

User Guide for UI Artist Prototype submitted by Kunmi Otitoju in April 2011

Game chosen: Hero of Sparta 2

1 - Home screen



Figure 1

For the Homescreen, I wanted to set the atmosphere for the game, thus the decision to use one of the images provided in the background. I selected a font style that would reflect a historical game setting, as opposed to one where the avatar is on a more hi-tech mission (e.g. N.O.V.A.)

Name of the game – boldly identified on the right side of the screen

New game menu item – tapping on *new game* (a ‘click’ due to the non-touch screen nature of our computer screens) would take the user to HoS2 game screen 1.

Continue – tapping on *continue* would take the user to HoS2 screen 1 for the purpose of this prototype.

Chapter – A hover on the *chapter* option would reveal a window containing a scroll-down menu as shown in Figure 2. This allows the user to select a chapter he/she would like to play in.

In the prototype, a mouse over action is for hovering over the options (with the highlighted option underlined), while a click is for making a selection. On a touch screen, a slide action would be used to scroll down the list (full list of chapters not shown) and a tap would be used to select a chapter.

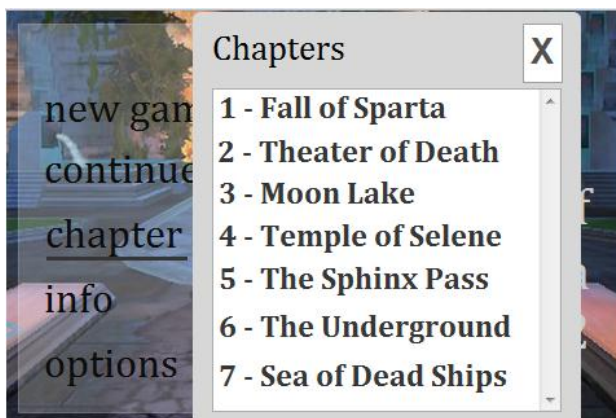


Figure 2

Info – In this prototype, the *info* option is not functional.

Options – *Options* allows the user to adjust ambience options: sound, music, and brightness.

Sound – drag the slider for volume up or volume down. To mute sound, either tap the mute icon or drag the slider to the extreme left.

Music – drag the slider for volume up or volume down. To mute music, either tap the mute icon or drag the slider to the extreme left.

Brightness – drag the slider for brighter or dimmer. To return to default brightness, tap the rectangular icon below the slider bar.

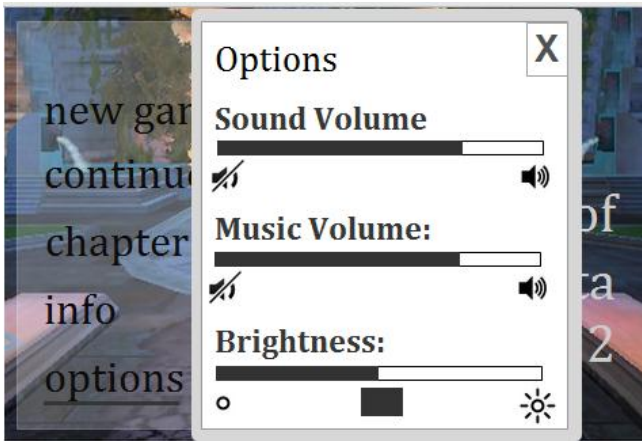


Figure 3

2 - Screen 2

The user arrives at screen 2 from the home screen.



Figure 4

Pause/play button

Weapon changer and type indicator

jump

energy and mana bars

attack

multidirectional movement pad

defend/block

Placing the mouse over any of the buttons or areas would reveal a tooltip that indicates what that button is used for. This should show for new users and stop appearing for more advanced users.

The weapon changer is slid over to change the weapon. In the actual game, the *weapon1* etc text can be replaced with simple icons of the weapons.

Some decisions:

Move and *attack* seem to be the most common actions, from watching people play videogames. So I tried to place these in the most accessible areas of bottom-most left and right of the screen respectively.

The *weapon changer* also indicates the type of weapon currently in use. Changing the weapon requires a conscious effort of sliding. I chose this action instead of tapping because I wanted to prevent the user from accidentally changing his/her weapon at a critical moment, when trying to hit the *attack* button.

Energy and *mana* bars change to indicate the respective levels. In the prototype, they are shown as static.

3 - Screen 3

The user arrives at screen 3 from screen 2 or from the *Chapters* menu.

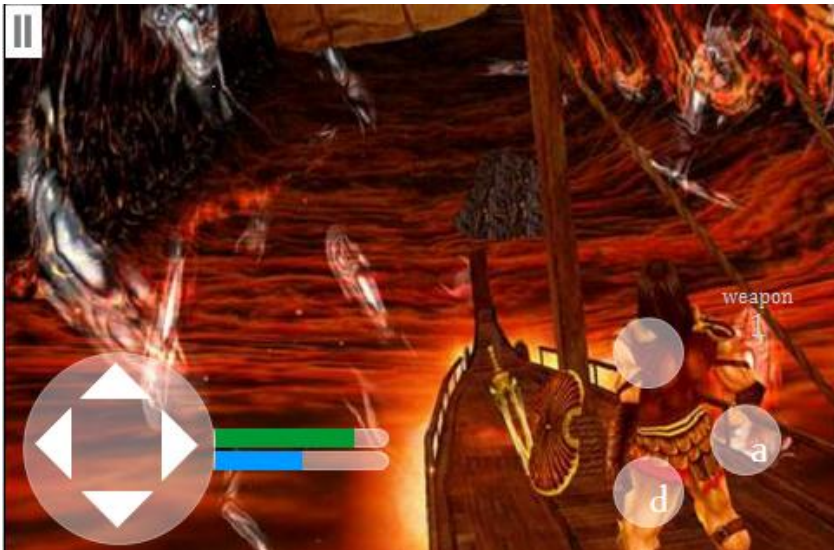


Figure 5

User interaction and graphic designer: Kunmi Otitoju

User guide: Kunmi Otitoju

Software used: Axure RP

Background images: Gameloft