

Graphical User Interface Report

In the game we have a GUI consisting of multiple components, each helping to fulfil the set of requirements for our game. This document will outline the GUI with references to requirements, usability and playability in the game.

In order to implement requirement 11, “The user should be able to view and interact with the map.” [1], we have made the sectors (which are squares of equal size) clickable. This will result in relevant information being displayed in the bottom right corner of the GUI on an “information card”. The information card includes information related to the selected sector. The displayed information might include the name of sector, the college that possesses the sector and other information such as the number of units on the sector and the bonus given if the attacking team captures it. The card is coloured a light brown which matches the main colour scheme of the map so that it doesn’t distract too much from the rest of the GUI.

It was decided that the GUI should be kept as simple as possible, which has two primary benefits. Firstly a simple GUI is easier to program, which means that as the program gets more complicated, we can avoid the frustration of having to heavily redesign the GUI to accommodate changes. The other benefit of the GUI being simple is that new users should not be confused by the layout and options. We labeled the displayed information rather than using icons (an example would be saying “units” instead of using a icon that looks like a unit). This should help new users and users of varying experience in games on what the displayed information represents.

Based on requirement 11, we decided that when a user moves the cursor over a sector on the map, a simple label will appear on the top left of the screen. It will display the name of the sector so the user can identify which landmark or place the sector represents.

We have designed overlay which appears over sectors. The overlay uses colours to represent the faction that controls the sector. If the sector is not captured it does not have a colour applied to it. If the sector is controlled by the neutral faction, it will have a semi transparent layer white over it. Lastly, if the sector is controlled by a player, the colour that overlays the sector will be a colour that represents the player’s college.

The user will be able to see the sector they are currently hovering over by means of a semi transparent red square which follows the mouse. This is important as it ensures players have a clear indicator of what sector they are currently hovering over. We chose the square to highlight the sector as the sectors are square, so it covers the entire sector clearly.

[1] <http://sidmeiers.me/documents/Req2.pdf>