

BOGGLE

Today we will explore, engage and discuss our preliminary design work on the visual User Interface for the Boggle game.

Vibrant

Warm

Colourful

Minimalist

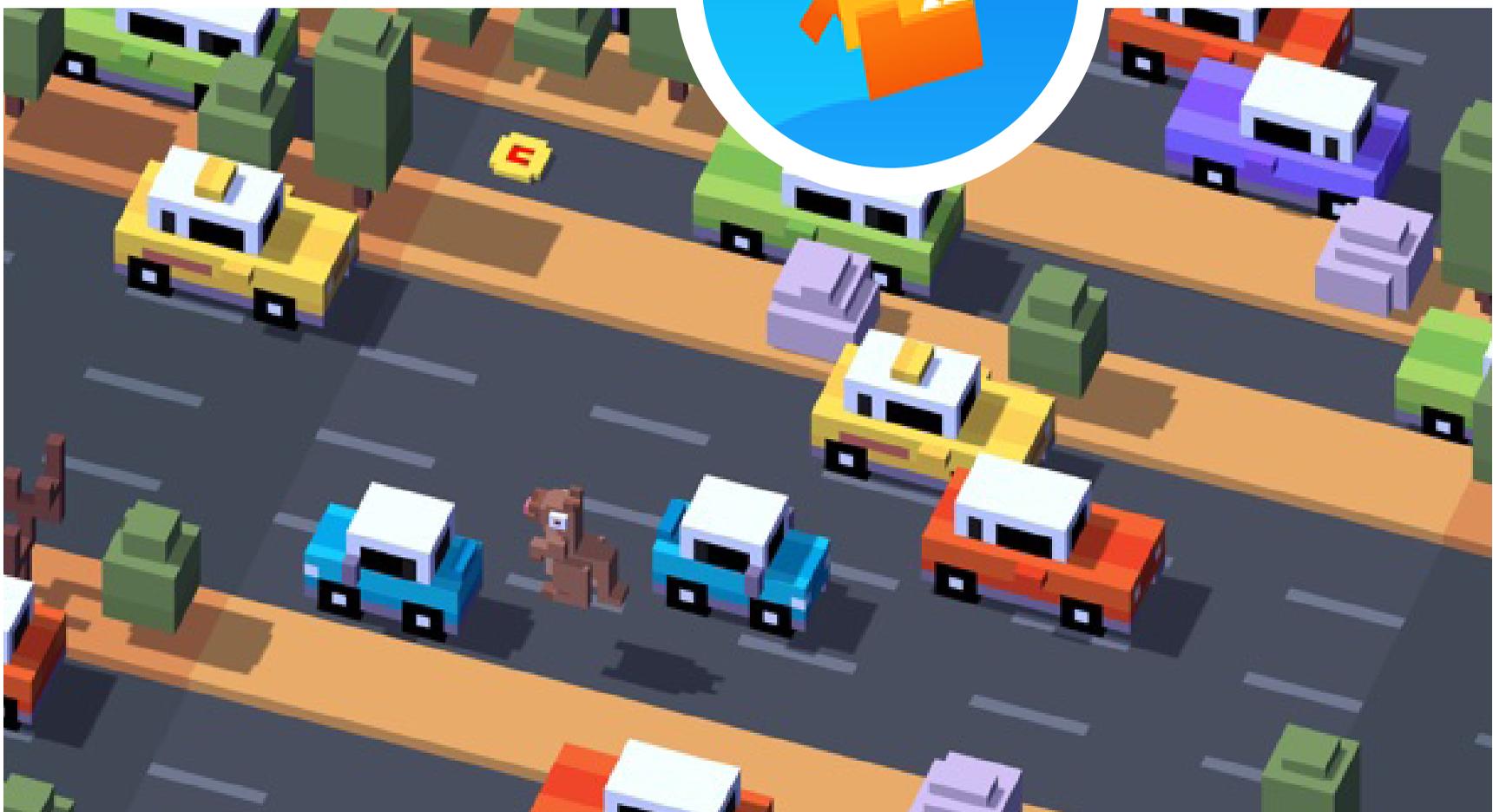
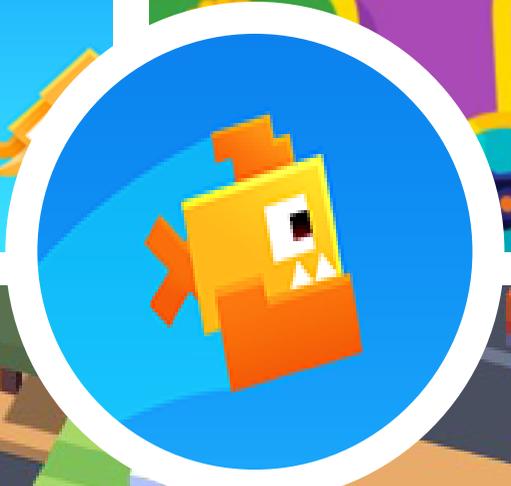
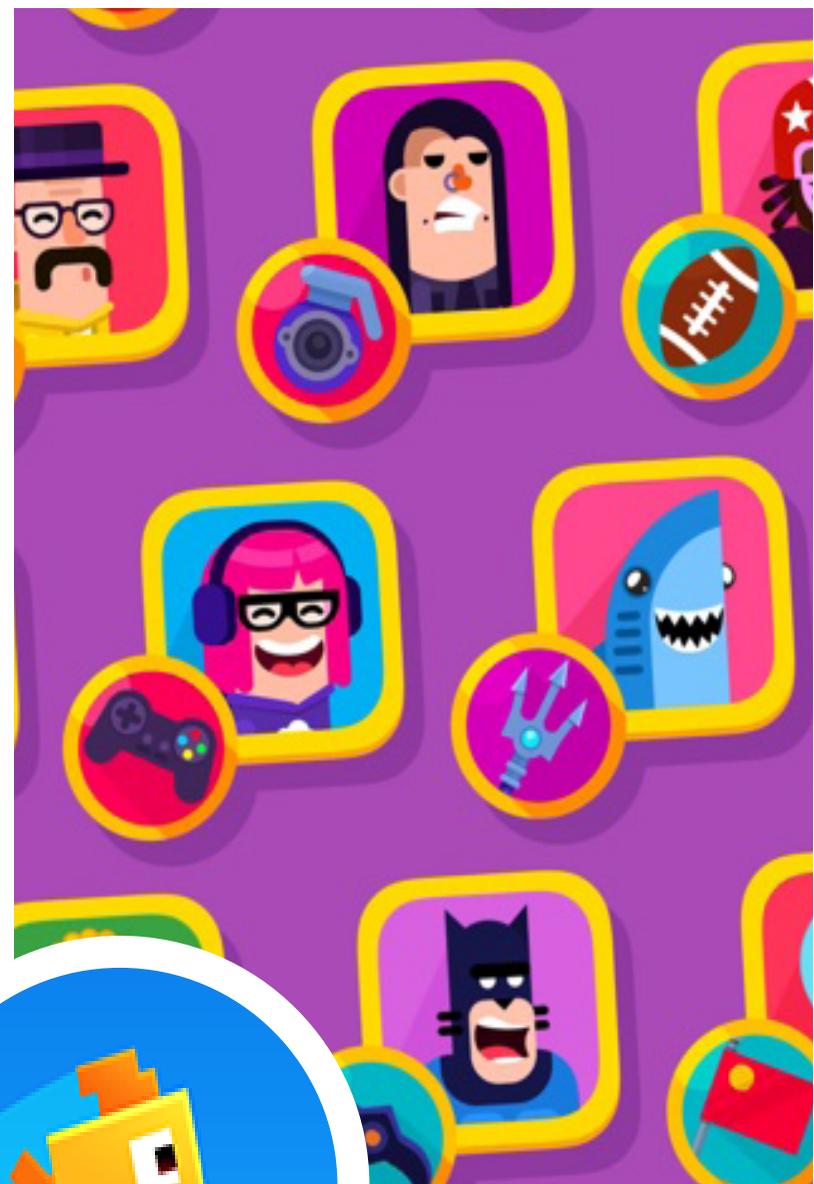
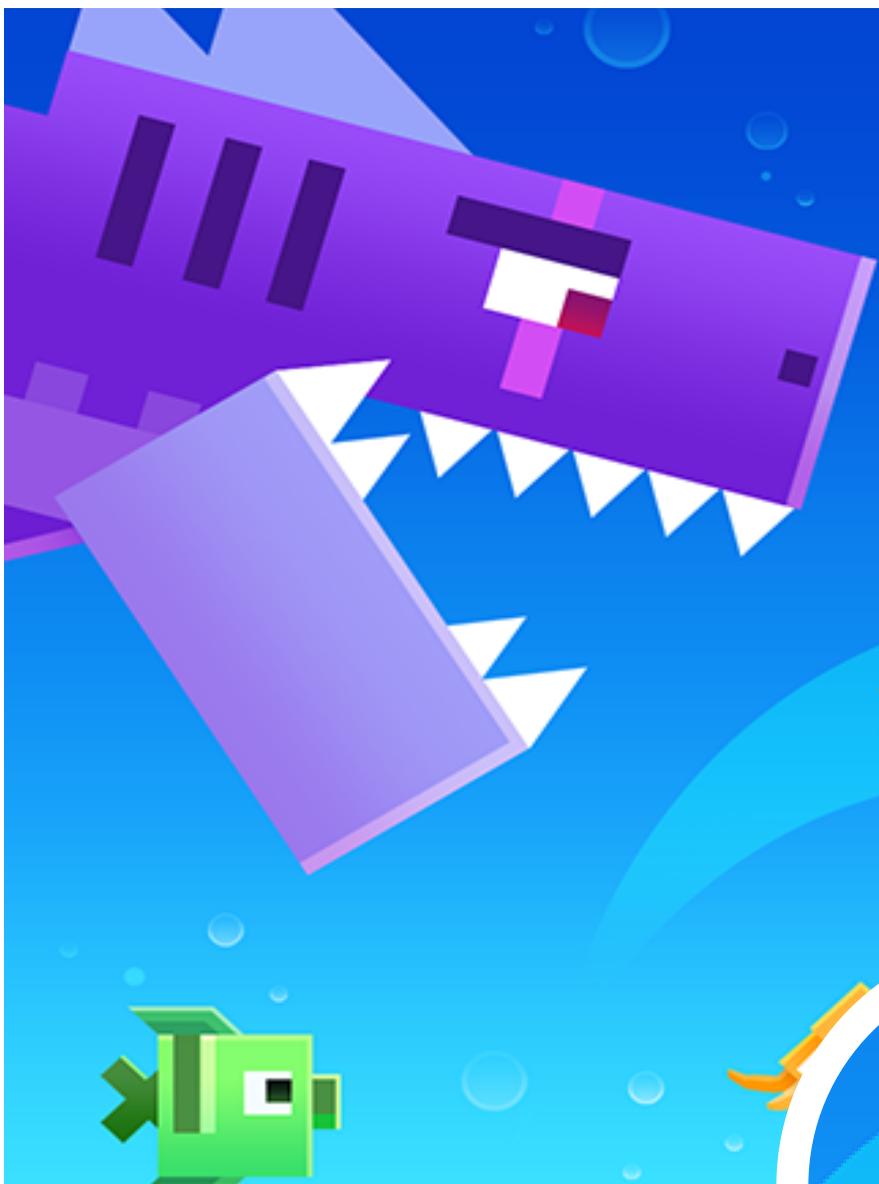
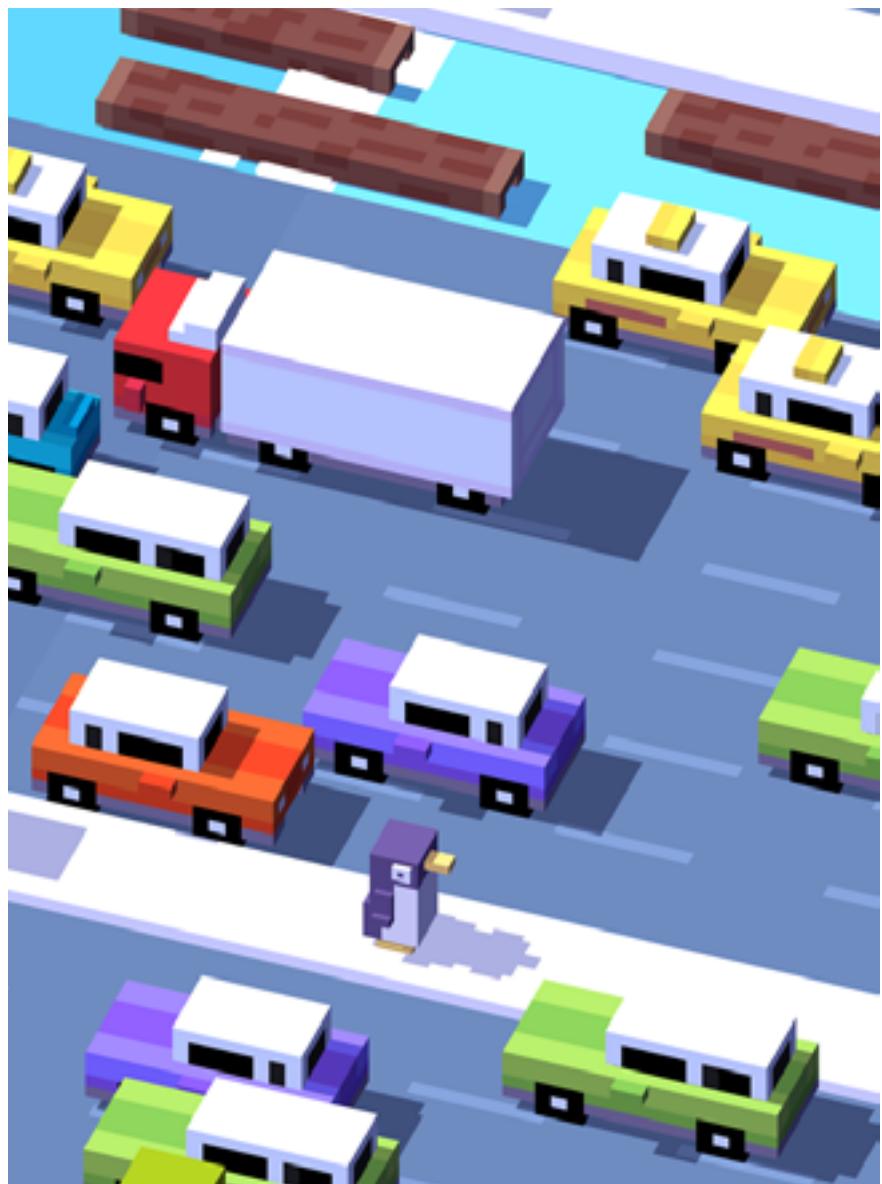
But

Textured

Chunky

Blocky

Shapes



Understanding the Users

I researched the topic and dove right in to playing other Boggle games, to get a better perspective of the game. I was particularly interested in the user's routines while playing Boggle games and their goals..

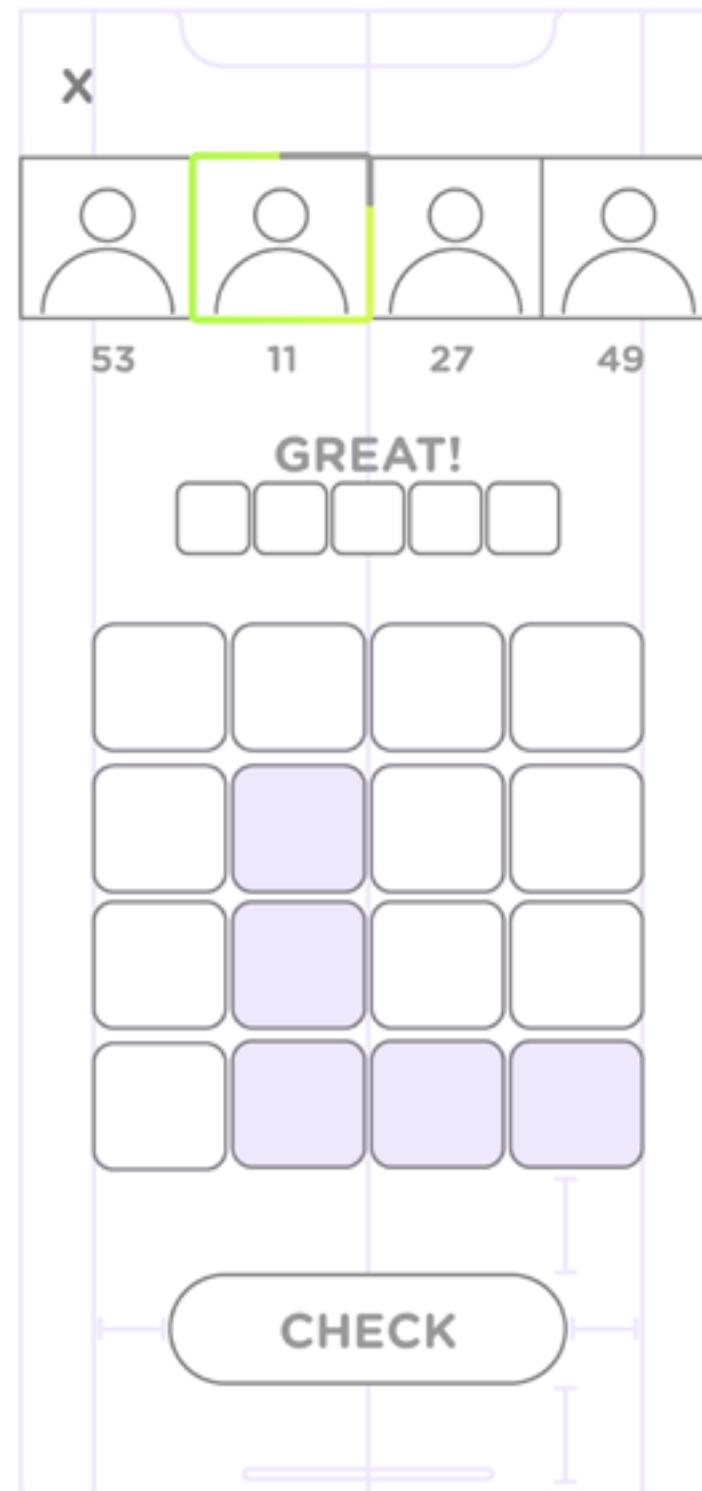
Why do they want to play? Why would they choose to play our game? What emotions are driving them to do particular things? What do they want to achieve and what are the things they don't like?

From the results, I gained valuable knowledge about the advantages and disadvantages. After reading a lot of game reviews from different users, I've learned about the various thought processes, needs and motivation between groups of users. Based on this understanding, I had a few ideas on how I could respond to their everyday needs with the design.

Mock

The main idea was to make everything detailed and at the same time clearly for everyone.

Placement of the main interface elements demonstrated on rough wireframes

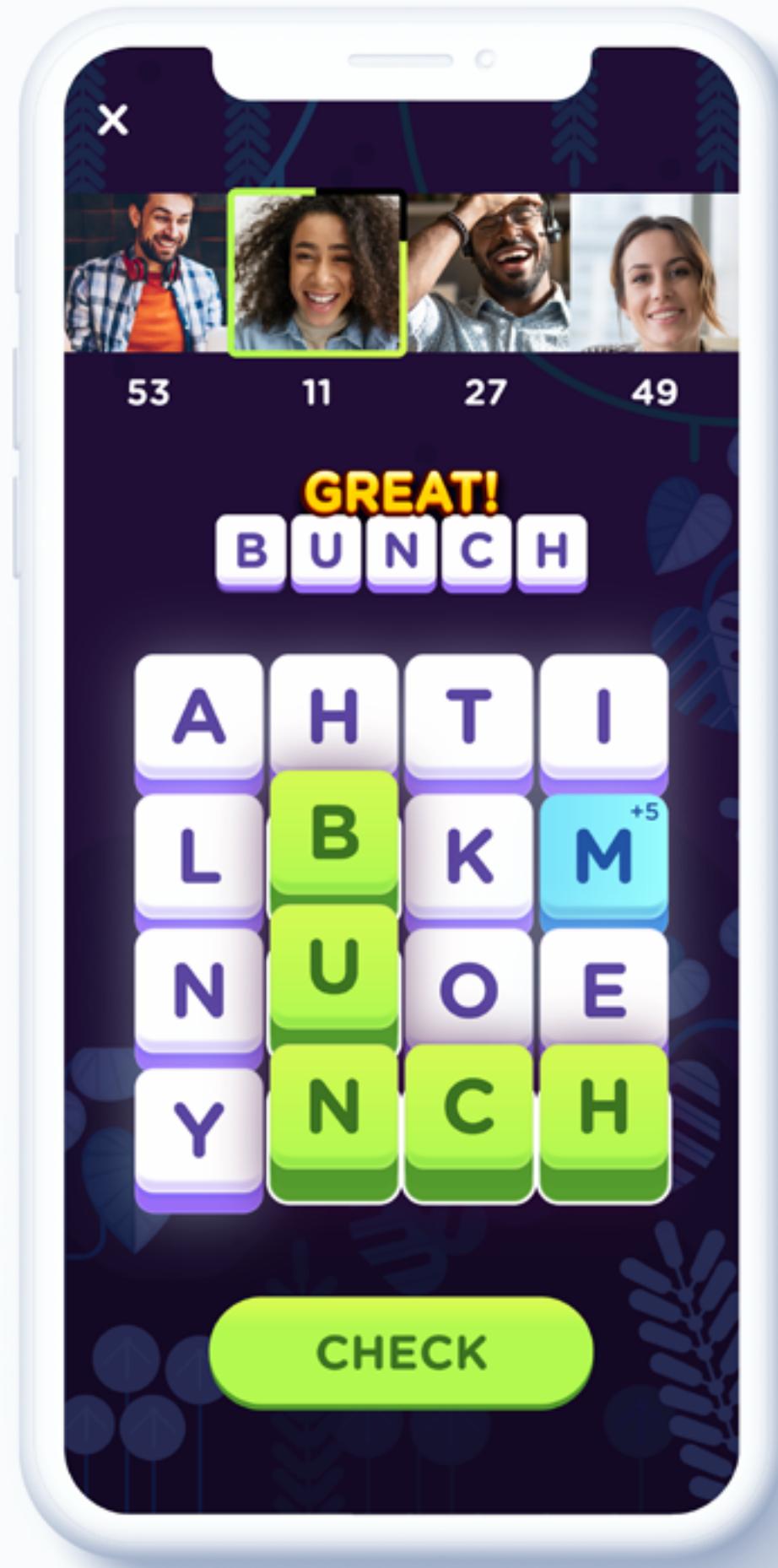
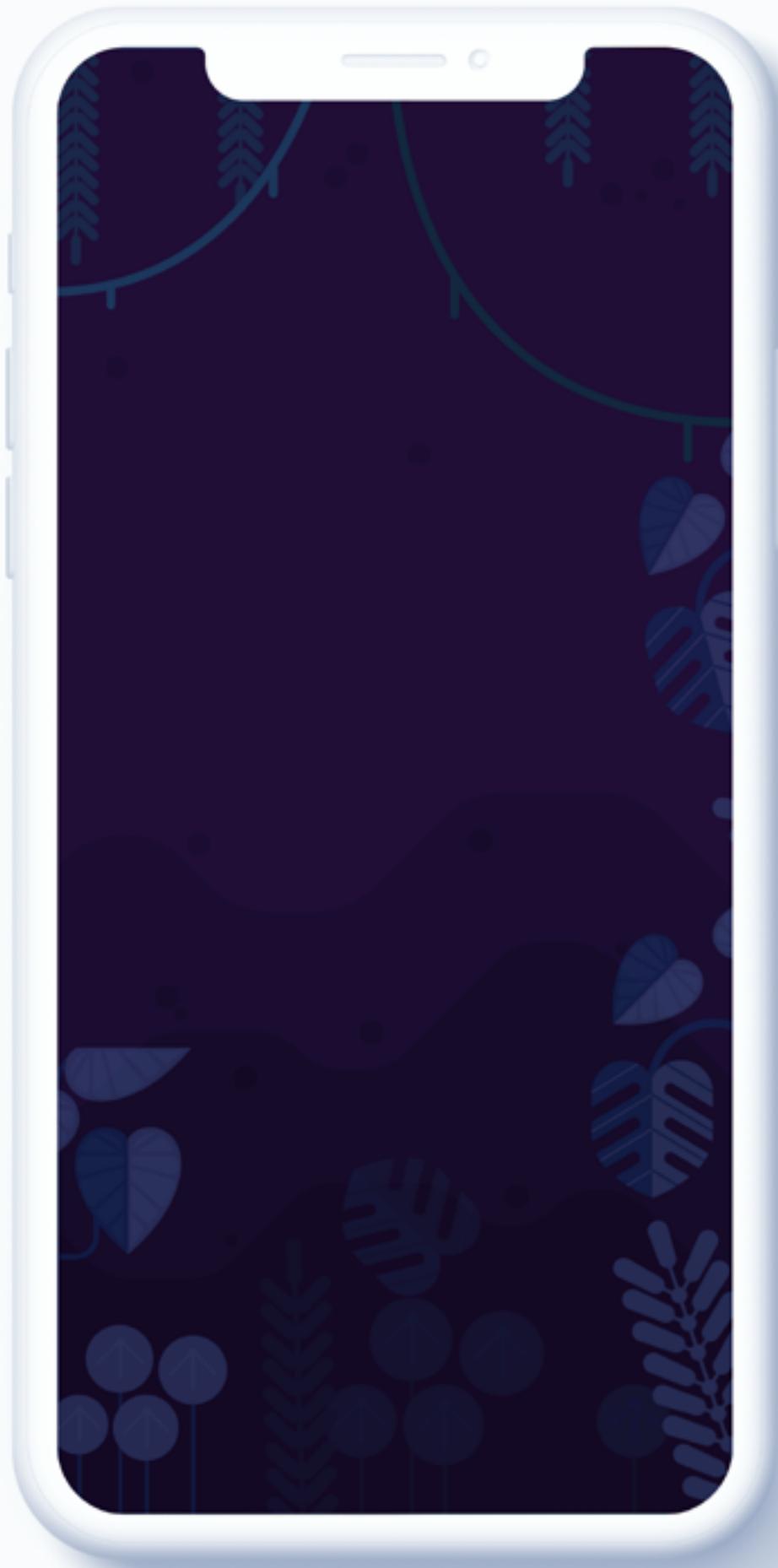


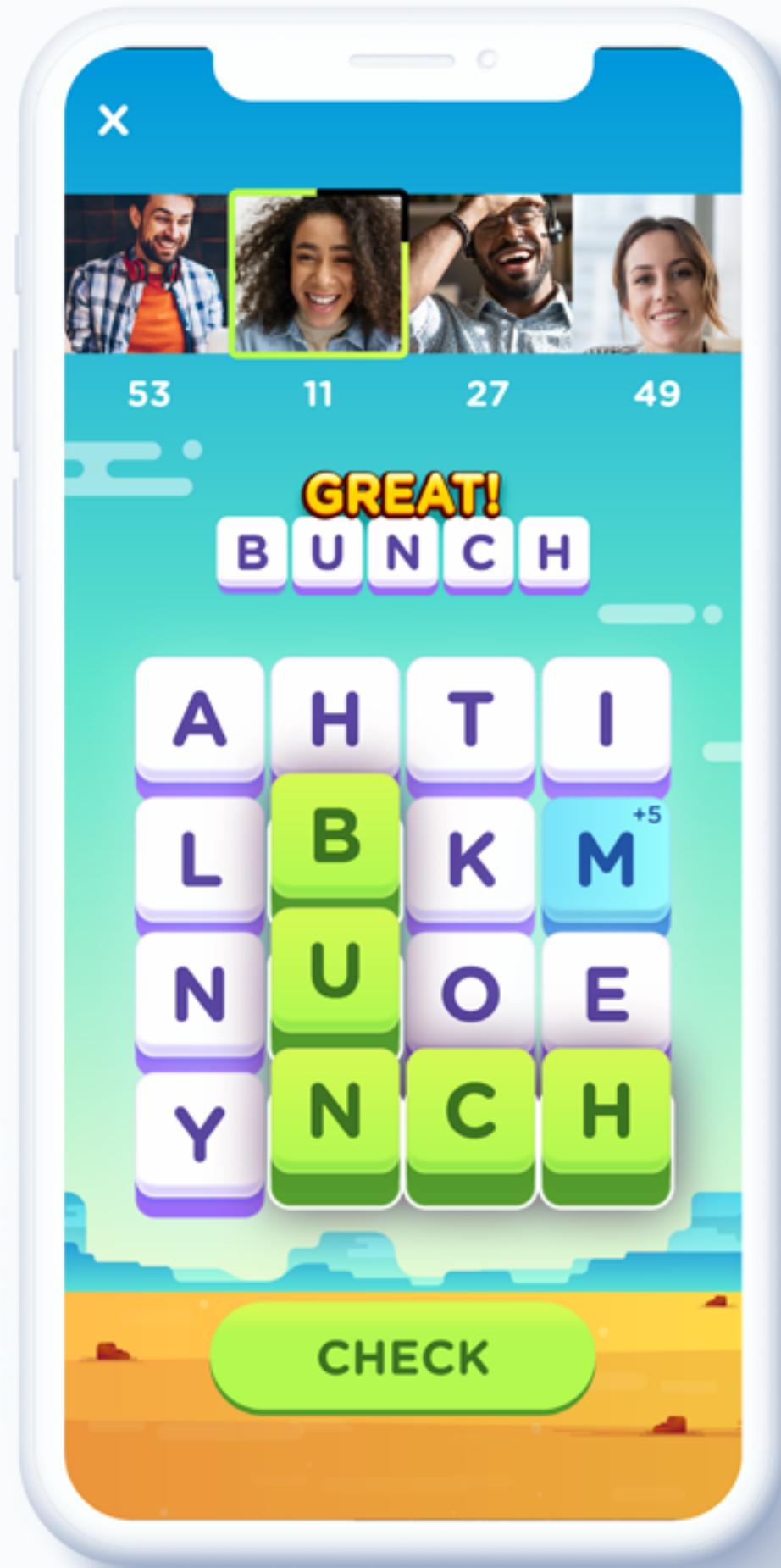
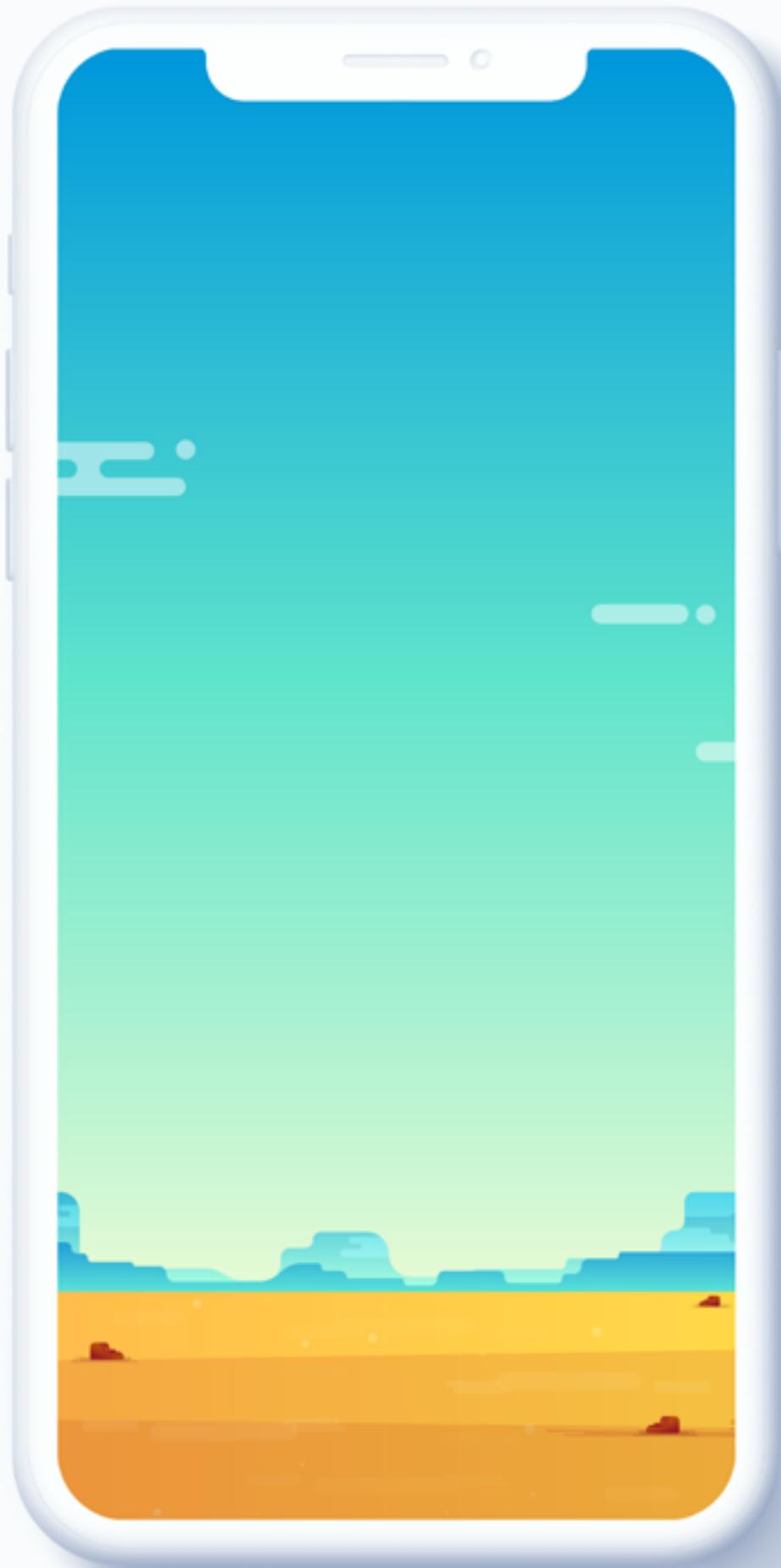
Version 1

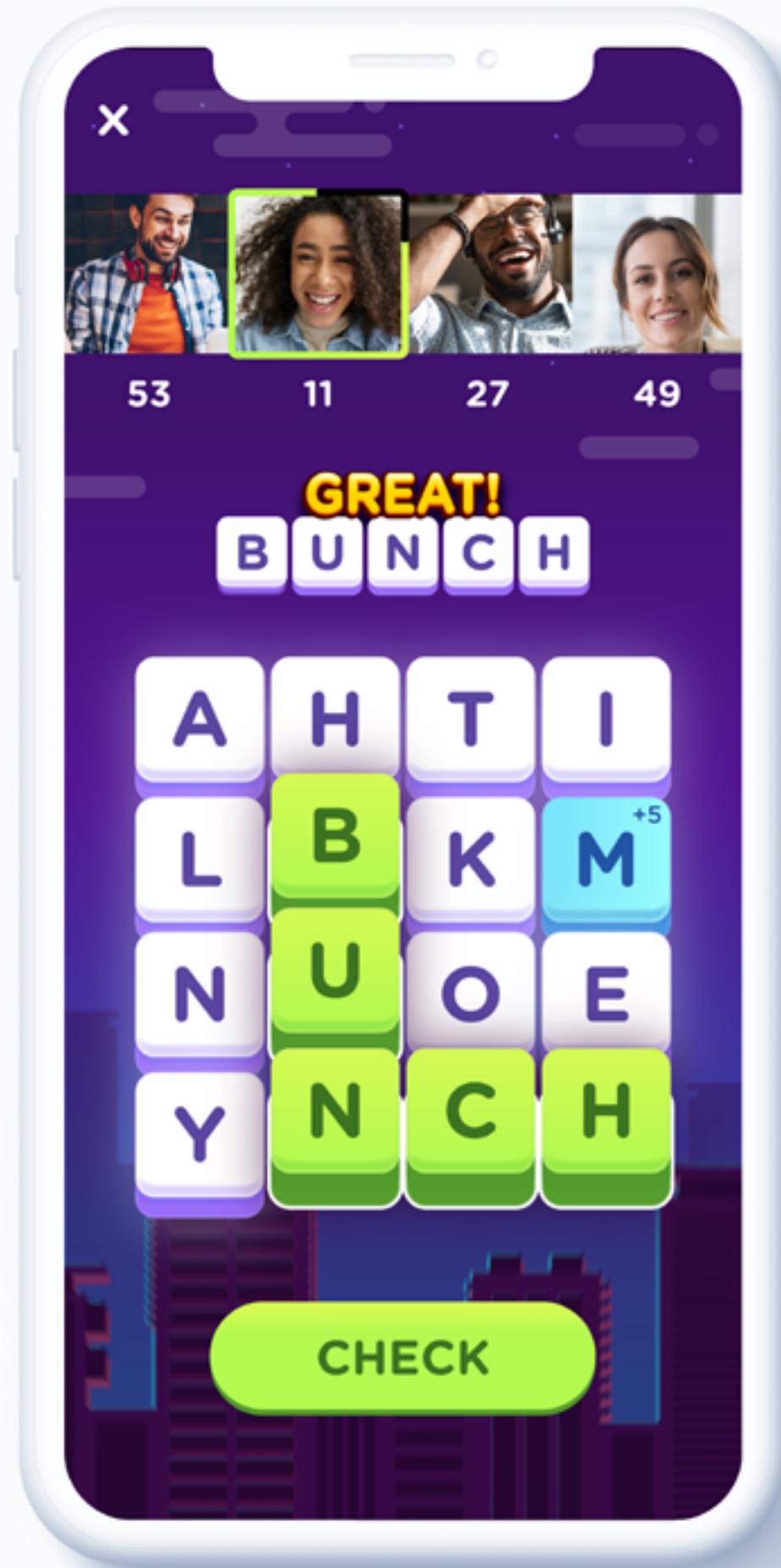
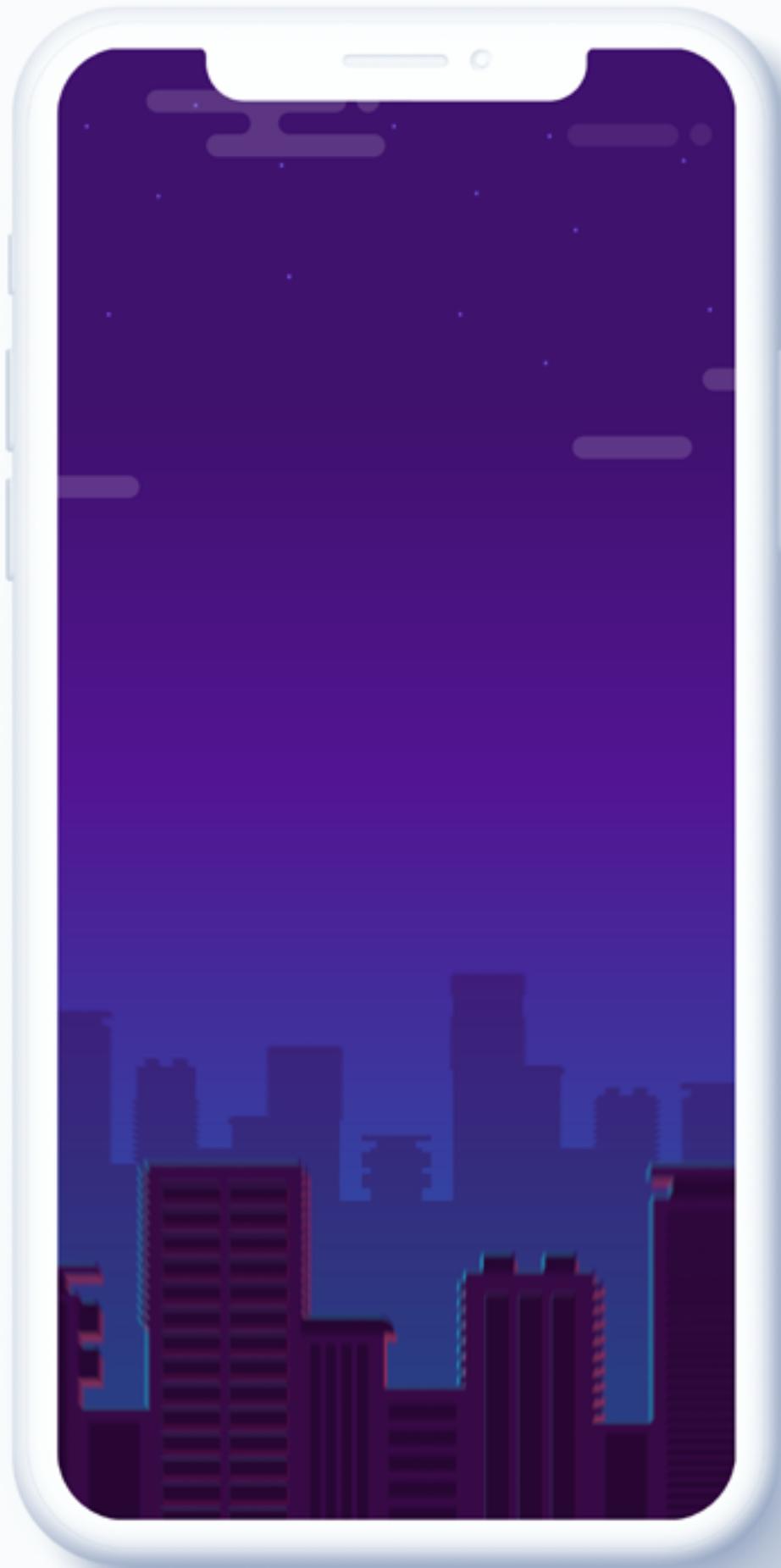
After I sketched a wireframe for the game screen, it was easier to create a more detailed digital mockup.

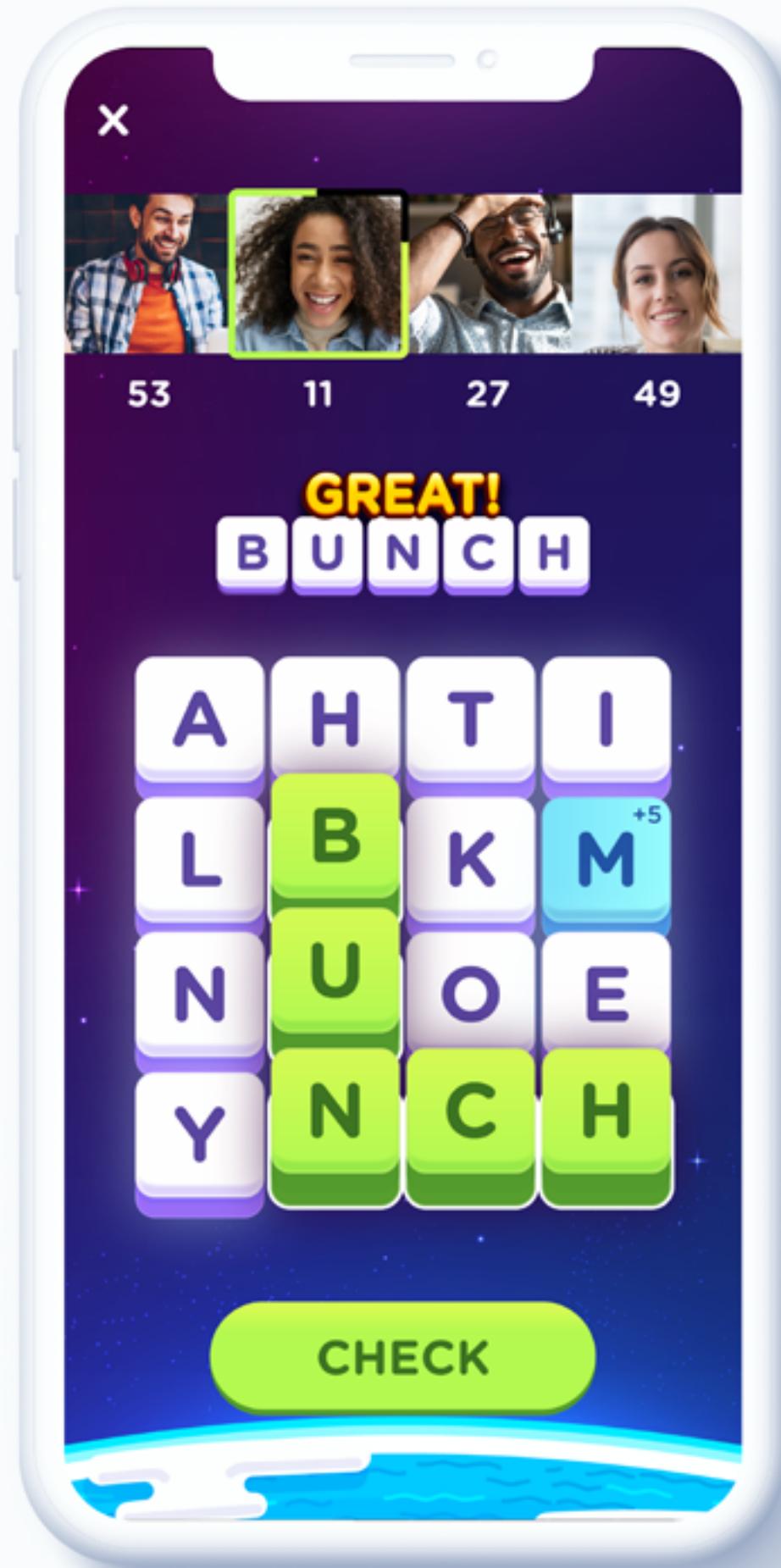
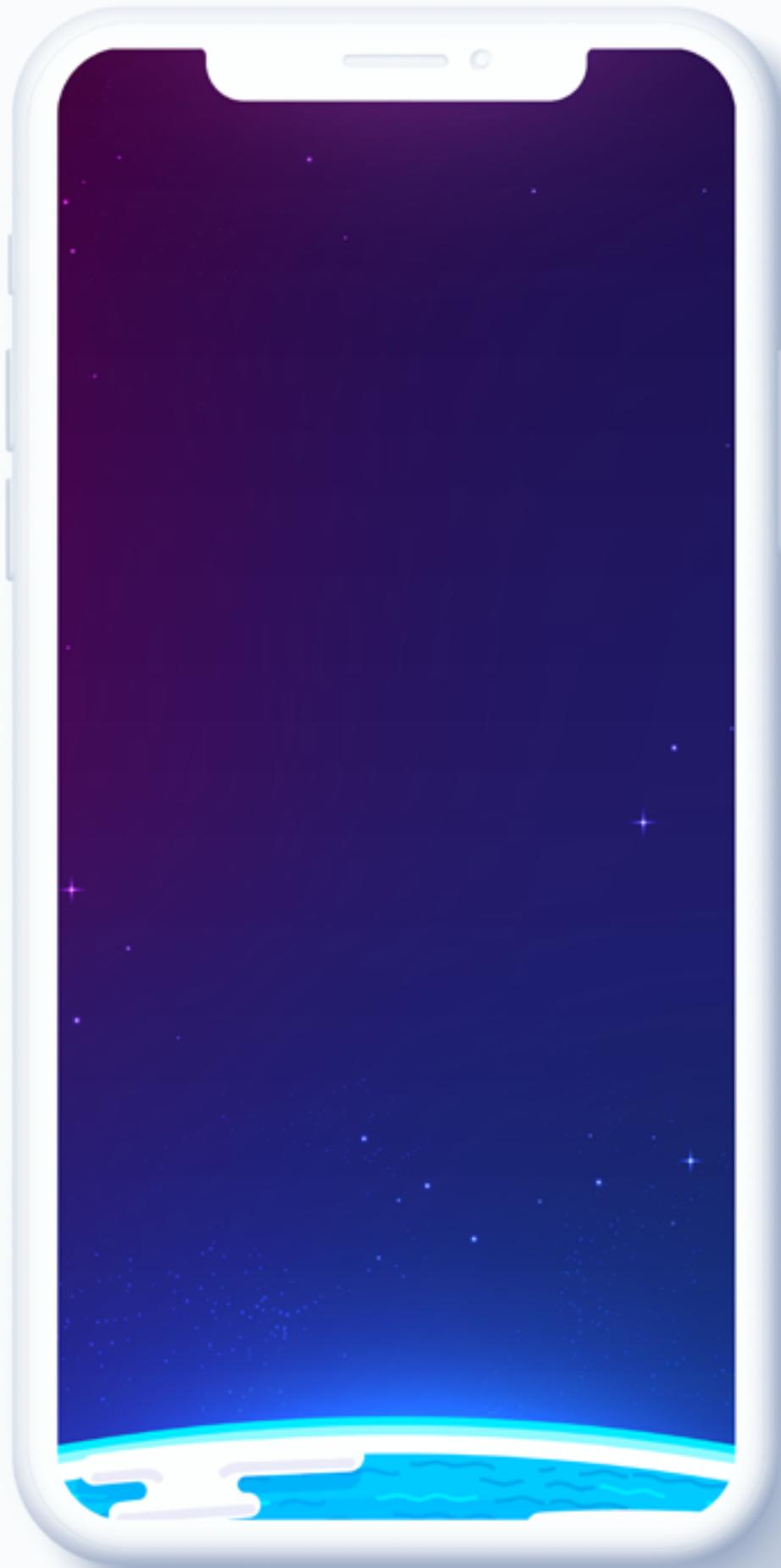
For this version, I wanted to create different background themes, the main idea is to have a seasonal Boggle Game where the background changes depending on the event. For example, during Xmas, we have a Xmas theme background.

Another cool thing we could implement to the backgrounds is animation. For example, the Xmas theme could have snow falling in the background.









X



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GREAT!

BUNCH

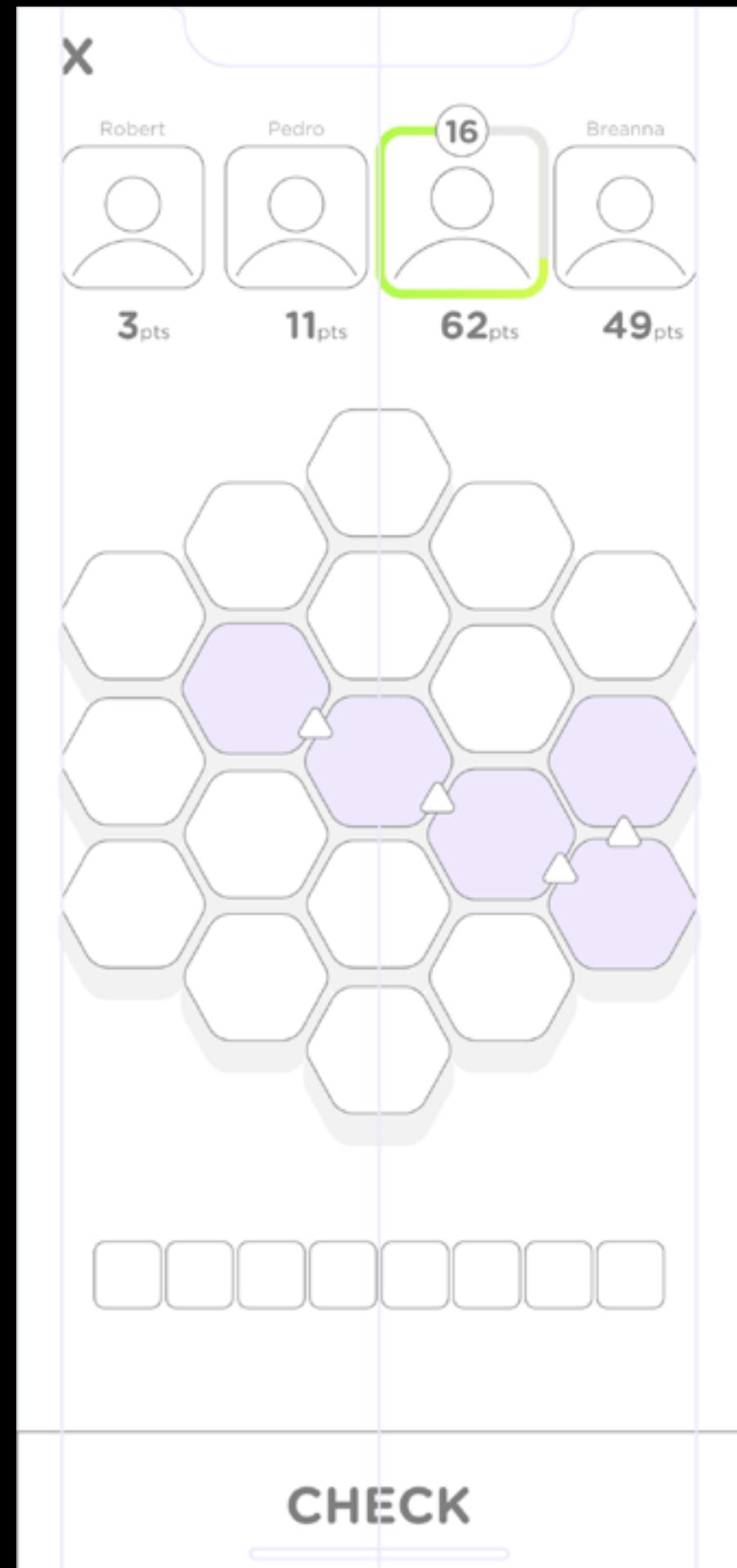


CHECK

Version 2

I went a little crazy with this version.. I played around with the UI placements and sizes as well as adding a few extra selectable letters in there.

For the *“list of words that have been created previously”* I thought that it will be to busy to include them on the screen, as an alternative, we could potentially show some indicator in the UI that the word is already being created. For example, show the whole word in red color tiles, or the *“Check”* button could trigger a *“word already created”* message, etc.





X

Robert 3 pts Pedro 11 pts **16** Breanna 49 pts

S O T H B
M B U I H
A C E N C
F Y Z

x2 x5

B U N C H [] [] []

CANCEL

CHECK

Thank you.