

IN-CLASS STUDENT ACTIVITY 1.4: DESIGN THE USER INTERFACE

Lesson Objective 1.4:

Design the user interface. *Topics:* UI layout and concepts, asset management, game state, gamer services.

Resources, software, and additional files needed for this lesson:

1. None

Guiding questions:

1. List the basic principles of UI design.
2. How are game assets managed?
3. Describe game states.

Student activity:

Directions to the student:

Read the following scenario and respond to the situation presented. Verify your answers with the instructor. Request assistance from the instructor as needed. Share your ideas with the class.

Scenario:

Feathers of Hope is a fantasy role-playing game that takes place in the supernatural world of Fairyland, where fairy tales come alive. A player manages a party of characters, but only one character can be controlled by the player at a time. Each character has an inventory of spells, health potions, armor, and weapons. The inventory items can be shared or exchanged between players.

Content:

Compare the experiences of your classmates with fantasy role-playing games to create a list of design possibilities for the user interface.

Draw and label a UI screen that will enable the player to select an active character and manage the team's inventory. Explain how you addressed the following design principles: simplicity, unity, flexibility, intended audience, color, and feedback.