

UI and Player Control Design Document

Games in the style of “match three” can be considered to have a set of “unofficial” expectations from the player.

Blocks start at the top, falling down. On landing any matches disappear, allowing blocks with a space below them to also fall down. Once all matches are resolved a new piece is spawned.

To aid and motivate the player some versions opt to show the upcoming piece.

Screen Flows

To aid with the feeling of “flow” within the game I have opted to “animate” the blocks falling. This is done with a simple set movement rate per time step allowing it to be frame independent.

Control Schemes

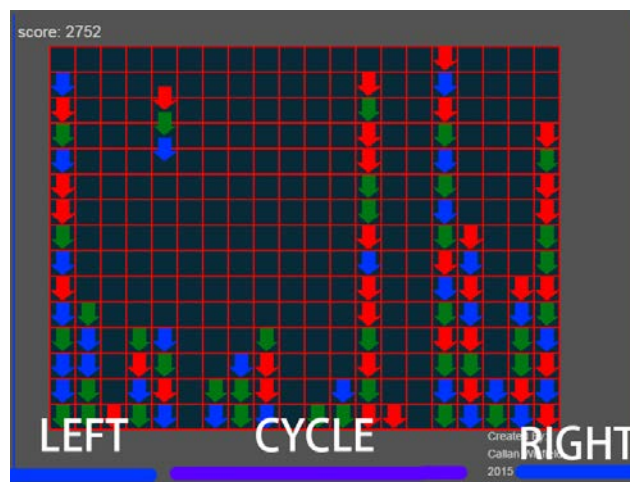
Left and right arrows and space bar on PC is an intuitive setup that is common for this genre of game.

HUD designs

Sticking with common design choices a score is displayed on the top left of the screen. Simple instructions are displayed at the top of the page allowing the payer to jump straight in.

Mobile/android considerations

The primary concern with allowing the game to work on android is touch controls. I have opted to split the screen into thirds, the left most third moves the blocks left. The right most third moves the block right with the centre third rotating/cycling the block order.



Further development

Further work could be done to improve screen resolution and device size.

