User Interface Programming – Project Research Workbook

This workbook will help you focus your research for your project.  
Once you have answered these questions, use this information in your GUI Design Document.

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| Briefly describe the application or game you will design and create the user interface for.  The graphical user interface you design may be just a piece or sub-section of a larger application.  This is your initial idea to focus your research. The application described in your design document, or your final build, may end up being different from this description.  Keep in mind that you may want the project you develop in this subject to integrate with the project you create for the subject *Cross-Platform Development*. |
| I will be creating a game like light bot with the gui being the way you control the players movement and a few screens for menu level select and a pause menu too. |

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| Identify any industry best practices, standards, codes of practice, or similar requirements or frameworks that may be applicable to the graphical user interface you are designing.  You may want to consider developer guidelines for app or game stores, video game rating regulations, and industry best practice reflected in online blogs, guides, or conference recordings. |
| Use wireframing to decide on the placement of UI elements  Place UI elements into a hierarchy of importance  Make a balance between game and UI  Take care in how the player will interact with the UI |

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| Describe the functionality of your GUI.  Use diagrams or mock-ups to detail the front-end interface (what the user sees).  Describe the events or processing that occurs in response to actions the user performs using the interface (i.e., the back-end processing). |
| Menu: has 3 buttons one to take you to the game. One to take you to level select other to exit the app  GameScreen: CommandBar has the movement controls. Action Panel where your drag and drop from commandbar to say what u want to happen and how you want him to move  LevelSelect: to pick your level  This is all done thought buttons and scripts. |

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| What prototyping tools are available to you? Which one(s) will you use? |
| Draw.io  Unity |

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| What resources are required for the development of the user interface?  Include both software, and assets. |
| Unity  Google  YouTube  Visual Studio  Photoshop |

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| List and describe the information that is contained within a design document used to describe the design of a graphical user interface.  In how much detail is each piece of information typically described?  What diagrams may be included? |
| In a design doc it shows some sketches of your idea and your aim showing while it also shows your layout of where the buttons are and what they control or lead to say a menu button on the game screen leading you from game screen back to menu  It is normal described quite simple and sharp getting straight to the point |