P2: Exercise 7

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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
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?
“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
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 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 forget to pull

More in exercise_07.md
git pull p2-exercises master