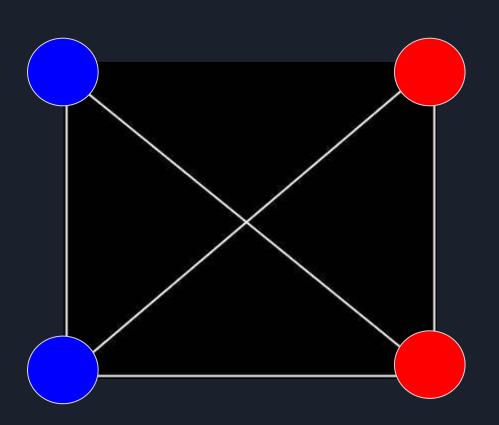8 7 6 5 4 3 2 1
a b c d e f g h

Guest2004221634 (800)

The Good

-CPU is very clearly Jimmy. We selected him after all.

-Selecting a piece has a yellow square behind it immediately drawing attention.

-We see where the knight can go, with small grey squares, just visible enough to notice.

-Fast, Responsive, smooth

-A transcript on the side, helps the player keep track of how much time has been spent playing.
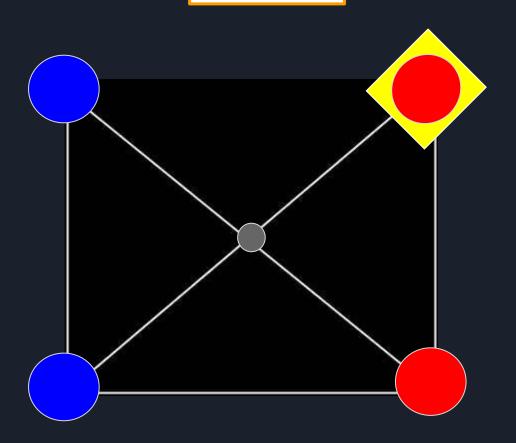
-
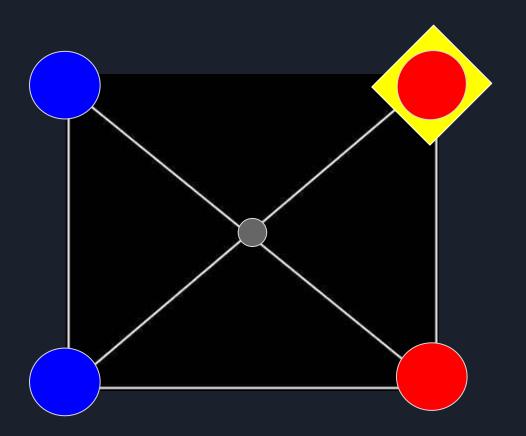
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Gameplay UX ideas

Design elements:

-Chess.com
Yellow square behind selected piece.
Movable spaces displayed with grey circle.
Fast Sliding Piece Animation

-Ludii.games
Simple abstract pong hau k'i game board

-Original
Turn Count
Player Turn Indicator
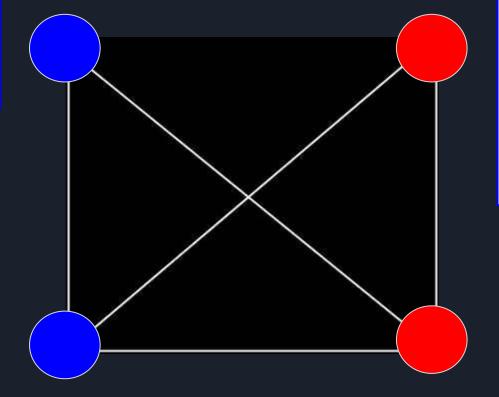Colored Pieces

Player 2's Turn

Turn Count: 48

Player Turn Indicator is directly above board and colored to draw attention to it.

We don't need to display pieces being selectable. Intuition from Player Turn indicator, and color association guide player to click on piece.

Player 2's Turn   Turn Count: 48

Turn Counter only needs to be printed text on backdrop.

Maintaining a sense of Chronology is important.

Eventually we'll need to make keyboard only design elements, this is for a mouse only experience.