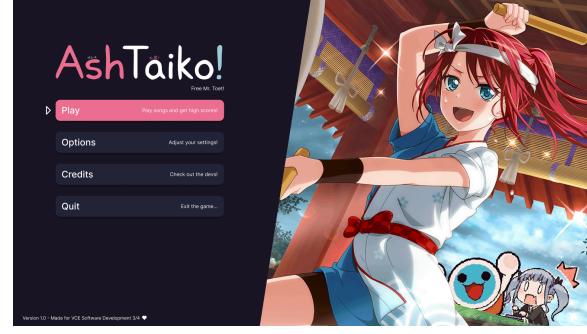
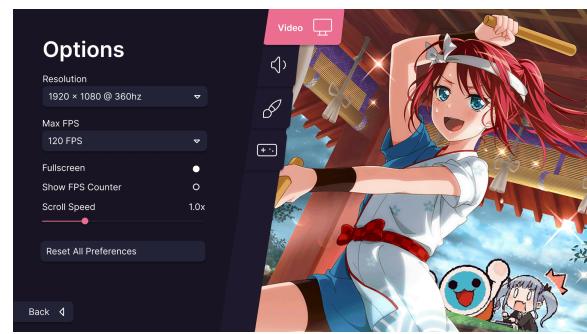
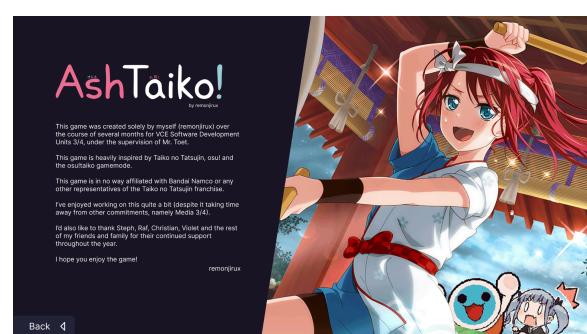


Written Description	Menu
<p>Main Menu, Options, Credits and Paused Menu</p> <p>These designs consist of an angled panel on the left side of the screen with several different UI elements overlaid on top of it, with a background or illustration on the right side of the screen.</p> <p>This design and the rest of the designs follow a consistent colour palette (using the open-source Rose Pine colour palette) to ensure that there remains sufficient contrast throughout the application and enforce visual consistency throughout the application.</p> <p>Because the main functionality of these screens is navigational, great emphasis was put onto the UI elements in the designs. The use of the angled back panel behind the UI elements ensures that the background (if changed) does not ever interfere with the UI elements themselves. To uphold the design principle of balance, the back panel is angled slightly to make the menus on the left side of the screen balance against the visually busy backgrounds. A visual hierarchy is also established through the use of varying font sizes, using larger, heavier fonts for the headings and lighter, smaller fonts for the body text. Contrast is also used to draw attention to currently selected UI elements.</p>	  

For the Options menu, where the primary purpose is to present the user with a list of changeable options, it is important to streamline that process as much as possible by labelling each element clearly and making each option look as interactive as possible through the use of colour contrast. Aligning all of the elements with each other also allows the user to parse the long list of options easily, thereby increasing readability. Another optimisation that was made for the design was to have tabs/categories for different options, which was specified during the initial sketching process, inspired by the Options menu of Quaver. This way, user goals can be fulfilled quickly. When a user wishes to change a specific option, the user does not have to parse a very long list, but rather, can quickly sort through the different tabs to find the option they are looking for. This allows the menu to fulfill its purpose as effectively as possible.

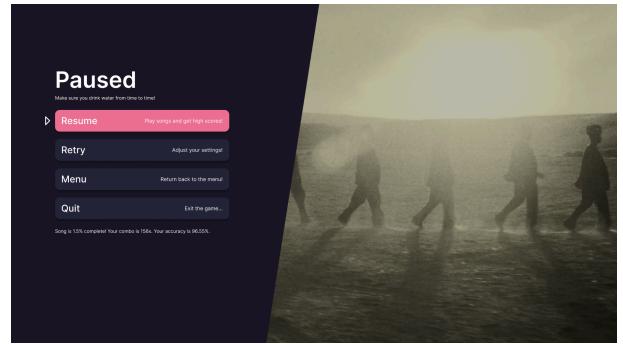
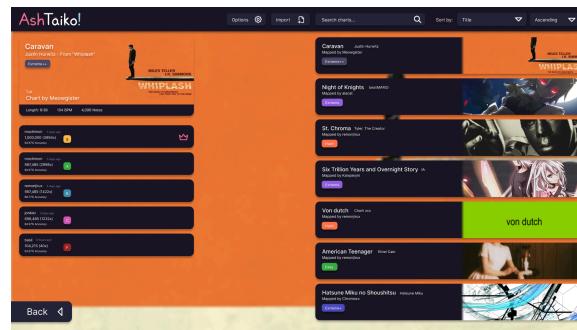


Chart (Song) Selection Menu

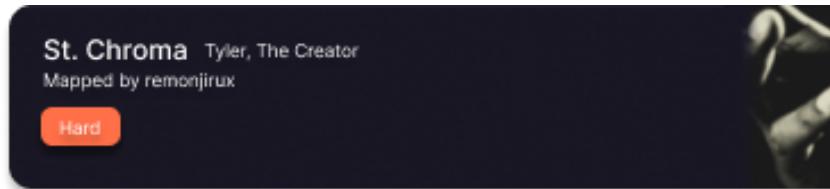
The chart selection menu is based on the chart selection menus of osu! and Quaver. The chart selection menu consists of a vertical list on the right side of the screen containing all the playable charts that a user can select, and the left side of the screen contains information about the song as well as local leaderboards.

The separation between the two major sections of the screen helps create a sense of balance that is visually appealing and attractive to users. The list on the right side of



the screen implements the design principle of repetition, which allows for greater readability.

Each element of the list (Chart library) also implements a miniature visual hierarchy within them, containing the song title as the most important element through the use of font size and placement at the very top of its container. The font weight and size gives it a greater visual priority than the Artist name, which is slightly lighter and smaller. Despite this very small difference in font weight and size, the song title is automatically seen as the most important element. This is how visual hierarchies are used within these designs to quickly communicate important information to the user.

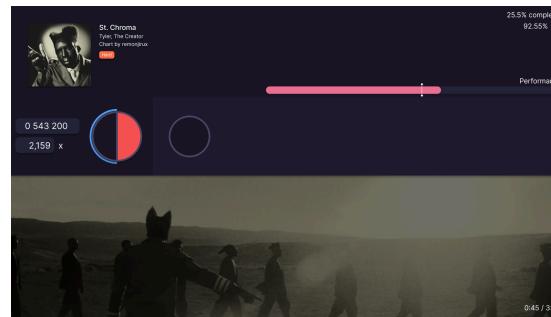


Gameplay

The design of the gameplay screen is derivative of the typical Taiko-game style layout, including all the necessary gameplay elements such as the playfield, hit indicator, receptacle, score, combo, health, accuracy and progress.

The purpose of this screen is to allow users to play the game. The design should accommodate and assist with achieving that goal. Therefore, there are minimal elements outside of the central playfield, and when there are elements, they are kept much smaller and with less visual priority. Users are still able to look at them, and their placement in the corners ensures players to know exactly where to look to find each gameplay statistic.

Because of the sparse placement of elements, users are



able to focus on achieving their goal (playing the game) much more effectively. Song information is also placed on the top left of the screen to balance out the somewhat visually heavy accuracy, progress bar and the bright performance bar on the right side of the screen.

The performance bar and drum input indicator are also coloured to ensure that they stand out from the elements around them, as they are both elements that are in some way immediately reactive to the user and their inputs and thus are important to the player. The playfield is dark to allow for the notes (coloured bright red and blue by default) to be easily identified by the user at all levels of difficulty. The background at the bottom is also dimmed slightly (following conventions of existing rhythm games such as osu! and Etterna) to avoid distracting the user too heavily.