

CS 361

Assignment 4

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# UI Design with the CSH

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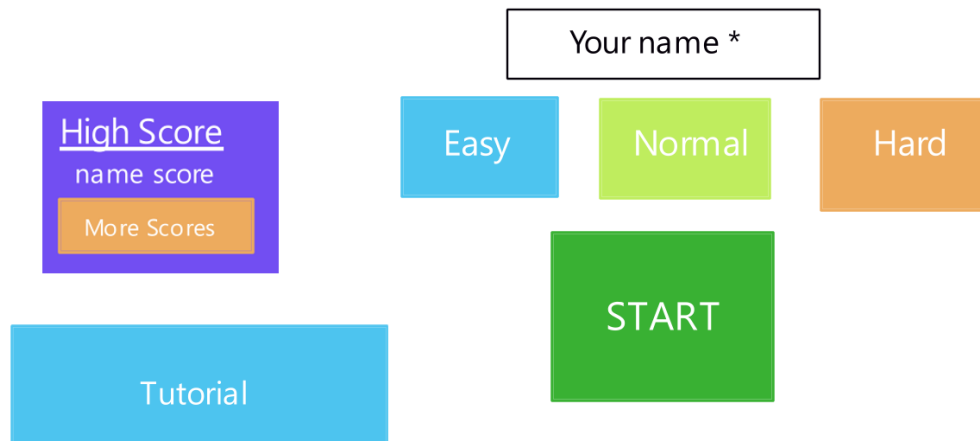
## 1) Prototype screenshots

- **Menu screen**

- Title: "Grassland Stray: Shifting Savannas"
- Buttons (*mouse*): Select difficulty, Start, Tutorial screen, High scores screen
- Text entry (*keyboard*): player name (required to be added to high scores)

### Grassland Stray: Shifting Savannas

Graphic here



\* Needed to be included in High Score

- **Tutorial screen**

- Information and graphics

- Button (*mouse*): Menu

## Tutorial

Text and graphics explaining the object, controls, and score.

Menu

- **High scores screen**
  - High scores text
  - Button (*mouse*): Menu

## High Scores

1. player_name	score
2. player_name	score
3. player_name	score
4. player_name	score
5. player_name	score
6. player_name	score
7. player_name	score
8. player_name	score
9. player_name	score
10. player_name	score

graphic goes here

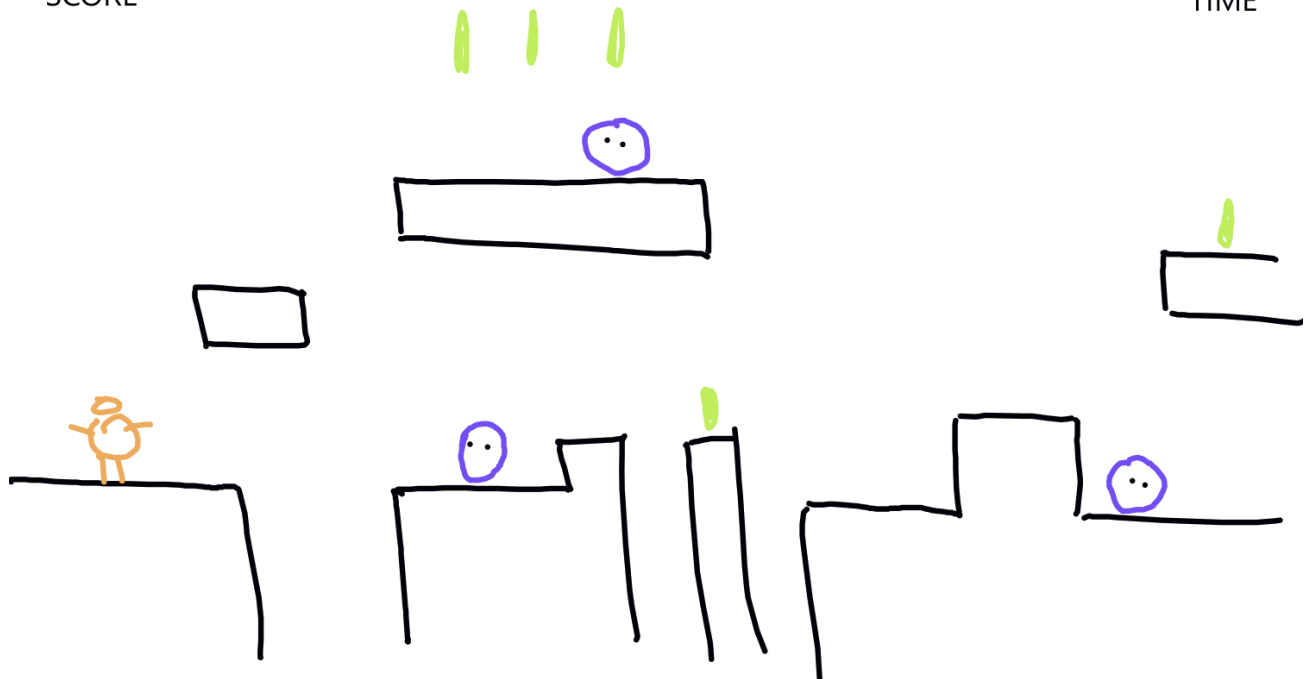
Menu

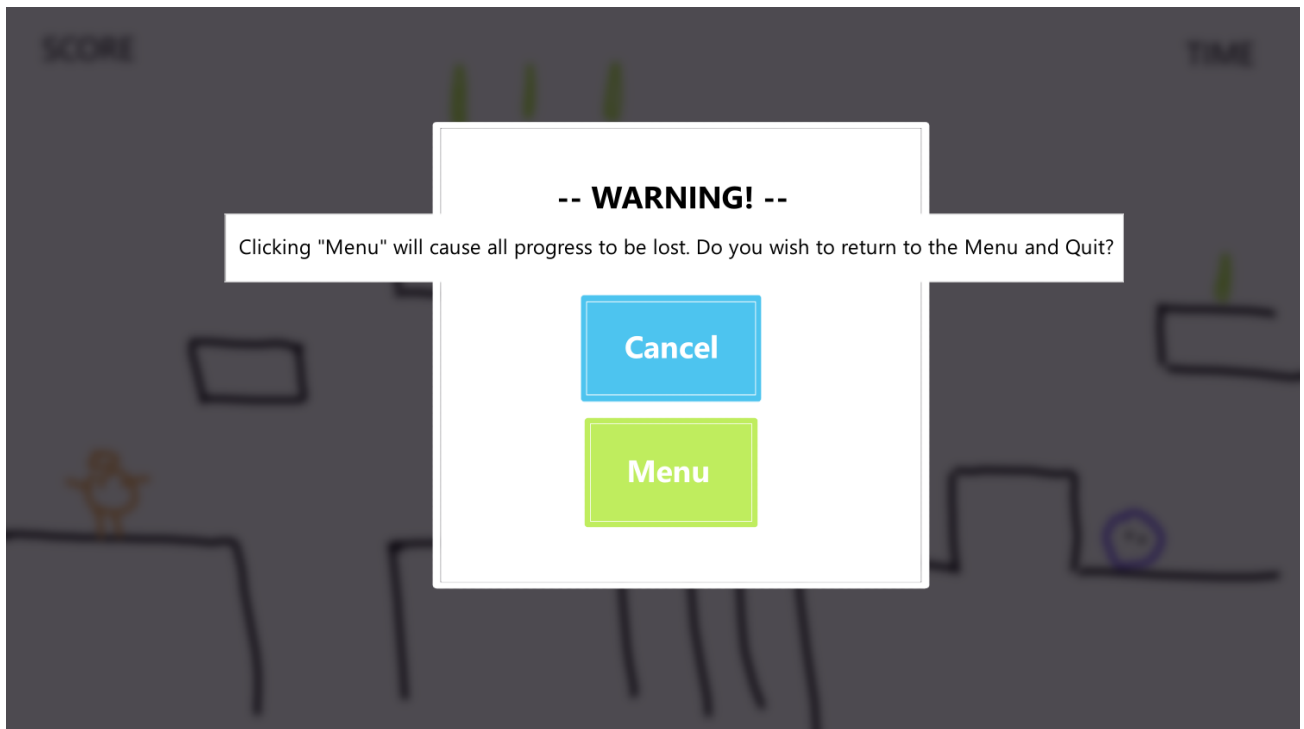
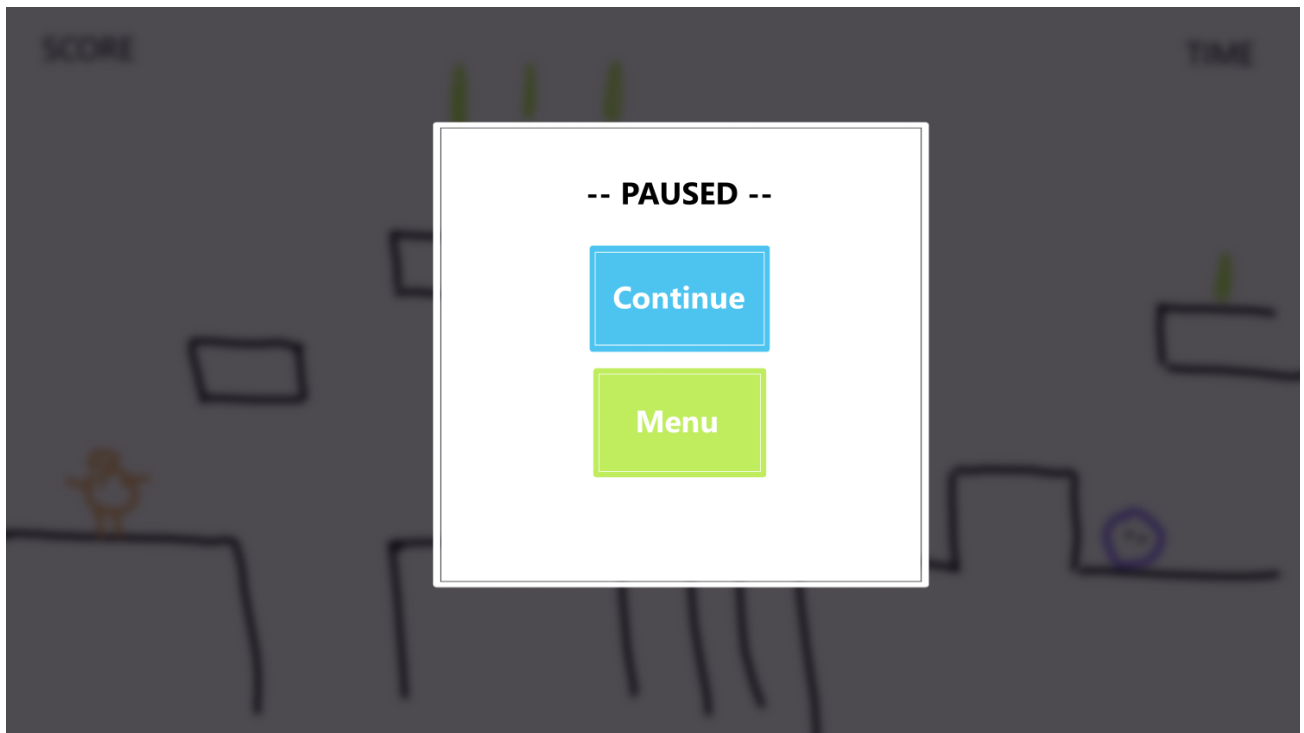
- **Active game play**
  - Character, environment, score, time, loot, etc.
  - Character movement and pause (*keyboard*)
  - **Pause screen**
  - Pause banner

- Buttons (*mouse*): Continue, Menu
- **Alert screen**
- Buttons (*mouse*): Cancel, Menu

SCORE

TIME





- **Game Over screen**
  - Game over banner
  - Player's score, High score

- Buttons (*mouse*): Restart (with same settings), Menu

## GAME OVER

Levels Completed: XXXX

Loot Collected: XXXX

Time Bonuses: XXXX

Score: XXXX

RESTART

High Score: XXXX

MENU

## 2) CSH

CSH	HOW THE DESIGN IMPLEMENTS THIS
1. Benefits of using new/existing features	Tutorial page explains features. Interaction is clearly indicated with common buttons shapes. Input is familiar; using keyboard and mouse.
2. Costs of using new/existing features	The only cost is a single overview of the tutorial screen. Average to advanced users (Pat & Tim) will likely skip the tutorial all together since the layout is so familiar to them.
3. Let people gather as much information as they want	A user can visit the tutorial screen or skip it if they do not feel they need the information. Users can view the high score records, which requires navigating to another screen.
4. Keep familiar features available	User controls will be familiar to any type of user (movement, mouse interaction). The same elements and design motifs will be uniform throughout.
5. Make undo/redo and backtracking	A player may pause the game during game play. They may choose to end their session and return

CSH	HOW THE DESIGN IMPLEMENTS THIS
available	to the main menu. Plays should be fairly quick, allowing for repeated attempts if the player makes mistakes. The Game Over screen will include a Restart button to directly begin again.
6. Provide an explicit path through the task	The menu will be easy to navigate. Users who want to have more information may go to the tutorial screen. The levels become harder as the player progresses in a session.
7. Provide ways to try out different approaches	The user may select their difficulty level. Also, players may pause the game at any point and restart at a different difficulty level.
8. Encourage tinkers to tinker mindfully	An alert will explain to the player they will lose all progress if they decide to return to the main menu from active game play. The difficulty levels and scoring will be explained so that the player can choose which level they prefer.