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Mell1Games

Unity Methodology 2

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Unity

# Introduction

## Brief

This second methodology will document my learning when it comes to deploying and production a game to be posted on a website. The game is in a complete state but needs much more polish and testing to be ready for deployment.

Like before many things will be changed in the introduction as I learn new information and end up adding it to the overall methodology. Each heading under the instruction will try an summarize my goals as they evolve with each section.

Static levels should be the initial priority, but the following methodology should delve into procedural generation of levels.

# UI Development

## Brief

This section will entail Completion of the UI elements and menus. There will be three headings, one will be the wireframes that where the result of me using unity to make the menus. The second will be the testing of these UI elements, and the final third will be the look and color of all the screens.

## Wireframe

These diagrams all use a star as the anchor point for the image so all positioning is based of the relation to that centred anchor.

The screen size is based of 800 by 600, so the menus all take about half the screen in total with exception of map selection. The screen will auto resize based on the platform either scaling up or down my initial screen size.

### Main Menu



### Select Level



### Popup Menu



## UI Testing

# References

**There are no sources in the current document.**