Project Step 6-Yan Xu

* **Due** Sunday by 11:59pm

Interface elements

Choose the controls according to the use intended. Generally, uses may be classified as (1) input, (2) navigation, (3) informational, and (4) containing.

Input Controls

* buttons,
* text fields,
* checkboxes,
* radio buttons,
* dropdown lists,
* list boxes,
* toggles,
* date field

Navigational Components

* breadcrumb,
* slider,
* search field,
* pagination,
* tags,
* icons

Informational Components

* tooltips,
* icons,
* progress bar,
* notifications,
* message boxes,
* modal windows

Containers

* accordion

User Interface Design Principles

*Keep the interface simple.* The best interfaces are almost invisible to the user.

They avoid unnecessary elements and are clear in the language they use on labels and in messaging.

*Create consistency and use common UI elements.*

By using common elements in your UI, users feel more comfortable and can get things done more quickly. It is also important to create patterns in language, layout, and design throughout the site to help facilitate efficiency.

Once a user learn show to do something, they should be able to transfer that skill to other parts of the site.

*Be purposeful in page layout.* Consider the spatial relationships between items on the page and structure the page based on importance.

Careful placement of items can help draw attention to the most important pieces of information and can aid scanning and readability.

*Strategically use color and texture.* You can direct attention toward or redirect attention away from items using color, light, contrast, and texture to your advantage.

*Use typography to create hierarchy and clarity.* Carefully consider how you use typeface. Different sizes, fonts, and arrangement of the text to help increase scalability, legibility, and readability. *Make sure that the system communicates what is happening.*

Always inform your users of location, actions, changes in state, or errors. The use of various UI elements to communicate status and, if necessary, next steps can reduce frustration for your user.

*Think about the defaults.* By carefully thinking about and anticipating the goals people bring to your site, you can create defaults that reduce the burden on the user. This becomes particularly important when it comes to form design where you might have an opportunity to have some fields pre-chosen or filled out.

Submission (2 parts)

1. wire-frame sketches design of your pages. Your pages should have notes indicating logical navigation sequence and logical flow of interface elements. Indicate whether there are any default form values, default actions, and element ordering (can you tab through the items?)

***Because Gobang game is a classic game from China. For online game, the UI seems very simple that only one page but quite clearly to show the player the game interface.***

***Players use black stones, and computer AI end uses white stones, and the five stones connect to win.***

***At the same time players can also choose Chinese or English mode. Interested friends can challenge the artificial intelligence of computers.***

***Diagram, schematic

Description automatically generated***

***![Chart

Description automatically generated]()![Diagram

Description automatically generated]()***

1. project hosted in GITHUB with README.md containing the following elements, with headers:
   * Concept description,
   * Database diagram(s),
   * Wireframes (label as DRAFT)

***submit the URL to your project.***

[yanxu2021/Gobang-Game-With-Computer: MSSA Project (github.com)](https://github.com/yanxu2021/Gobang-Game-With-Computer)