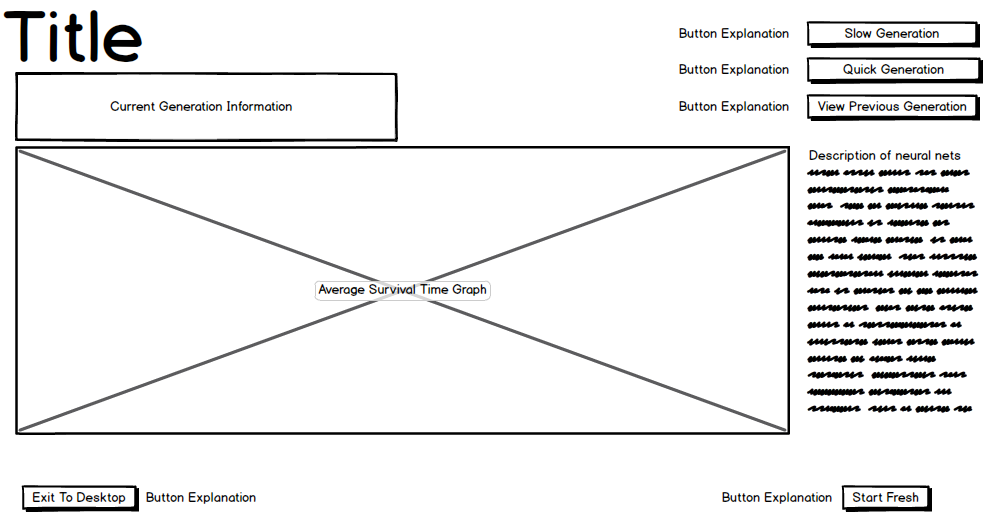
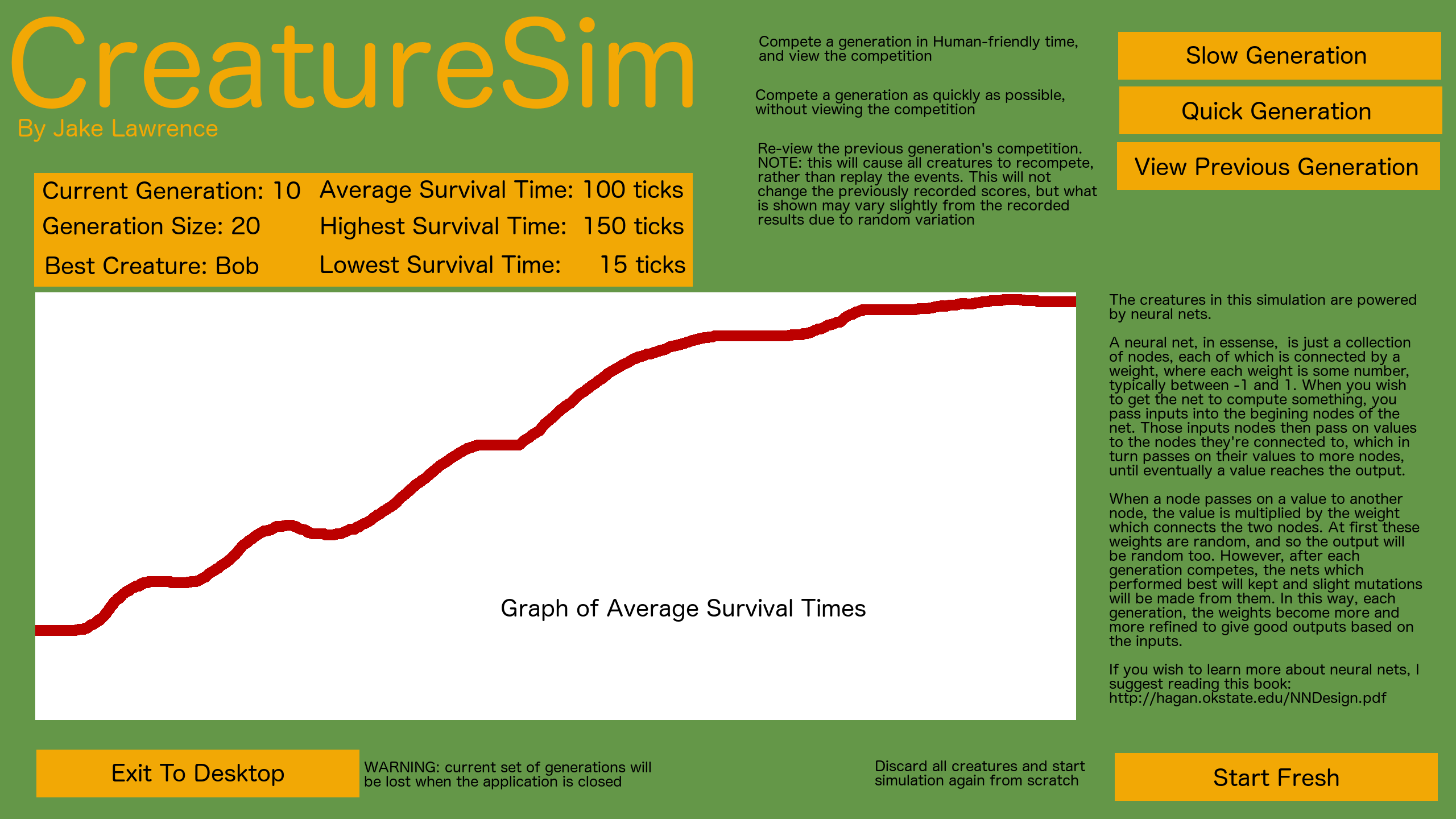
Wireframe

Low-fidelity Design



Slow Generation Button

Triggers functionality requirement 5

Quick Generation Button

Triggers functionality requirement 4

View Previous Button

Triggers functionality requirement 5, but with the previous generation

Explanation text

Satisfies user requirement 3

Button Explanation Text

Helps to satisfy user requirement 1

Title

Information Panel

Partially fulfils functional requirement 6

Graph of Average Survival Times

Partially fulfils functionality requirement 6

Best Creature’s Name

Requires functional requirement 8

Exit to Desktop Button

Terminates the application

Start Fresh Button

Triggers functional requirement 2

Background Colour

#649748

Compliments button colour

Button Colour

#ED6D0D

Compliments background colour

Text Colour

#000000

Stands out against both background and button colour

Graph Colour

#FFFFFF

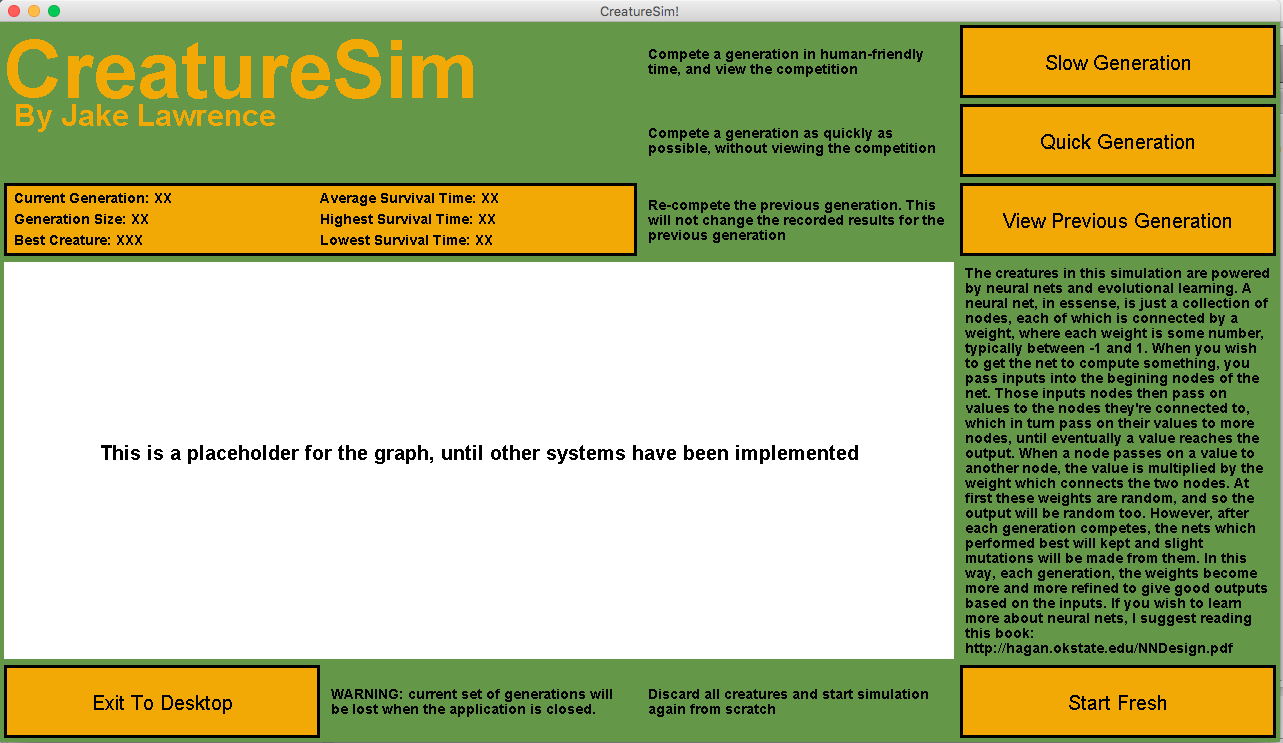
Stands out against background colour

Colour Scheme

Organic colour scheme due to theme of creatures

High Fidelity Prototype

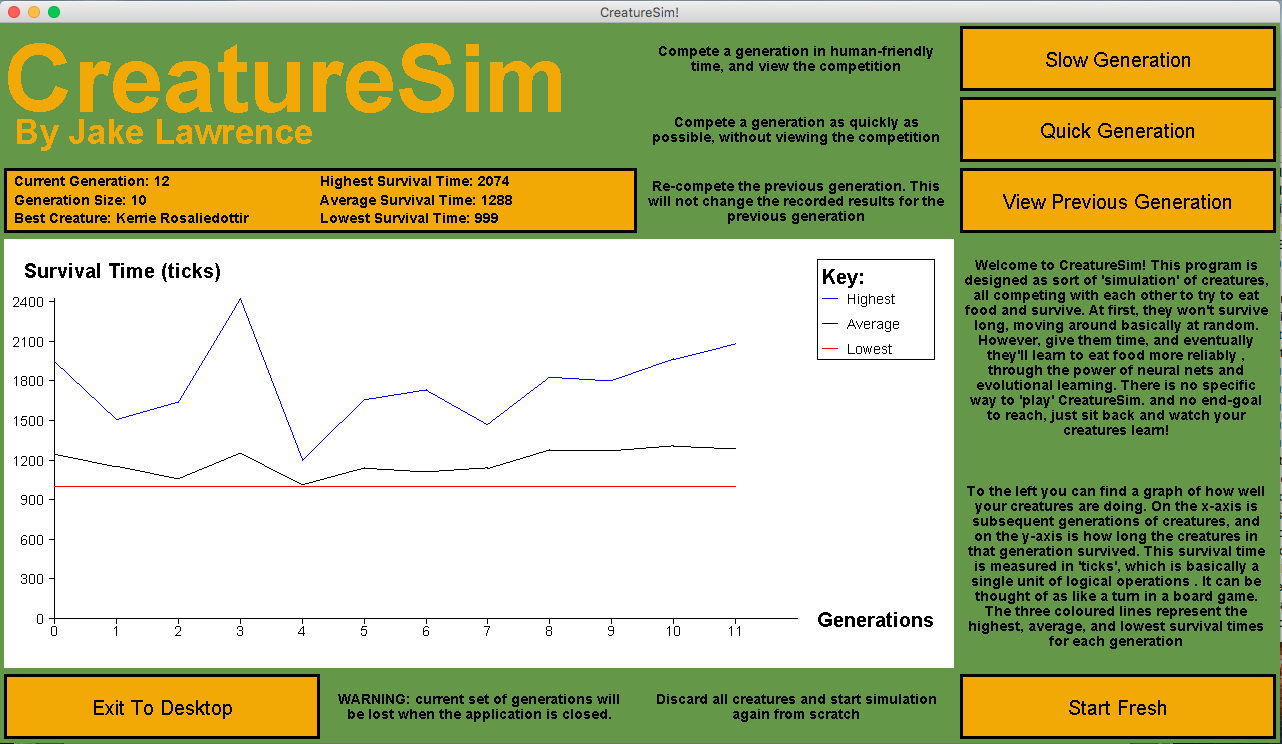
Black borders on buttons now to make them stand out more



Final release-version User Interface

Title is larger to fill up empty space

Text boxes centre text



Replaced explanatory text about neural nets with text explaining how to use CreatureSim and explaining what the graph shows