Virtual Board Game Engine – EMOJ

Juan Comish, Oleg Matveeko, Michail Roesli, and Emily Sluis – SENG 499 Design Project II

University of Victoria

The Problem

- Playing board games with family and friends
- Covid-19 & Social Distancing
- Online Games
- Accessibility and Flexibility
- Valuable for players and learning about Improving UX/UI

Goals

- Connect people remotely
- Accessible on any internet connected device
- Play any card game
- House rules
- Design your own game
- Intuitive + Scalable

Design

- Web Application
- Requirements Engineering
- Iterative Design Cycle
- HCI Focus

Results and Discussion

Through the process of storyboarding and iterative design the use of context sensitive option displays are shown for the board manipulation.
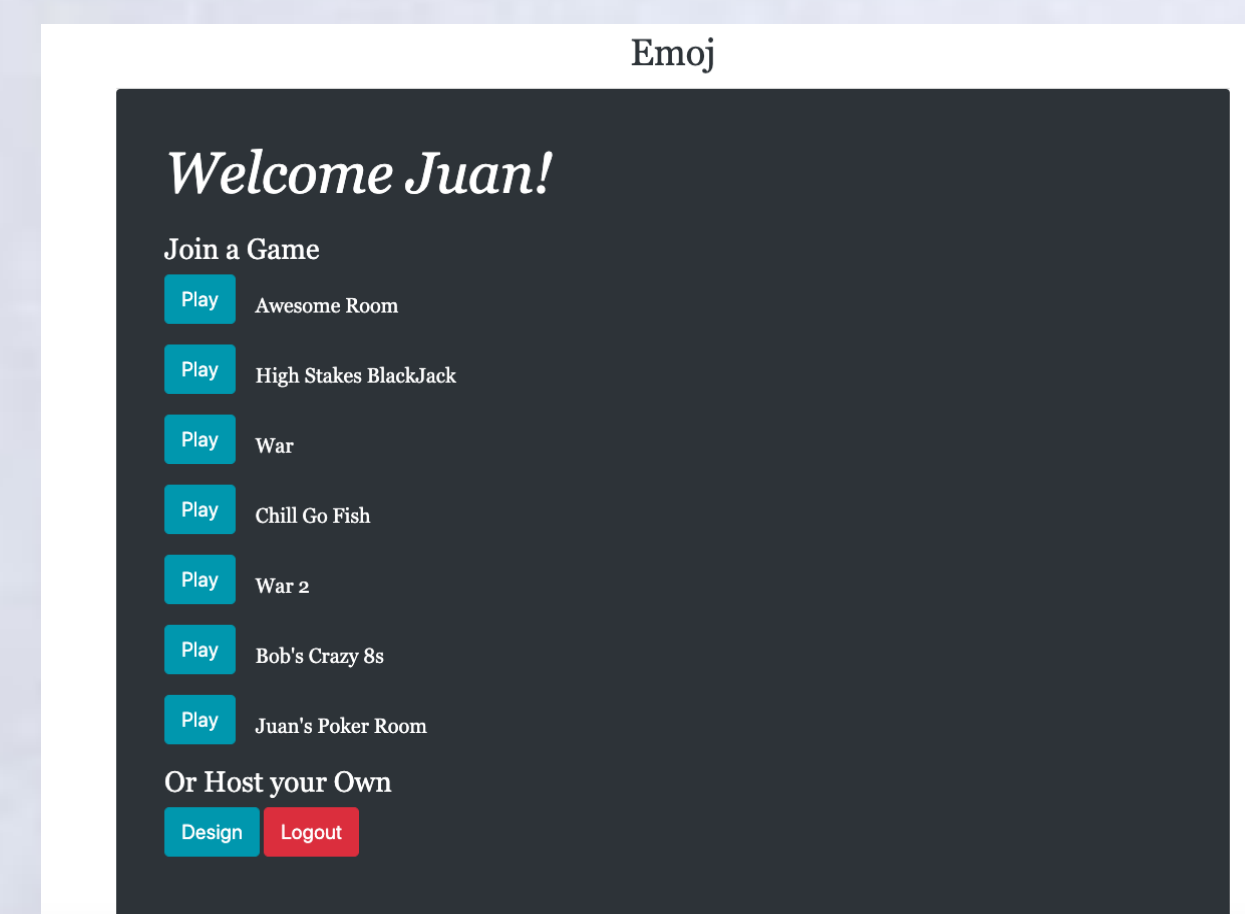
- Design Page
  - Grid for play area selection
- Home Page
  - Option to join or host game
- Play page
  - Round Table Layout
  - Context Based Options
  - Turn Indictor
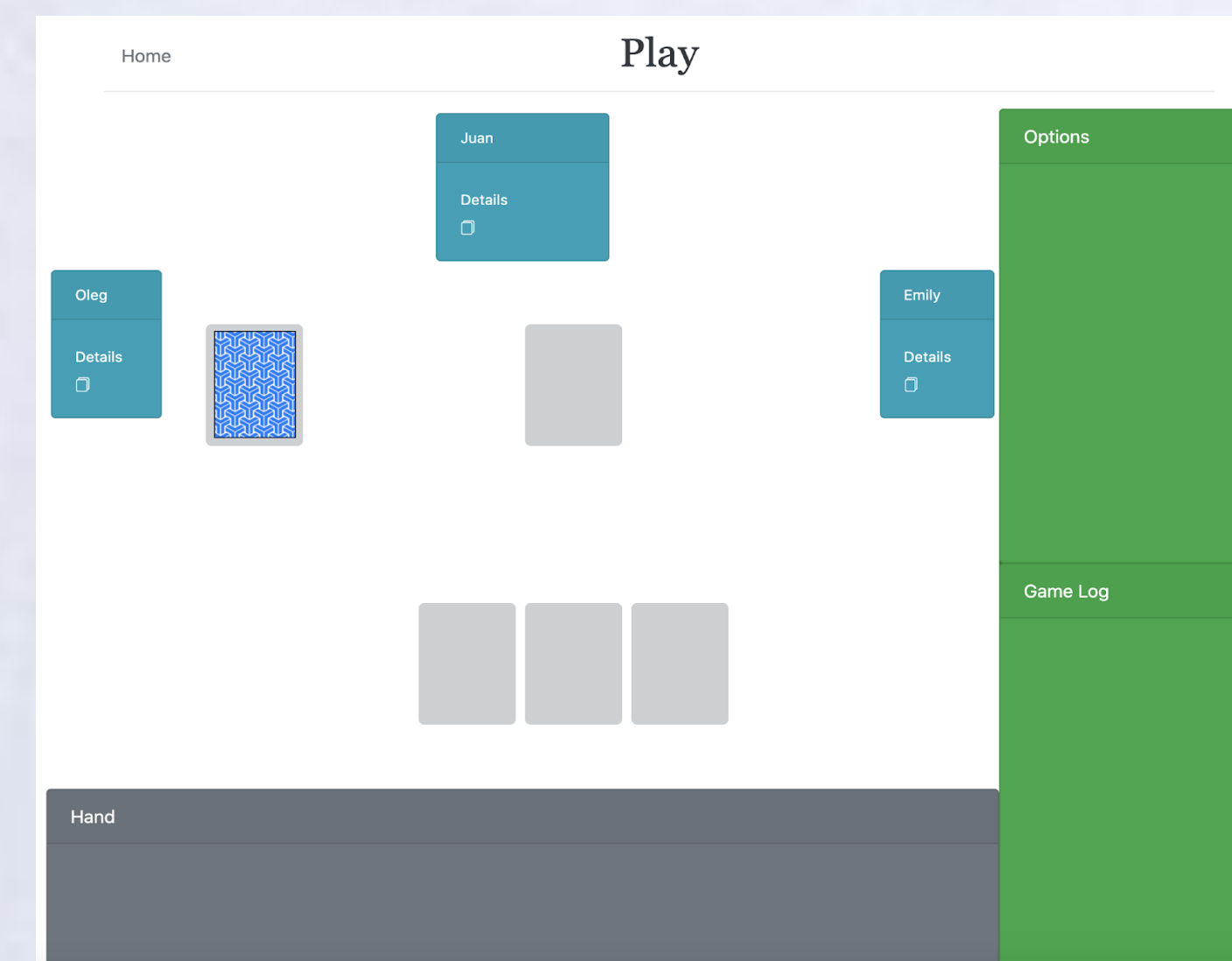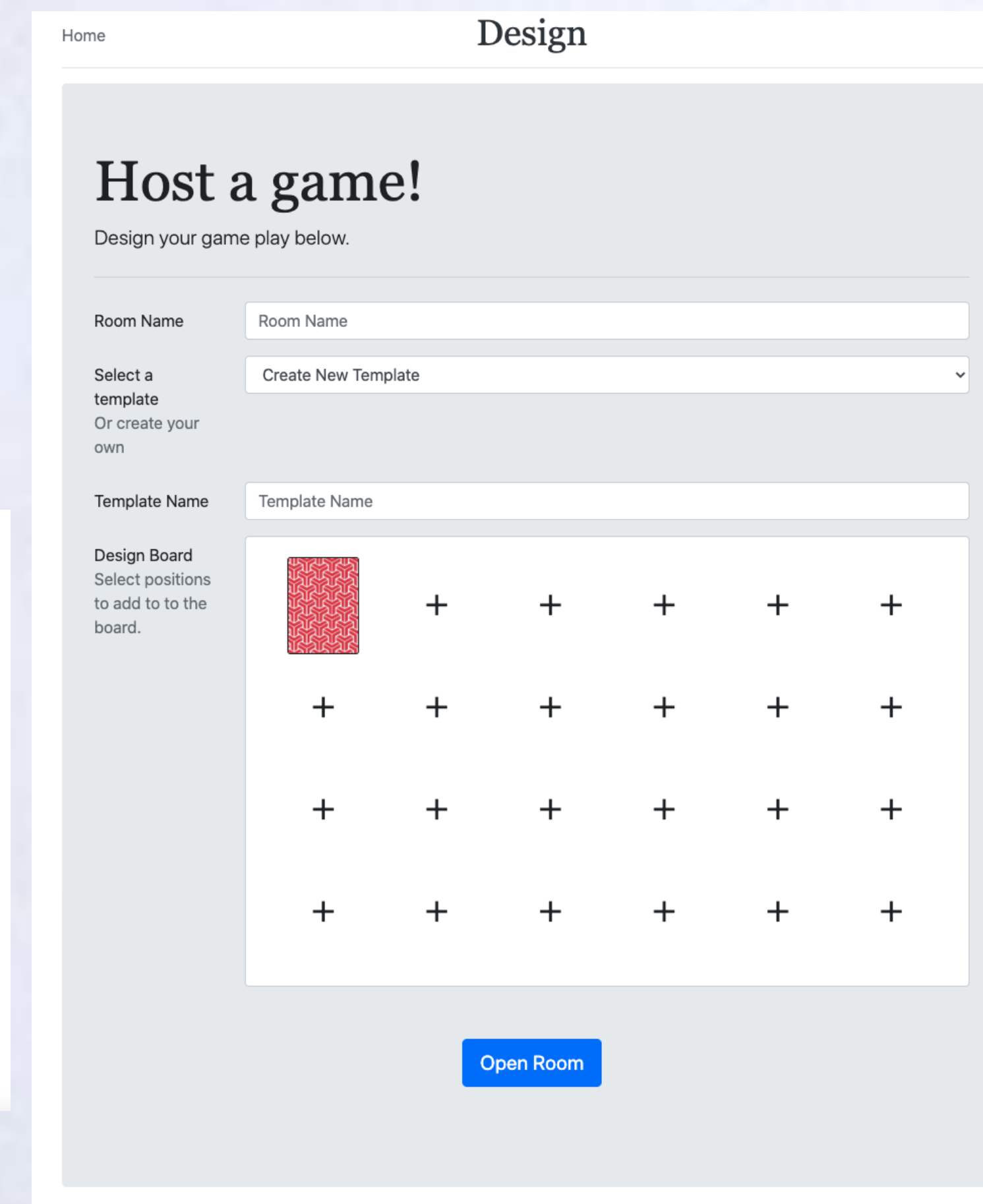
Future Work

Other key design features discovered through the iterative design process but not included due to time constraints are:

- Use of Button Macros to reduce repetitive tasks such as dealing
- Create deck designer to support multiple custom decks.
- Hand Reordering to further increase quality of user experience.

Conclusions

- Platform for family and friends
- Useful tools for unique house rules
- Examined 4 possible approaches
- Improved the user experience and intuitiveness of card management
- Achieved a fully implemented prototype version of our engine that can be played locally.
- Consider the possibility of scaling this product into a more global solution through open source contributions.