BSC – HGP – Project Go

UI Design Document & Report

# Division of Work

Student Name1: Yannick Brandt Student Number1: 3077620

Student Name2: Emma Nyaguthii Karanja Student Number2:

Division of work: Since our experience levels are pretty different I (Yannick) did a bit more of the coding in the project

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## Code repository log (if applicable)

See git log

## Percentage of work completed by each partner on each class / task

Some areas require more work than others so this is only for reference. An average of these values will not be calculated.

|  |  |  |
| --- | --- | --- |
| **Task** | **Yannick Brandt** | Emma Nyaguthii Karanja |
| 1 Board | 100% | 0% |
| 2 Menus/Buttons/labels | 60% | 40% |
| 3-7 Placement | 100% | 0% |
| 8 Winner | 90% | 10% |
| 9 Analysis / Timer / handicap | 90% | 10% |
| 10 Documentation | 95% | 5% |
| UML Diagram | 70% | 30% |
| Design Mockup | 60% | 40% |

# UI Design

**Submission:** Edit this template and submit it as part of your submission.

**Length**: Should be 4 pages approx. Word count is flexible, but all decisions should be clarified.

To achieve good marks in this item ensure that this document is well structured and addresses each of the following headings and subheading. The explanation of each UI Design Choice should be clear, precise and show substantial consideration has been made, references are welcome. All decisions should be explained regardless of how basic they are. Do not cut and paste justification from the internet (plagiarism) or notes but include references and explanations in your own words where appropriate.

**Student Names:** Yannick Brandt, Emma Nyaguthii Karanja

* Include multiple screen shots of the application each focusing on a different component clearly labelled
* Clearly indicate what is working and what is not.
* Discuss each component under the following headings
* Location: e.g. The button was placed in the bottom right to as it is the default location to confirm and action
* Colour: The colour scheme was chosen to avoid the main form of colour blindness and produce high contrast for the visually impaired.
* Size:
* Style:
* Etc.

**N.B.** Clearly mention any additional features here either visual or functional so that appropriate marks are awarded

## Overview­

GoGoGo is a basic application to play go. The two human players can configure the rules, play the game and analyze all steps afterwards.

All UI Design decisions made during the development of the application are justified in this document. A big influence for [color](https://material.io/design/color/the-color-system.html#tools-for-picking-colors) and [iconography](https://fonts.google.com/icons?selected=Material+Icons) was the [material design system](https://material.io/) which is the recommended design toolbox from google. Another influence were the seven gestalt principles #figure\_ground, #similarity, #proximity, #common\_fate, #continuity, #closure and #symmetry. In general, the UI is trying to be #responsive, #intuitive, #clear, #informative and #forgiving.

Common widgets like buttons, labels etc. were intentionally modified as little as possible to ensure visual consistency with other application on the users’ operating system.

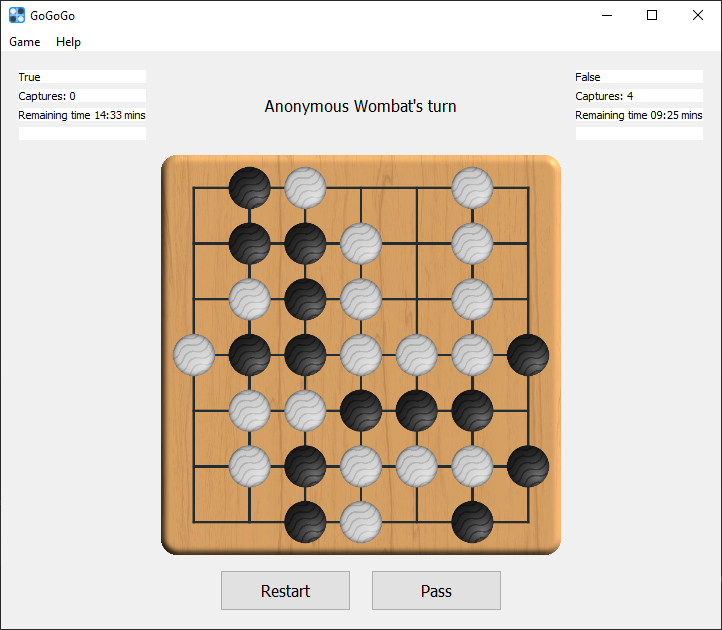


Figure 1: GoGoGo main window

## Screen Shots of Working/Not Working Features

This section describes each component under the aspect of location color size, style, and extras.

|  |  |
| --- | --- |
| Task 1 Board (1 image) | |
| Figure 3: Board | **Location**: |
| **Color:** |
| **Size:** |
| **Style:** |
| **Extras:** |

|  |  |  |  |
| --- | --- | --- | --- |
| Task 2 Menus / Buttons / Labels (6 images) | | | |
| 2a Tutorial | | | |
| Figure 4: Board | **Location**: | | |
| **Color:** | | |
| **Size:** | | |
| **Style:** | | |
| **Extras:** | | |
| 2b-c Prisoners / Territory | | | |
| Figure 5: Player widget | | **Location**: | |
| **Color:** | |
| **Size:** | |
| **Style:** | |
| **Extras:** | |
| 2d Whose turn | | | |
| Figure 6: Status widget | | **Location**: | |
| **Color:** | |
| **Size:** | |
| **Style:** | |
| **Extras:** | |
| 2e-f Pass / Reset | | | |
| Figure 7: Game actions | | | **Location**: |
| **Color:** |
| **Size:** |
| **Style:** |
| **Extras:** |

|  |  |
| --- | --- |
| Task 3-7 Placement (2 images) | |
| Figure 8: Free fields only    Figure 9: Suicide rule  Figure 10: Capture before    Figure 11: Capture after | **Location**: |
| **Color:** |
| **Size:** |
| **Style:** |
| **Extras:** |

|  |  |
| --- | --- |
| Task 8 Winner (2 image) | |
| Figure 12: Winner | **Location**: |
| **Color:** |
| **Size:** |
| **Style:** |
| **Extras:** |

|  |  |
| --- | --- |
| Task 9 Additional feature (2 images) | |
| 9a Analysis view | |
| Figure 12: Analysis | **Location**: |
| **Color:** |
| **Size:** |
| **Style:** |
| **Extras:** |
| 9b Game Configuration | |
| Ein Bild, das Text enthält.  Automatisch generierte Beschreibung  Figure 2: GoGoGo configuration window | **Location**: |
| **Color:** |
| **Size:** |
| **Style:** |
| **Extras:** |