P2: Exercise 8

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3 May 2019
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

1. Identify requirement
2. Develop initial prototype
3. Review
4. Revise and Enhance

The process cycle repeats until the requirements are satisfied.
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

Adapted from the slides on “Sketching User Experiences: The Workbook”
Sketching a game

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

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

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

• Quick to make, disposable, plentiful

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

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

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

Based on: https://graphics.ethz.ch/teaching/gamelab11/course_material/lecture03/Prototyping.pdf
Physical prototyping

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

Based on: https://graphics.ethz.ch/teaching/gamelab11/course_material/lecture03/Prototyping.pdf
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

Based on: https://graphics.ethz.ch/teaching/gamelab11/course_material/lecture03/Prototyping.pdf
Paper Prototype
Paper prototyping

- Key user interaction
- Colors
- Elevation and shadows

Based on: https://graphics.ethz.ch/teaching/gamelab11/course_material/lecture03/Prototyping.pdf
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 8: GUI prototyping

- Quoridor Interfaces
  - Pen and Paper
  - No programming required

- Create different sketches

- Create a simple paper prototype
  - Demonstrate user experience
Exercise 8: GUI prototyping

• Quoridor Interfaces
• Sketches
• Create a simple paper prototype
• Complete your revisions and pending exercises
• Deadline 9th May, 2019
Do not forgot to pull

More in exercise_08.md
git pull p2-exercises master