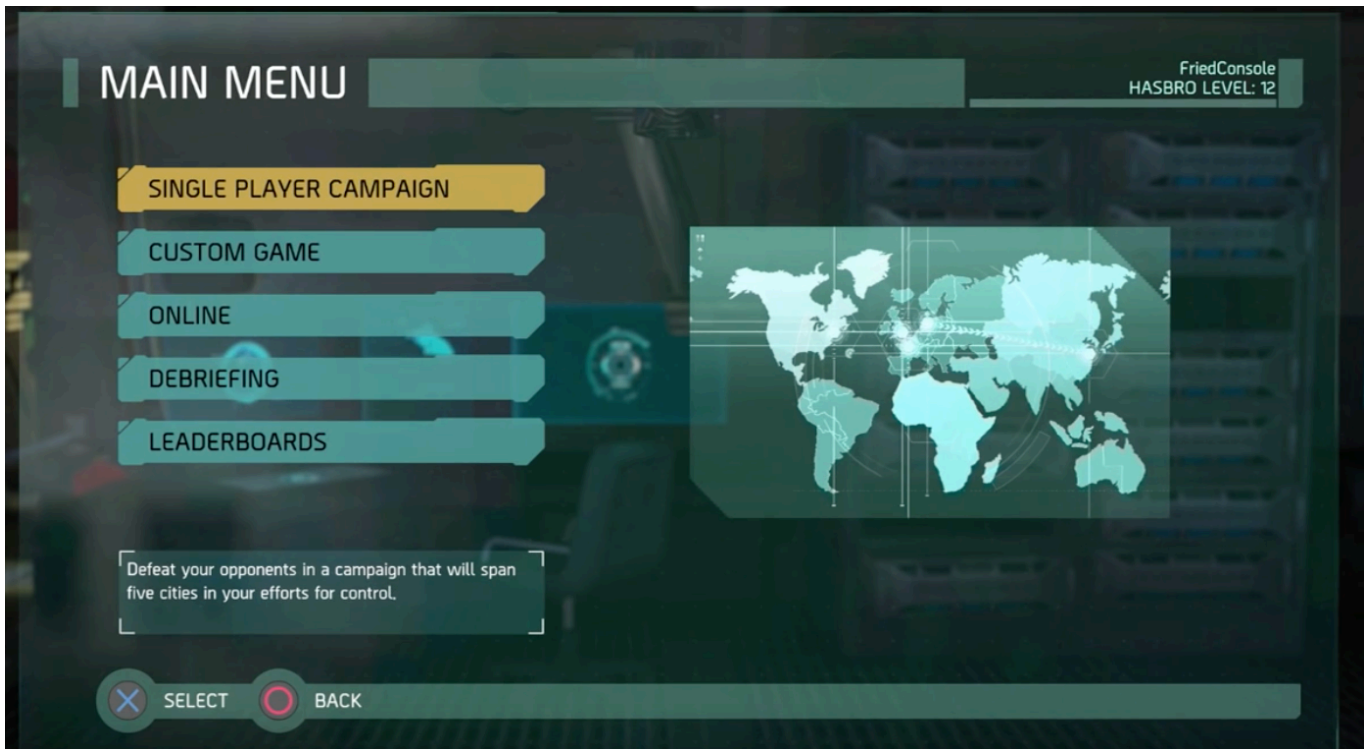# GUI Design Process

Inspiration for game Menus and Interface Layout - Risk Urban Assault
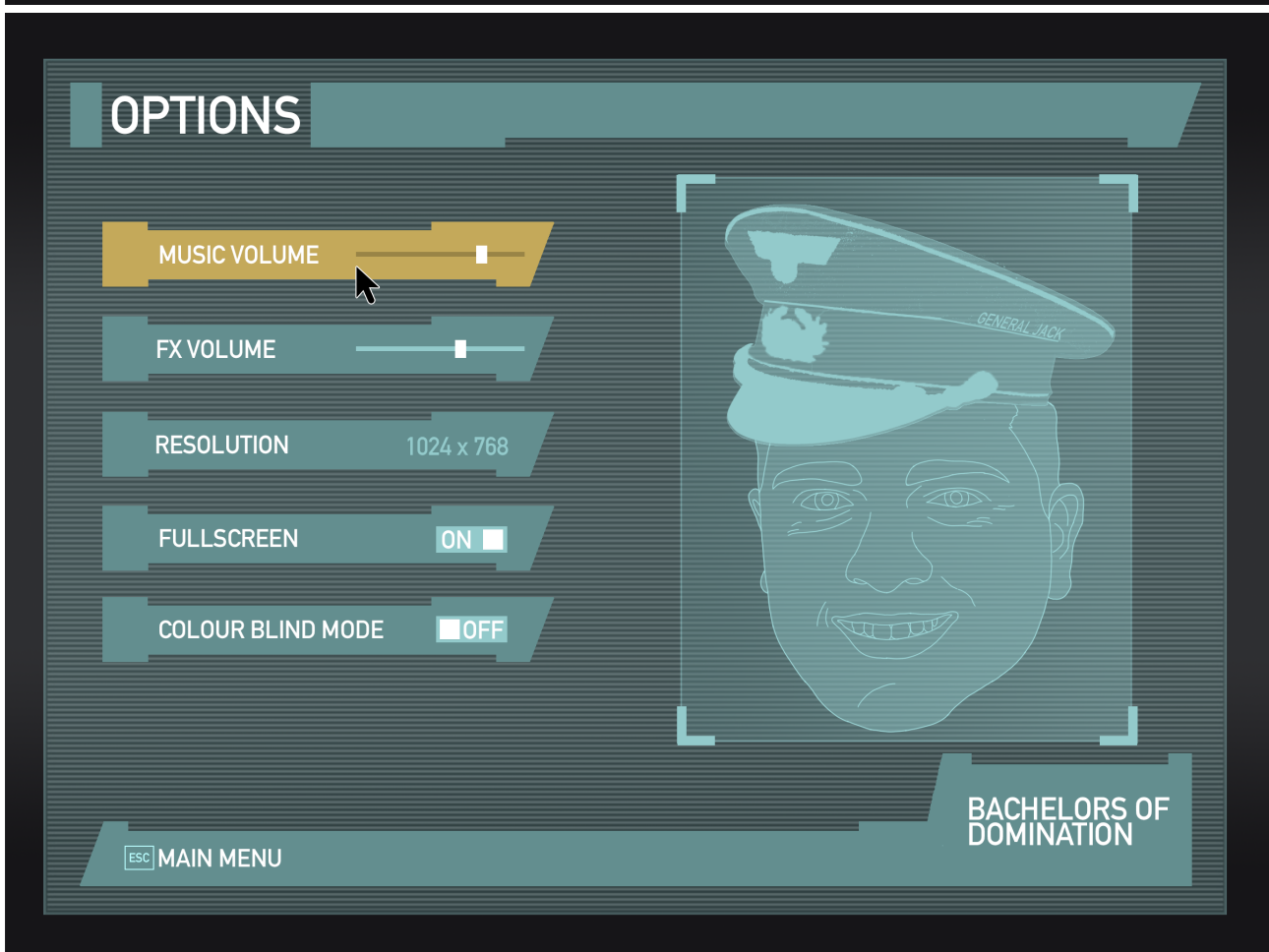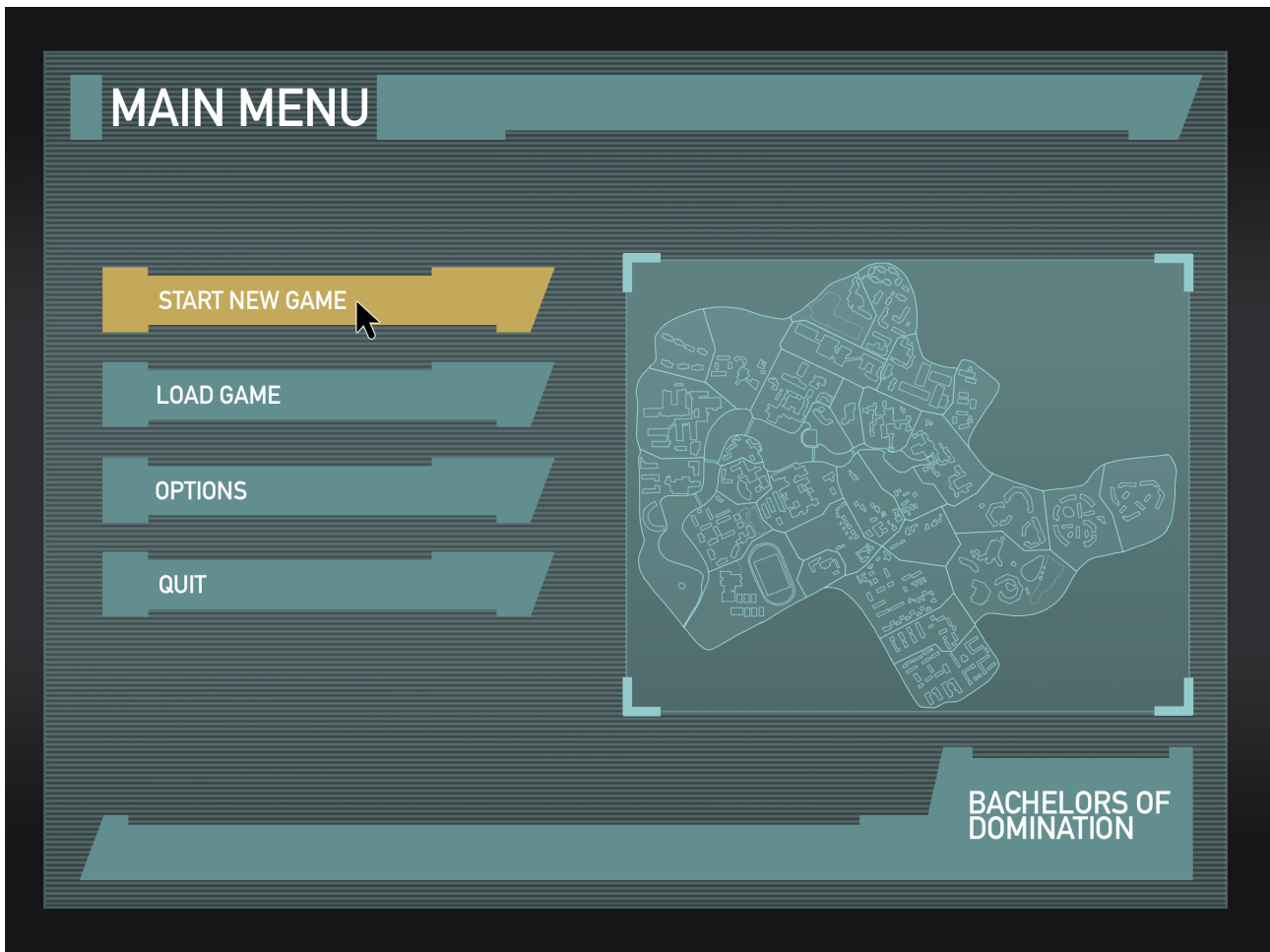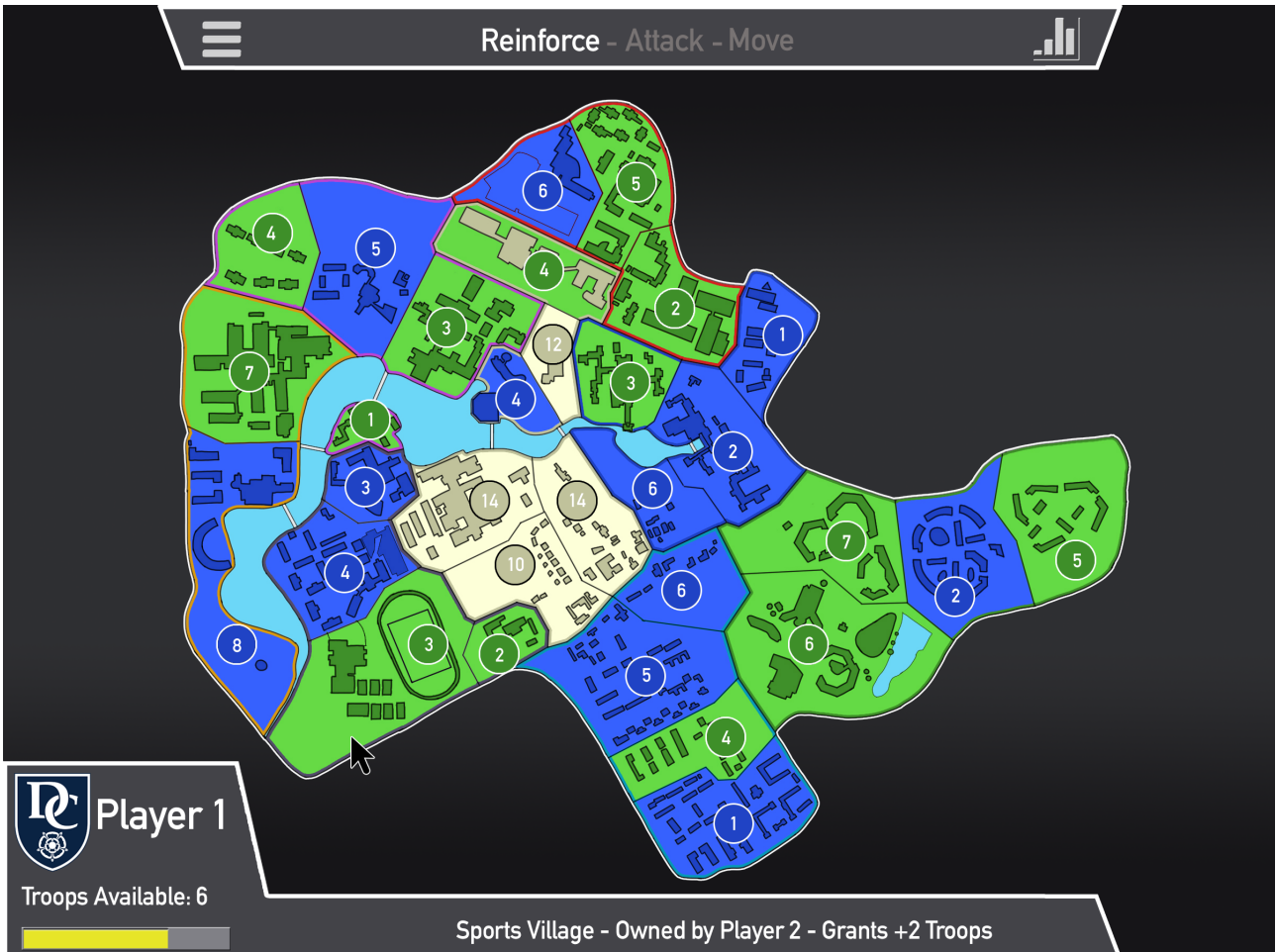
Inspiration for Game Map Design - Risk Factions

Before starting the implementation of the interface, we produced several wireframes to test our ideas and then created higher fidelity mock ups with photoshop.

Initial design of menus made with Photoshop

MAIN MENU
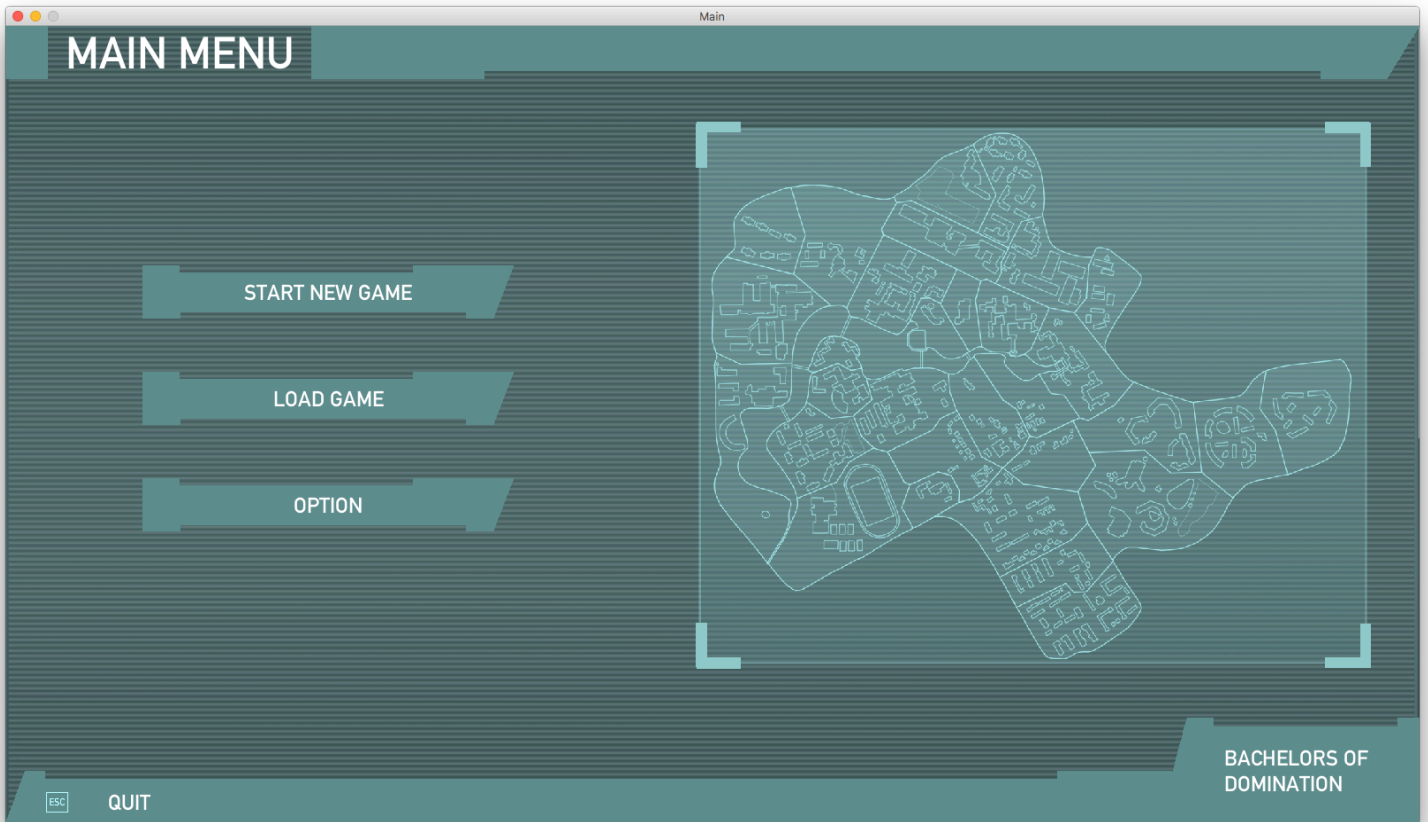
START NEW GAME

LOAD GAME

OPTIONS

QUIT

BACHELORS OF DOMINATION

OPTIONS

MUSIC VOLUME

FX VOLUME

RESOLUTION   1024 x 768

FULLSCREEN   ON

COLOUR BLIND MODE   OFF

GENERAL JACK

ESC MAIN MENU

BACHELORS OF DOMINATION

GAME SETUP

HUMAN PLAYER	Ryan DERWENT
HUMAN PLAYER	Dom VANBRUGH
NONE	
NONE	
NEUTRAL A.I.	A.I. UNIVERSITY OF YORK

TURN TIMER   ON

START GAME

BACHELORS OF DOMINATION

ESC MAIN MENU

Initial design of game HUD made with Photoshop

Reinforce - Attack - Move

Player 1

Troops Available: 6

Sports Village - Owned by Player 2 - Grants +2 Troops

Final GUI Implementation

Main Menu Screenshot

Options Menu Screenshot

Game Setup Menu Screenshot

The arrow shaped buttons allow to enable up to four players and to select the college to play with. The player name can be entered by clicking on the "PLAYER" label and typing it.
Two switches allow to toggle the neutral player and the turn timer.
Once the game is set up properly, the players can start it by clicking the appropriate button.

In game HUD & Game Map
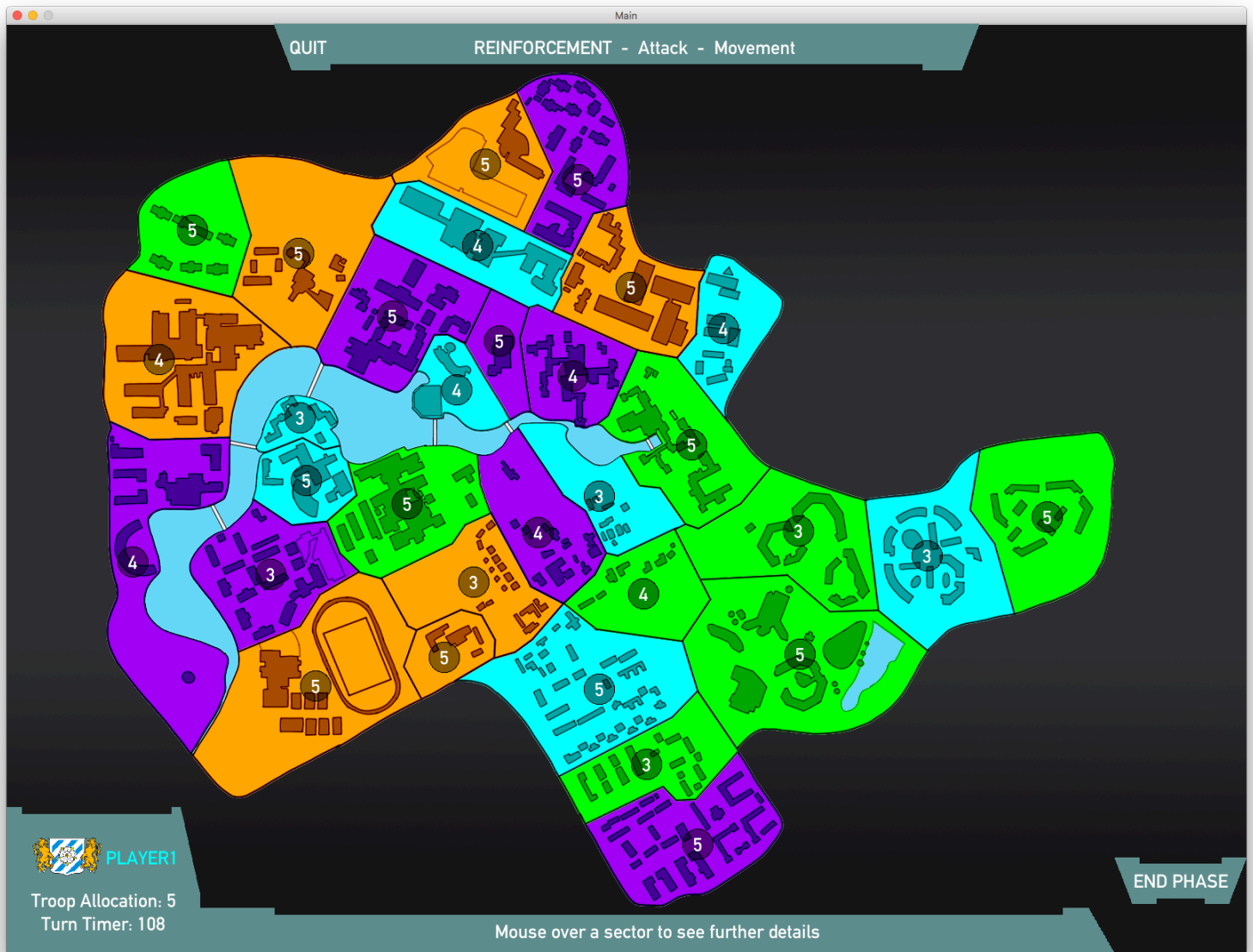
The HUD is composed of two parts: A "Top Bar" and a "Bottom Bar".

The "Top Bar" displays what game phase the player is currently in and also provides a quit button that allows to exit to main menu.

The "Bottom Bar" displays the logo of the college chosen, the player name entered, the number of troops available for action and the turn timer. The central part of the "Bottom Bar" displays information about each sector on the map as the player hovers with the mouse on one.

Finally on the bottom right there is a button that allows to end the current phase and proceed to the next one.

The rest of the game screen is occupied by the map, it can be noticed that Heslington East campus was moved next to Halifax College. This was due to gameplay balancing and to making the map more compact.

In order to obtain an hybrid look between realistic and cartoonish, we took took the layout and style of the interface of Risk Urban Assault and fused it with the more colorful and cartoon like design of Risk Faction's map.

Example of Gameplay

Top screen:

Main

QUIT   REINFORCEMENT – Attack – Movement

Select amount of troops to allocate
You can allocate up to 5 troops to Eden's Court
4
Cancel   Ok

PLAYER1
Troop Allocation: 5
Turn Timer: 89

END PHASE

College: Halifax – Eden's Court – Owned By: PLAYER1 – Grants +2 Troops

Bottom screen:

Main

QUIT   Reinforcement – ATTACK – Movement

Select number of troops to attack with
Max attackers: 9   Defenders: 5
9
Cancel   Ok

PLAYER1
Troop Allocation: 0
Turn Timer: 97

END PHASE

College: James – James West – Owned By: PLAYER4 – Grants +2 Troops

Top screen:

QUIT   Reinforcement - ATTACK - Movement

Success!
PLAYER1 gained James West from PLAYER4
You have earned 2 bonus troops!
How many troops would you like to move to the new sector?
4
Ok

PLAYER1

Troop Allocation: 2
Turn Timer: 64

END PHASE

College: James - James West - Owned By: PLAYER4 - Grants +2 Troops

Bottom screen:

QUIT   Reinforcement - ATTACK - Movement

PLAYER1

Troop Allocation: 2
Turn Timer: 51

END PHASE

College: Halifax - The Charles XII - Owned By: PLAYER2 - Grants +2 Troops