Graphical User Interface

The Graphical User Interface (GUI) is one of most important aspects of games, seen as prospective users will likely judge the game on it's visual impression. It serves to accommodate interactions between users and the game. A well designed game can fail to capture user interest if its interface proves difficult to use and and unintuitive. We designed our GUI through researching possible design ideas and applying our requirements, and we decided that our interface should be based on the existing game Final Fantasy[1]. We feel that out of all the games we looked at, the UI of Final Fantasy is a close and optimal interface design:

- The game's design was **relevant**: the game's battle and equipment functions were similar to the structure of our game's design. (Requirements 7.2-7.6)[1]
- The game's design was **feasible for our project**: both the design and structure of the game were very simple which is fundamental for our game (based on programmer experience and time constraints). (Requirement 12)
- The design is potentially well **marketable**: the *Final Fantasy* game franchise was the third most popular so the design is clearly popular and appreciated.[2].

Our game will consist mainly three screens: battle screen, user screen and main screen.

For the *user* screen: firstly there will be a mini tiled map in the top right corner of the screen, showing the current position of the player-character that moves when the user controls the player-character and the surrounding obstacles and interaction points. There will also be an arrow on the map that points to the direction of the current quest. We think that this design enables the user to navigate with greater ease. (Requirements 4, 5.2)
User will be able to see their current points in the top left corner of the screen. At the bottom of the screen, user will be able to see party members and their items. This will aid the user at future stages of the game when additional items are purchased and used. We have also included a game manual, which will pop up when user clicks on the book icon in the bottom right corner of the screen. (Requirements 11 and 12)

For the *battle* screen: when the user enters a battle, the first thing they see will be the party menu in the bottom left corner of the screen that lists all the members and displays their stats. Upon choosing a member, a menu will pop up to the right that allows user to pick which skills or items to use, by using the *wasd* keys. We feel that this design maximises the space of the battle, is more user-friendly and less confusing to use. At the top of the screen will be a battle menu which displays the events happening in the game. We implemented this design because the battles will be turn-based. (Requirements 7.4-5, 11.3)

For the *main* screen: this is the screen when the user loads up the game; they will be presented with options located in the middle of the screen. In the background picture is an animation of in-game battles to capture the user's interest.

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[1] These relate to our *Requirements* specification document (found in *Req2.pdf*)

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Bibliography

[1] World Wide Intertubes, "Final Fantasy User Interface", 2008. [Online]. Available: http://worldwideintertubes.com/2008/07/10/final-fantasy-user-interface/. [Accessed: 17- Jan- 2016].
[2]J. Ransom-Wiley, "Nintendo holds key to franchise longevity, profitability", Engadget, 2016. [Online]. Available: http://www.engadget.com/2007/01/10/nintendo-holds-key-to-franchise-longevity-profitability/. [Accessed: 12- Jan- 2016].

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