

User Interfaces (UI)

Comp-361 : User Interfaces
Lecture 8

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Winter 2008

February

- 6th (Friday) - Testing Strategies
- 13th (Friday) - Guest Lecturer (TBA)
- 20th (Friday) - Guest Lecturer (TBA)
- 27th (Friday) - Guest Lecturer (TBA)

Schedule

March

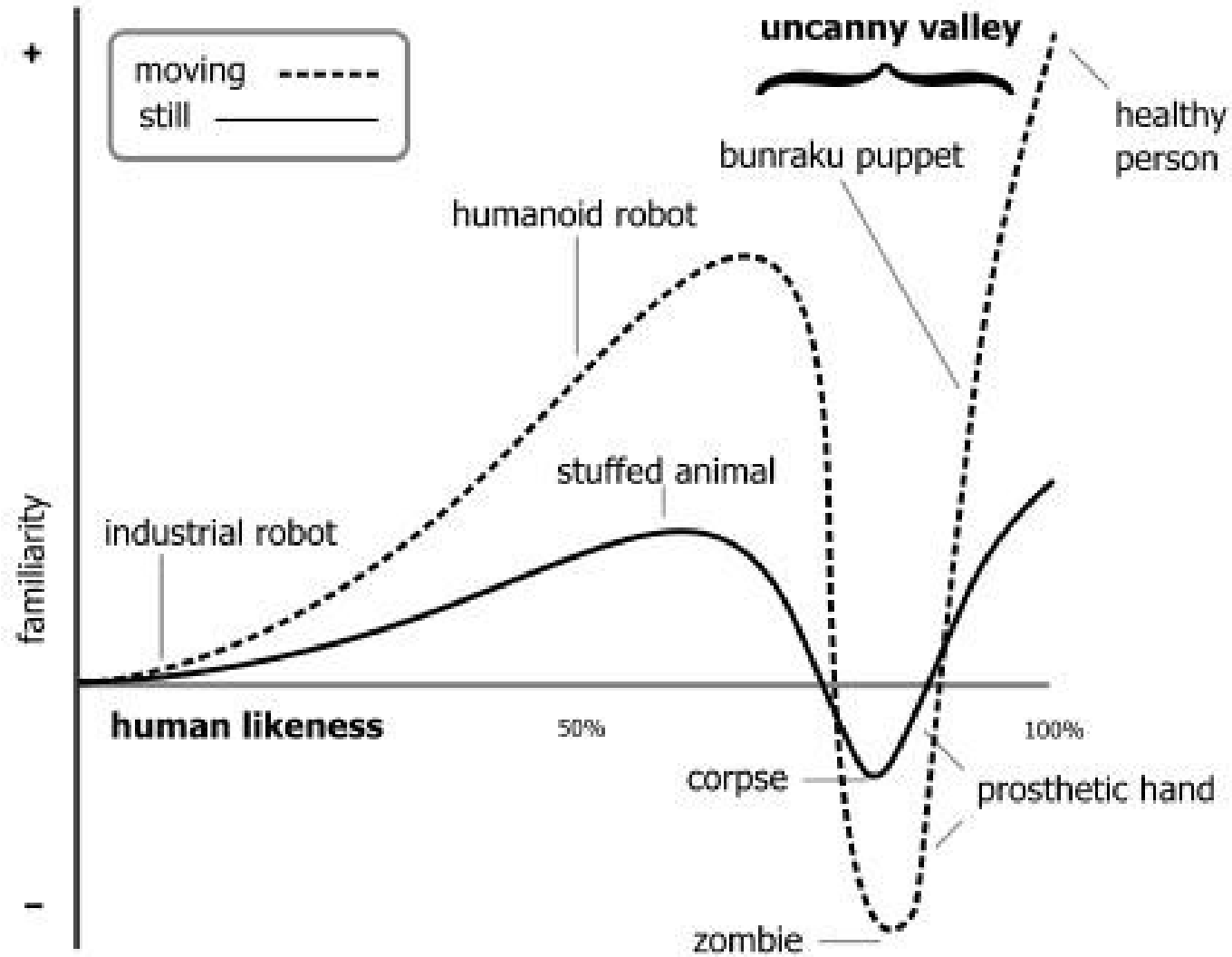
- 6th (Friday) - Peer testing session
- 13th (Friday) - Demos Evaluations
- 20th (Friday) - Guest Lecturer (TBA)
- 27th (Friday) - Guest Lecturer (TBA)

Schedule

April

- 3rd (Friday) - Peer testing session
- 10th (Friday) - Holiday, no class
- 14th (Tuesday) - Acceptance Test
- 14th (Tuesday) – Final Deadline for handing in game and manual

Uncanny Valley



Masahiro Mori -

<http://www.androidscience.com/theuncannyvalley/proceedings2005/uncannyvalley.html>

Low level of expectation



Rayman, Raving Rabbits : Ubisoft

Zombie



G Man : Half Life 2 : Valve Entertainment

Not quite right ...



Final Fantasy, the Spirit Within : Warner Bros

Pretty close ...



CG Emily : Image Metrics

Keep it simple



Alien Hominid

Categories of Games

- Action
- Adventure
- Fighting
- Dance Music Party Singing
- Puzzle & Cards
- Role-Playing
- Massively Multiplayer
- Shooter
- Simulation
- Sports
- Strategy

Fighting Game



Street Fighter II



Battle Arena Toshiden

Tekken 6

Racing Game

Need for Speed Carbon



Sega Rally



Rad Racer

JRPG Battles



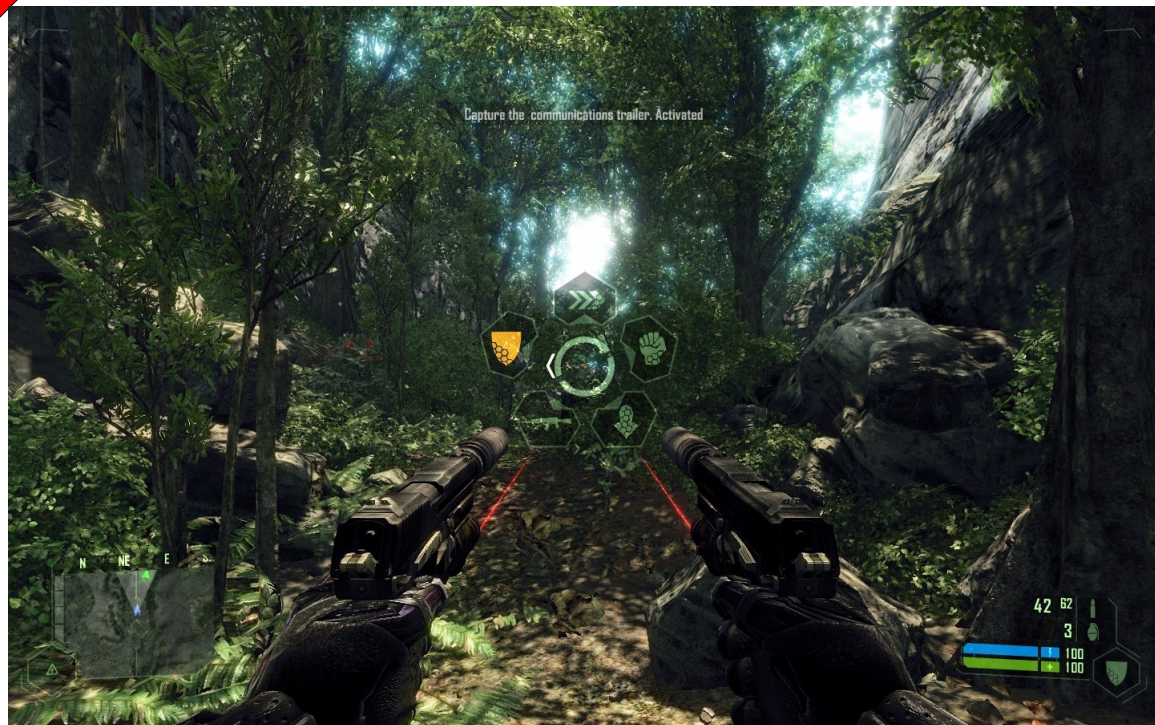
Eternal Sonata



Dragon Warrior



Final Fantasy VII



Crysis



Unreal Tournament 2003



Doom

Beginnings



King's Bounty

Foundation



Warcraft 2

Turned Base



Heroes of Might and Magic II

Multiple Units



Total Annihilation

The Future



Starcraft 2

Multi Interface



The Great Sea Battle: The Game of Battleship

Simplification



Age of Booty



Let's Review

What do these strategy games have in common?



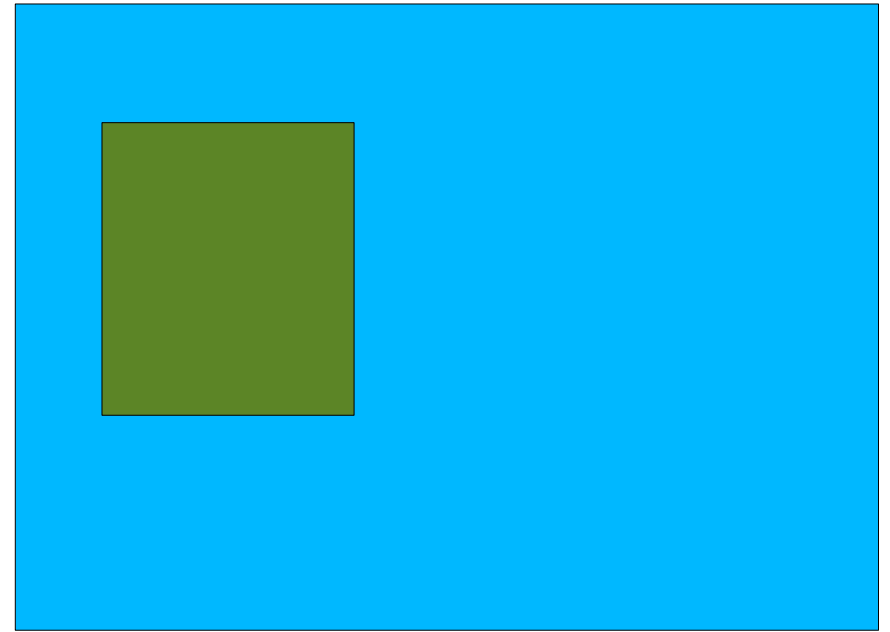
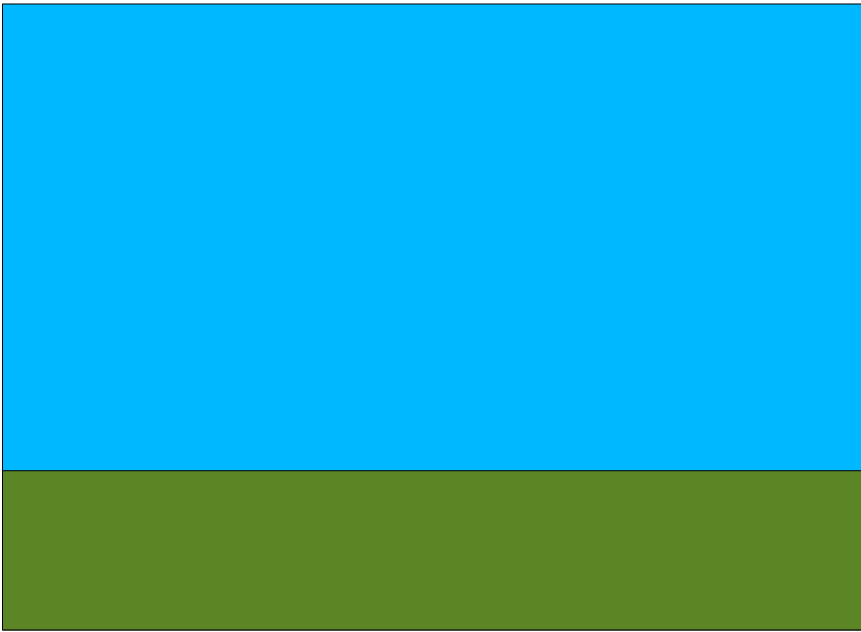
Common Elements

- Command Interface
- Unit Information
- Minimap

Command interface



Where is the information



Unit Information



Mal'Ganis
Level 8 Dreadlord

Damage: 49 - 59
Armor: 5

Strength: 37
Agility: 23
Intelligence: 35

Status:

1013 / 1025
451 / 525



Maximus

17	21	19	20
240	17	316	
58	42	175	37



Town Center

2400/2400

0/15

5+1

6

Creating - 46% Villager

Resource Information



Mini Map



Multi player

- Chat box
- Other player's status
- Event list

How do I know an interface is good?