**Proposal**

For our project we have chosen to implement the Graphical User Interface for a user interacting with the main menu of an online game. Similar to that of current popular games like DOTA2 (Defense of the Ancients), and league of legends. For the main menu of these types of Play verses player games there are several subsets of menus that are interacted with. Such subsets as a Today category, which updates the user on current events relative to the game, like tournaments, new patch updates, and new champions to be released. Socialize subset, which allows the user to communicate with their friends or add new friends. A watch menu which would allow the user to spectate a game being played by one of their friends or a professional player. A play subset which allows the user to play in match with other users both competitive and noncompetitive (competitive being a ranked match, and noncompetitive being a non-ranked match). Lastly an options tab which allows the user to adjust the standard functionality of the main menu, such as contrast, sound, online visibility, etc.

The concepts we will be implementing into the GUI of the online game menu, will be as follows

Cognitive (internal):

Attention: how we display the different categories in to grab the users focus based on the importance of certain categories

We will implement different text sizes to put emphasis on certain categories (learning)

Perception: How the categories will be designed to enhance ability to interact with the GUI

Memory: by implementing the GUI, the user will rely more on the recognition then recall, for example recognizing where certain categories are placed and tab menus

Interactive Design:

The Id process will be user focused as with the games especially online games, focusing the product to best fit the user’s needs will enhance the viability of the game in the competitive market place of gaming.

Conceptual Model:

Interface Metaphors: will be implemented as opportunity presents, example when deleting certain friends a trash icon could be used, when looking at the Today subset, a new article Icon could be implemented

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