

Application of UX principles

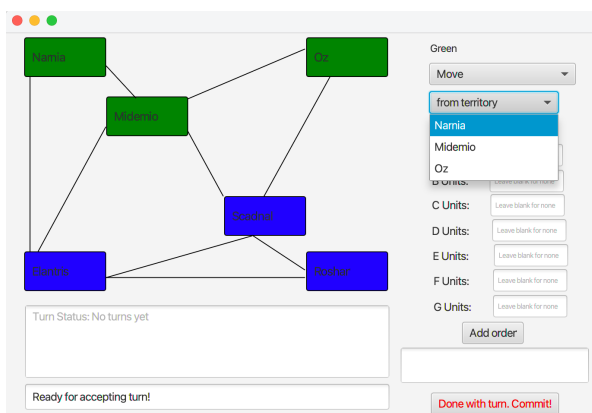
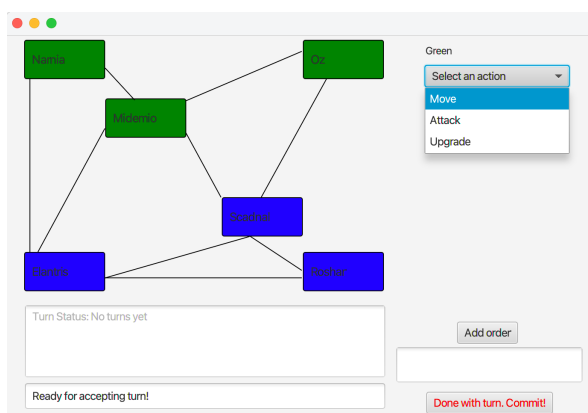
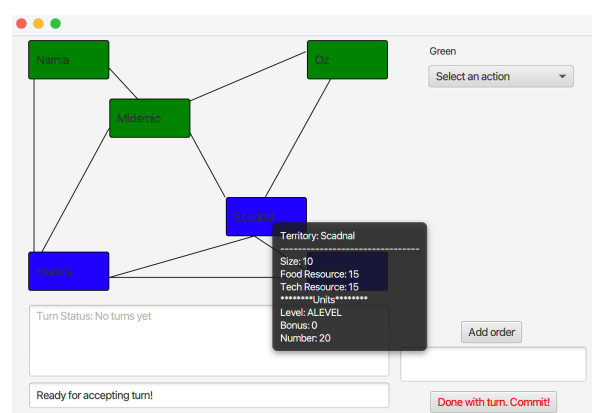
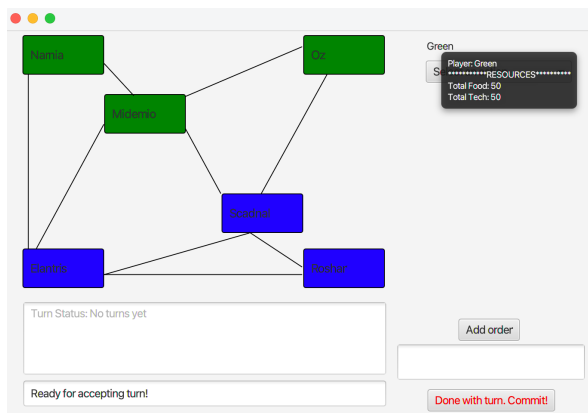
Figure-Ground:

That people instinctively perceive objects as either being in the foreground or the background. They either stand out prominently in the front (the figure) or recede into the back (the ground).

Focal Point:

The focal point principle states that whatever stands out visually will capture and hold the viewer's attention first.

In our GUI design, we set territories in different colors indicating owned by different players, with a white background. And when the player hovers the mouse on the player info, the information of the players will stand out in the front background. Similarly, when the player hovers the mouse on a Territory, the information about the territory will also show up. Moreover, when the player chooses the action, the background color of the action would turn blue to indicate their choice, making our app more user-friendly.



Similarity:

For displaying the pane of actions and choices, we use similar boxes to indicate they belong to the same action.

Proximity:

The principle of proximity states that things that are close together appear to be more related than things that are spaced farther apart.

Common Region:

The principles of the common region is highly related to proximity. It states that when objects are located within the same closed region, we perceive them as being grouped.

Continuity:

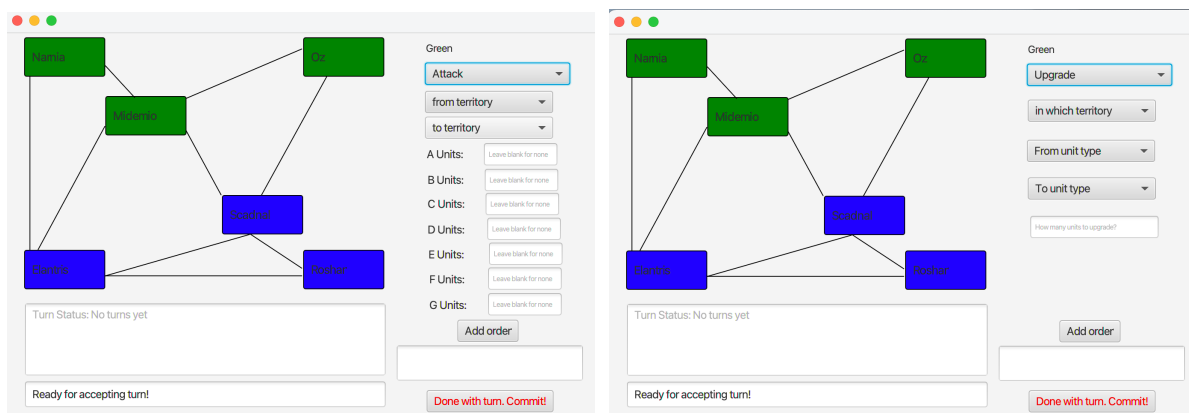
The principle of continuity states that elements that are arranged on a line or curve are perceived to be more related than elements not on the line or curve.

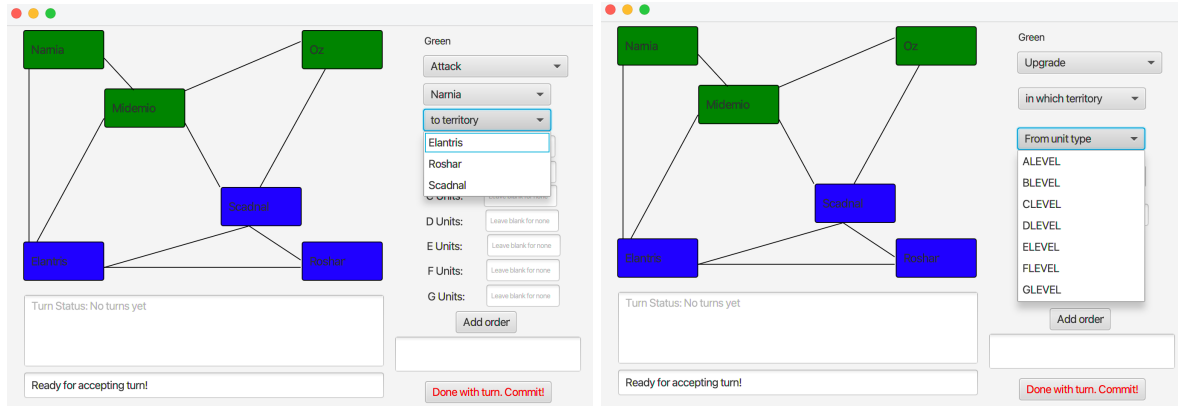
So here, when we design the Turn Pan, we lay the actions of the same order together in a column, so the player just scrolls down to choose the specific choices of the order, which perfectly satisfy the principle of those four.

Common Fate:

Humans tend to perceive elements moving in the same direction as being more related than stationary elements or that move in different directions.

When the player clicks the box, the choices will show up in a column, so the player can just scroll down to see more about the choices.





Closure:

The principles of closures state that when we look at a complex arrangement of visual elements, we tend to look for a single, recognizable pattern.

In our design, we use a rounded rectangle to indicate the territories, and only show the information of them when hovering the mouse, which is simpler for the player to play.

And we also display the GameResults of each turn to the player at the bottom of the GUI.

