UI/UX Documentation

An overview of the user interface and its relation with the user experience

Overview:

The user is at the forefront of our aims in creating this web-based game. They are a vital stakeholder, given they will be using the app. As a result, we wanted to ensure that the experience would be smooth and easy to understand, as well as give a creative design to encourage the users to interact with the game.

Interface and experience:

The interface consists of 3 core pages:
- A user dashboard for submitting the photos
- A home page for logging in and signing up
- A leaderboard for users to be incentivised to compete

User Dashboard

It was important that the user dashboard was laid out aesthetically as this is where the players would spend most of their time.

To get to the dashboard, it is very simple, you click on the hamburger menu, which opens all the potential pages to visit, and click on dashboard. This will then land you on the dashboard page where you, the user, can see all the main things that you need. Starting from the top, the first thing is a user bar. This show who the current user is. The second module is a map with a heat overlay. The map allows users to see where they are and the heatmap helps to show areas of campus that are targeted frequently. This helps users to identify where they can get more points as well as ensuring that multiple areas of campus are regularly checked rather than the same area. Adjacent to the map is a submission box. To make it very easy for players to use the game on multiple devices, we set up 2 methods to submit files. A player can either drag and drop an image to submit it or they can click and select a file from their folders. A tagline is inside to box to make this clear as it tells players they can either "drop or click to select a file". This makes it easier for players to interact with the game and not feel forced to follow restricted rules. Below the map, when you scroll down, is a small container that logs all your submissions. It tells you when and the success of your submission so users can track their progress.

Leaderboard

The leaderboard is another core aspect of the experience as it allows users to compare their progress with other players, hence the incentive to play the game. As a result, we wanted to make something that would motivate players to compete to be at the top, hence we integrated a podium.

When the user clicks the link in the hamburger menu for the leaderboard they will land on a page that immediately showcases the top 3 players with the highest score, with a medal. Below the podium is the rest of the players so you can see where you rank respective to everyone else. Users can see their rank, their name, and the number of points; as well as a little character icon to add more depth to the aesthetic. There is no other functionality currently integrated into the leaderboard, however, there is room to potentially add more comparative statistics and maybe a filtering system to filter users based on certain metrics. We would like to also implement a minimum score to get on the leaderboard to one: not clog up the speed of the web page and two: encourage users to play the game more so they get onto the leaderboard.

Home page

The home page can also be accessed via the hamburger menu, and this allows users to choose wether to sign up or log in. By clicking either of these links they will be transferred to the respective page before they can access their dashboard.