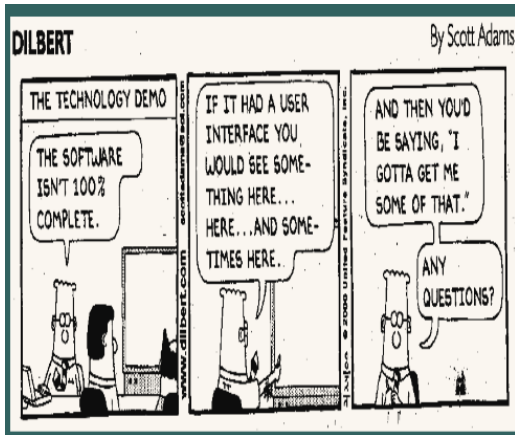

P2: Exercise 7

Pooja Rani
24 April 2020

Presenting your game to client



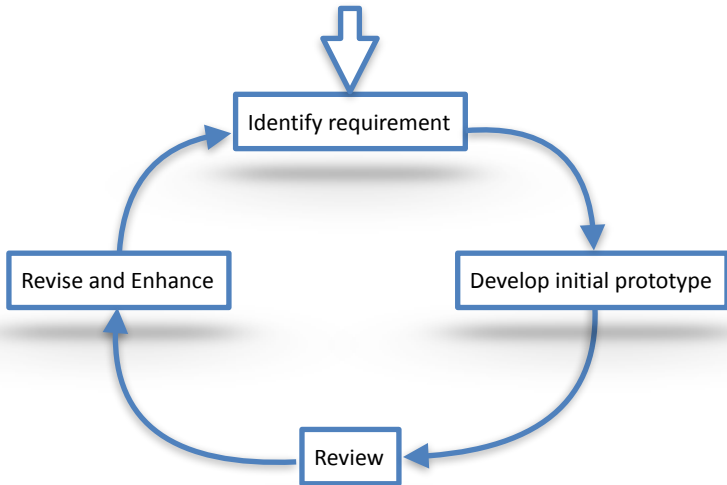
Presenting your game to client

- How to design this game?
- Identify components
- Confirm with client
- Implement the component
- Present to client

Software Prototyping

- To assess the set of requirements
- To test the feasibility without building the whole system
- To make end user involved in the design phase

Prototyping Process



Prototyping Dimension

Representation

- Textual description
- Sketches
- Physical prototypes...

Prototyping Dimension

- Scope
- Executability
- Maturation

Prototyping Dimension

- Scope
- Executability
 - Can prototype be “run”?
- Maturation
 - Are we going to throw the prototype or use for further iterations?

Sketching

“A sketch is a rapidly executed freehand drawing that is not usually intended as a finished work.”

https://en.wikipedia.org/wiki/Sketch_%28drawing%29

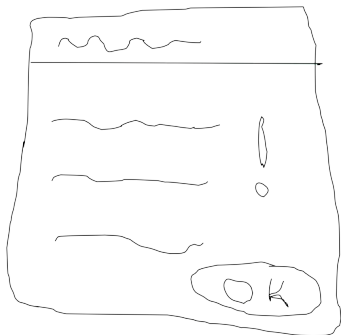
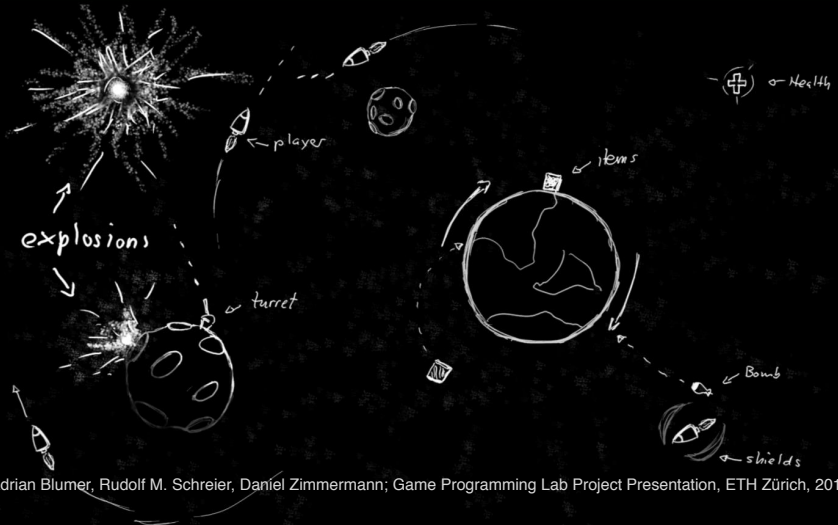


Figure from the slides on “Sketching User Experiences: The Workbook”

Sketching

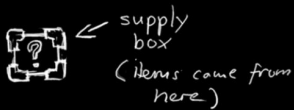
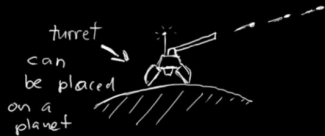
- Sketching helps you to
 - express
 - develop, and
 - communicate design ideas
- Force yourself to visualize how things come together

Sketching a game

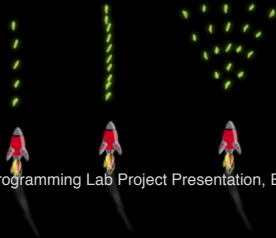


Adrian Blumer, Rudolf M. Schreier, Daniel Zimmermann; Game Programming Lab Project Presentation, ETH Zürich, 2012

Sketching a game



upgrade your laser



Sketching

- Brainstorming
 - Come up with as many ideas as possible
 - It is about design, not function

- Quick to make, disposable, plentiful

Sketching

- Focus on high-level design notions
- Not so good for illustrating flow and the details

Physical prototyping

A physical prototype consists of

- A set of objects and sketches that resemble the intended user interface
- A set of rules (how can a player move? What actions are allowed in what state?)

Physical prototyping

lets you

- Simulate the user experience by executing rules and moving the elements on the board

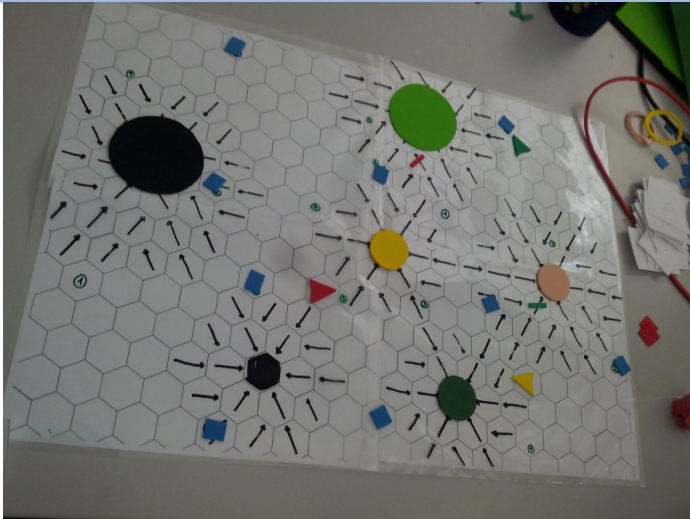
Physical prototyping

- Should focus on the core elements
- Can be developed iteratively to refine the design

Physical prototyping

- A physical prototype consists of
 - A set of objects and sketches that resemble the intended user interface
 - A set of rules (how can a player move? What actions are allowed in what state?)
- and lets you
 - Simulate the user experience by executing rules and moving the elements on the board
- Should focus on the core elements
- Can be developed iteratively to refine the design

Paper Prototype



Paper prototyping

- Key user interaction
- Colors
- Elevation and shadows

Resources

- Slides on “Sketching User Experiences: The Workbook”
http://sketchbook.cpsc.ucalgary.ca/?page_id=64
- Adrian Blumer Rudolf M. Schreier Daniel Zimmermann; Game Programming Lab Project Presentation ETH Zürich 2012
- Space Trouble ! Example referred
<https://twiki.graphics.ethz.ch/GameClass/Team2>

Exercise 7: GUI prototyping

- Sokoban Interfaces
 - Pen and Paper
 - No programming required
- Create different sketches
- Create a simple paper prototype
- Demonstrate user experience

Exercise 7: GUI prototyping

- Complete your revisions and pending exercises
- Deadline 1 May, 2020

Do not forgot to pull

More in exercise_07.md
git pull p2-exercises master