

COMP-361 Project

Medieval Warfare - User Interface Sketch

(3% of final grade)

User interface design is very important for games, since they impact the playability of the game significantly. Good user interfaces for a turn-based strategy game such as Medieval Warfare should prohibit the user from making “mistakes”, such as unauthorized or useless moves. An intuitive user interface should assist players whenever possible, for instance by highlighting possible destination fields for a selected military unit. Also, since the number of villages and villagers of a player can become fairly large, a good user interface should allow a player to manage his resources and units in an efficient way.

Since user interfaces typically need to be tested (and subsequently adjusted) to fine-tune them for a streamlined user experience, “usability” is not the evaluation criteria for this project milestone¹. Instead, the goal of this first hand-in is to get your team to look at the informal requirements document in detail to discover all functionalities that your application needs to provide.

Required Sketches and Diagrams

For this hand-in you should prepare sketches (either hand drawn or printouts) of the main screens of the game. In particular, you must illustrate the presentation of the following game-related information:

- Battlefield (island with trees and meadows)
- Regions, villages, villagers and roads belonging to different players

In those sketches, the displayed game information is important (i.e., what information is displayed and to some extent where) rather than the actual look (i.e., the graphics).

Your sketches should also describe how the user interface makes it possible for a player to:

- Login to the game server and find other players that are online and eager to play
- Agree on a battlefield
- Save a game / load a game
- Execute a move

You are allowed to annotate the icons / graphics / screen areas within the sketches with callouts or notes explaining how the user interacts with them, and the functionality they offer. Finally, please also provide a description of how the player moves from one “screen” (i.e. sketch) to the next.

To determine the grade for your hand-in we will verify that your user interface:

- Allows a player to trigger every game functionality described in the informal requirements document,
- Allows a player to view all game state that she needs to decide on her next move.

Hand-in deadline: Wednesday Oct. 15th

Please submit the sketches (scanned, if needed) through myCourses by Wednesday Oct. 15th. If you chose to draw the sketches by hand and you are having trouble converting them into electronic format, please submit something on myCourses anyway and **ADDITIONALLY** hand in a hard copy during class at 2:30pm.

¹Usability will be part of the evaluation criteria for the demo and acceptance test milestones, so it makes sense to already plan the UI with user guidance and intuitiveness in mind.