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Software Engineering Project: User Documentation

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Section 5: User Interface Specification

5.1 Preliminary Design:

M&L Co.

Welcome to M&L Co !

Maze Project Description

The project is to build a maze on a web page and be able to make mazes of different difficulty levels (options include easy, medium, hard and difficult). A countdown timer is added on it and see if the player can beat the time before it reaches zero. Make it interesting by adding hidden holes in it using a randomizer. When the player steps on a hidden hole, the player is transported to another part of the maze. As the designers, you can do is to add treasure items in the maze so that the player can pick things up along the way. This makes traversing the maze more fun but it.

Quick Links

- [Maze Game](#)
- [About Us](#)
- [Report 2](#)

Page 1

This is the landing page the user will see before accessing the maze.

1a) Maze Game Button - The user will click "Maze Game" to be directed to the "Play" page.

Click the 'Play' button to start your game!



Page 2

The user is taken from the landing page to the "Play" page.

2a) Play Button - This button will take the user straight to the maze game.



Time Left : 2 : 47

Page 3

The maze game is presented to the user after clicking the 'Play' button.

3a) Red Square - This red square icon represents the user and is the start of the maze. The user will use the up, down, left, and right desktop arrow keys to navigate through the maze to the green star which is the end of the maze.



Time Left : 0 : 0

times up! You Lost !

OK

Page 4

The drop down message will display when the time runs out and the user does not win the maze.

4a) Ok Button - User will click 'OK' button to exit the maze.



Congratulations! You won!

OK

Time Left : 2 : 32

Page 5

The drop down message will display when the user wins the game before the timer runs out.

5a) Ok Button - User will click 'OK' button to exit the maze.

5.2 User Effort Estimation:

There is only one usage scenario. These steps are static as the user will always traverse through these steps when entering the game.

Scenario 1:

User chooses to play the maze game.

Usage Scenario	Mouse clicks	Keystrokes	UI Navigation
User presses Maze Game button	1	0	1
User presses play button	1	1	2
User goes through the maze	0	28	30
User does not win the maze game	1	0	31
User wins maze game	1	0	32

Section 11: User Interface Design and Implementation

The Evolution of the UI

Our user interface design has changed slightly compared to the user interface in the first report. The wireframe below shows the current user interface design of the maze game. There is nothing that greatly reduces or increases the user effort.

Wireframes

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Quick Links

- [Maze Game](#)
- [About Us](#)
- [Media](#)
- [Report 1](#)

Figure 1. The website interface where the user can access the game.

Click the 'Play' button to start your game!



Figure 2. User will click “play” to play the maze game.



Time Left : 2 : 48

Figure 3. The user is represented as a red filled square and the maze is constructed with the black filled squares.

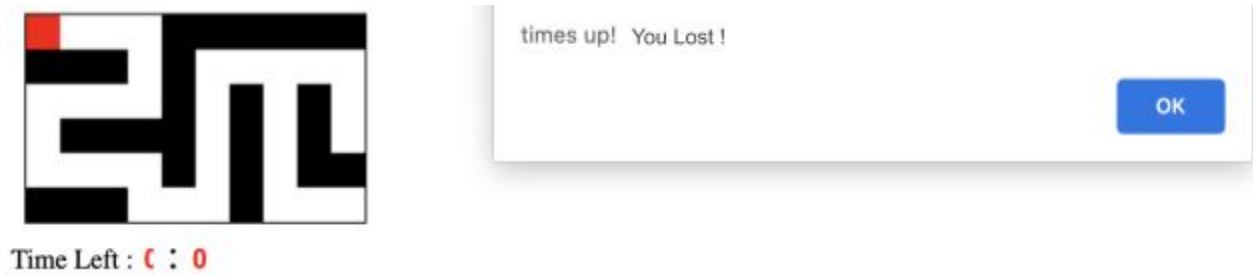


Figure 4. This message will display if the user is unable to finish the maze game.



Figure 5. This message will be displayed if the user completes the maze.

Ease-of-use

The user interface is intuitive and easy to navigate by the user. It is well organized with minimal background knowledge from the user.