
Dumb Dino, Inc.

**Cuadrado
User-Interface Prototype**

Version <1.0>

Cuadrado	Version: <1.0>
User-Interface Prototype	Date: <09/OCT/22>
User-Interface Prototype	

Revision History

Date	Version	Description	Author
09/Oct/2022	<1.0>	User-Interface Prototype	John Zheng, Nikhil

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1. Introduction

1.1 Purpose

The user interface will allow the player the ability to interact with the program.

1.2 Scope

The current prototype only concerns the user experience in the menus that lead up to the game but not including the game.

1.3 Definitions, Acronyms, and Abbreviations

GUI - Graphical User Interface

BGM - Background Music

1.4 References

none

1.5 Overview

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2. Primary Windows

2.1 Main Menu

2.1.1 Purpose

This is for letting the user choose between different buttons to access the other parts of the user-interface.

2.1.2 Objects and actions

2.1.2.1 Button (PLAY) - User clicks on this button to be taken to the game screen.

2.1.2.2 Button (SETTINGS) - User clicks on this button to be taken to a menu for changing options.

2.1.2.3 Title - This lets the user know what game and application they are running; no interactions exist.

2.1.3 Composites

2.1.3.1 Scroll Drawing underneath the options

2.1.3.2 Buttons: Made of text and Scroll Design

2.1.3.3 Dino Logo: Made of multiple patterns

2.1.3.4 Paper Background: Designed using multiple textures.

2.1.4 Visual Dimensions

2.1.4.1 Position

2.1.4.1.1 Movable, cannot change sizes except going to fullscreen.

2.1.4.2 Size

2.1.4.2.1 Default size is 1080 * 720 px. Can Hide, Minimize, cannot tray.

2.1.4.3 Shape

2.1.4.3.1 Fixed shape, Square, or Full screen (Rectangle)

2.1.4.4 Color

2.1.4.4.1 Color scheme to depict paper and scrolls on which the gameboard is setup and being played on. Add's a layer of "Realism"

2.1.5 Screenshot Sample



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3. Secondary Windows: Property windows

3.1 Options

3.1.1 Purpose

Lets the player change the game settings while playing Cuadrado.

3.1.2 Objects and actions

- 3.1.2.1 Button(SOUND): Turns the sound on and off
- 3.1.2.2 Button(DIFFICULTY): Changes the AI of the game.
- 3.1.2.3 Button(BGM): Changes the background music to on / off.
- 3.1.2.4 Button(CREDITS): Changes the screen to the secondary window of "Credits"
- 3.1.2.5 Title: Lets the user know which screen they are on

3.1.3 Composites

- 3.1.3.1 Scroll Drawing underneath the options
- 3.1.3.2 Buttons: Made of text and Scroll Design
- 3.1.3.3 Dino Logo: Made of multiple patterns
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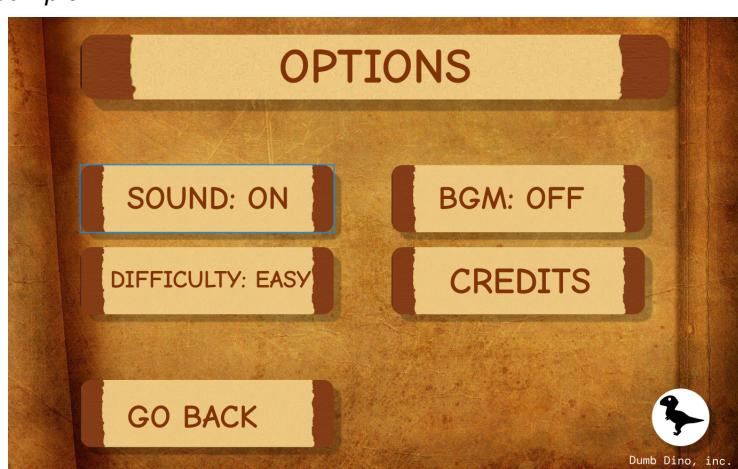
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3.1.5 Screenshot Sample



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4. Secondary Windows: Other types

4.1 Credits

4.1.1 Purpose

When user clicks the credits button in the Options Window, they are directed to the screen showcasing credits of the game development team.

4.1.2 Objects and actions

4.1.2.1 Go Back Button: Returns to the previous screen. (Options Window)

4.1.3 Composites

4.1.3.1 None

4.1.4 Visual Dimensions

4.1.4.1 Position: All positional characteristics are same as the Main Window

4.1.5 Screenshot Sample



5. Graphics Standards

5.1 All graphical interfaces and elements use HTML, DHTML and JavaScript web technologies interlaced with standard images formats (.GIF, .JPG, .PNG).

5.2 The color schemes may require a True Color Compatible graphical adapter and at least an 1080x720 screen resolution.

5.3 All fonts used are in the Helvetica and Arial font-family.

5.4 All graphical interfaces are best viewed in Windows 10 OS.

6. Other Standards

6.1 The Dino Inc logo used has been designed by Dino Inc members and supervised by Scrum Master Devin.

7. Browsing Hierarchies

7.1 Straight Line Hierarchy. Primary Window (Menu) -> Secondary Window (Options) -> Secondary Window

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7.2 Below is the Hierarchy Diagram showing the various linkages:

