
User Interface Design Document



for

FGG Creature Creator M³

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1. Introduction

This is a capstone project for Frog God Games, in partial fulfillment of the Computer Science BS degree for the University of Maine. Frog God Games are accomplished publishers of role playing games, adventures, and addons for both modern and legacy gaming systems (Frog God Games Staff 2020). The company requires a front end for their database of creatures, M3. The front end of M3 will allow users to search, filter, and create creatures. The main objective of this application is to provide users a way to access the database and utilize it effectively for their game. The product is also meant to enable Frog God Games to bolster their sales.

1.1 Purpose of This Document

The purpose of this document is to describe the user interface that will be used by the front end website for M3. This document details how users will navigate from one screen to the next, as well as provides a brief mockup and description of each screen the user can interact with. Details of how each screen is connected to another are also given in this document. Overall, this document should give the reader a good idea of what the system being developed will look like from a user's perspective.

1.2 References

David DiFrumolo. (11/27/2022). UI MockUps. Retrieved from https://www.canva.com/design/DAFTMPGqEbA/PBR_osBM23bD6ILFs-J6yg/edit

Frog God Games Staff. (2020). About frog god games. Frog God Games. Retrieved October 20, 2022, from <https://www.froggodgames.com/frog-crew/>

2. User Interface Standards

This section specifies the type of interactions a user can make throughout the use of the system. Throughout the use of the application, a user will encounter multiple “modal” type windows while performing a search and creature creation. These modal windows will allow users to apply descriptive filters to their searches or character creations without leaving the page. The goal of the layout is to be as inviting as possible to new users, while at the same time allowing more advanced control of the application for experienced users. The design will also make heavy use of rounded buttons and rounded corners in order to appear more user friendly.



Figure 1: Navigation Banner

Pictured above is a mockup of a navigation banner for the system. Its buttons will allow users to quickly navigate to any other part of the website from the page they are currently on. Mousing over the icons of the buttons will reveal a description of them to ensure users understand what they do. Each button will be in the same spot on each page, but the banner image will change to better represent the page that the user is on. The navigation banner pictured above is for the “welcome” page of the system. This banner will be the primary method users will utilize to navigate through the system. Users will also be able to navigate through the system with the “back” button and URL bar present in most browsers, although the System’s UI design makes that unnecessary.

Errors encountered when loading or displaying a page will display a pop-up notification that recommends the user reloads the page.

3. User Interface Walkthrough

This section details the various pages the user is able to interact with in the system. A diagram detailing how each page is linked will be provided, alongside a mockup of each major page in the system.

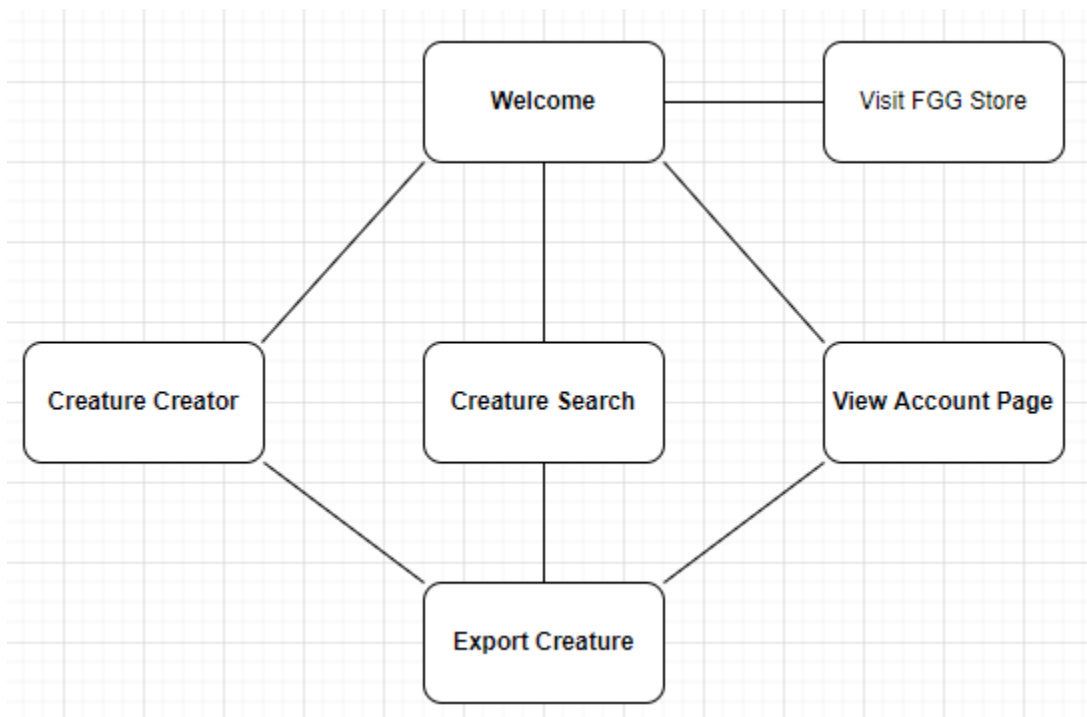


Figure 2: Navigation Diagram

The above diagram details how users will get from one page to the next. Note that because Visit FGG Store is a simple redirect to <https://www.froggodgames.com/>, there is not a mockup for it listed below. Also note that there is a brief “about us” page not listed in the diagram above that has a mockup below.

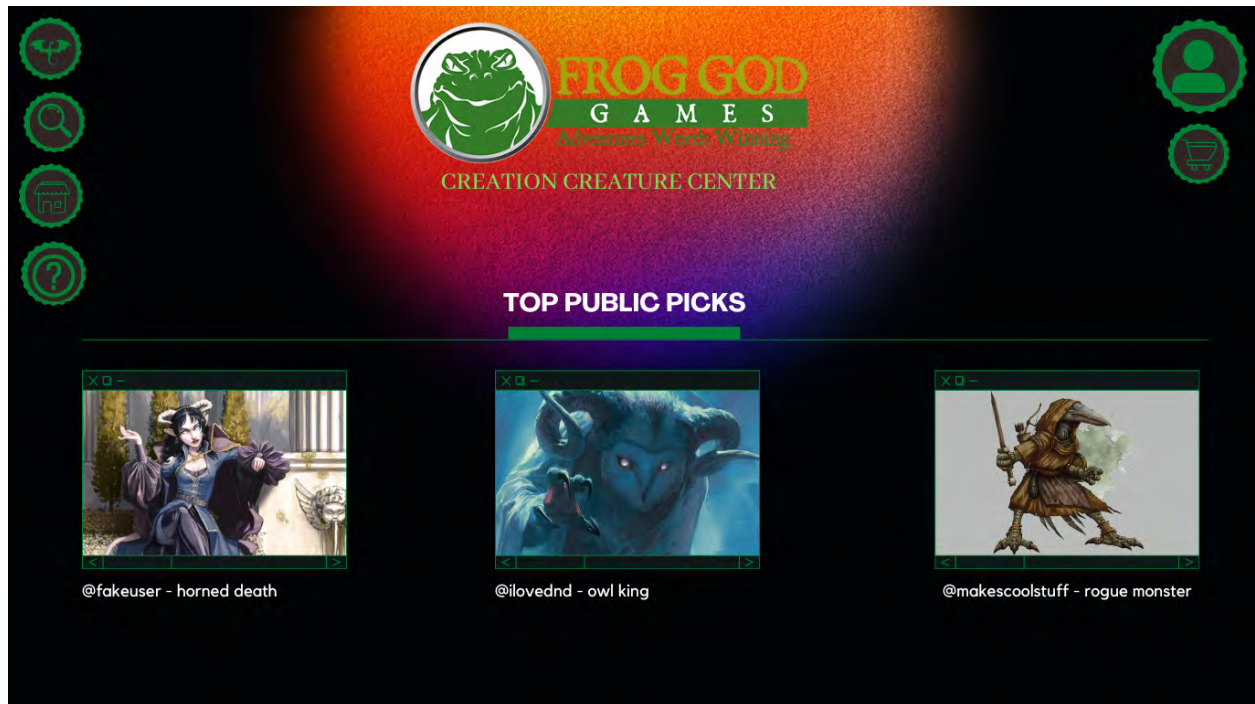


Figure 2: Welcome Page

The above mockup represents the homepage for the system. The navigation banner is displayed at the top of the page, and popular user creations are listed to encourage visitors to interact with the website.

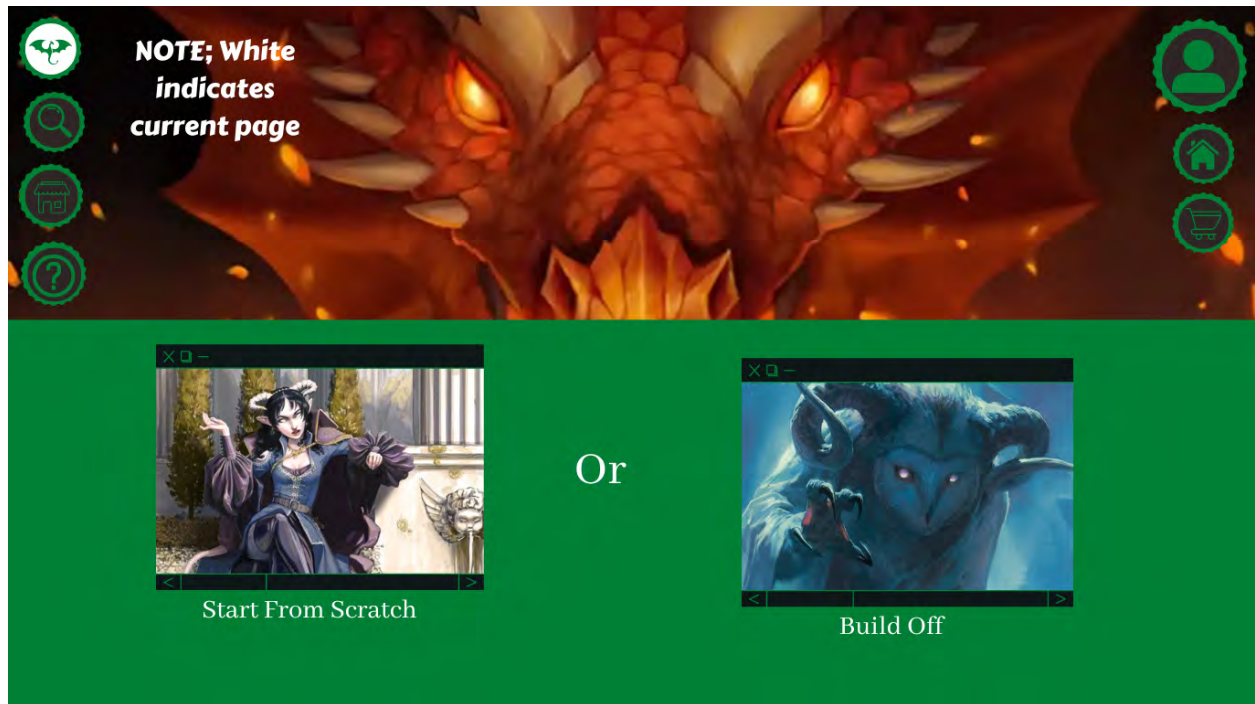


Figure 3: Creature Creator Page

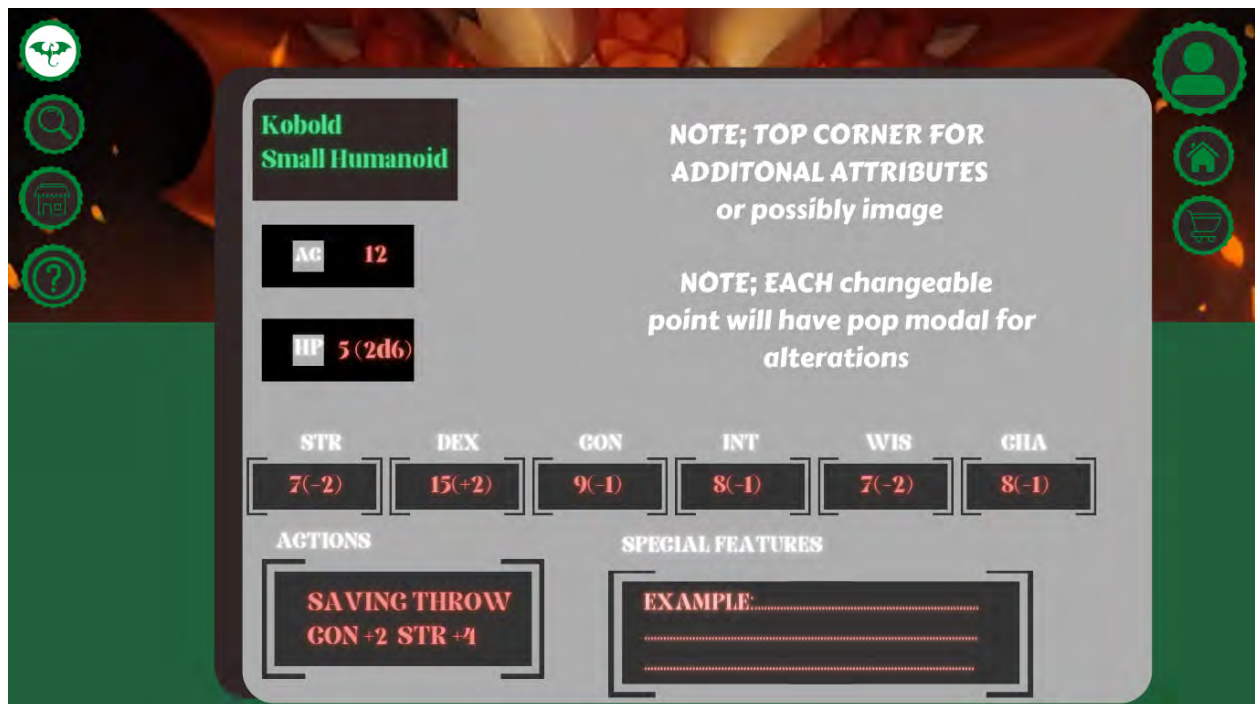


Figure 4: Creature Creator Page Modal Window Example

Figure 3 describes what the creature creator page will look like. Users will be presented with two options, “Start From Scratch” or “Build Off.” Clicking the latter

will open a modal window (as described in section 2) that will allow the user to begin creating the creature, while clicking on the former will bring the user to the search page to choose which creature they want to start with.

Figure 4 depicts an example of what the modal window for creating a creature could look like, with various slots for the user to input the attributes they want their creature to have.

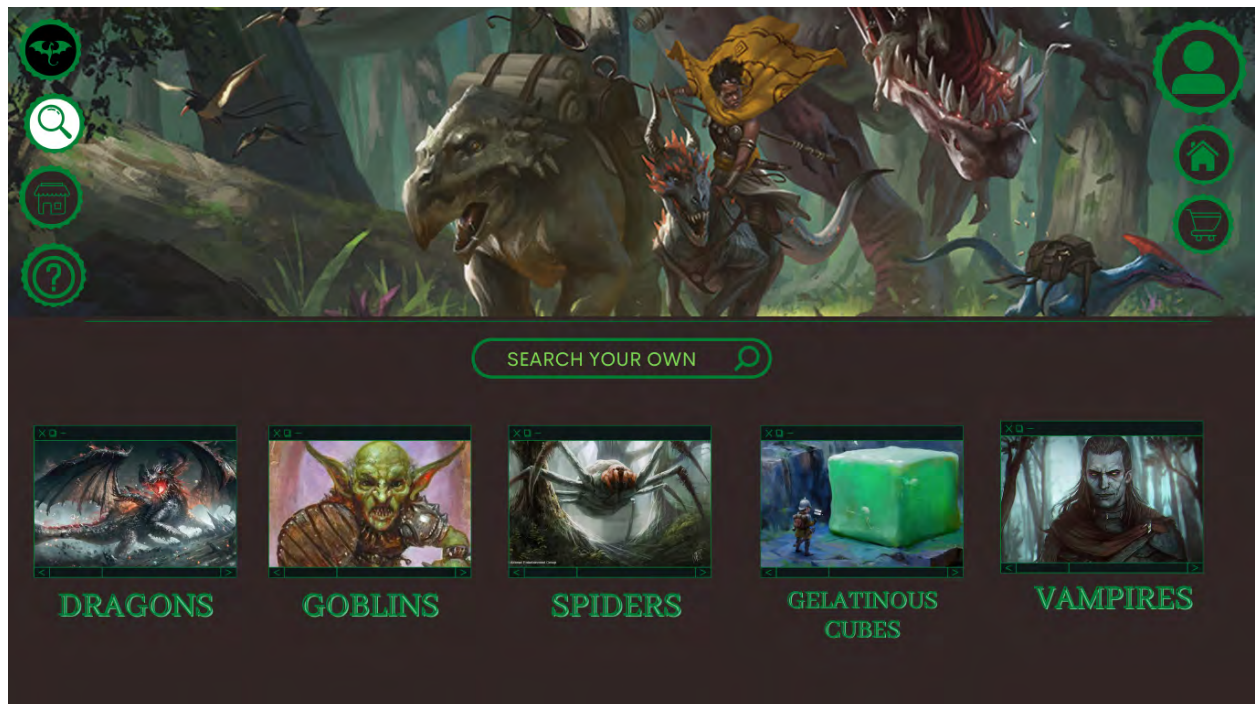


Figure 5: Creature Search Page

Figure 5 describes the Creature Search Page. Users will be able to click on categories of creatures to view examples of them from the database. Clicking on the search bar will display a modal window that allows users to apply a myriad of filters and constraints that allow them to find exactly the creature they want from the database, with matching entries appearing as they hit “apply” within the modal window.

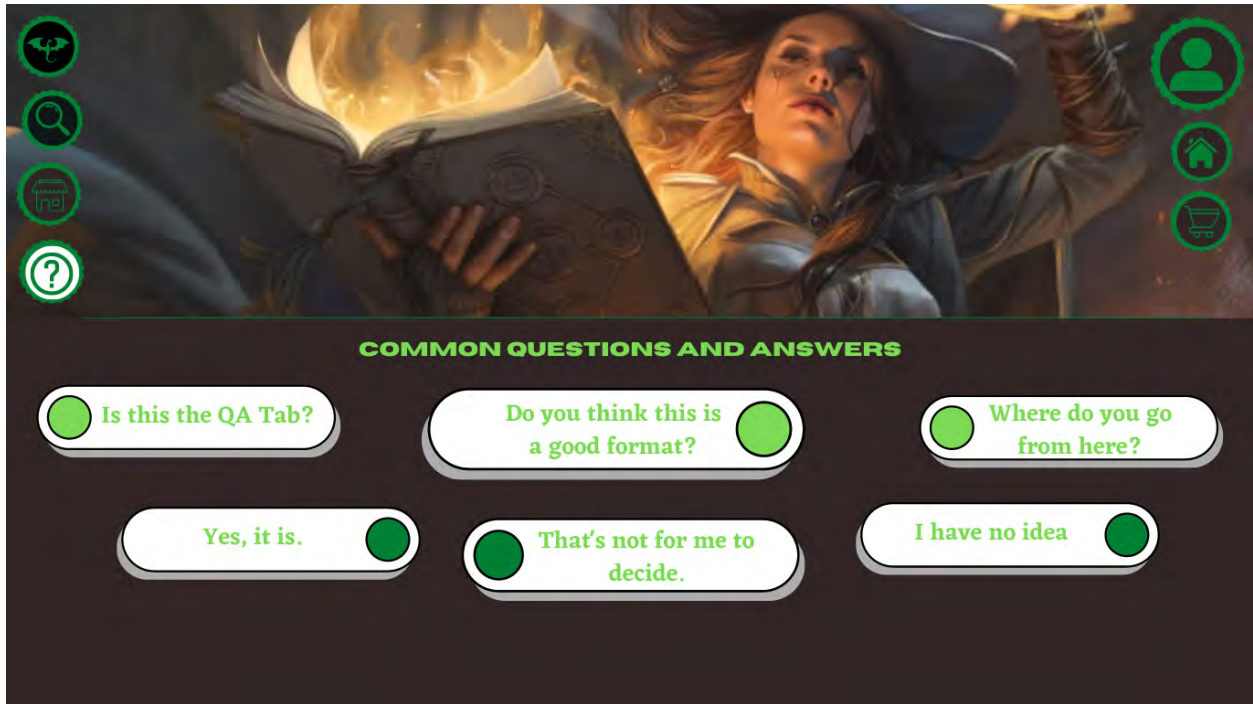


Figure 6: "About Us" Page

Figure 6 depicts a brief "About Us" page, where common questions and answers about the system will be displayed.



Figure 7: Export Creature Page

Figure 7 collects the creatures that users have selected for export as they have browsed the website. Clicking on a creature will remove it from the export list. Clicking “Export to PDF” will download a pdf file to the user’s device describing their selected creatures in a stat block format, as depicted in section 5 below.

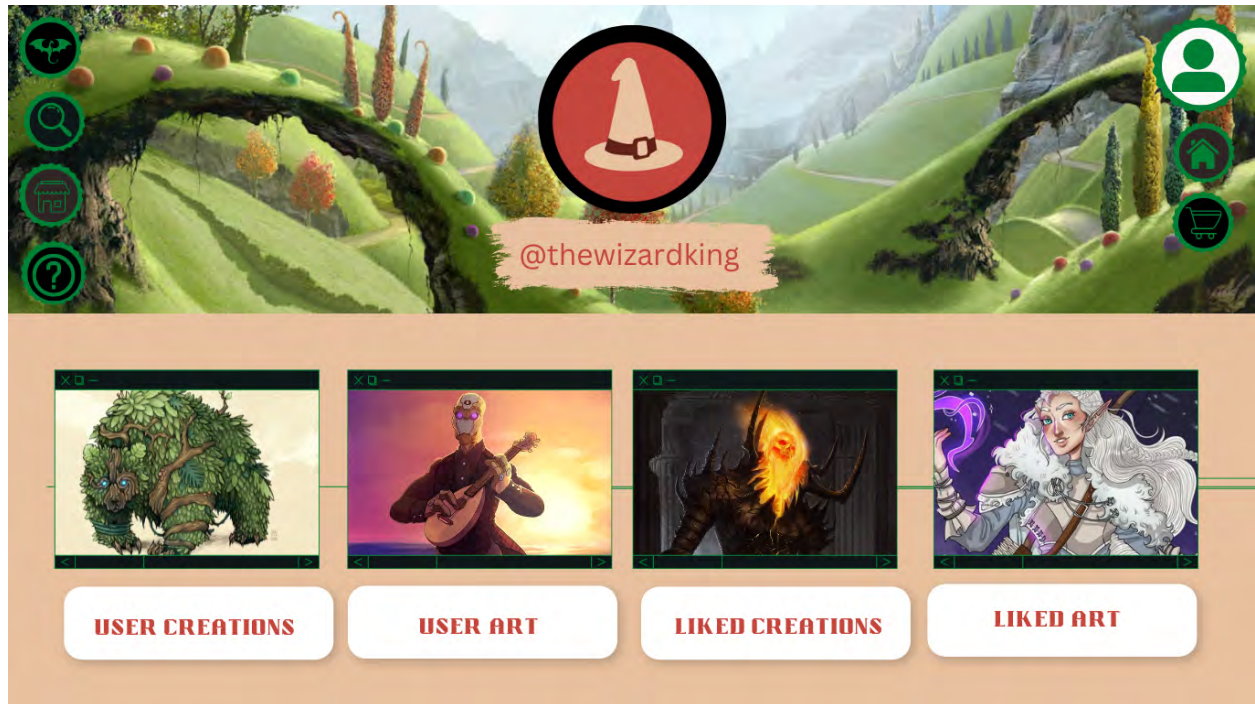


Figure 8: View Account Page

Figure 8 depicts the user’s account page. Clicking on “User Creations” will bring up a modal window where users can see their creations and modify them, if they wish to. The same is true for when the user clicks on “User Art.” Clicking on “Liked Creations” or “Liked Art” will bring up modal windows that display a list of the creations or art that the user has liked in the past.

4. Data Validation

This section describes the types of data users will be able to enter into the system. Users will input this data when searching or filtering the database, as well as when creating a creature.

Name	String
Size	Int
Type	String
Sub-Type	String
Alignment	String
AC	Int
HP	Int
STR	Int
STR mod	Int
DEX	Int
DEX mod	Int
CON	Int
CON mod	Int
WIS	Int
WIS mod	Int
INT	Int
INT mod	Int
CHA	Int
CHA mod	Int

Skills	String, Int
Lang	String
Challenges	String, Int
Special Feature	String, Int
Action	String, Int

5. Report Formats

This application will generate and export creature information in a PDF format for the user to save. The exported PDF will contain references to the creator's username and a reference to FrogGodGames along with the creature's information.

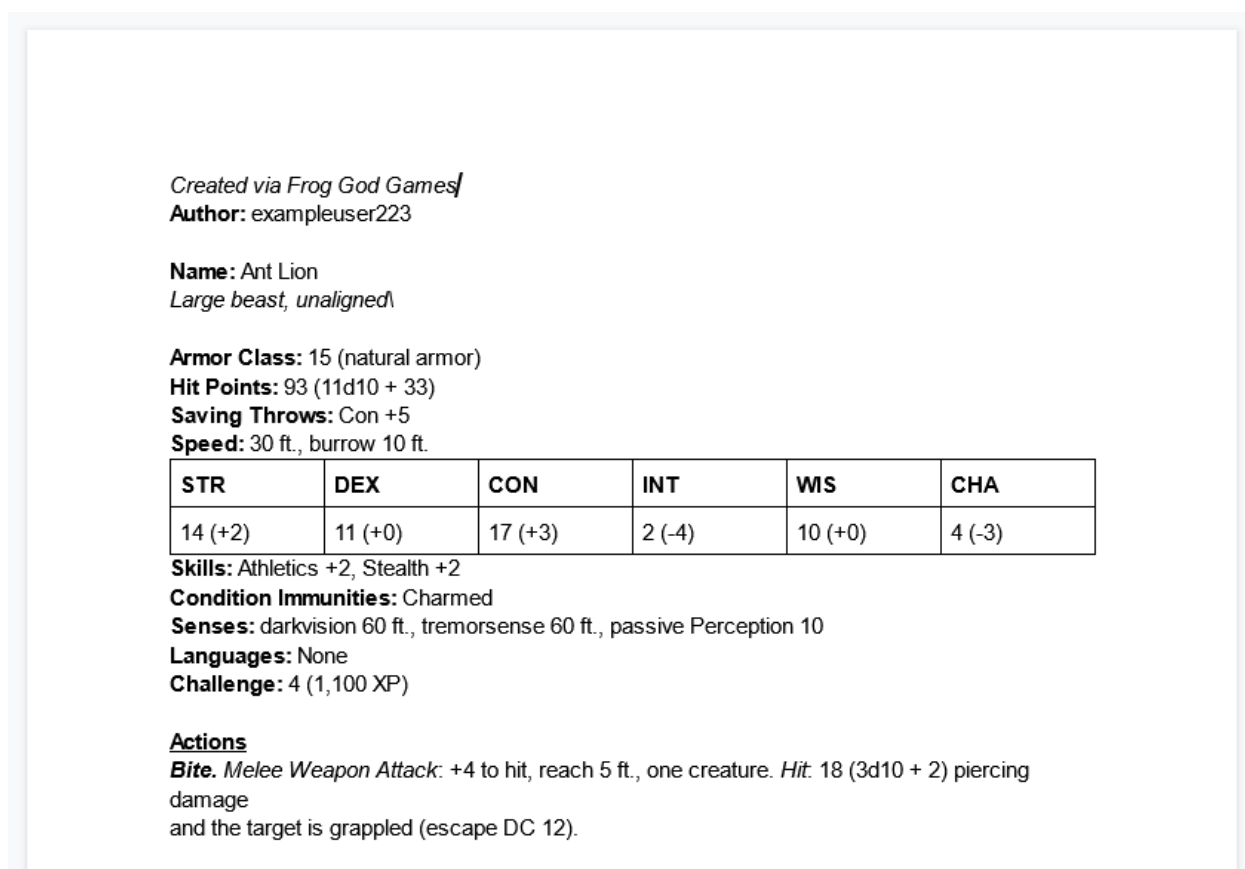


Figure 9: Mockup of Creature PDF (1 Creature Long)

Appendix A – Agreement Between Customer and Contractor

By signing this document you are agreeing that all of the content above is accurate. You agree that the software specifications are accurate. The relations between the users as well as the terminology is accurate. All major functional and non-functional requirements will be implemented.

- In the future, if there are any updates or changes to this document that are agreed upon by the team the following procedure will take place. A review will be held with the client and the team members with the updated document. If, after the review, both parties agree upon the changes then the document must be resigned by each member before official use.

PRINT

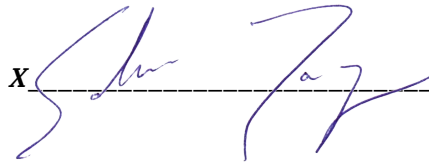
SIGNATURE

DATE

Customer:

Edwin Nagy

X



Date 11/29/22

Comments: See next page.

Team:

X

Date

X

Date

X

Date

X

Date

X

Date

Appendix B – Team Review Sign-off

By signing this document each member of the development team determines that the collection of information withheld inside it has been reviewed and agreed upon. No member wishes to alter or change how it currently exists and there are no major points of contention within the team.

PRINT	SIGNATURE	DATE
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X	x	Date
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Comments: N/A

X	x	Date
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Comments: N/A

X	x	Date
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Comments: N/A

X	x	Date
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Comments: N/A

X	x	Date
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Comments: N/A

I like the idea for the export cart, although recall that many of them might not have images. These may be images of the stat blocks along with the creature dame or something...

I don't expect to need "liked art" because we won't be making anybody's art available to anybody else. We might allow people to pay to store art with their creatures, but they will not be allowed to share it. They might be able to pay to download our art to use in the PDF maker, but each piece would be tied to a specific creature.

We'll discuss the details on the search window options. It looks like a good start.

As discussed, I expect the search page to look a lot like the creation page, which will allow users to search by any attribute. Perhaps that's the modal window, but I think it would then need sub-modal windows, which seems clunky and perhaps not possible.

Appendix C – Document Contributions

- . Matthew: Section 5, 100%. Section 3, 30%
- David: UI Mockups, 100%. Section 3, 50%
- Cedric: Section 4, 100%. Section 3, 20%
- Tristan: Section 2, 100%
- Landon: Section 1, 100%