

“Guess It” UI Design System

Table of Contents

Page Descriptions	2
Colour Palette	3
Colour Palette Reference	5
Fonts	6
Icons	7
Icon References	8
Buttons	9
Input Elements	11
Tables	12
Pop-Ups	13
HTML Mock-Ups	17

Page Descriptions

Index (index.php)

The first page the player encounters when playing “Guess It.”

Here, the player can change the game mode.

Game (mainpage.php)

The page where the player plays “Guess It.”

How to Play (instructions.php)

The page where the player views the instructions on how to play “Guess It.”

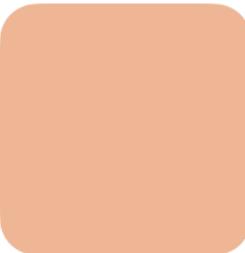
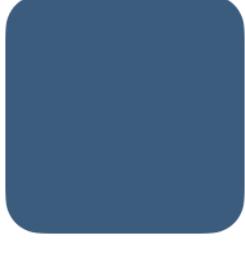
Leaderboard (leaderboard.php)

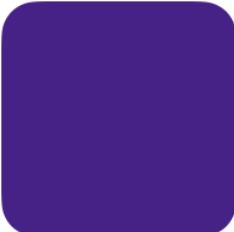
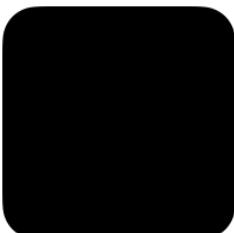
The page where the player views the leaderboard for the Regular Mode.

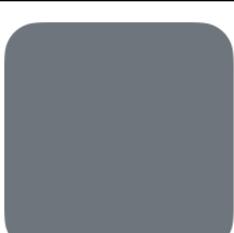
Settings (settings.php)

The page where the player can change the toggle settings for “Guess It.”

Colour Palette

Colour	Hex	Usage
	#F8B195	<ul style="list-style-type: none">• Background Gradient• Leaderboard Row Highlight (when a row in the leaderboard is hovered)
	#F67280	<ul style="list-style-type: none">• Background Gradient
	#C06C84	<ul style="list-style-type: none">• Button Background
	#6C5B7B	<ul style="list-style-type: none">• Button Shadow (box shadow that appears around a button when it is hovered - does not include toggle buttons)• Heading Text Shadow
	#355C7D	<ul style="list-style-type: none">• Heading Colour

	#4C1F8D	<ul style="list-style-type: none"> “After Arrow” Icon
	#416E2A	<ul style="list-style-type: none"> “Before Arrow” Icon “Toggle On” Colour
	#000000	<ul style="list-style-type: none"> “Settings” Icon “How to Play” Icon “Hint” Icon “Leaderboard” Icon “Previous Page” Icon Body Text Button Text
	#FFFFFF	<ul style="list-style-type: none"> Colour-Inverted “Settings” Icon Colour-Inverted “How to Play” Icon Colour-Inverted “Hint” Icon Colour-Inverted “Leaderboard” Icon Colour-Inverted “Previous Page” Icon “Toggle Off” Colour Table Borders Leaderboard Header Font Colour Hint Pop-Up/Toast colour “Winner” Modal “Loser” Modal “Already Played” Modal “Leaderboard” Prompt
	#055ED5	<ul style="list-style-type: none"> Button Colour (when hovered) Button borders

	#705C7C	<ul style="list-style-type: none">• Leaderboard Header Background Colour
	#0C6EFD	<ul style="list-style-type: none">• Hyperlink Colour
	#017AFF	<ul style="list-style-type: none">• “Leaderboard” Prompt Highlight and Button Colour (colour may vary based on browser and operating system)
	#6C757D	<ul style="list-style-type: none">• Button Colour (Modals)

Colour Palette Reference

Digital Synopsis. (2021). 8 beautiful color palettes for your next design project. Digital Synopsis. Retrieved March 1, 2022, from <https://digitalsynopsis.com/design/minimal-web-color-palettes-combination-hex-code/>

Fonts

Arial, sans-serif

font-weight: Bold (except the input with id = “guess” on the game page, rows of the Leaderboard and some text in Toasts, Modals and Prompts)

Size

h1: 70 px

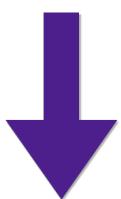
All other text is within the range of 50px, 30 px, 20px to standard size,
varying page by page.

How To Play Specific Fonts

How To Play implements the following classes from Bootstrap:
“lead” (p class), “subtitle” (h3 class), “subheader” (h4 class), and “normal_text” (p class).

Icons

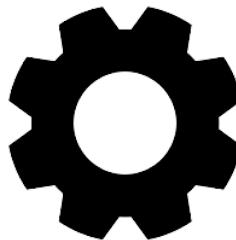
Note: All buttons, except for “After Arrow” and “Before Arrow,” are clickable and function like buttons.



“After Arrow”



“Before Arrow”



“Settings”



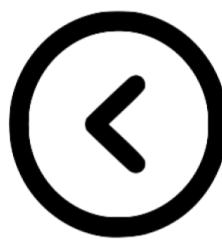
“How to Play”



“Hint”



“Leaderboard”



“Previous Page”



Colour-Inverted “Settings,” “How to Play,” “Hint,” “Leaderboard,” “Previous Page” Icons
(how these icons appear when they are hovered over)

Icon References

We created the “After Arrow” and “Before Arrow” icons ourselves; they are images created from scratch for this project and are not taken from an outside source.

“How to Play” Icon / “Colour-Inverted How to Play” Icon

Free Icons Library. (2019). Help question Mark Icon #169480. Free Icons Library. Retrieved February 28, 2022, from <https://icon-library.com/icon/help-question-mark-icon-29.html>

“Settings” Icon / “Colour-Inverted Settings” Icon

Mckay, L. (2019, February 21). setting vector PNG image with transparent background. TopPNG. Retrieved February 28, 2022, from https://toppng.com/free-image/setting-vector-PNG-free-PNG-Images_99491

“Previous Page” Icon / “Colour-Inverted Previous Page” Icon

OnlineWebFonts. (2021). Back Button Free Icon. OnlineWebFonts. Retrieved February 28, 2022, from <https://www.onlinewebfonts.com/icon/72513>

“Leaderboard” Icon / “Colour-Inverted Leaderboard” Icon

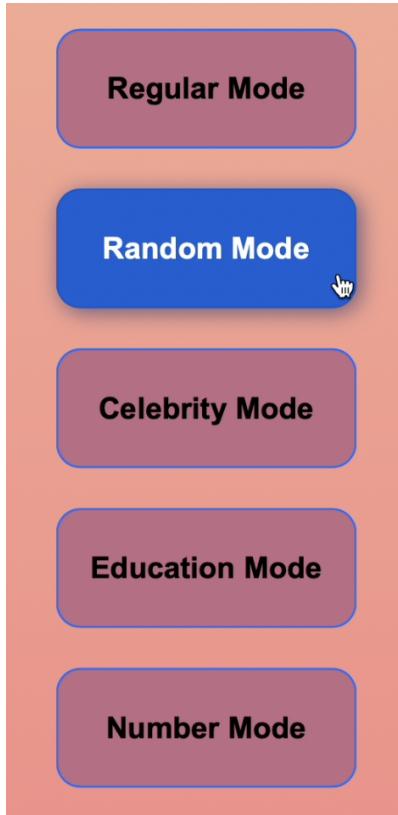
Shenzhen BestAI Internet Co., Ltd. (2019). Trophy icon transparent background clipart , PNG Download - Trophy icon no background, PNG Download. KindPNG. Retrieved February 28, 2022, from https://www.kindpng.com/imgv/TwTxmTi_trophy-icon-transparent-background-clipart-png-download-trophy/

“Hint” Icon / “Colour-Inverted Hint” Icon

SVG Repo. (n.d.). Light bulb vector svg icon. SVG Repo. Retrieved February 28, 2022, from <https://www.svgrepo.com/svg/126736/light-bulb>

Buttons

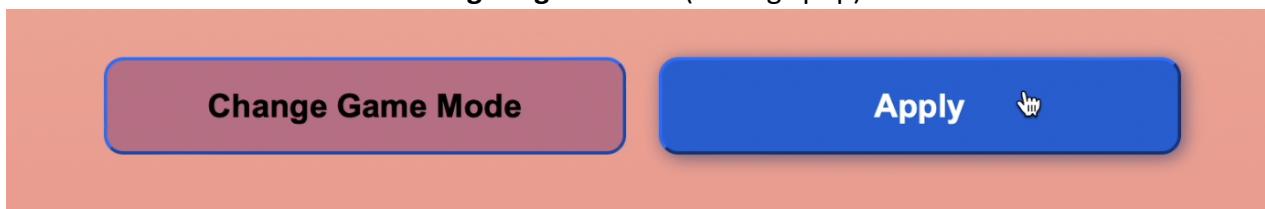
Index Buttons (index.php)



Button class (from Bootstrap): “btn-primary”

Font size: 15px, Width: 150px, Height: 60px, Font weight: Bold, Border-radius: 12px
Colour changes to #055ED5 and shadow is added to the button when it is hovered over
(as shown by “Random Mode” Button)

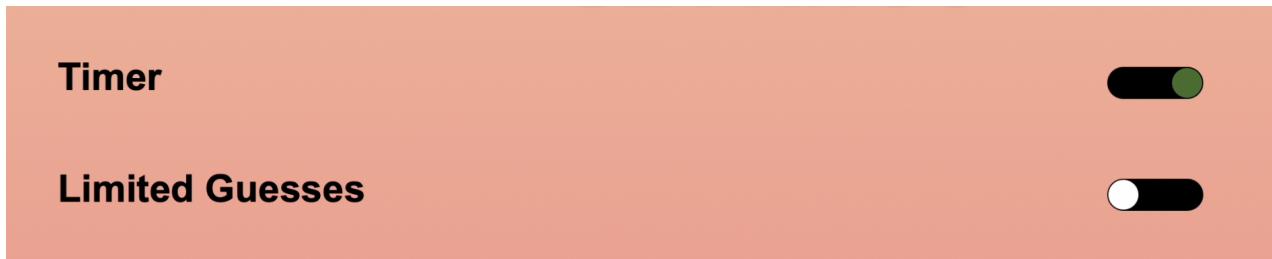
Settings Page Buttons (settings.php)



Button class (from Bootstrap): “btn-primary”

Font size: 30px, Width: 320px; Height: 60px; Font weight: Bold. Border-radius: 12px
Colour changes to #055ED5 and shadow is added to the button when it is hovered over
(as shown by “Apply” Button)

Note that only the “Change Game Mode” button appears on the “Settings” page when the Game Mode is set to the “Regular Mode”. Both buttons appear when the Game Mode is set to any other Game Mode.

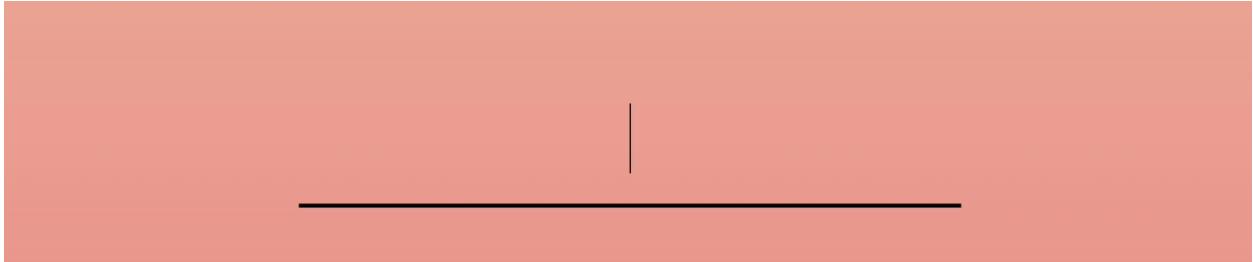


The colour of the toggle buttons change from #FFFFFF to #416E2A when toggled on
(and the reverse when toggled off)

Note that both toggles do not appear on the “Settings” page when the Game Mode is set to the “Regular Mode” because this is the competitive mode so these constraints aren’t offered.

Input Elements

Game (mainpage.php)



This input element receives guess inputs.

Tables

Leaderboard (leaderboard.php)

Name	# of Guesses
Bob	1
Jane	3
Jesse	3
Joe	7

Date:
2022-
02-28

Displays Regular Mode Leaderboard rankings for a particular date.

The screenshot above shows sample data in the table for the date: February 28, 2022.

The “Name” column indicates the name of the player who made the leaderboard entry.
The “# of Guesses” column indicates the # of guesses it took the player to correctly guess the
“Word of the Day.”

The number of rows in the table changes dynamically based on
the number of leaderboard entries in the database.

The date changes dynamically as well; it automatically updates to the current date.

Table class (from Bootstrap): “table”
Thead class: “thead-dark” (#705C7C)

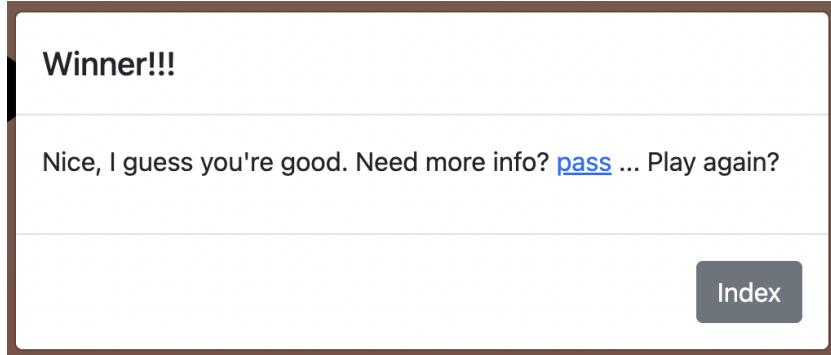
Leaderboard Row is highlighted in #F8B195 (when a row in the leaderboard is hovered)

Pop-Ups

Game (mainpage.php)

Winner Modal (Version 1)

Appears for all Game Modes, except for “Regular Mode” and “Number Mode,” after the player wins the game.



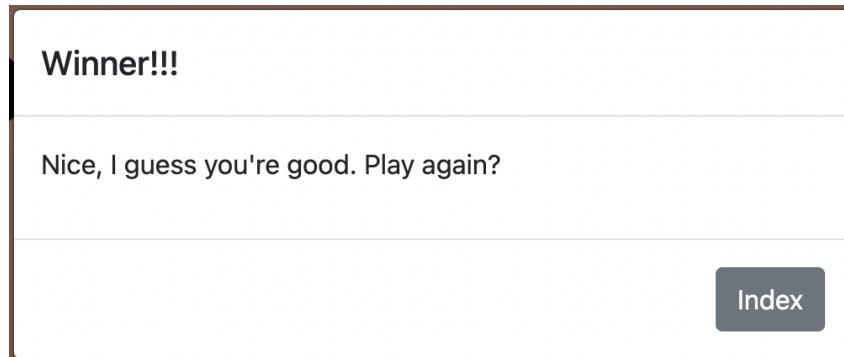
This is a modal element from Bootstrap.

The hyperlink in this modal always appears as the word/celebrity name that needed to be guessed by the player; click on the hyperlink to open a Wikipedia page for the word/celebrity name. As an example, the screenshot above shows the modal when the word that needed to be guessed was “pass.”

Click the “Index” Button at the bottom-right corner of the modal to go to the “Index” page.

Winner Modal (Version 2)

Appears only for “Number Mode” after the player wins the game.

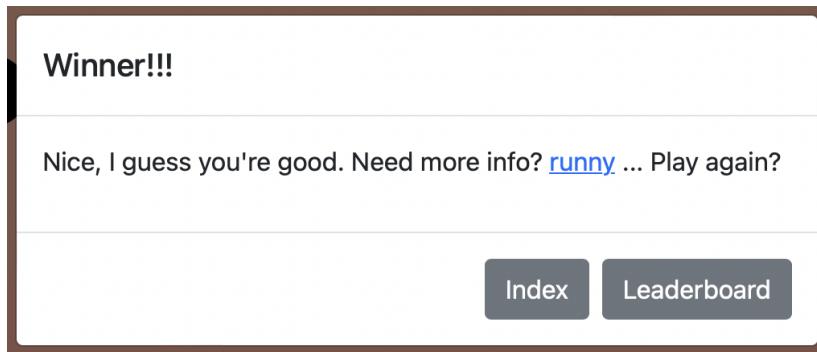


This is a modal element from Bootstrap.

Click the “Index” Button at the bottom-right corner of the modal to go to the “Index” page.

Winner Modal (Version 3)

Appears only for “Regular Mode” after the player wins the game and enters their name into the leaderboard.



This is a modal element from Bootstrap.

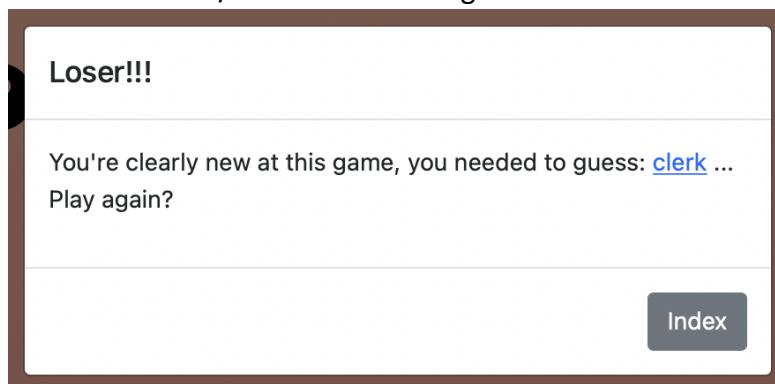
The hyperlink in this modal always appears as the word that needed to be guessed by the player; click on the hyperlink to open a Wikipedia page for the word. As an example, the screenshot above shows the modal when the word that needed to be guessed was “runny.”

Click the “Index” Button at the bottom-right corner of the modal to go to the “Index” page.

Click the “Leaderboard” Button at the bottom-right corner of the modal to go to the “Leaderboard” page.

Loser Modal

Appears for all Game Modes except for “Regular Mode” after the player loses the game (e.g. the timer runs out and/or the number of guesses available runs out).



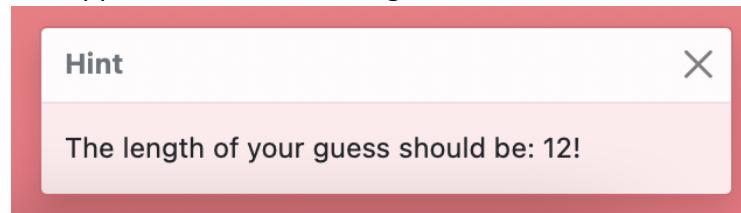
This is a modal element from Bootstrap.

The hyperlink in the “Loser Modal” always appears as the word/celebrity name/number that needed to be guessed by the player; click on the hyperlink to open a Wikipedia page for the word/celebrity name/number. As an example, the screenshot above shows the “Loser Modal” when the word that needed to be guessed was “clerk.”

Click the “Index” Button on the bottom-right corner of the modal to go to the “Index” page.

Hint Pop-up/Toast (from clicking “Hint” Icon)

Appears at the bottom-right corner of the screen

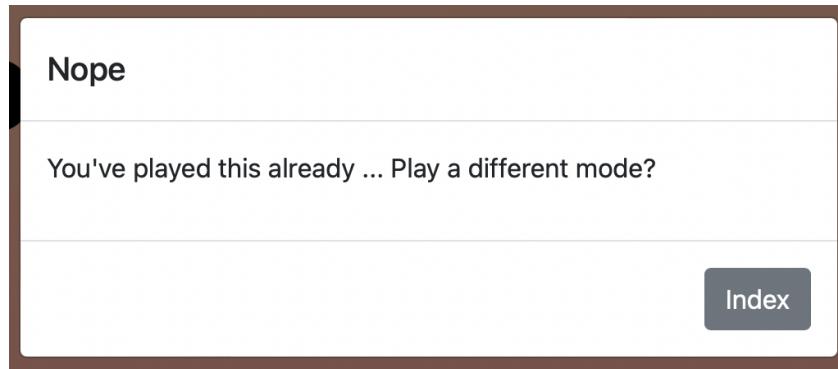


Class (from Bootstrap) = “toast”

The length of the word changes dynamically based on the word that needs to be guessed.
Click the “X” Button at the top-right corner of the toast to close the toast.

Already Played Modal

Appears only for “Regular Mode.” If the player has already won “Regular Mode” and they are trying to play this Game Mode again, they will be alerted with this modal.

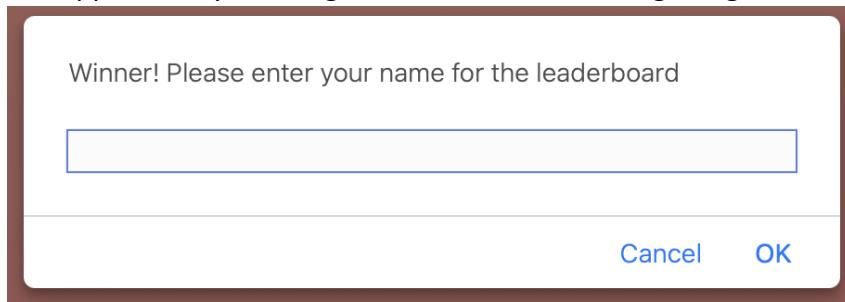


This is a modal element from Bootstrap.

Click the “Index” Button on the bottom-right corner of the modal to go to the “Index” page.

Leaderboard Prompt

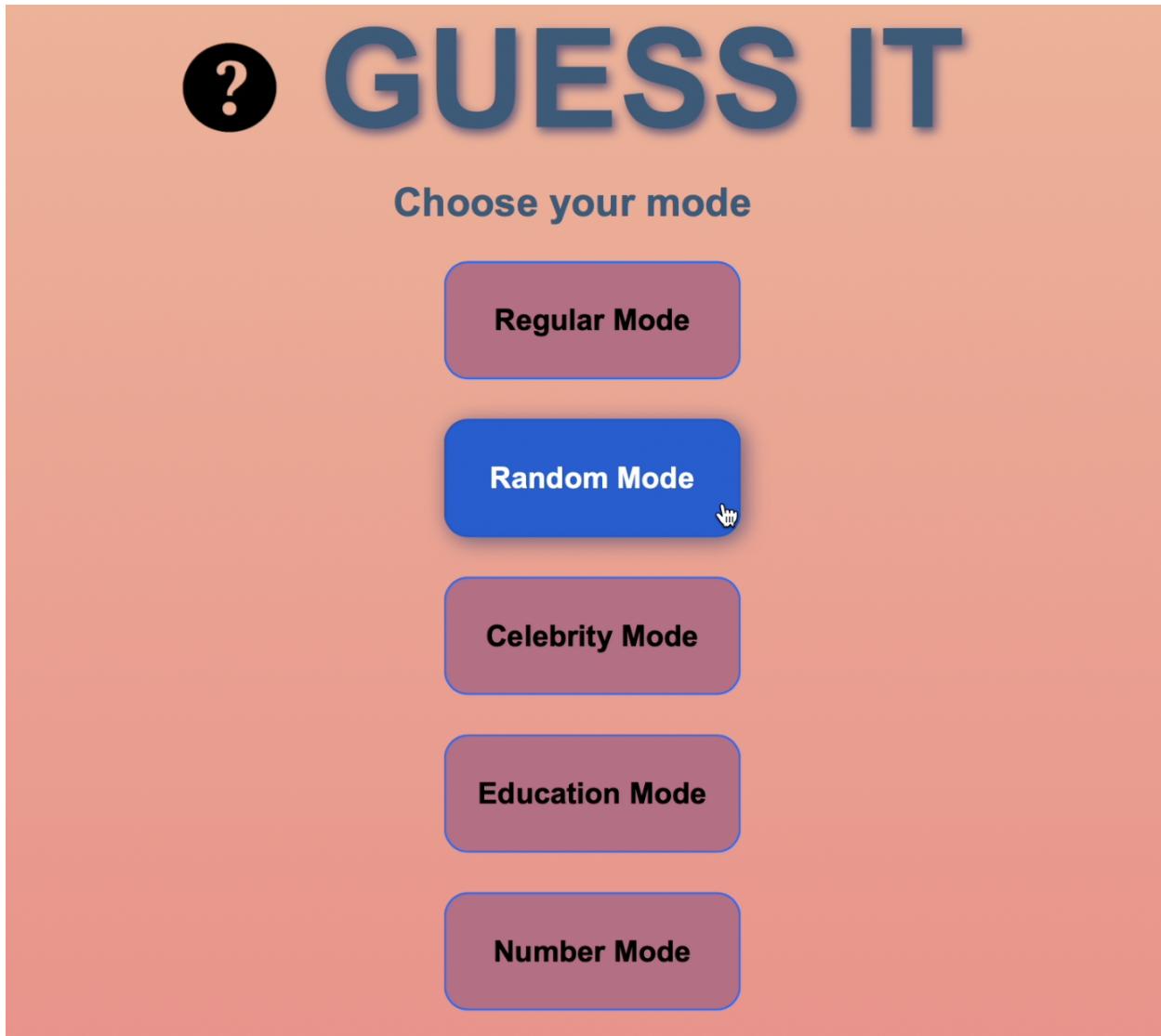
Appears only for “Regular Mode” after winning the game.



The player enters their name into the input field and then clicks “OK” to enter their name into the leaderboard; clicking “Cancel” will simply cause the prompt to re-appear again.

HTML Mock-Ups

Index (index.php)



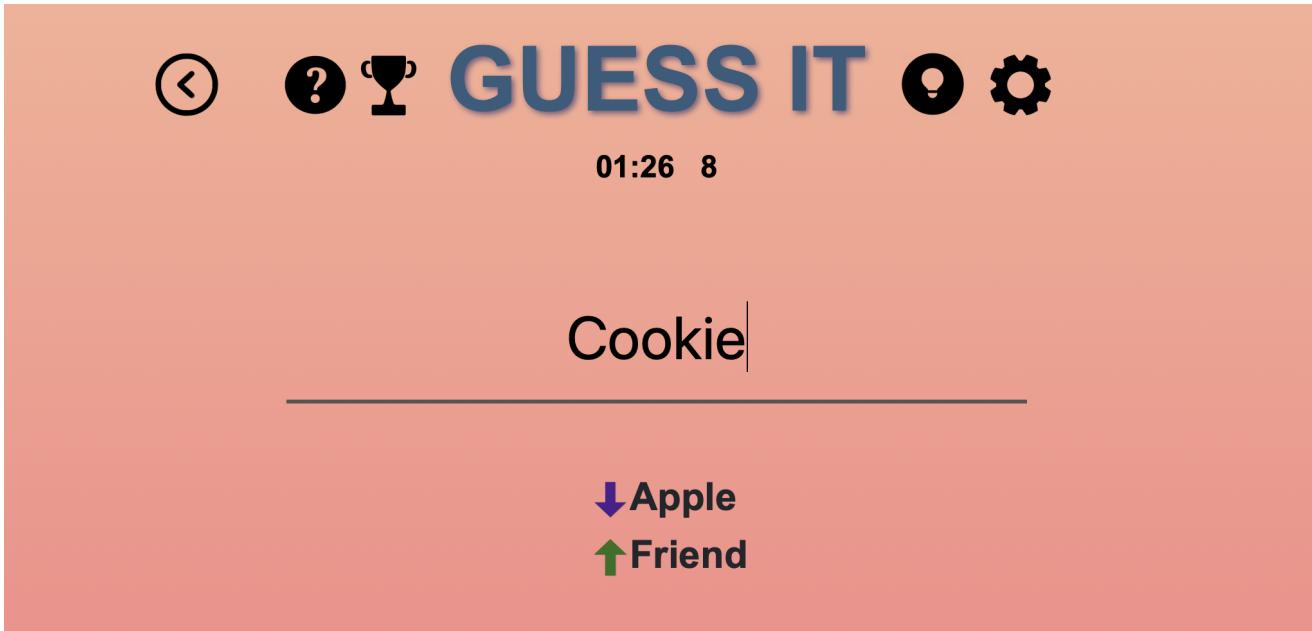
Click on “How to Play” Icon to go to “How to Play” page

Click on “Regular Mode,” “Random Mode,” “Celebrity Mode,” “Education Mode,” or “Number Mode” Button to go to “Game” page

“How to Play” icon is inverted when hovered over
Buttons display shadows when hovered over

Game (mainpage.php)

Both “Timer” and “Limited Guesses” Enabled



Only “Timer” Enabled



Only “Limited Guesses” Enabled



Both “Timer” and “Limited Guesses” Disabled



Click on “Previous Page” Icon to go back to your previously viewed page

Click on “How to Play” Icon to go to “How to Play” page

Click on “Leaderboard” Icon to go to “Leaderboard” page

Click on “Hint” Icon to get a Hint Pop-up

Click on “Settings” Icon to go to “Settings” page

Icons are inverted when hovered over

“Green Arrow” icon appears after a word is guessed and the actual word that needs to be guessed is before that word

“Purple Arrow” icon appears after a word is guessed and the actual word that needs to be guessed is after that word

How To Play (instructions.php)



HOW TO PLAY

"Guess It" is a word-guessing game in which you must guess an English word. If you guess a word that is alphabetically before the one you're supposed to guess, a green arrow will point up; if it comes after, a purple arrow will point down. Keep guessing until you "Guess It!"

Game Modes

Regular Mode

Guess the "Word of the Day." The "Word of the Day" changes every day. Check the leaderboard to see how your score compares to the scores of other players.

Random Mode

This is the non-competitive practice mode of the game. This mode does not have a leaderboard. Instead of a "Word of the Day," you will be given a randomly generated word to guess. You can play this mode as many times as you want in a day. You can add a timer, a guess limit, or both to challenge yourself!

Celebrity Mode

Similar to Random Mode, but instead of guessing a word, you guess a celebrity's name. We hope you'll (Tom) Cruise through this one.

Education Mode

Similar to Random Mode, but all of the words you must guess are scientific in nature. We, too, enjoy learning.

Number Mode

Similar to Random Mode, but instead of guessing a word, you guess a number.

Hint

If the game is too difficult for you and you need some assistance, don't worry, you can get a hint! Hints are available for all Game Modes.

Click on "Previous Page" Icon to go back to your previously viewed page
"Previous Page" icon is inverted when hovered over

Leaderboard (leaderboard.php)

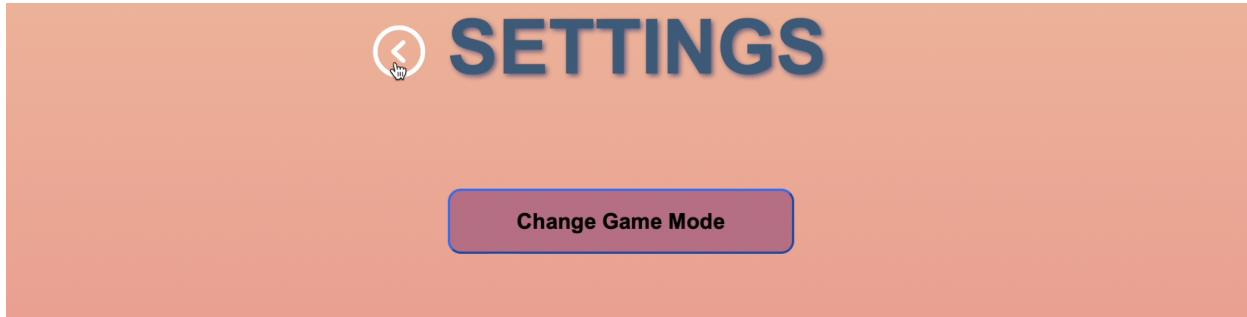
Name	# of Guesses
Bob	1
Jane	3
Jesse	3
Joe	7

Click on “Previous Page” Icon to go back to your previously viewed page

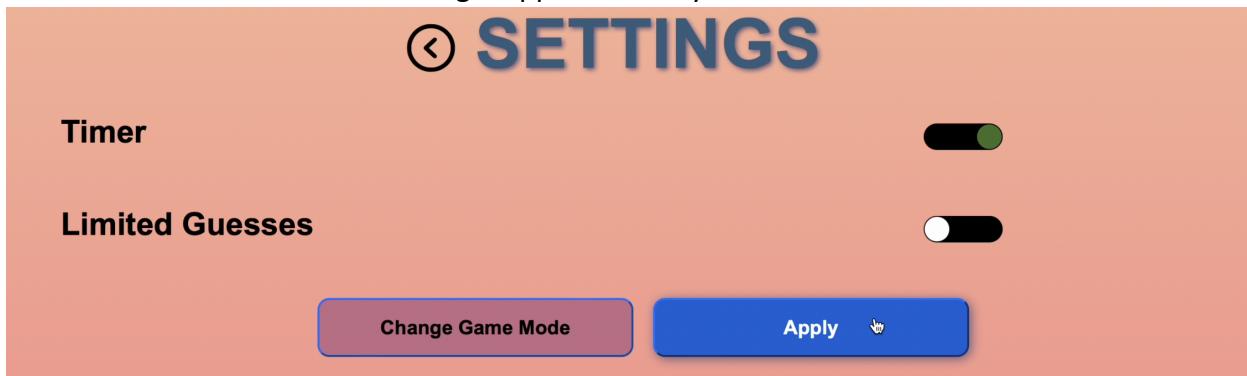
“Previous Page” icon is inverted when hovered over
Rows in the Leaderboard table are highlighted in #F8B195 when hovered over

Settings (settings.php)

How “Settings” appears for the “Regular Mode” Game Mode



How “Settings” appears for any other Game Mode



Click on “Previous Page” Icon to go back to your previously viewed page

Click on “Change Game Mode” Button to go to “Mainpage” page

“Previous Page” icon is colour-inverted when hovered over

Buttons display shadows when hovered over

For all Game Modes except for “Regular Mode”

Click on “Apply” Button to apply changes to “Timer” and/or “Limited Guesses”

“Timer” and “Limited Guesses” Toggle Buttons toggle on/off the appearance of the “Timer” and “Limited Guesses” on the “Game page”

The colour of the toggle buttons change from #FFFFFF to #416E2A when toggled on
(and the reverse when toggled off)