

Stage B – GROUP TASK: Prototyping (Labelled)

Group 1

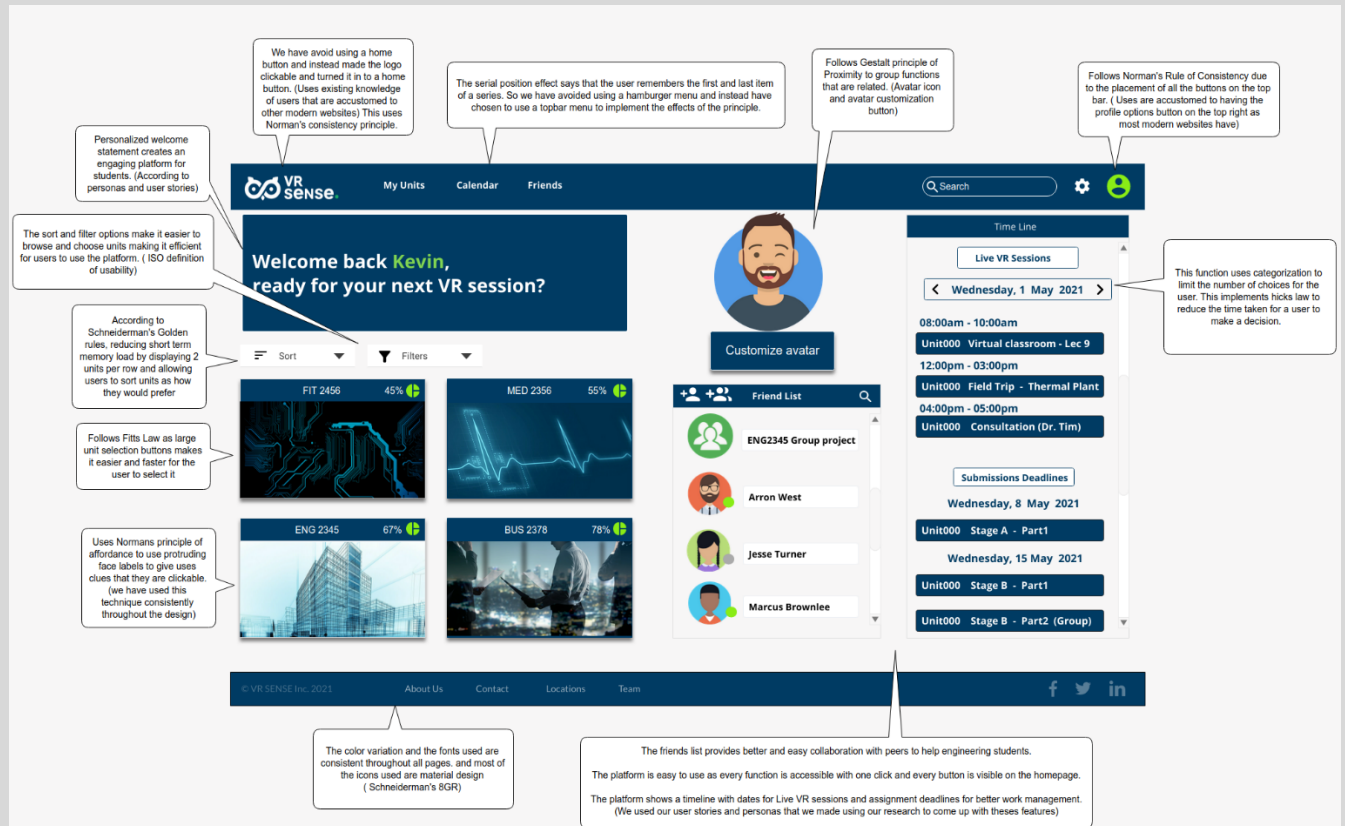
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Labelled High-fidelity prototype

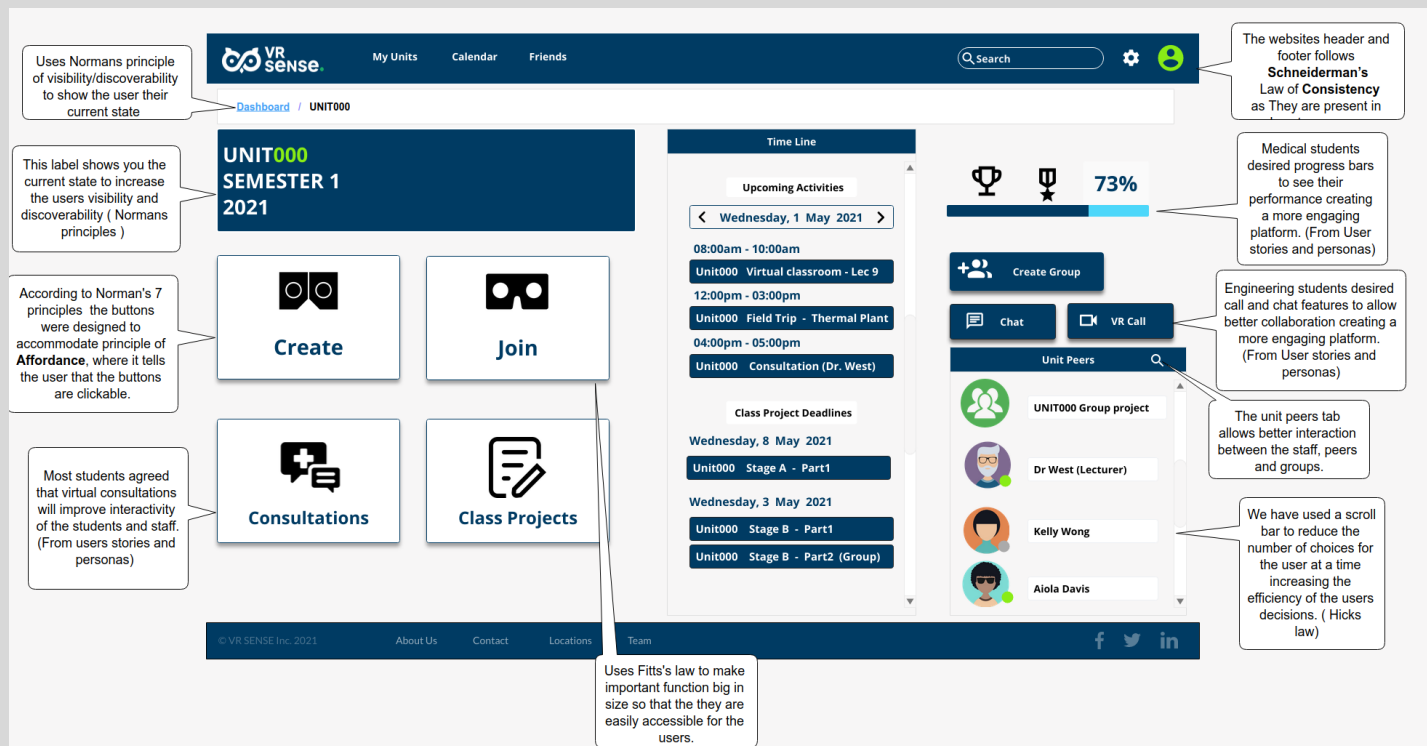
Link for the interactive prototype - <https://app.moqups.com/h5aRxqjKD3/view/page/ac4dae7a1>

Main functionality - Home > Any unit > Create > Next > Join world > Proceed > End VR session

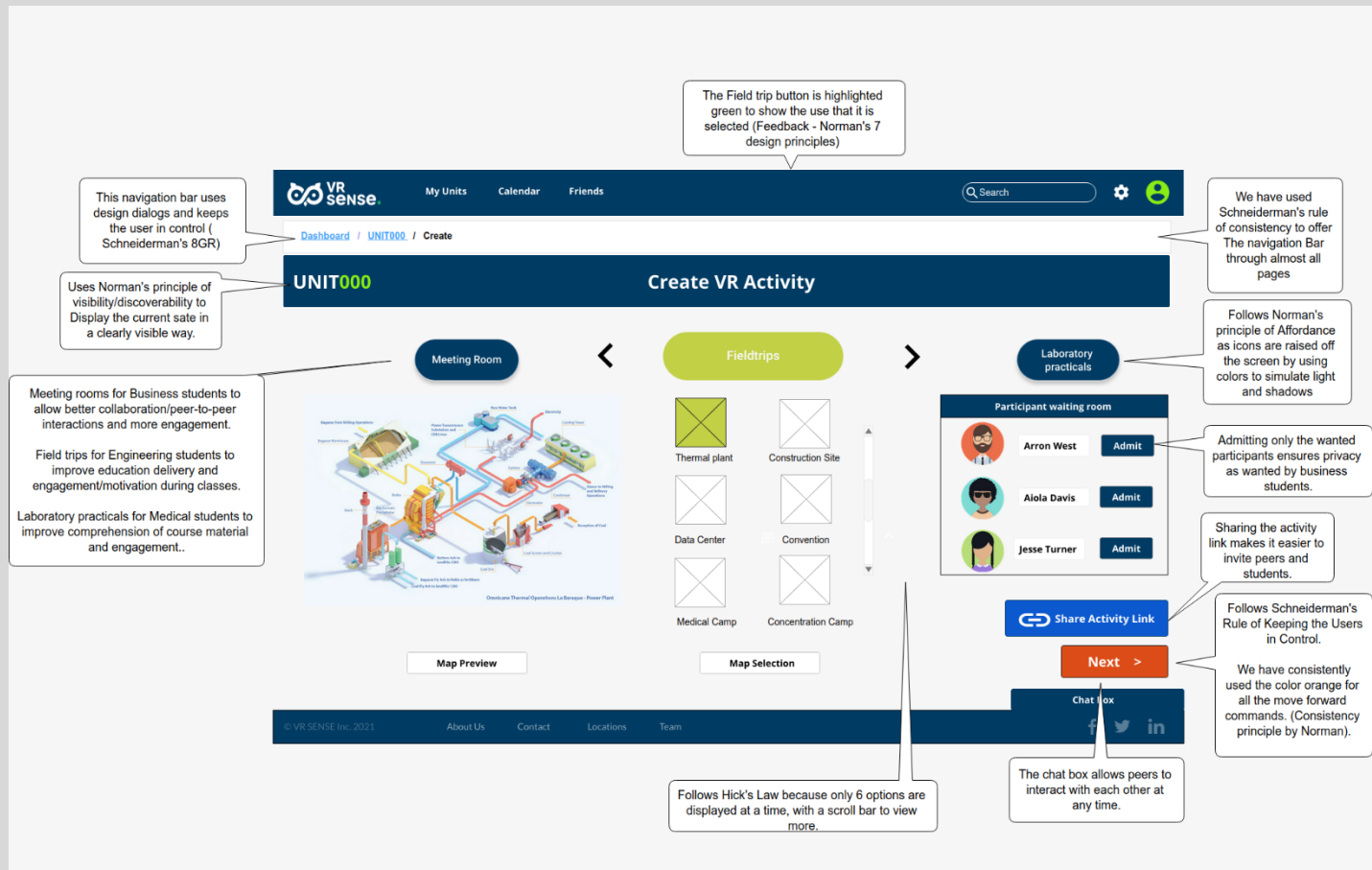
Layer 1

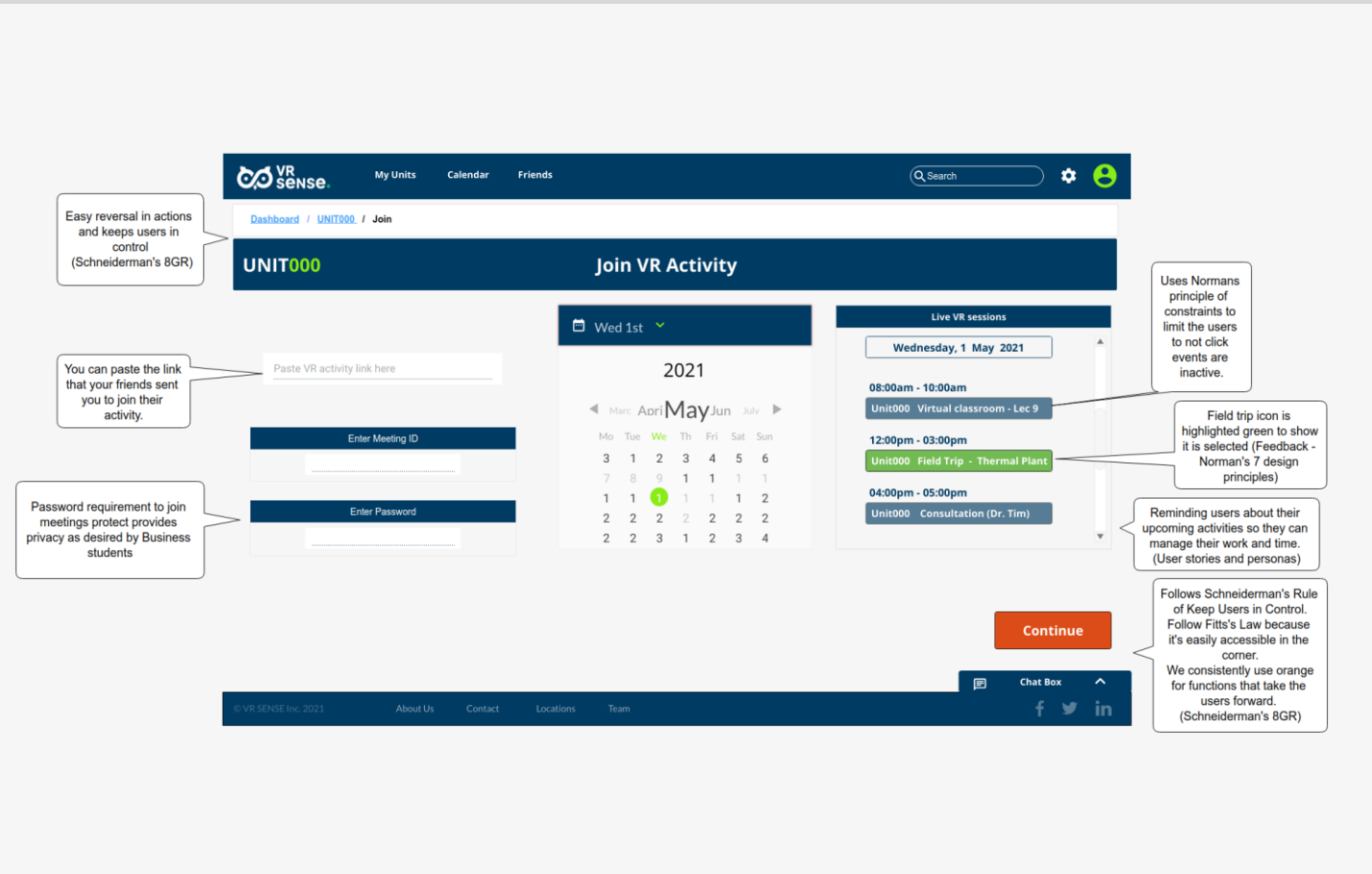


Layer 2

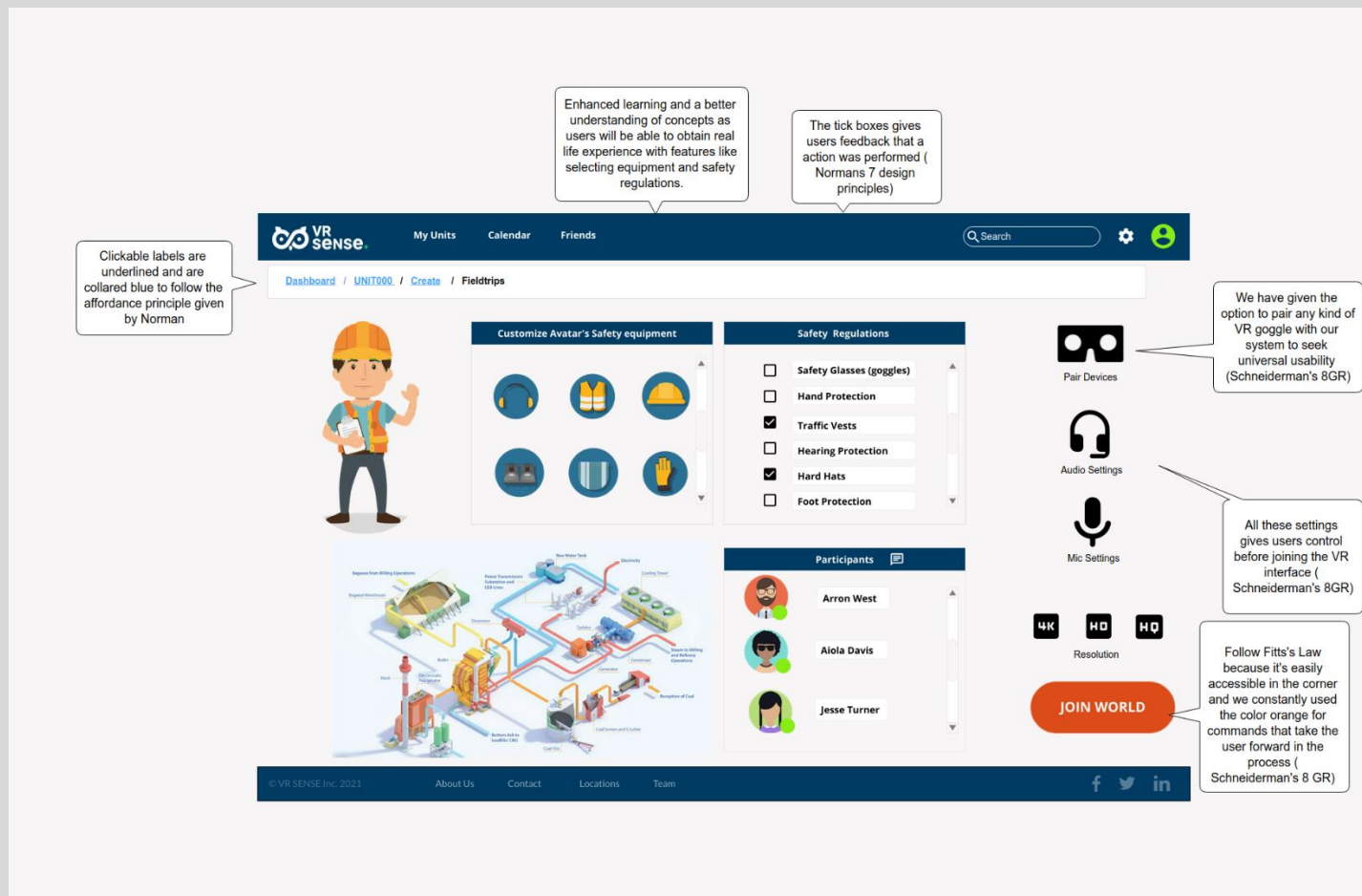


Layer 3





Layer 4



Follows
**Schneiderman's
Law** which Permits
easy reversal of
actions

We have consistently used
the color red for all
exit/end/cancel buttons. (This uses Normans
principle of consistency)
And the color red draws
the attention of the user
(Theory of attention)

Cancel



Please wait, VR session is loading...

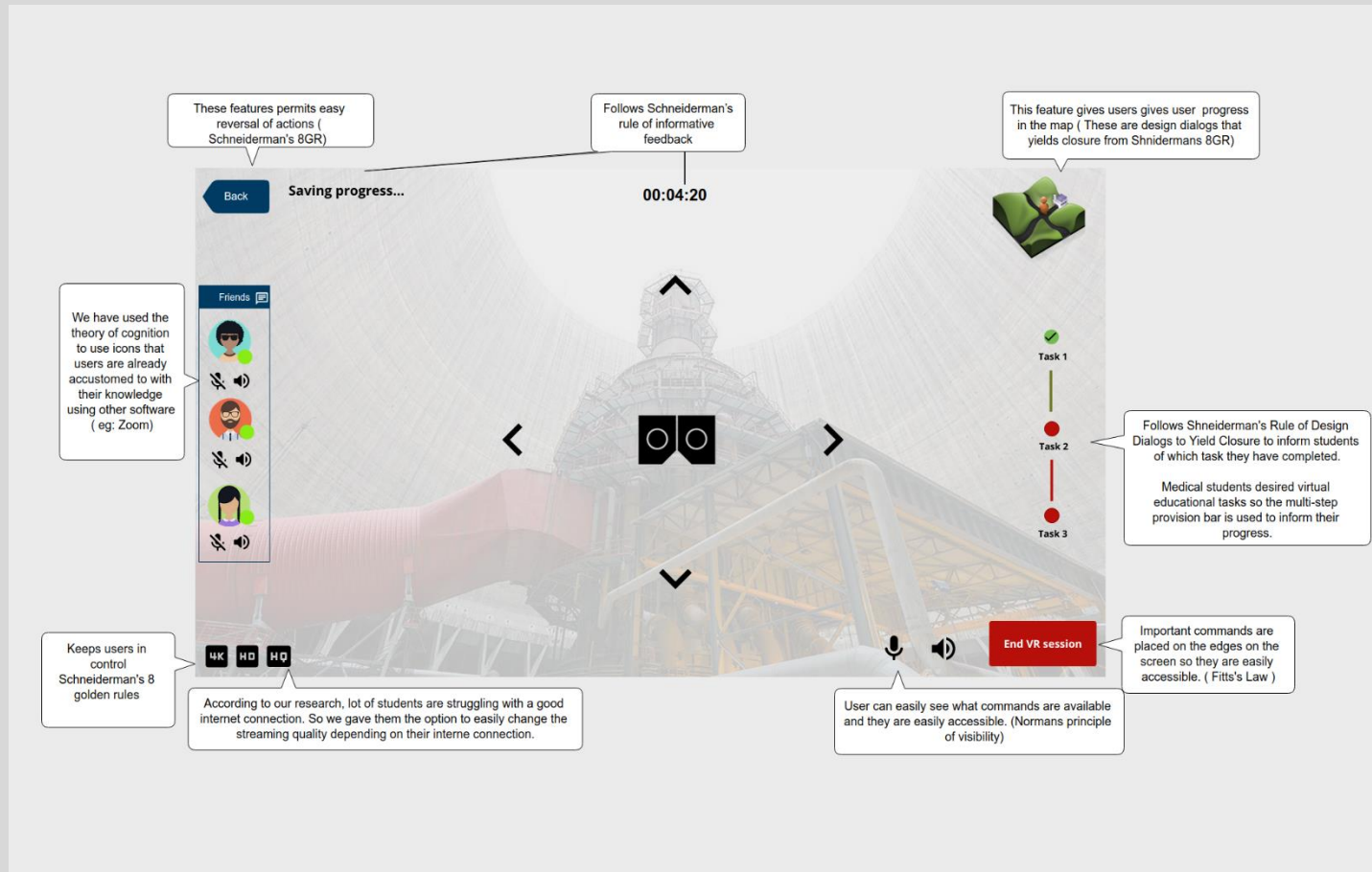
We have used informative
feedback to keep users
informed about what is
currently happening.
(Schneiderman's 8GR)

Proceed

We used Fitts's law to
make important
commands large in
size and place them
in the corners of the
screen. (Easier to
access with a pointer)

We constantly used orange color labels to
commands that takes the users forward in the
process (consistency by Norman)

Layer 5



References:

<http://architectingusability.com/2012/06/28/donald-normans-design-principles-for-usability/>

<https://uxplanet.org/gestalt-theory-for-ux-design-principle-of-proximity-e56b136d52d1>

<https://www.guerillagirl.de/2017/03/18/seven-stages-of-action-don-norman/>

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<https://www.interaction-design.org/literature/article/shneiderman-s-eight-golden-rules-will-help-you-design-better-interfaces>

<https://www.guerillagirl.de/2017/03/18/seven-stages-of-action-don-norman/>