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.

Chart, bubble chart

Description automatically generated

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**:Each player’s information i.e. (icon, name, captured stones, territory, and his/her time) is located either to the most right or most left to clearly make a distinction of the two players. The users’ names and the icons are located at the top since they are useful information that the user can easily associate themselves with. |
| **Color:** Black and white icons were used for the users to easily distinguish between the players. Black text was used on a white background to make contrast and make the font visible. White background against the grey background was used since that is the traditional layout of most go applications. |
| **Size:** The icon’s size was scaled down in size to blend and make it more proportional with the other bits of the player’s information. The score details are slightly bigger and bold for users’ peripheral view to keep track of their progress while still concentrating on the game. |
| **Style:** The player is given the option of hiding the timer to make it less distracting so that he/she can concentrate on the game itself. The font style used was default sans serif to keep it simple and not distracting to the user when interaction with the UI. |
| **Extras:** It was not a requirement in a group of 2 to indicate captured stones.  The lecturer said it’s not a must to show territories but only pieces on the board would have been sufficient to mark territories. |
| 2d Whose turn | | |
| Figure 6: Status widget | | **Location**: |
| **Color:** |
| **Size:** |
| **Style:** |
| **Extras:** |
| 2e-f Pass / Reset | | |
| Figure 7: Game actions | | **Location**:The pass and reset buttons are located just below the board and placed next to each other with a bit of spacing between them as it’s the case for most of the go applications. |
| **Color:** The buttons are white to blend in with the rest of the UI and maintain consistency with the other widgets, white in color against the grey background |
| **Size:** The size of the buttons and font were maintained as default for consistency of the application. |
| **Style:** The font style used was default sans serif for consistency. |
| **Extras:** The restart button pops up a modal dialogue box when pressed since it’s a critical event and affects the whole running of the game thus demands attention to the user. |

|  |  |
| --- | --- |
| 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:** |