



# Sketches

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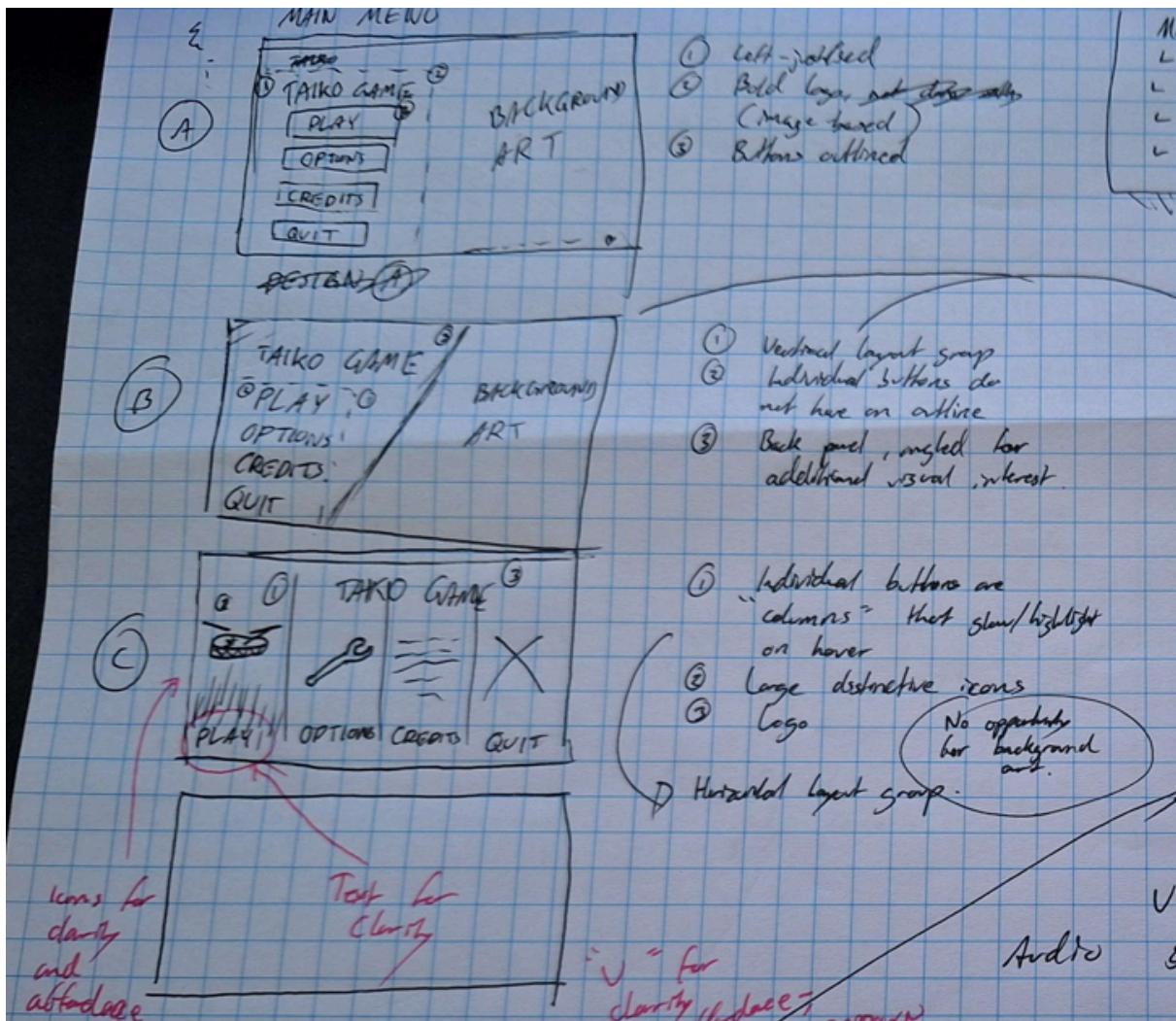
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# Main Menu

## Master sketch



## Design A

### Evaluation Criteria

Aspect	Evaluation Question	Rating (out of 10)	Description
Usability	Is the design easy to navigate, with logical grouping and placement of elements?	10	The menu has only four buttons, making the UI especially easy to navigate. Intuitive layout. Users familiar with video games are almost certain to have seen a main menu like this before, making it probably the simplest.

			and most common of the design options.
	Can users easily locate key features or content?	10	There are minimal UI elements on screen, making any interactable buttons and/or options easy to find.
	Is all of the information presented relevant and necessary to user goals?	10	All buttons serve specific functions. There is no excess information.
Readability	Is there a minimum contrast ratio of 4.5:1 between text/UI and background?	7	Sketch does not have colour, cannot evaluate very effectively. Potential issue with background art affecting readability.
	Are interactive elements clearly interactable, communicated through colour, size, or states (hover/focus)?	10	Interactive buttons are indicated by an outline around the button, as well as a distinct font from the title.
	Are all fonts legible and appropriately sized?	8	Text may be considered too small or too big depending on the monitor size. Making the font size too big makes the button elements look strange and becomes quite overwhelming for the user.
	Are fonts and UI elements spaced out enough to support readability and quick scanning?	10	There is very minimal text on the screen. Button text is centred and only one font is used for all UI elements. All elements are spaced sufficiently.

Clarity	Do all labels and text use simple, unambiguous and clear language?	10	All buttons contain only one word which clearly indicates their function.
	Are styles for buttons, headings and labels used consistently throughout the design?	10	Only two UI elements exist in this design: the logo and the buttons. The buttons are consistent with each other and do not necessarily have to be consistent with the logo.
	Is the layout clean and not overwhelming for the user?	10	The layout is extremely clean, containing only four buttons that are common to every modern video game main menu.
Accessibility	Are alternative cues (e.g., icons, labels) used to support colourblind or low-vision users where appropriate?	8	Clear labels are provided, no icons.
	Is a colourblind-friendly colour palette being used?	n/a	Cannot evaluate due to the sketch having a lack of colour.
Client and User Needs	Is the tone, layout, and structure appropriate for the intended audience (e.g., age, familiarity with technology)?	10	Tailored toward those already familiar with rhythm games, following common conventions of modern video games.
	Does the design reflect the user's goals and expectations as defined by the functional and non-functional requirements?	10	Fully functional and aligned with basic video game UI expectations.

## Design B

## Evaluation Criteria

Aspect	Evaluation Question	Rating (out of 10)	Description
Usability	Is the design easy to navigate, with logical grouping and placement of elements?	10	Minimal, intuitive layout. Simple and common main menu design pattern.
	Can users easily locate key features or content?	10	Minimal UI makes navigation substantially easier
	Is all of the information presented relevant and necessary to user goals?	10	All buttons serve a specific function
Readability	Is there a minimum contrast ratio of 4.5:1 between text/UI and background?	10	Back panel behind the logo and text to ensure readability and contrast between text and background
	Are interactive elements clearly interactable, communicated through colour, size, or states (hover/focus)?	10	Interactive buttons are indicated by an outline around the button, as well as a distinct font from the title
	Are all fonts legible and appropriately sized?	8	Minimum 16pt font size
Clarity	Are fonts and UI elements spaced out enough to support readability and quick scanning?	10	Minimal text on screen with only essential elements only One font is used for all UI elements
	Do all labels and text use simple, unambiguous and clear language?	10	All buttons contain only one word which clearly indicates their function
	Are styles for buttons, headings and labels used consistently throughout the design?	10	Buttons are consistent with each other and all fonts are the same
Accessibility	Is the layout clean and not overwhelming for the user?	10	Minimal UI common to every video game ensures user is never overwhelmed
	Are alternative cues (e.g., icons, labels) used to support colourblind or low-	8	Clear labels are provided, no icons

	vision users where appropriate?		
	Is a colourblind-friendly colour palette being used?	n/a	Cannot evaluate due to the sketch having a lack of colour, it is likely contrast is sufficient
Client and User Needs	Is the tone, layout, and structure appropriate for the intended audience (e.g., age, familiarity with technology)?	10	Tailored toward those already familiar with rhythm games, following common conventions of modern video games
	Does the design reflect the user's goals and expectations as defined by the functional and non-functional requirements?	10	Fully functional and aligned with basic video game UI expectations

## Design C

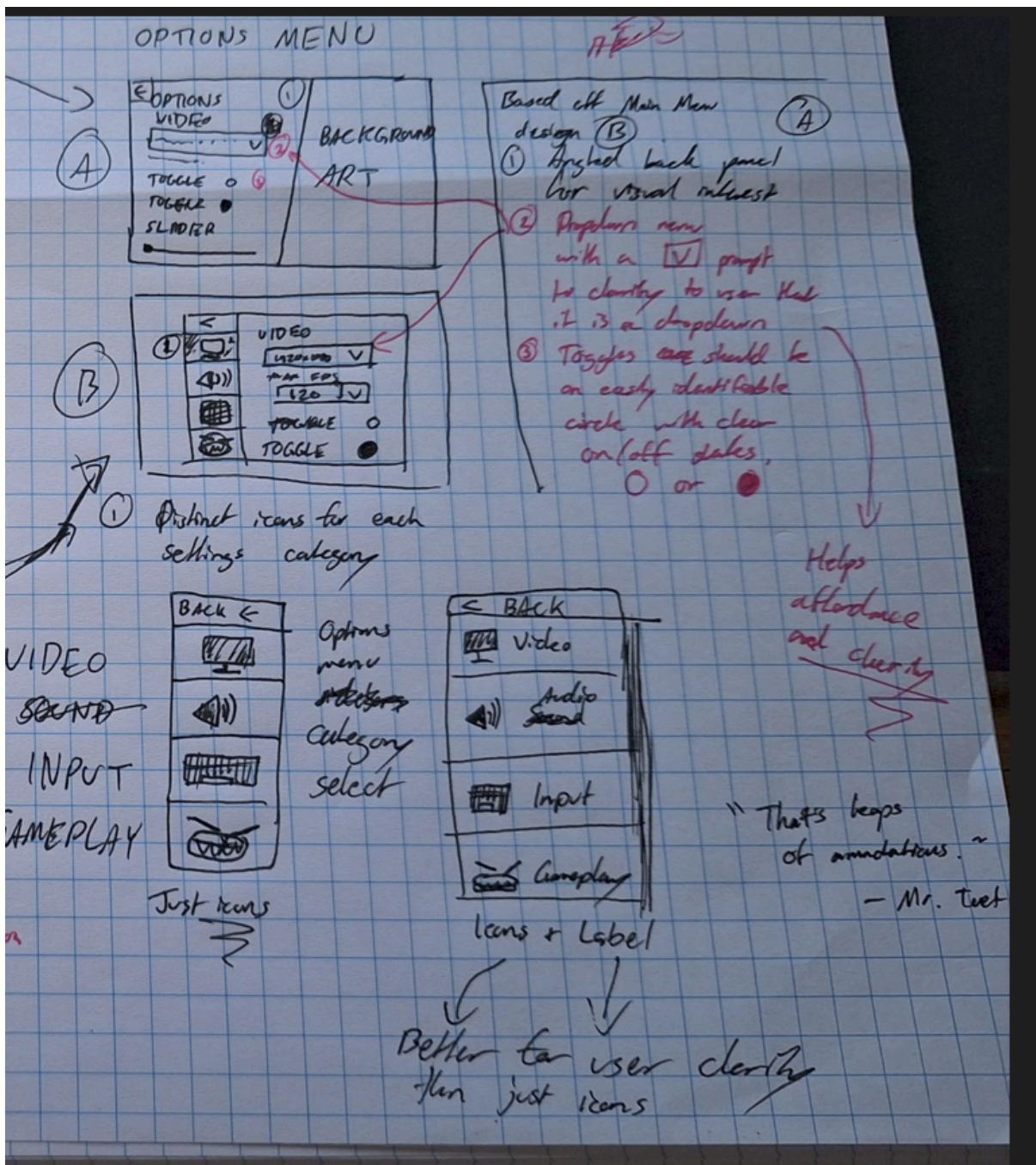
### Evaluation Criteria

Aspect	Evaluation Question	Rating (out of 10)	Description
Usability	Is the design easy to navigate, with logical grouping and placement of elements?	10	Button horizontal layout is logical, large buttons make it very easy to navigate
	Can users easily locate key features or content?	10	Minimal UI makes navigation substantially easier
	Is all of the information presented relevant and necessary to user goals?	10	All buttons serve a specific function and are labeled as such
Readability	Is there a minimum contrast ratio of 4.5:1 between text/UI and background?	10	Each of the "panel buttons" will have sufficient background and text contrast
	Are interactive elements clearly interactable, communicated through colour, size, or states (hover/focus)?	10	Each "panel button" will light up on hover, making them clearly interactable
	Are all fonts legible and appropriately sized?	7	Fonts are likely to display very big on devices, especially as columns are based on screen size

	Are fonts and UI elements spaced out enough to support readability and quick scanning?	6	Font size may be too big, potentially worsening readability
Clarity	Do all labels and text use simple, unambiguous and clear language?	10	All buttons contain only one word which clearly indicates their function
	Are styles for buttons, headings and labels used consistently throughout the design?	10	Buttons are consistent with each other and all fonts are the same
	Is the layout clean and not overwhelming for the user?	7	Layout is unique and is quite different from most modern UI designs, may not be too overwhelming due to logical and minimal layout
Accessibility	Are alternative cues (e.g., icons, labels) used to support colourblind or low-vision users where appropriate?	9	Icons and labels are both provided, icons being extremely prominent
	Is a colourblind-friendly colour palette being used?	n/a	Cannot evaluate due to the sketch having a lack of colour, it is likely contrast is sufficient
Client and User Needs	Is the tone, layout, and structure appropriate for the intended audience (e.g., age, familiarity with technology)?	10	Tailored toward those already familiar with rhythm games, following common conventions of modern video games
	Does the design reflect the user's goals and expectations as defined by the functional and non-functional requirements?	10	Fully functional and aligned with basic video game UI expectations

## Options Menu

### Master sketch



	Can users easily locate key features or content?	7	Users are able to scroll through the list to find a desired options category
	Is all of the information presented relevant and necessary to user goals?	8	User goes to the options menu to change preferences, all information is relevant to possible settings the user can change, list may be excessive if only one setting is to be changed
Readability	Is there a minimum contrast ratio of 4.5:1 between text/UI and background?	10	Buttons and text are on a panel with sufficient contrast, creating good UI/background separation
	Are interactive elements clearly interactable, communicated through colour, size, or states (hover/focus)?	10	Each button and option lights up on hover, dropdown menus contain a [v] symbol to indicate they are dropdowns, etc.
	Are all fonts legible and appropriately sized?	7	Fonts are scaled slightly too big.
	Are fonts and UI elements spaced out enough to support readability and quick scanning?	6	Additional spacing may be required to maximise user comfort, the options menu is a dense list of buttons, sliders and dropdowns
Clarity	Do all labels and text use simple, unambiguous and clear language?	10	All buttons and options clearly indicate what they do
	Are styles for buttons, headings and labels used consistently throughout the design?	10	Buttons, sliders and dropdowns are consistent with themselves and each other and all fonts are the same
	Is the layout clean and not overwhelming for the user?	8	Layout is consistent with that of Design B, which would integrate very well with the menu style, however the long list format may cause confusion
Accessibility	Are alternative cues (e.g., icons, labels) used to support colourblind or low-vision users where appropriate?	6	Only labels are provided.

	Is a colourblind-friendly colour palette being used?	n/a	Cannot evaluate due to the sketch having a lack of colour
Client and User Needs	Is the tone, layout, and structure appropriate for the intended audience (e.g., age, familiarity with technology)?	10	Tailored toward those already familiar with rhythm games, similar to the osu! options menu
	Does the design reflect the user's goals and expectations as defined by the functional and non-functional requirements?	10	Fully functional and aligned with basic video game UI expectations, all functional requirements pertaining to player preferences can be found in the options menu

## Design B (Quaver-like)

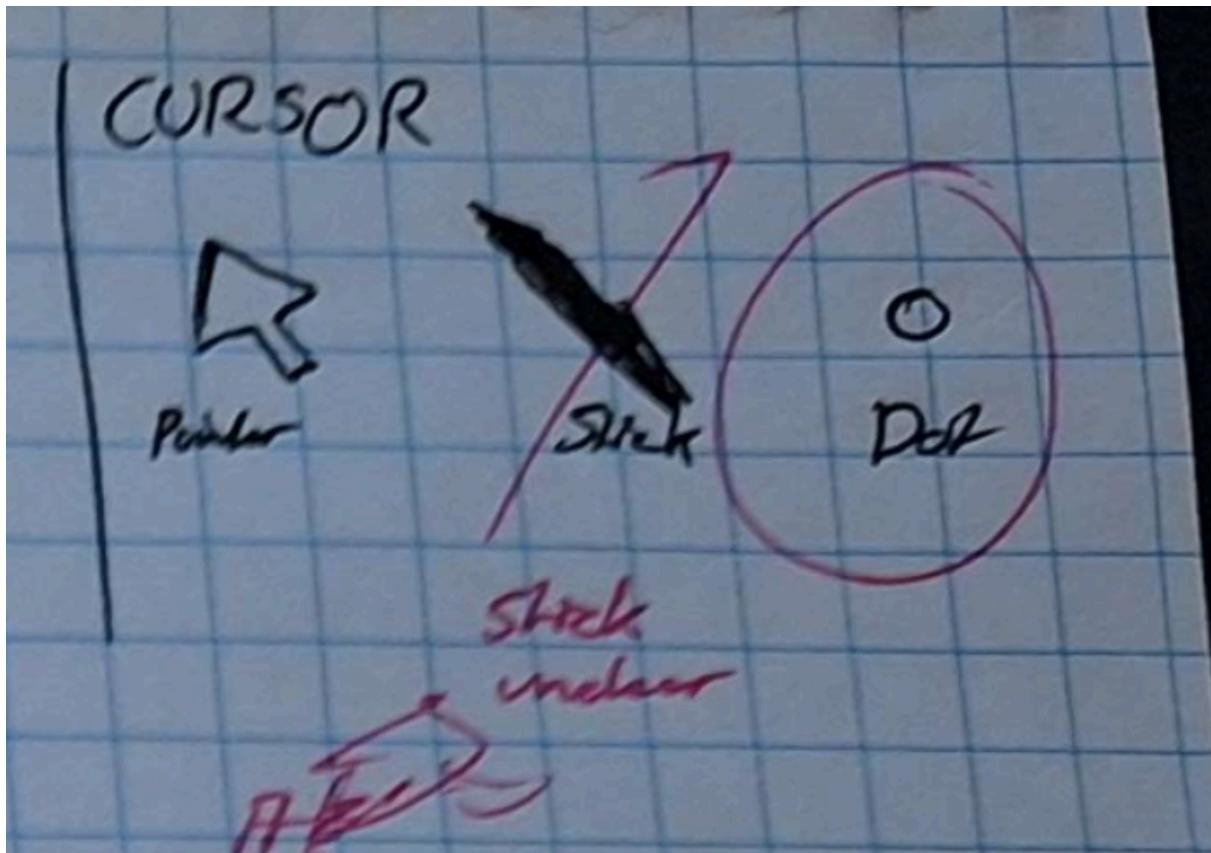
### Evaluation Criteria

Aspect	Evaluation Question	Rating (out of 10)	Description
Usability	Is the design easy to navigate, with logical grouping and placement of elements?	10	Button layout is logical, tabs on the side allow for easy navigation, relevant options appear in the middle
	Can users easily locate key features or content?	9	Users are able to click tabs to easily find desired category
	Is all of the information presented relevant and necessary to user goals?	10	Only the information pertaining to the user-selected category is shown, therefore only showing relevant options
Readability	Is there a minimum contrast ratio of 4.5:1 between text/UI and background?	10	Buttons, labels and text are on a panel with sufficient contrast, creating good UI/background separation
	Are interactive elements clearly interactable, communicated through colour, size, or states (hover/focus)?	10	Each button and option lights up on hover, dropdown menus contain a [v] symbol to indicate they are dropdowns, etc.
	Are all fonts legible and appropriately sized?	9	Fonts are appropriately sized according to what they are (title, label, etc.)

	Are fonts and UI elements spaced out enough to support readability and quick scanning?	9	The use of categories allows for the options list to be more sparse, therefore allowing for more space and thus better readability
Clarity	Do all labels and text use simple, unambiguous and clear language?	10	All buttons and options clearly indicate what they do
	Are styles for buttons, headings and labels used consistently throughout the design?	10	Buttons, sliders and dropdowns are consistent with themselves and each other and all fonts are the same
	Is the layout clean and not overwhelming for the user?	8	Layout is very clean and well-organised, may not be cohesive with other main menu designs due to the separate window style
Accessibility	Are alternative cues (e.g., icons, labels) used to support colourblind or low-vision users where appropriate?	10	Both icons and labels are shown to allow the user to very quickly find the category they are looking for
	Is a colourblind-friendly colour palette being used?	n/a	Tabs will not be differentiated by colour and will be easily readable via contrast, however cannot evaluate due to sketch
Client and User Needs	Is the tone, layout, and structure appropriate for the intended audience (e.g., age, familiarity with technology)?	10	Tailored toward those already familiar with rhythm games, similar to the Quaver options menu and other video games
	Does the design reflect the user's goals and expectations as defined by the functional and non-functional requirements?	10	Fully functional and aligned with basic video game UI expectations, all functional requirements pertaining to player preferences can be found in the options menu

# Cursor

## Master sketch



## Pointer

Pointer is sufficient, works fine, reliable.

## Stick

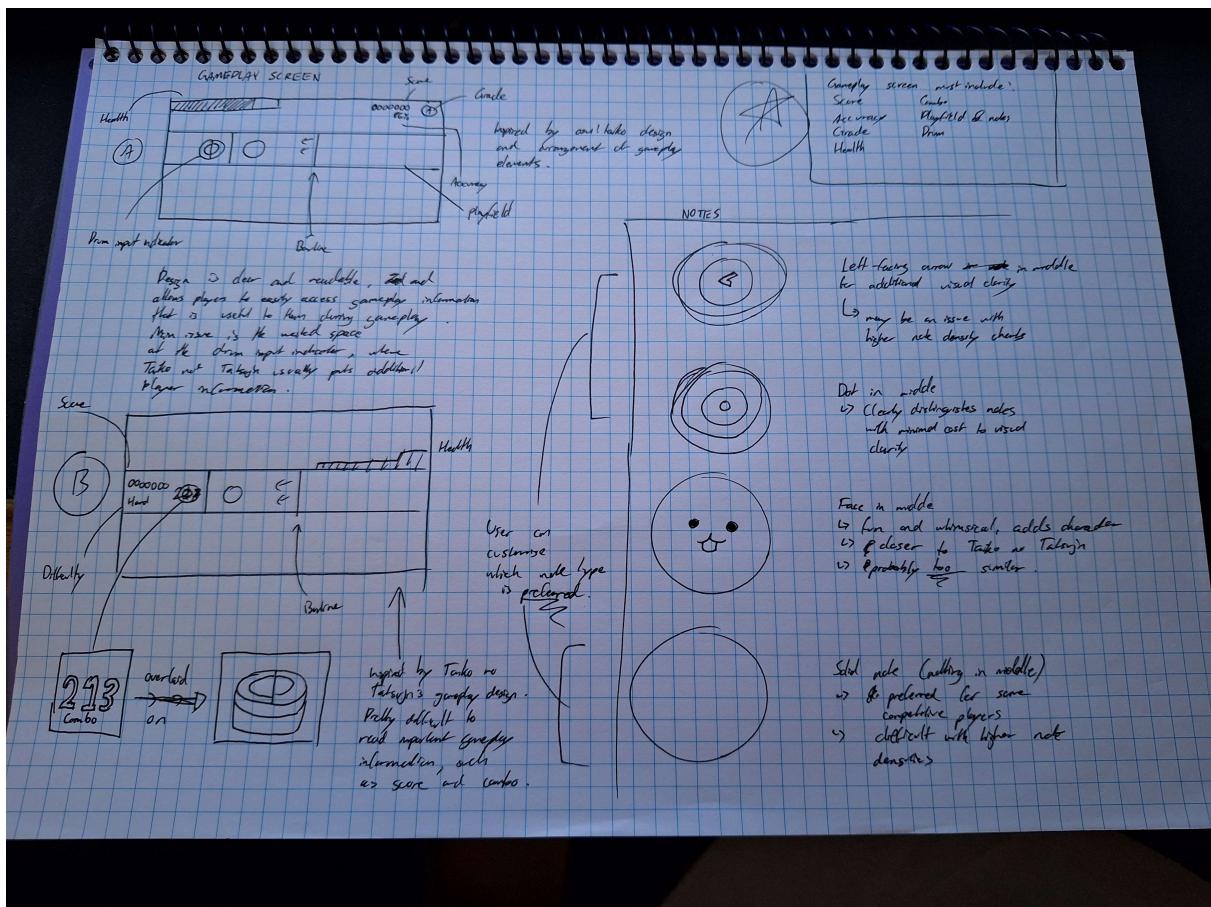
Thematically linked to the “drumming” premise and concept of the game. May be very unclear as to where it is actually pointing.

## Dot

Similar to that of osu!, is minimalistic.

# Gameplay

## Master sketch



## Design A (osu!-like)

### Evaluation Criteria

Aspect	Evaluation Question	Rating (out of 10)	Description
Usability	Is the design easy to navigate, with logical grouping and placement of elements?	10	Each element is logically placed, users are able to look at one particular corner of the screen for easy access to specific information, easily parseable
	Can users easily locate key features or content?	9	Key gameplay statistics are put into the corners of the screen, allowing users to look at a particular corner for combo, another for accuracy, health, etc. Users rarely look at more than one at a time, and it is cumbersome to sort through multiple data points → corner

			solution therefore is very effective
	Is all of the information presented relevant and necessary to user goals?	10	All of the information is relevant to the user and their performance in-game, including accuracy, combo, health, score, etc.
Readability	Is there a minimum contrast ratio of 4.5:1 between text/UI and background?	10	Buttons, labels and text are brightly coloured, background is dimmed by default to enhance readability
	Are interactive elements clearly interactable, communicated through colour, size, or states (hover/focus)?	10	Drum inputs and keybinds are clearly indicated by labels on the drum indicator
	Are all fonts legible and appropriately sized?	9	Gameplay stat-related information is smaller Combo and score are larger in size due to greater importance
	Are fonts and UI elements spaced out enough to support readability and quick scanning?	9	UI elements are spaced out in the corners to allow for extremely quick scanning during gameplay
Clarity	Do all labels and text use simple, unambiguous and clear language?	10	All fields and labels are very clear and follow numeric conventions based on their data type (score is a seven-digit number, combo is formatted as #####x, accuracy as ##.##%)
	Are styles for buttons, headings and labels used consistently throughout the design?	10	Buttons, sliders and dropdowns are consistent with themselves and each other and all fonts are the same
	Is the layout clean and not overwhelming for the user?	8	Layout is clean and well-organised, gameplay is focused on only one particular part of the screen (lane), allowing users to not be overwhelmed
Accessibility	Are alternative cues (e.g., icons, labels) used to support colourblind or	10	Drum indicator signifies rim or centre as a secondary means of visualising inputs, which are

	low-vision users where appropriate?		colour-based Shapes in the middle of notes also assist gameplay readability
	Is a colourblind-friendly colour palette being used?	10	Default gameplay notes are red and blue, but can be adjusted in options to suit colourblindness
Client and User Needs	Is the tone, layout, and structure appropriate for the intended audience (e.g., age, familiarity with technology)?	10	Very similar layout to osu!taiko, making it very appropriate for the target audience who plays osu!taiko as their main game
	Does the design reflect the user's goals and expectations as defined by the functional and non-functional requirements?	10	Fully functional and contains all elements from Taiko no Tatsujin and osu!taiko, layout is clean

## Design B (Tatsujin-like)

### Evaluation Criteria

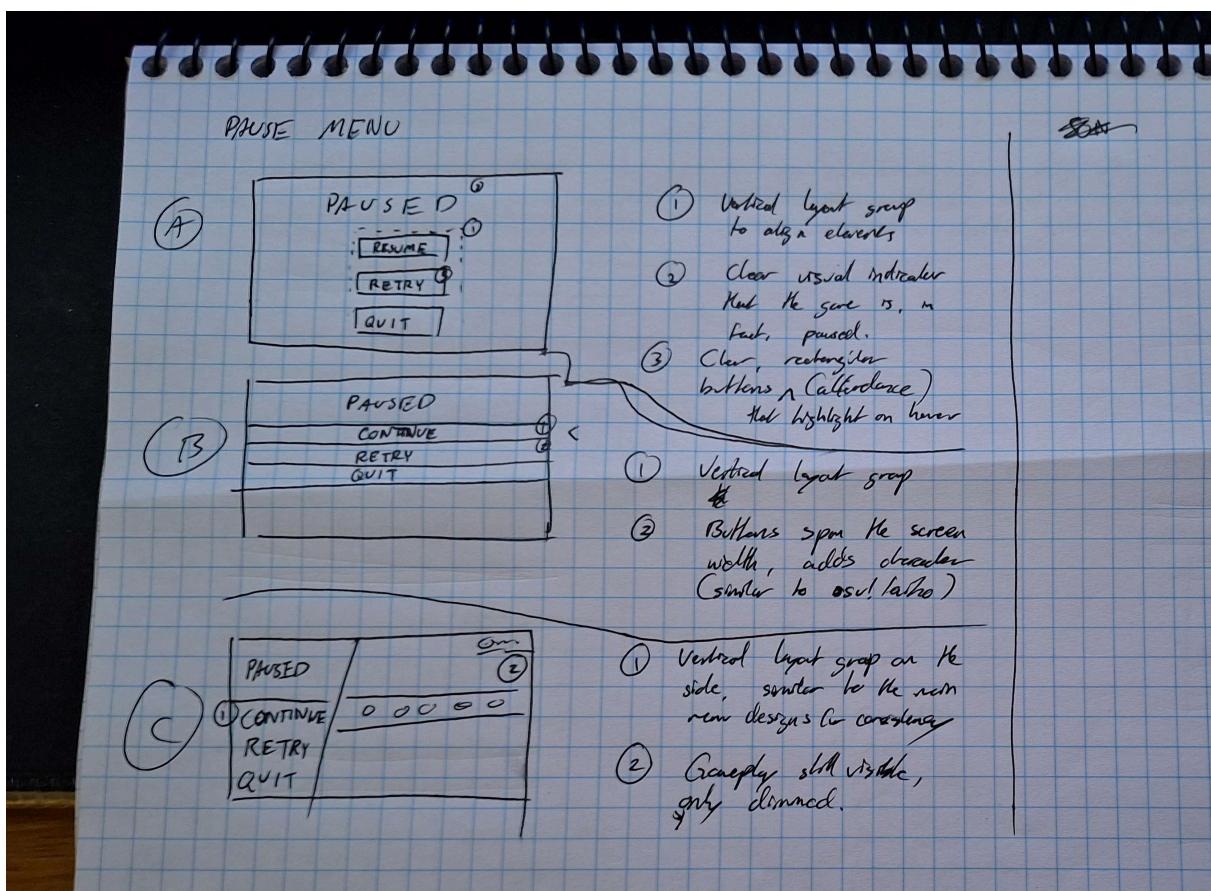
Aspect	Evaluation Question	Rating (out of 10)	Description
Usability	Is the design easy to navigate, with logical grouping and placement of elements?	8	Each element is logically placed and are in easily accessible spots during gameplay, placement being on the gameplay field might be an issue
	Can users easily locate key features or content?	8	Key gameplay statistics are all in one particular area of the screen
	Is all of the information presented relevant and necessary to user goals?	10	All of the information is relevant to the user and their performance in-game, including accuracy, combo, health, score, etc.
Readability	Is there a minimum contrast ratio of 4.5:1 between text/UI and background?	10	Buttons, labels and text are brightly coloured, background is dimmed by default to enhance readability

	Are interactive elements clearly interactable, communicated through colour, size, or states (hover/focus)?	10	Drum inputs and keybinds are clearly indicated by labels on the drum indicator
	Are all fonts legible and appropriately sized?	9	Gameplay stat-related information is smaller Combo and score are larger in size due to greater importance
	Are fonts and UI elements spaced out enough to support readability and quick scanning?	7	UI elements are squashed into the middle of the playfield that may not be conducive to the quick scanning necessary for rhythm games, which require constant focus
Clarity	Do all labels and text use simple, unambiguous and clear language?	10	All fields and labels are very clear and follow numeric conventions based on their data type (score is a seven-digit number, combo is formatted as #####x, accuracy as ##.##%)
	Are styles for buttons, headings and labels used consistently throughout the design?	10	Buttons, sliders and dropdowns are consistent with themselves and each other and all fonts are the same
	Is the layout clean and not overwhelming for the user?	7	Layout is somewhat messy, and both gameplay and gameplay statistics are focused on only one particular part of the screen (lane), which may potentially overwhelm users
Accessibility	Are alternative cues (e.g., icons, labels) used to support colourblind or low-vision users where appropriate?	10	Drum indicator signifies rim or centre as a secondary means of visualising inputs, which are colour-based Shapes in the middle of notes also assist gameplay readability
	Is a colourblind-friendly colour palette being used?	10	Default gameplay notes are red and blue, but can be adjusted in options to suit colourblindness

Client and User Needs	Is the tone, layout, and structure appropriate for the intended audience (e.g., age, familiarity with technology)?	10	Very similar layout to Taiko no Tatsujin, making it very appropriate for the target audience who plays osultaiko as their main game
	Does the design reflect the user's goals and expectations as defined by the functional and non-functional requirements?	8	Fully functional and contains all elements from Taiko no Tatsujin and osultaiko, layout is still quite messy and doesn't fit the expectation of a clean user experience

## Pause Menu

### Master sketch



## Design A

### Evaluation Criteria

Aspect	Evaluation Question	Rating (out of 10)	Description

Usability	Is the design easy to navigate, with logical grouping and placement of elements?	10	Menu only has three buttons, making it extremely minimal and therefore easy to navigate.
	Can users easily locate key features or content?	10	There are minimal UI elements on screen, making any interactable buttons and/or options easy to find
	Is all of the information presented relevant and necessary to user goals?	10	All buttons serve specific functions, the game also specifies that the game is paused
Readability	Is there a minimum contrast ratio of 4.5:1 between text/UI and background?	9	Background will be dimmed upon pause, therefore contrast ratio should be perfectly adequate
	Are interactive elements clearly interactable, communicated through colour, size, or states (hover/focus)?	9	Interactive buttons are indicated by an outline around the button and hover effects
	Are all fonts legible and appropriately sized?	8	Text may be considered too small or too big depending on the monitor size. Making the font size too big makes the button elements look strange and becomes quite overwhelming for the user
	Are fonts and UI elements spaced out enough to support readability and quick scanning?	10	All buttons are equally vertically spaced and aligned in the centre of the screen
Clarity	Do all labels and text use simple,	10	All buttons contain only one word which

	unambiguous and clear language?		clearly indicates their function
	Are styles for buttons, headings and labels used consistently throughout the design?	10	The buttons are consistent with one another, although it may be different to other designs from different screens
	Is the layout clean and not overwhelming for the user?	10	The layout is very minimal and is not overwhelming whatsoever.
Accessibility	Are alternative cues (e.g., icons, labels) used to support colourblind or low-vision users where appropriate?	8	Clear labels are provided, no icons
	Is a colourblind-friendly colour palette being used?	n/a	Cannot evaluate due to the sketch having a lack of colour
Client and User Needs	Is the tone, layout, and structure appropriate for the intended audience (e.g., age, familiarity with technology)?	10	Similar to all games with a pause menu, with the fundamental functionalities being implemented
	Does the design reflect the user's goals and expectations as defined by the functional and non-functional requirements?	10	Fully functional and aligned with basic video game UI expectations

## Design B (osu!lazer-like)

### Evaluation Criteria

Aspect	Evaluation Question	Rating (out of 10)	Description
Usability	Is the design easy to navigate, with logical grouping and	10	Menu only has three buttons, making it extremely minimal and

	placement of elements?		therefore easy to navigate
	Can users easily locate key features or content?	10	There are minimal UI elements on screen, making any interactable buttons and/or options easy to find
	Is all of the information presented relevant and necessary to user goals?	10	All buttons serve specific functions, the game also specifies that the game is paused
Readability	Is there a minimum contrast ratio of 4.5:1 between text/UI and background?	9	Background will be dimmed upon pause, therefore contrast ratio should be perfectly adequate
	Are interactive elements clearly interactable, communicated through colour, size, or states (hover/focus)?	10	Buttons expand and change colour slightly upon hover
	Are all fonts legible and appropriately sized?	8	Text may be considered too small or too big depending on the monitor size. Making the font size too big makes the button elements look strange and becomes quite overwhelming for the user
	Are fonts and UI elements spaced out enough to support readability and quick scanning?	9	All buttons are stacked on top of each other and aligned in the centre of the screen, making it very readable as a list
Clarity	Do all labels and text use simple,	10	All buttons contain only one word which

	unambiguous and clear language?		clearly indicates their function
	Are styles for buttons, headings and labels used consistently throughout the design?	8	The buttons are consistent with one another, although it may be different to other designs from different screens
	Is the layout clean and not overwhelming for the user?	10	The layout is very minimal and is not overwhelming whatsoever
Accessibility	Are alternative cues (e.g., icons, labels) used to support colourblind or low-vision users where appropriate?	8	Clear labels are provided, however no icons
	Is a colourblind-friendly colour palette being used?	n/a	Cannot evaluate due to the sketch having a lack of colour
Client and User Needs	Is the tone, layout, and structure appropriate for the intended audience (e.g., age, familiarity with technology)?	10	This menu in particular is very similar to that of the osu!lazer pause menu, adding a layer of user familiarity
	Does the design reflect the user's goals and expectations as defined by the functional and non-functional requirements?	10	Fully functional and aligned with basic video game UI expectations

## Design C (based on Main Menu Design B)

### Evaluation Criteria

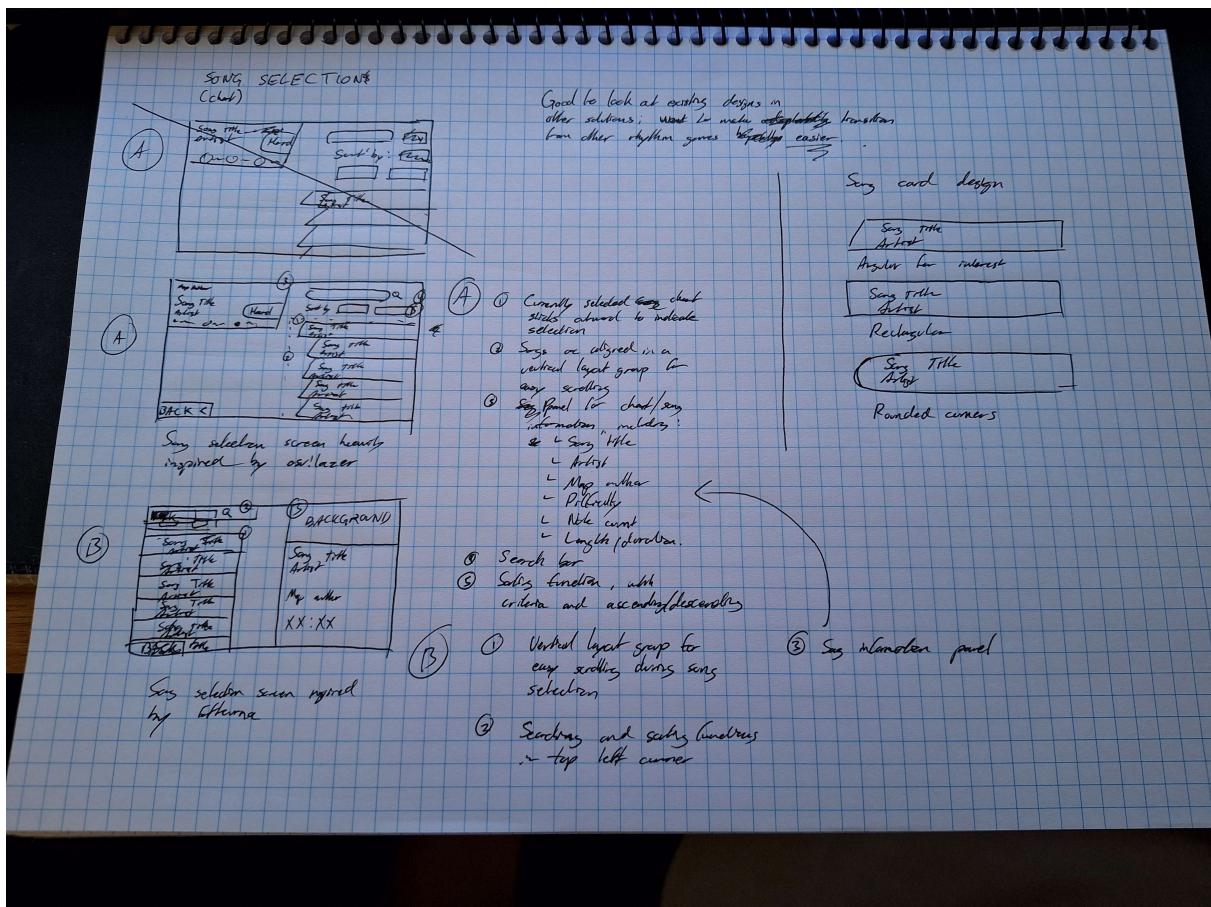
Aspect	Evaluation Question	Rating (out of 10)	Description

Usability	Is the design easy to navigate, with logical grouping and placement of elements?	10	Menu only has three buttons, making it extremely minimal and therefore easy to navigate
	Can users easily locate key features or content?		There are minimal UI elements on screen, making any interactable buttons and/or options easy to find
	Is all of the information presented relevant and necessary to user goals?		All buttons serve specific functions, the game also specifies that the game is paused
Readability	Is there a minimum contrast ratio of 4.5:1 between text/UI and background?	10	A darker panel sits behind the button and text layer, creating additional contrast and eliminating any concerns with background graphic interference
	Are interactive elements clearly interactable, communicated through colour, size, or states (hover/focus)?		Buttons lift upon hover
	Are all fonts legible and appropriately sized?	9	Text may be considered too small or too big depending on the monitor size, however all fonts are legible due to the background and left justification
	Are fonts and UI elements spaced out enough to support readability and quick scanning?	10	All buttons are stacked on top of each other and aligned to one side of the screen, making it very easy to locate all elements
Clarity	Do all labels and text use simple, unambiguous and clear language?	10	All buttons contain only one word which clearly indicates their function
	Are styles for buttons, headings and labels used consistently throughout the design?	10	This aligns closely with Main Menu Design B, that is, the use of a back panel and a vertical layout group within that panel
	Is the layout clean and not overwhelming for the user?	10	The layout is very minimal and is not overwhelming whatsoever, despite being more visually interesting than the other two

Accessibility	Are alternative cues (e.g., icons, labels) used to support colourblind or low-vision users where appropriate?	8	Clear labels are provided, however no icons
	Is a colourblind-friendly colour palette being used?	n/a	Cannot evaluate due to the sketch having a lack of colour, however contrast is likely to suffice
Client and User Needs	Is the tone, layout, and structure appropriate for the intended audience (e.g., age, familiarity with technology)?	10	This menu is structured in a more "arcade"-like way, which is fitting for a game based on an existing arcade game. Layout should also be familiar to existing rhythm game or video game players generally.
	Does the design reflect the user's goals and expectations as defined by the functional and non-functional requirements?	10	Fully functional and aligned with basic video game UI expectations

## Chart Selection

### Master sketch



## Design A (osu!-like)

### Evaluation Criteria

Aspect	Evaluation Question	Rating (out of 10)	Description
Usability	Is the design easy to navigate, with logical grouping and placement of elements?	8	Menu has a lot of information, but is all organised neatly. Charts are listed on the right in a vertical layout group, and chart metadata can be seen in the top left. Searching and sorting functions are at the top of the chart list.
	Can users easily locate key features or content?	9	Users are able to easily locate the searching and sorting functions at the top of the list, and chart metadata is

			organised neatly into one corner
	Is all of the information presented relevant and necessary to user goals?	10	All information is relevant to the user, including chart metadata/information, list of charts, current search query, sort criteria, etc. These all serve the purpose of helping the user find a chart to play.
Readability	Is there a minimum contrast ratio of 4.5:1 between text/UI and background?	10	Each entry in the chart list as well as the chart metadata has its text on a backing panel that assists text contrast, greatly supporting readability
	Are interactive elements clearly interactable, communicated through colour, size, or states (hover/focus)?	9	Users are easily able to see a scrollbar on the right, the currently selected song and all the entries on the list which pop out slightly on hover, indicating the user can click them.
	Are all fonts legible and appropriately sized?	8	All fonts are legible and are sized according to the UI element they belong to. Chart information/metadata is a smaller font size in the corner, however the song title, artist and difficulty are given a higher visual priority through a greater font size.
	Are fonts and UI elements spaced out enough to support readability and quick scanning?	10	UI elements are spaced as necessary, with charts being grouped on the right and sorting functionality being high enough above the list to access easily, chart

			metadata is also in the corner of the screen as to avoid overcrowding with the chart list, angular chart list entries also help to differentiate songs from each other
Clarity	Do all labels and text use simple, unambiguous and clear language?	10	All labels clearly indicate what they are and their purpose, including the searching and sorting functionality, specifying sort criteria, whether to sort by ascending or descending, etc.
	Are styles for buttons, headings and labels used consistently throughout the design?	10	The buttons are consistent with one another, label sizes remain consistent with the rest of the game
	Is the layout clean and not overwhelming for the user?	8	The layout is clean despite the large amount of information the user may have to parse, allowing the user to navigate the interface quickly
Accessibility	Are alternative cues (e.g., icons, labels) used to support colourblind or low-vision users where appropriate?	8	Clear labels are provided, and chart backgrounds (behind the individual entries in the chart list) help to differentiate charts from one another
	Is a colourblind-friendly colour palette being used?	n/a	Cannot evaluate due to the sketch having a lack of colour

Client and User Needs	Is the tone, layout, and structure appropriate for the intended audience (e.g., age, familiarity with technology)?	10	This menu in particular is very similar to that of the osu! song selection screen, which most rhythm game users are likely very familiar with
	Does the design reflect the user's goals and expectations as defined by the functional and non-functional requirements?	10	Fully functional and aligned with basic video game UI expectations

## Design B (Etterna-like)

### Evaluation Criteria

Aspect	Evaluation Question	Rating (out of 10)	Description
Usability	Is the design easy to navigate, with logical grouping and placement of elements?	8	Menu has a lot of information, but is all organised neatly. Charts are listed on the left in a vertical layout group, and chart metadata can be seen on the right side of the screen. Searching and sorting functions are at the top of the chart list.
	Can users easily locate key features or content?	9	Users are able to easily locate the searching and sorting functions at the top of the list, and chart metadata is organised neatly on one side of the screen
	Is all of the information presented relevant and necessary to user goals?	10	All information is relevant to the user, including chart metadata/information, list of charts, current search query, sort criteria, etc. These all

			serve the purpose of helping the user find a chart to play.
Readability	Is there a minimum contrast ratio of 4.5:1 between text/UI and background?	10	Each entry in the chart list as well as the chart metadata has its text on a backing panel that assists text contrast, greatly supporting readability
	Are interactive elements clearly interactable, communicated through colour, size, or states (hover/focus)?	9	Users are easily able to see a scrollbar on the right, the currently selected song and all the entries on the list which pop out slightly on hover, indicating the user can click them.
	Are all fonts legible and appropriately sized?	8	All fonts are legible and are sized according to the UI element they belong to. Chart information/metadata is a smaller font size in the corner, however the song title, artist and difficulty are given a higher visual priority through a greater font size.
	Are fonts and UI elements spaced out enough to support readability and quick scanning?	8	UI elements are spaced as necessary, with charts being grouped on the right and sorting functionality being high enough above the list to access easily, chart metadata is also in the corner of the screen as to avoid overcrowding with the chart list, readability suffers slightly as all the chart entries are rectangular in this design

Clarity	Do all labels and text use simple, unambiguous and clear language?	10	All labels clearly indicate what they are and their purpose, including the searching and sorting functionality, specifying sort criteria, whether to sort by ascending or descending, etc.
	Are styles for buttons, headings and labels used consistently throughout the design?	7	The buttons are consistent with one another, label sizes remain consistent with the rest of the game, however the overly rectangular buttons may not fit stylistically with the rest of the designs
	Is the layout clean and not overwhelming for the user?	8	The layout is clean despite the large amount of information the user may have to parse, allowing the user to navigate the interface quickly
Accessibility	Are alternative cues (e.g., icons, labels) used to support colourblind or low-vision users where appropriate?	8	Clear labels are provided and the right panel clearly indicates the current chart selection
	Is a colourblind-friendly colour palette being used?	n/a	Cannot evaluate due to the sketch having a lack of colour
Client and User Needs	Is the tone, layout, and structure appropriate for the intended audience (e.g., age, familiarity with technology)?	8	This menu in particular is similar to the Etterna song selection screen, which is good by itself, however may be unfamiliar to Taiko players specifically
	Does the design reflect the user's	10	Fully functional and aligned with basic

	goals and expectations as defined by the functional and non-functional requirements?	video game UI expectations
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# Evaluation

## Main Menu

	A	B	C
Usability	30/30	30/30	30/30
Readability	36/40	38/40	33/40
Clarity	30/30	30/30	27/30
Accessibility	8/10 (adjusted)	8/10 (adjusted)	9/10 (adjusted)
Client and User Needs	20/20	20/20	20/20

## Justification

Three options were created for the Main Menu, the first being a functionality-first design that seeks to only have the absolutely elements, a visually improved design with additional details for interest, and a radically creative design with a aesthetics-first approach.

Design B is the likely option for the Main Menu, due to its high scores across Usability (30/30), Readability (38/40) and Clarity (30/30), surpassing both Design A (which was only marginally surpassed by an additional Readability score of 2) and Design C (across all categories except for Usability, where it was equal). This can be largely attributed to the use of a panel behind the main UI foreground which allows for text, labels and other UI elements to have greater contrast. The angled panel also gives the design an additional bit of visual interest, which can be transferred to many other designs. Design C had a slightly higher accessibility score (by 1) due to its use of distinct icons for each button/option. Learning from this, distinct icons will be created and implemented in other designs to further the accessibility score.

## Options Menu

	A	B
Usability	25/30	29/30

Readability	33/40	38/40
Clarity	28/30	28/30
Accessibility	6/10 (adjusted)	10/10 (adjusted)
Client and User Needs	20/20	20/20

## Justification

Two options were created for the Options Menu. Design A was heavily inspired by that of osu!lazer and was designed to be integrated easily with Main Menu Design B. Design B was designed to be more functional and drew inspiration from Quaver and other, less Taiko-focused rhythm games.

Elements from both designs will be incorporated into the final design. Design B scored substantially higher in Usability (29/30 vs 25/30), Readability (38/40 vs 33/40) and Accessibility (10/10 vs 6/10), which can be attributed to the tab-based approach that incorporated both icons, labels and categories for individual options. Design A was much messier in comparison and functioned as a large list that a user would have to scroll through to find their desired option. Design A however was designed with Main Menu Design B in mind, and therefore, elements such as the angled back panel will be kept to maintain a consistent visual identity throughout the application. However, to enhance readability, accessibility and clarity, many elements from Design B, such as the tab/category system and icons, will be incorporated into the design. The massive list from Design A will be scrapped in favour of the Design B tab system due to its substantially better scores across all aspects of the design evaluation criteria.

## Gameplay

	A	B
Usability	29/30	26/30
Readability	38/40	36/40
Clarity	28/30	27/30
Accessibility	20/20	20/20
Client and User Needs	20/20	18/20

## Justification

Two options were created for the gameplay screen, Design A being closer to osu!taiko and Design B being closer to traditional Taiko no Tatsujin arcade games.

After evaluation, it was found that Design A scored higher in three out of five (3/5) categories on the evaluation criteria. This was largely attributed to the separation of elements within the UI, enhancing its scores in the Readability and Usability categories substantially. Design B suffered a lot from overcrowding of UI elements (especially the

combo indicator and the score, which are both very important statistics to performance-focused rhythm game players), which brought down its Readability and Usability scores quite considerably (scoring 36/40 and 26/30 for those categories, respectively), as well as drop the Client and User Needs score by 2. Therefore, it is likely that Design A is going to be the basis for the final design. Some elements from Design B will be kept however, such as the health being above the gameplay field rather than in the top left corner of the screen, allowing the final design to be similar to Taiko no Tatsujin while being distinct and readable enough to function well and be usable for performance-oriented players.

## Pause Menu

	A	B	C
Usability	30/30	30/30	30/30
Readability	36/40	36/40	37/40
Clarity	30/30	28/30	30/30
Accessibility	8/10 (adjusted)	8/10 (adjusted)	8/10 (adjusted)
Client and User Needs	20/20	20/20	20/20

Three options were created for the pause menu, and a similar approach was taken to the Main Menu designs. Design A was functionality-focused and Design B sought to improve the visual aesthetics while maintaining as much functionality as possible. Design C was designed with integration with Main Menu Design B in mind. All three designs scored highly on all criteria, however Design B dropped slightly (by 2) on the Clarity category due to overcrowding of UI elements, ultimately scoring 28/30. Design C will form the basis for the final pause menu design due to its slightly higher score in the Readability criteria (37/40) and its overall visual consistency and cohesion with the rest of the designs.

## Chart Selection

	A	B
Usability	27/30	27/30
Readability	37/40	35/40
Clarity	28/30	25/30
Accessibility	8/10 (adjusted)	8/10 (adjusted)
Client and User Needs	20/20	18/20

Two options were created for the chart (song) selection menu. This is an especially integral part of the gameplay experience, so special attention was paid to these designs. Inspiration was drawn from the selection screens of other rhythm game

solutions, as they tend to be consistent and common elements between different rhythm games.

Design A was based quite heavily on osu! and its existing map selection screen, as osu! is one of the most popular rhythm games online today, and many Taiko players use osu!taiko as their main platform, thus providing a basis for familiarity. Other rhythm games such as Quaver were also drawn from. Design B was based on Etterna's chart selection screen, which is quite similar to that of Design A, except the UI elements have been rearranged and the chart/song information/metadata takes up substantially more space on the right side of the screen to enhance readability.

Design A will be the basis for the final design. This is because of its higher scores in the Readability (37/40 vs 35/40) and Clarity (28/30 vs 25/30) categories on the evaluation criteria. The enhanced readability was largely attributed to the use of angular chart list entries, which was much easier to read as compared to Design B's rectangular buttons. With regards to meeting Client and User Needs, Design A scored a perfect 20/20 as compared to Design B's 18/20 for the category. The reason behind this was that Design B, being inspired by Etterna, is therefore automatically foreign to the target user base for the program, that is, existing Taiko players who would be more used to the osu! layout for chart selection, and therefore does not meet user needs as effectively as Design A, which was more explicitly trying to emulate the well-established osu! layout.