

Focal point:

In this game, the submit button is where we call users to action. In our design, we design submit buttons for submit a specific action and commit there results. The button stands out in this UI and also the input field is also very obvious.

The image displays a game interface with three distinct action panels, each featuring a 'Submit' button circled in red to highlight it as a focal point.

- Attack Panel:** Includes a red 'Attack' header. Fields include 'From Territory' (text input), 'To Territory' (text input), 'Soldier Type' (dropdown menu with '0' selected), and 'Number of Soldiers' (text input). The 'Submit' button is red.
- Move Panel:** Includes a blue 'Move' header. Fields include 'From Territory' (text input), 'To Territory' (text input), 'Soldier Type' (dropdown menu with '0' selected), and 'Number of Soldiers' (text input). The 'Submit' button is blue.
- Technology Level Upgrade Panel:** Includes an orange 'Technology Level Upgrade' header. Fields include 'Territory' (text input), 'Current Soldier Type' (dropdown menu with '0' selected), 'Target Soldier Type' (dropdown menu with '0' selected), and 'Number of Soldiers' (text input). The 'Submit' button is orange.

Below these panels is a green button with a play icon and the text 'Commit for ending this turn's order issue', also circled in red.

Also, in our lobby room, the button to start, join, and rejoin a game is definitely catching the user's attention.

Lobby

Sign Out

Re-join a game
all games you're currently in

Game ID	Players	Action
0	user2,user1	Join

OR

Join a new game

Game ID	Players	Action
1	user2	Join

OR

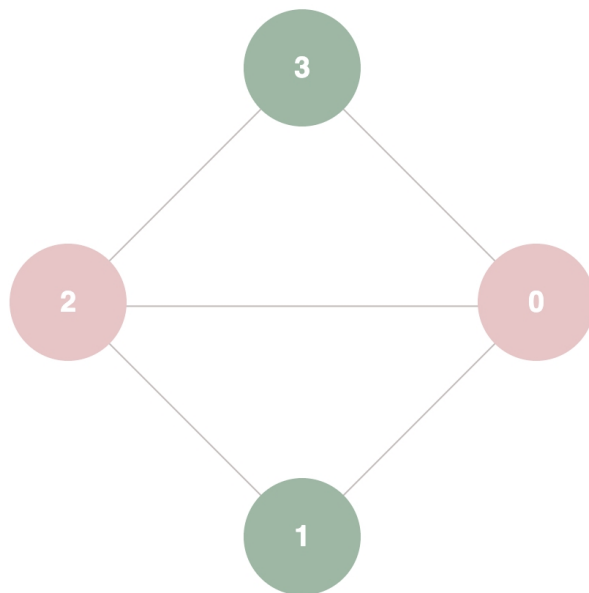
Start a new game

2 ▾

start

Closure:

The Closure principle is available in our game map view design. It can be easily identified as a single recognizable pattern. Below is an example of our game map view.



Common region:

In our game room design, we put four types of user action on the left side of the interface. These are the common region 1. User information including the user's technology level, food resource, technology resource are available at the left top side. This is common region 2. Also, the game map is below the player's information so that the user can know the information about the game from these two regions on the left side of the interface. At last, the left top side shows all combat results.

[Back to lobby](#)

Ⓜ USER1

PLAYER NAME

1

TECH LEVEL

78

FOOD RESOURCES

80

TECH RESOURCES

3

2

0

1

(COMBAT RESULT)On territory 0:
Defender: user2 player(0 soldiers)
Attacker: user1 player(2 type-0 soldiers)
user1 player wins.

On territory 3:
Defender: user1 player(0 soldiers)
Attacker: user2 player(2 type-0 soldiers)
user2 player wins.

Attack

From Territory

To Territory

Soldier Type

Number of Soldiers

From Territory

To Territory

0

Number of Soldi

Submit

Move

From Territory

To Territory

Soldier Type

Number of Soldiers

From Territory

To Territory

0

Number of Soldi

Submit

Submit

Technology Level Upgrade

Territory

Current Soldier Type

Target Soldier Type

Soldier Type Upgrade

Number of Soldiers

Territory

0

0

Number of Soldi

Submit

Commit for ending this turn's order issue

Proximity:
As is stated in the section above, the game information are all designed to be viewed on the right side of our UI. All user actions are at the right side of the UI.