

# Human Computer-Interaction: Seminar Report

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## Design process - GUI

We were required to design a desktop emulating a casino's game roulette. After reading the product requirements we have created the following *graphical user interface*, consisting on the following views:

### GameWindow

GameWindow (View Figure 1) is the main window and therefore central part of the application. It has the following modules:

- **Spinning wheel:** contains a timer specifying the time until the roulette is spinned, an image representing the wheel and a text area showing the results of the previous round.
- **Bets:** represented by a table showing the user's current bets for the current round, as well as a *Bet* button for placing them.
- **Chips:** list of all chip types followed by the number of chips of that type that the user has. Again, there is a *Chips* button for recharging them.
- **Balance:** user's current balance in euros.
- **Bar:** beverage icon alongside a *Bar* label that opens the bar view.
- **Log out:** button for logging out of the application.
- **Menu:** menu for quick access of every other module in the application.

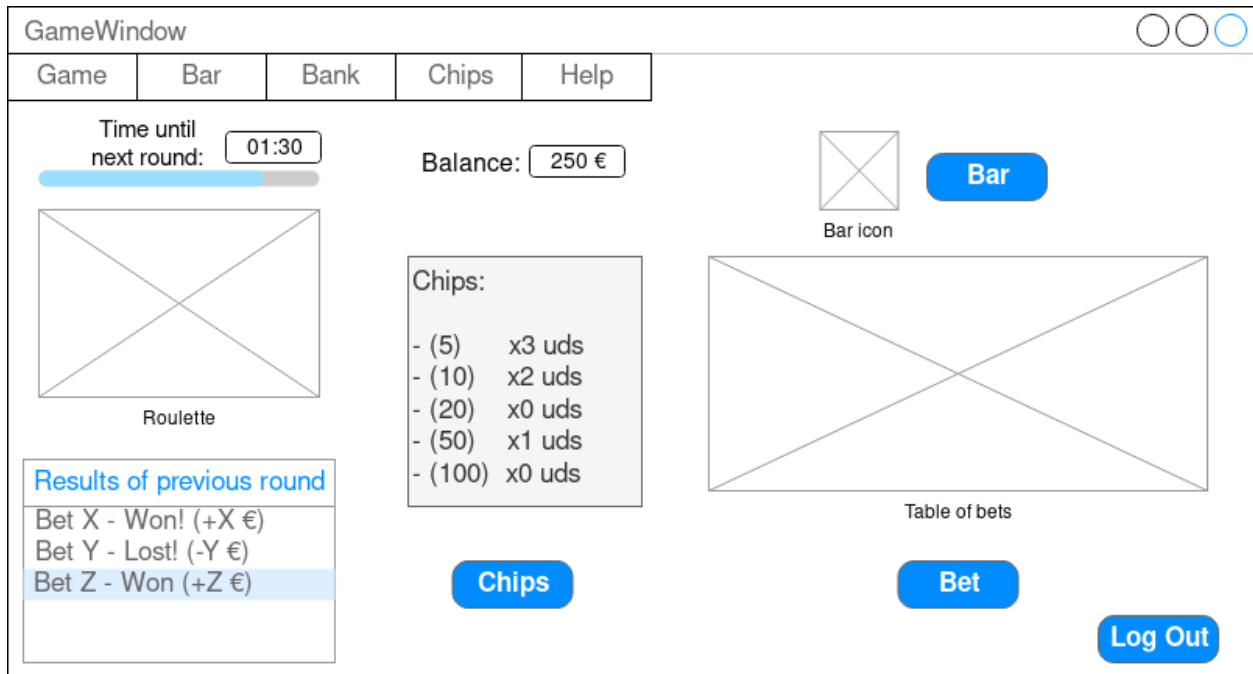


Figure 1: GameWindow

## SignInWindow

SignInWindow (View Figure 2) is a dialog with a form that manages the credentials of the user. The user must have already signed up before being able to log in using this view. If the user has not signed up yet, he can do so by clicking on the *Sign Up* button located in the *New User* section.

## SignUpWindow

SignUpWindow (View Figure 3) is a dialog with a form that manages the starting credentials of the user. The user must introduce their username and a desired password. Note that two users **can not share the same username**.

## BankWindow

BankWindow (View Figure 4) is a dialog with the user's current balance in euros and four buttons for:

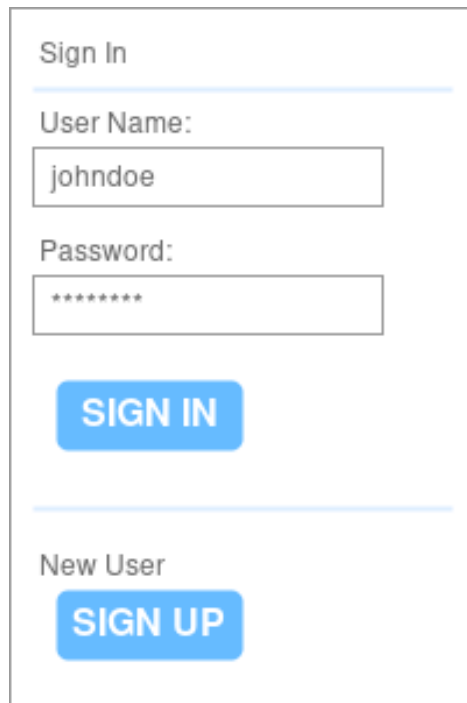
- Recharging their *in-game* balance
- Get chips for the roulette.
- Transfer their *in-game* balance back to their bank account.
- Transfer chips to *in-game* balance.

## BankCredentialsWindow

BankCredentialsWindow (View Figure 5) is a dialog that manages the user's bank account credentials each time they want to perform an operation related to their bank account.

## RechargeWindow

RechargeWindow (View Figure 6) is a dialog with a form asking the user for the balance they want to extract from their account.



Sign In

---

User Name:

Password:

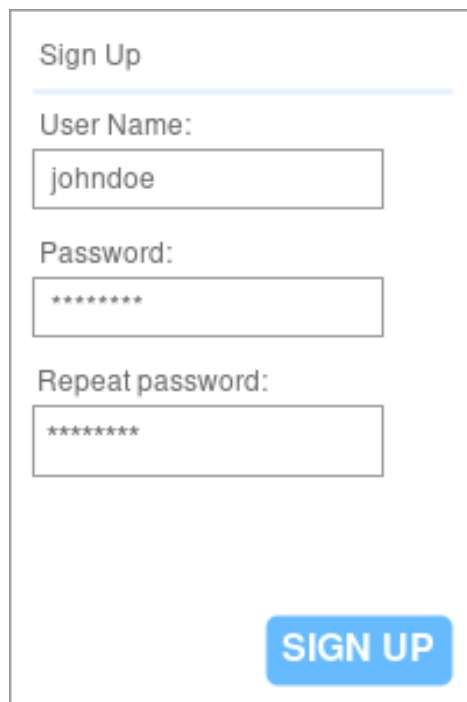
**SIGN IN**

---

New User

**SIGN UP**

Figure 2: SingInWindow



Sign Up

---

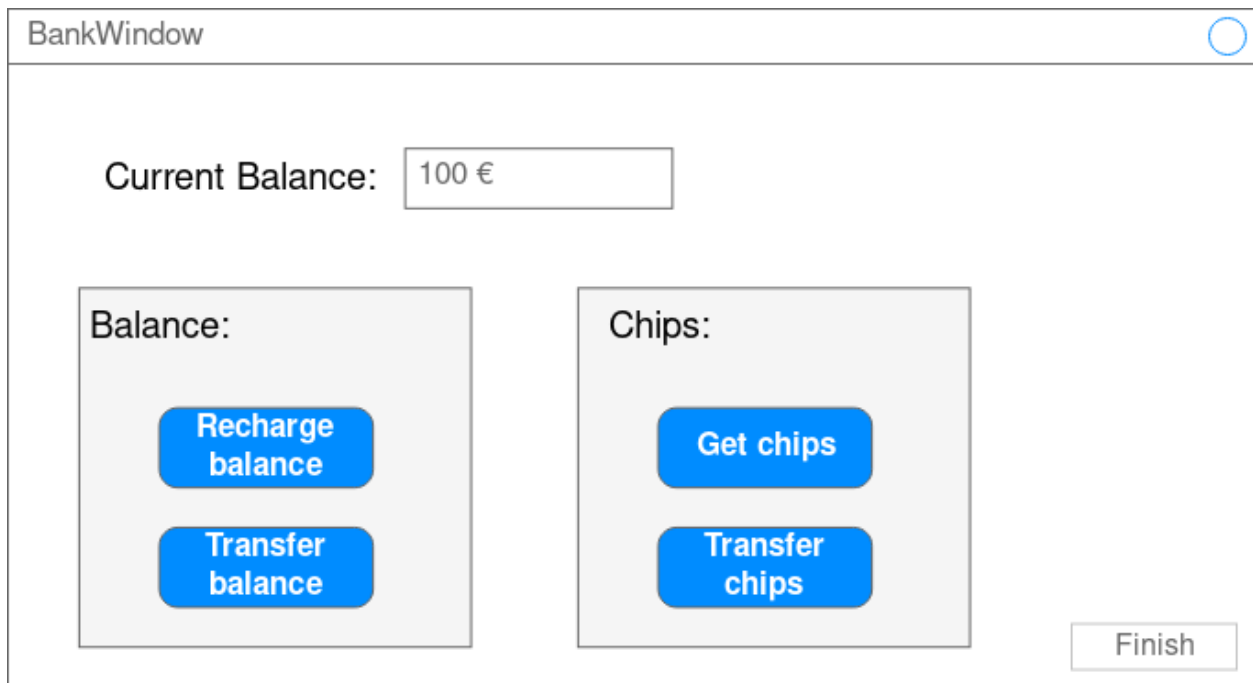
User Name:

Password:

Repeat password:

**SIGN UP**

Figure 3: SignUpWindow



BankWindow

Current Balance: 100 €

Balance:

Recharge balance

Transfer balance

Chips:

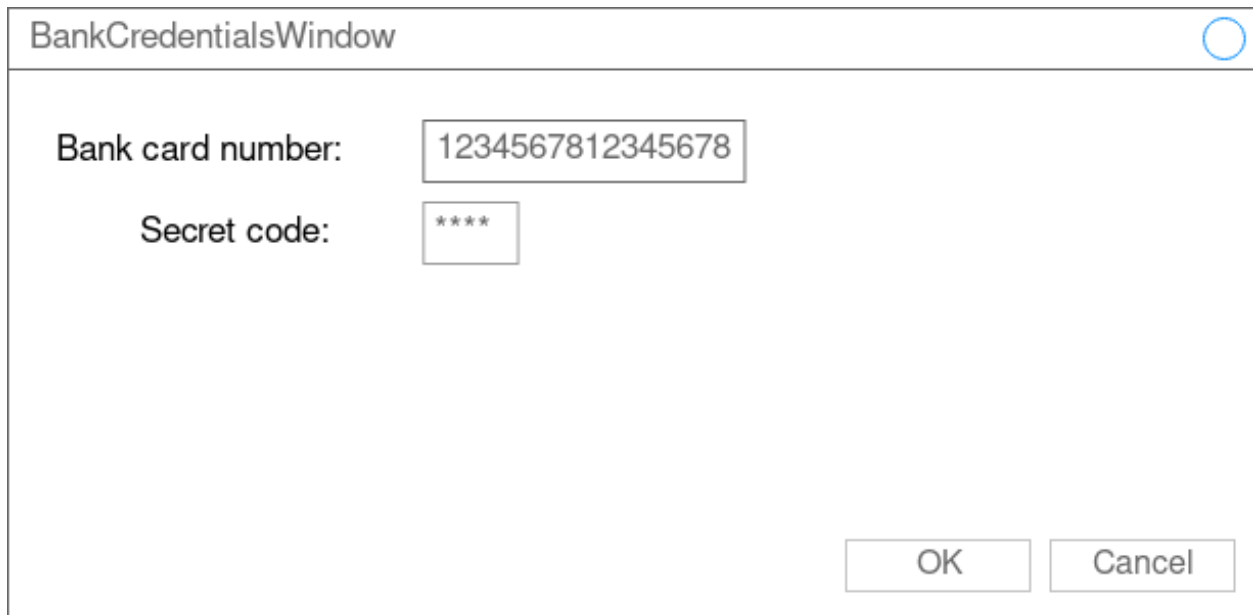
Get chips

Transfer chips

Finish

The BankWindow interface features a title bar with the text 'BankWindow' and a close button. Below the title bar, the 'Current Balance' is displayed as '100 €' next to a text input field. The main content area is divided into two light gray rectangular panels. The left panel, labeled 'Balance:', contains two blue rounded rectangular buttons: 'Recharge balance' and 'Transfer balance'. The right panel, labeled 'Chips:', contains two similar blue buttons: 'Get chips' and 'Transfer chips'. A 'Finish' button is located at the bottom right of the window.

Figure 4: BankWindow



BankCredentialsWindow

Bank card number: 1234567812345678

Secret code: \*\*\*\*

OK Cancel

The BankCredentialsWindow interface has a title bar with the text 'BankCredentialsWindow' and a close button. The main area contains two input fields. The first is labeled 'Bank card number:' and contains the text '1234567812345678'. The second is labeled 'Secret code:' and contains five asterisks '\*\*\*\*\*'. At the bottom right, there are two buttons: 'OK' and 'Cancel'.

Figure 5: BankCredentialsWindow

The image shows a window titled "RechargeWindow". Inside, there are three labels with corresponding input fields:

- Ammount in your bank account:** A text box containing "7.000 €".
- Current in-game balance:** A text box containing "200 €".
- Desired ammount to extract from bank:** A spinner box with the value "100".

At the bottom right, there are two buttons: "OK" and "Cancel".

Figure 6: RechargeWindow

## ChipsWindow

ChipsWindow (View Figure 7) is a dialog with all chip types and a correspondent spinner asking the user for the number of chips from each type they want to extract. Spinners will keep adding chips until the balance threshold is reached.

## BalanceToBankWindow

TransferWindow (View Figure 8) is a dialog that lets the user transfer their *in-game* balance back to their bank account.

## ChipsToBalanceWindow

ChipsToBalanceWindow (View Figure 9) is a dialog that lets the user transfer their chips to *in-game* balance.

## BetWindow

BetWindow (View Figure 10) is a dialog that lets the user place their bets for the current round. It has the following components:

- A combo box with the different bets that the user can make. Depending on the selected one, the panel that manages the bet configuration will change for that specific type of bet.
- Dynamic configuration panel with the current bet details and a button for placing it.
- Text area showing all the bets the user has made for this round, with buttons for adding a bet, modifying it, removing it or removing all of them.
- Text fields informing the user for the total price of all current bets and the possible income if the user wins.






## BarWindow

BarWindow (View Figure 11) is a dialog modeling the bar of the casino. It has a list of products for the user to select and add or remove to or from the cart, as well as the total price for the order and the user's current

ChipsWindow

Current in-game balance: 300 €

**Chips:**

 5 Chip icon	<input type="text" value="1"/>	 50 Chip icon	<input type="text" value="3"/>
 10 Chip icon	<input type="text" value="2"/>	 100 Chip icon	<input type="text" value="0"/>
 20 Chip icon	<input type="text" value="0"/>		

OK Cancel

Figure 7: ChipsWindow

TransferWindow

Ammount in your bank account: 6.900 €

Current in-game balance: 300 €

Desired ammount to transfer back to bank:

OK Cancel

Figure 8: TransferWindow

ChipsToBalanceWindow

Current in-game balance:

Select the chips that will be transformed into in-game balance:

☐

5 Chip icon

☐

10 Chip icon

☐

20 Chip icon

☐

50 Chip icon

☐




Figure 9: ChipsToBalanceWindow

BetWindow

Type of bet:

Red / Black

Name of bet:
Balance:

Total bet price:
Total win price:

Bet configuration:

Bet price:
Win price:

Color:

☐ Red
☒ Blue

Chips:

☐

5 Chip icon

☐

10 Chip icon

☐

☐

☐


Bets for this round

Bet X
Bet Y
Bet Z

Figure 10: BetWindow

balance. The cart is shown as well with the information of all the products in the order with their respective units.

The BarWindow interface is a window titled "BarWindow" with a standard window control button in the top right corner. It contains several interactive elements:

- Products:** A text input field containing "Orange Juice" with a dropdown arrow on the right.
- Units:** A numeric input field containing "1" with up and down arrow buttons on the right.
- Buttons:** Two blue buttons labeled "Add" and "Remove" are positioned to the right of the units field.
- Order information:** A light gray rectangular box containing the text:
  - X (5 uds)
  - Y (3 uds)
  - Z (2 uds)
- Order price:** A text input field containing "85.34 €".
- Balance:** A text input field containing "123.45 €".
- Footer:** Two buttons labeled "OK" and "Cancel" are located at the bottom right of the window.

Figure 11: BarWindow

## Flow Layout

### Changes applied after user tests