

Sketch designs for “Dino Hunt Dice”

Aims

To produce some sketches of possible interface designs for “Dino Hunt Dice” on different devices.

Your Tasks

You have the whole of this course – 10 weeks of lectures and labs – to design a prototype for “Dino Hunt Dice”. YOU WILL NOT NEED TO IMPLEMENT THIS IN CODE.

As an interface designer in training, your job will be to work out how best to present the playing experience using a web-based or app-based interface.

- For each of the three sizes of screens, create sketch versions of what you think the main screens for your game will look like.
- Create three different colour designs, each in three sizes, so that you can try out lots of ideas
- Consider the ergonomics of the problem – what changes when you change the size of the device? Or the input devices available? Are there some things you just can’t do on a small screen that you can do on a larger screen?
- Make notes about your design decisions – why you would choose to do things in certain ways
- Once your designs are complete, discuss them with other members of the class. What do other people think of your designs? Do they have any ideas that you could use to improve your designs?

Assessed Task

There is no assessed task this week but you should bring the design sketches you have created this week along with you next week so that you can start turning them into formal storyboards (which will be assessed).