

2.4 | GUI Report

The GUI is one of the most important aspects of a game, it is the first aspect of a game a potential player sees when viewing trailers or watching someone else play and when they first load up the game for themselves it is the first thing they see. This means it is more important that a GUI is...

- Attractive
- Functional
- Easy to use

To come up with a good GUI we first looked at the different ways our game was being played, as we realised we had 3 very different parts of the game we realised we had to split the game into 3 different parts each with a different GUI. We then started on design, as a group we all drew separate sketches of what we wanted the GUI for each part to look like this started the discussion of what parts of each person's design we liked and a final concept drawing was created. Each team then took their parts model and went off to create it.

Main Mode

The 'main mode' within the game comprises of the movement through the dungeons, as well as the map view to move between areas of the university campus. This aims to mainly satisfy User requirements U2, U5 and U6. This is achieved by a GUI that displays the character in a 2.5D world and uses the keyboard to interact with the GUI, moving the character in a side scrolling format, also satisfying requirement F1 and F3. The GUI displays the simple Unity tile maps of the university campus, increasing playability by making the game graphically pleasing. Initially, the user is presented with the world map, which then displays the character either in their last location, or starting a new game in the town. When a player leaves an area, the map is displayed in full screen, from which the player can select their next location, therefore fulfilling requirements U5, S4, and F4. We feel this adds usability as it allows the player to flow from one location to another very easily.

Combat Mode (U3, S2)

It was decided to make the combat mode a completely separate part of the game. Once a battle is triggered in the main world, the player and his companions are transported to the battleground GUI for the combat. The Combat mode had to satisfy U3 and S2, which required a 3rd person view where both the player and all other characters are in sight at all time. Our chosen view is a 2.5D view plane, this is an angled top down view of a grid system where characters interact on the x,z plane.

This is an Isometric 2D system(1), where we are tricking the viewer into thinking that our simple grid system has added depth and functionality which is an important aspect of increasing immersion, we add to this with the overlaying game commands, our combat is entirely made from choosing buttons from lists in a Diabetic format(2), the downsides to this is that it decreases Immersion and takes away from the Attractive component of the game, however on the plus it makes Ease of use extremely high meaning all users can pick up and play, as they follow a series of menus. We feel this added to the playability of the game as it meant the user didn't have to spend excessive amounts of time learning the controls meaning they could be immersed almost instantly. In addition, this added usability, as the combat mode is clearly structured and basic, but enjoyable.

Minigame

We plan on implementing a separate GUI for the minigame, displayed when the player accesses this feature. This is required in order to fulfill requirements U8, F9 and S7.

References

1. <http://www.justtotaltech.co.uk/blog/2d-3d-gaming>
2. https://www.gamasutra.com/blogs/AnthonyStonehouse/20140227/211823/User_interface_design_in_video_games.php