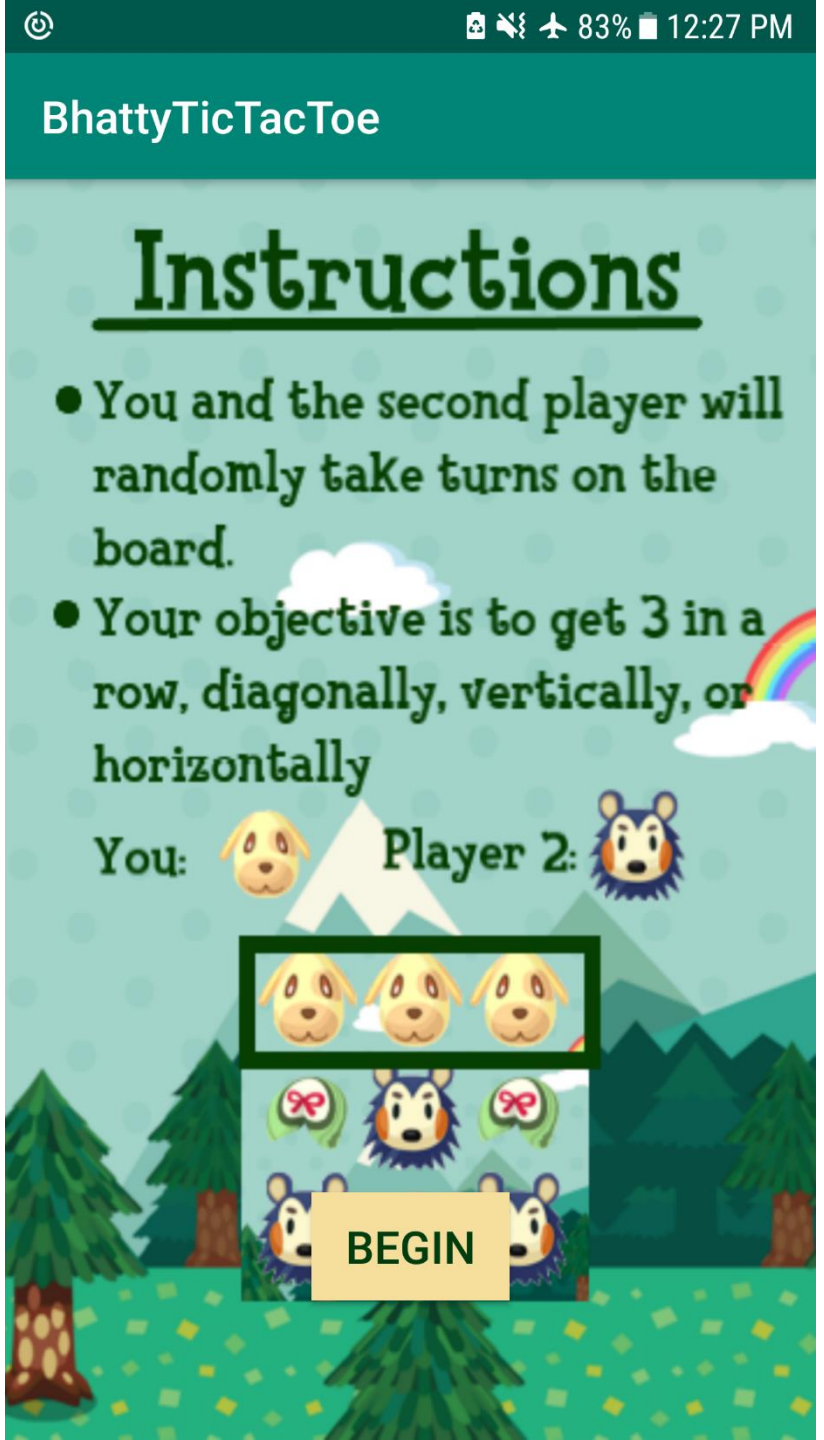
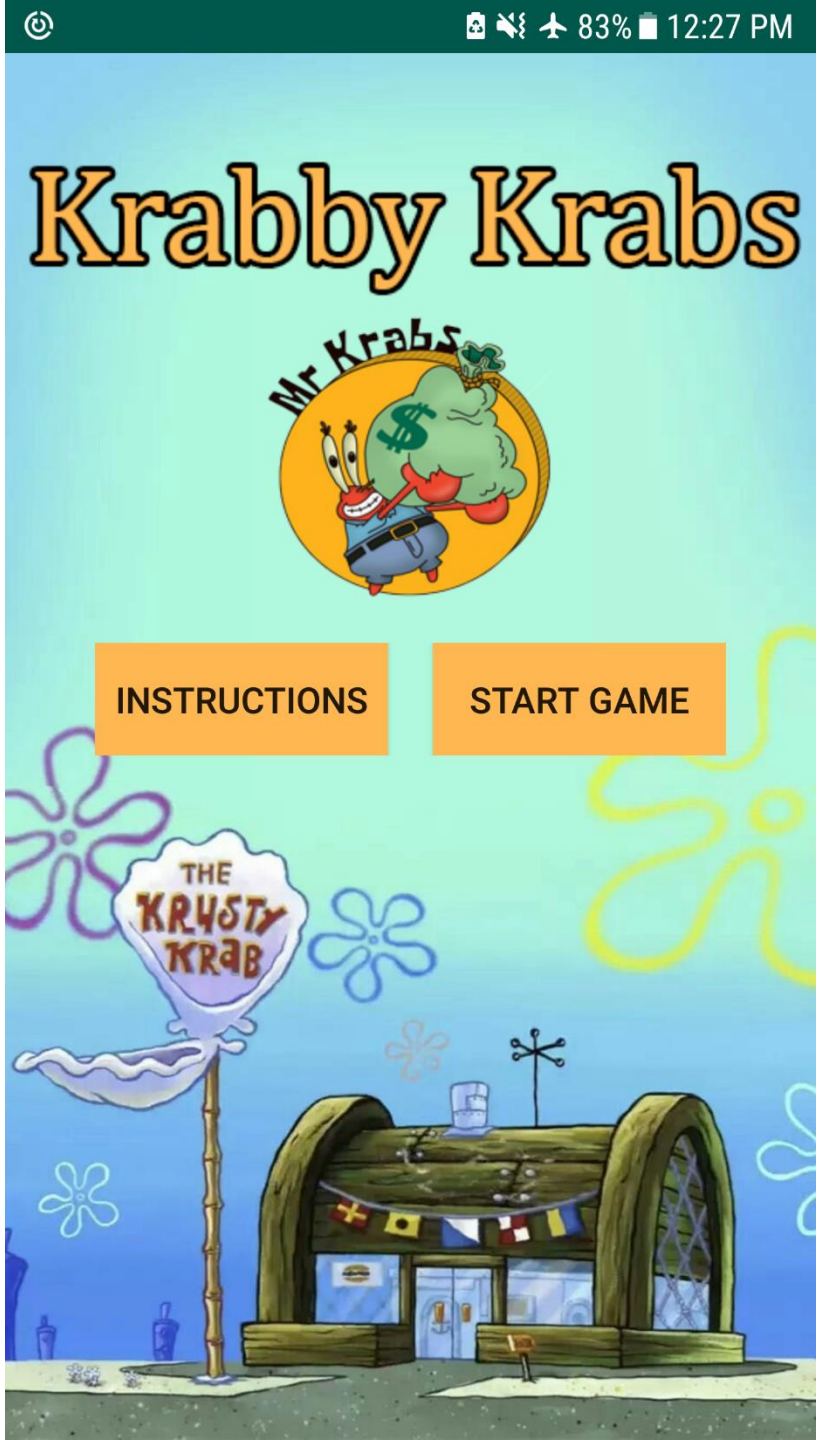
Project 1 Examples

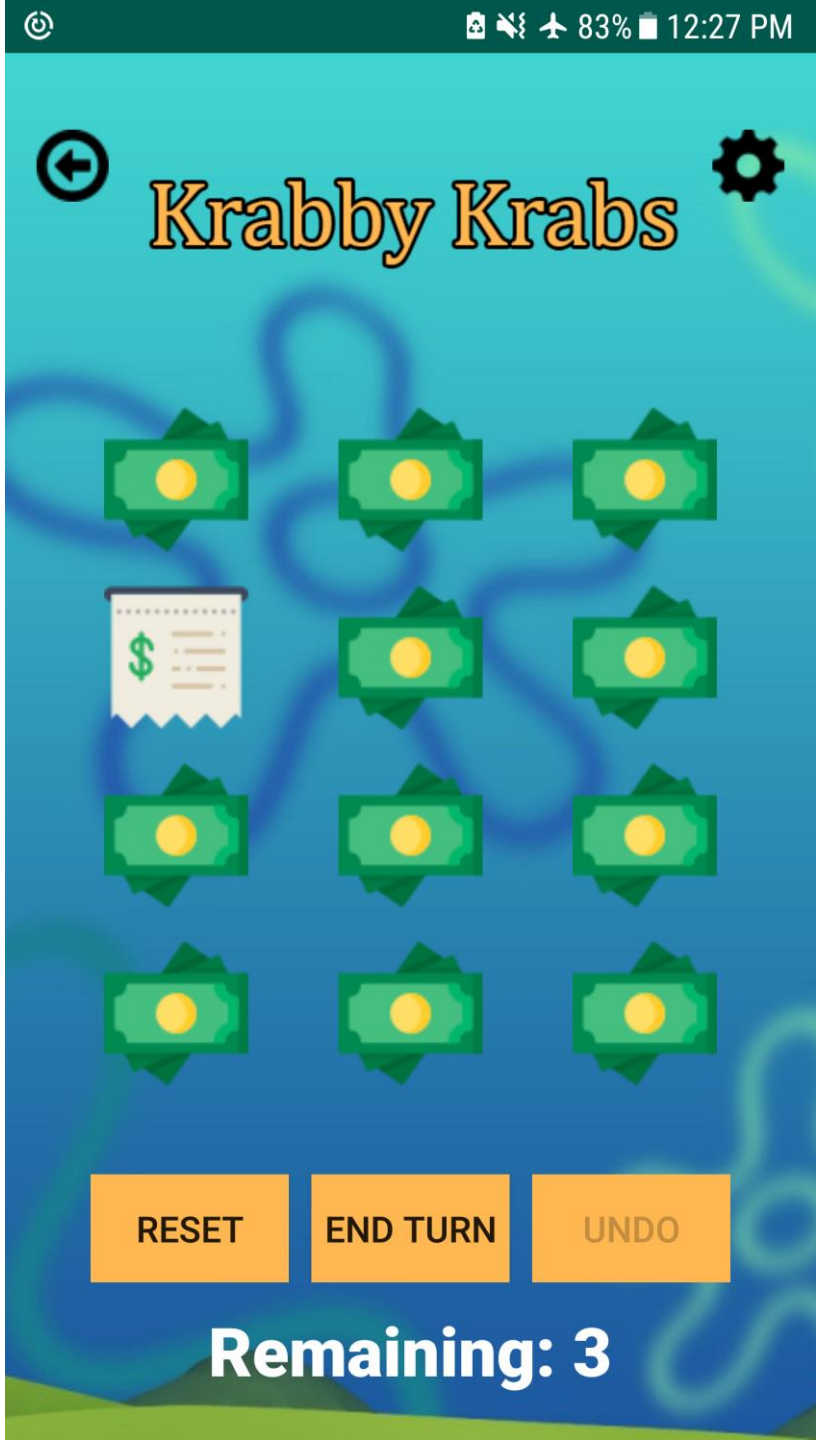
83% 12:26 PM
BhattyTicTacToe
Welcome to
Animal Crossing
Pocket Camp
Tic Tac Toe
PLAY
INSTRUCTIONS
©Nintendo

83% 12:26 PM
BhattyTicTacToe
Current Turn:
RESET


83% 12:27 PM
BhattyTicTacToe
Instructions
You and the second player will randomly take turns on the board.
Your objective is to get 3 in a row, diagonally, vertically, or horizontally
You:
Player 2:
BEGIN


83% 12:27 PM
Krabby Krabs
Mr Krabs
INSTRUCTIONS
START GAME
THE KRUSTY KRAB

83% 12:27 PM
Instructions
Mr. Krabs invited you to dinner with him, but he only invited you so that you will pay for dinner. Don't let him get away with it!
BACK
PLAY
NEXT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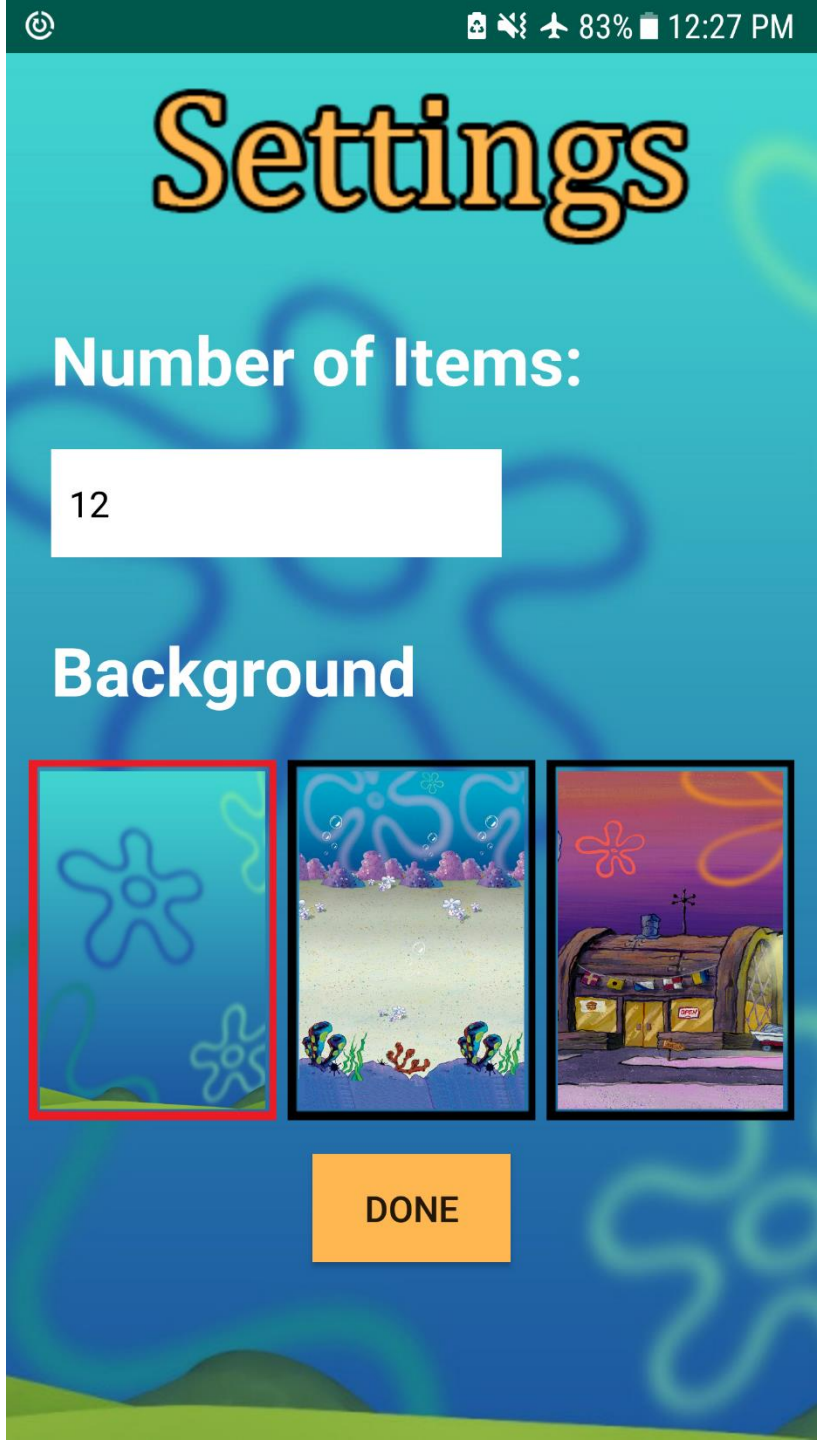
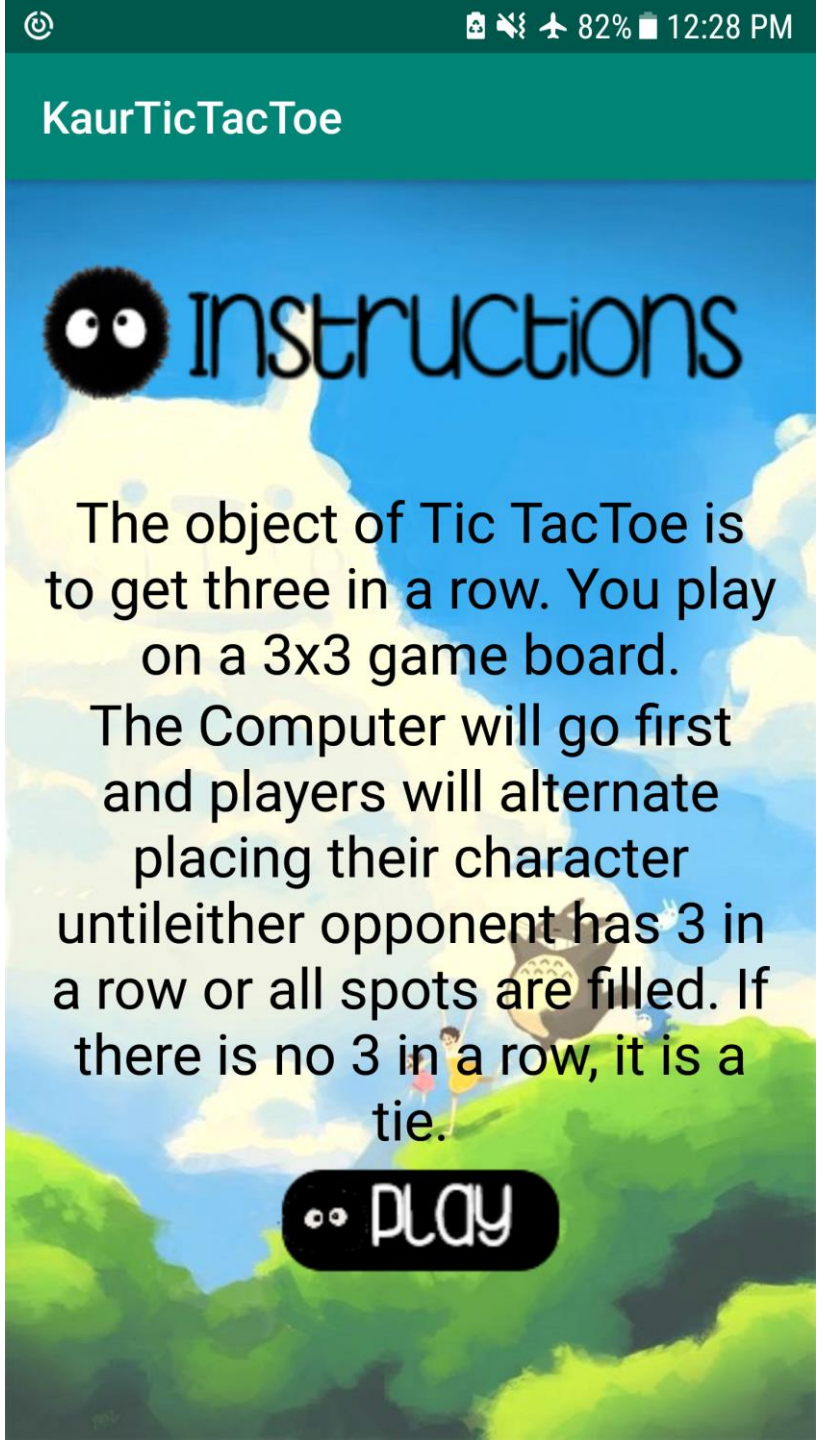
Krabby Krabs
RESET
END TURN
UNDO
Remaining: 3


83% 12:27 PM
Settings
Number of Items:
12
Background
DONE

83% 12:28 PM
Krabby Krabs
RESET
END TURN
UNDO
Remaining: 3

82% 12:28 PM
KaurTicTacToe
TIC TAC TOE
PLAY
INSTRUCTIONS


82% 12:28 PM
KaurTicTacToe
INSTRUCTIONS
The object of Tic TacToe is to get three in a row. You play on a 3x3 game board.
The Computer will go first and players will alternate placing their character untileither opponent has 3 in a row or all spots are filled. If there is no 3 in a row, it is a tie.
PLAY

82% 12:28 PM
KaurTicTacToe
Blue Totoro
OK
The Computer will be White Totoro!
NOW LET'S PLAY

82% 12:28 PM
KaurTicTacToe
reset

82% 12:29 PM
KaurTicTacToe
play Again?
Tie!

The four basic principles

The following is a brief overview of the basic principles of design that appear in every well-designed piece of work. Although I discuss each one of these principles separately, keep in mind they are really interconnected. Rarely will you apply only one principle.

Contrast

The idea behind contrast is to avoid elements on the page that are merely *similar*. If the elements (type, color, size, line thickness, shape, space, etc.) are not the *same*, then make them **very different**. Contrast is often the most important visual attraction on a page—it's what makes a reader look at the page in the first place.

Repetition

Repeat visual elements of the design throughout the piece. You can repeat colors, shapes, textures, spatial relationships, line thicknesses, fonts, sizes, graphic concepts, etc. This develops the organization and strengthens the unity.

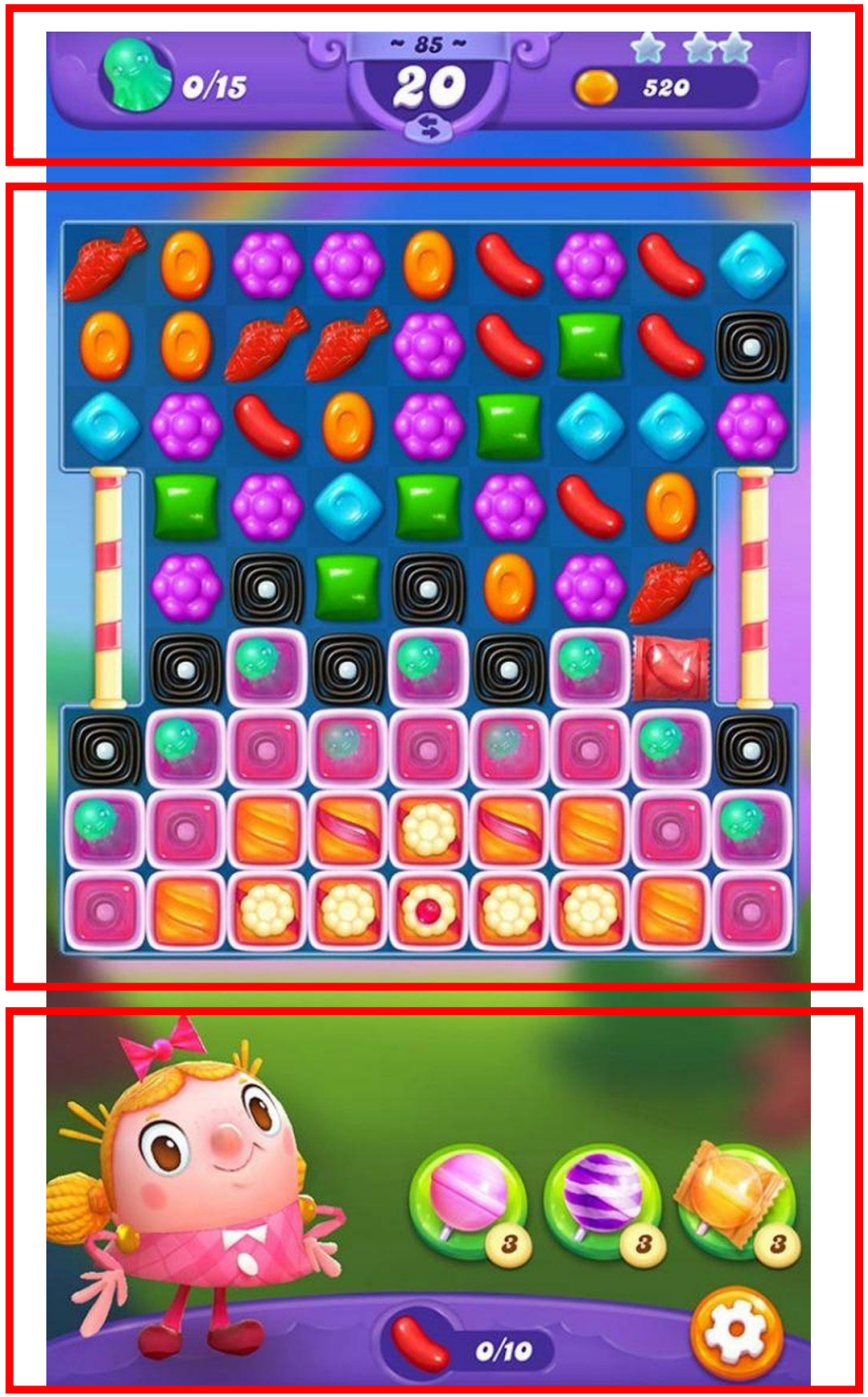
Alignment

Nothing should be placed on the page arbitrarily. Every element should have some visual connection with another element on the page. This creates a clean, sophisticated, fresh look.

Proximity

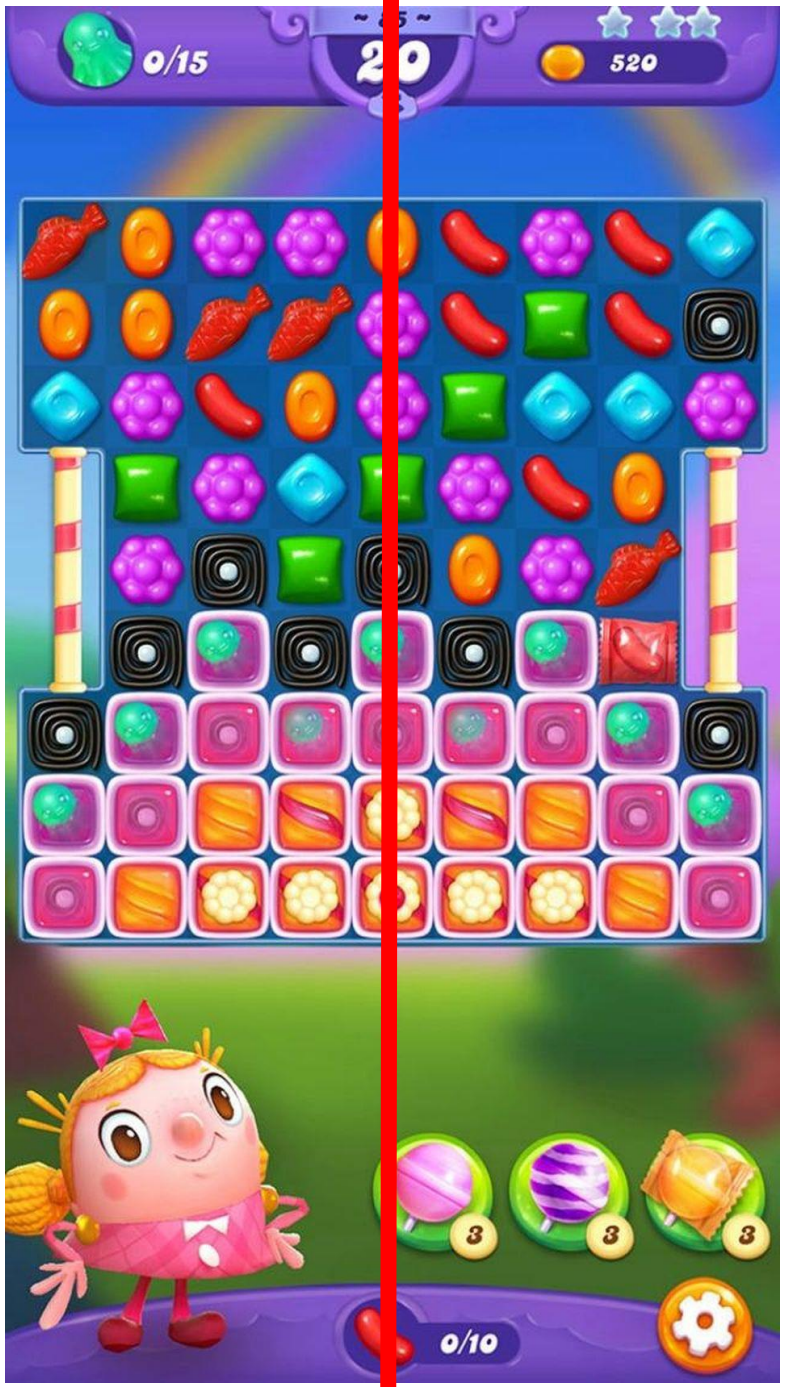
Items relating to each other should be grouped close together. When several items are in close proximity to each other, they become one visual unit rather than several separate units. This helps organize information, reduces clutter, and gives the reader a clear structure.

When designing your screens, remember the PARC principle.



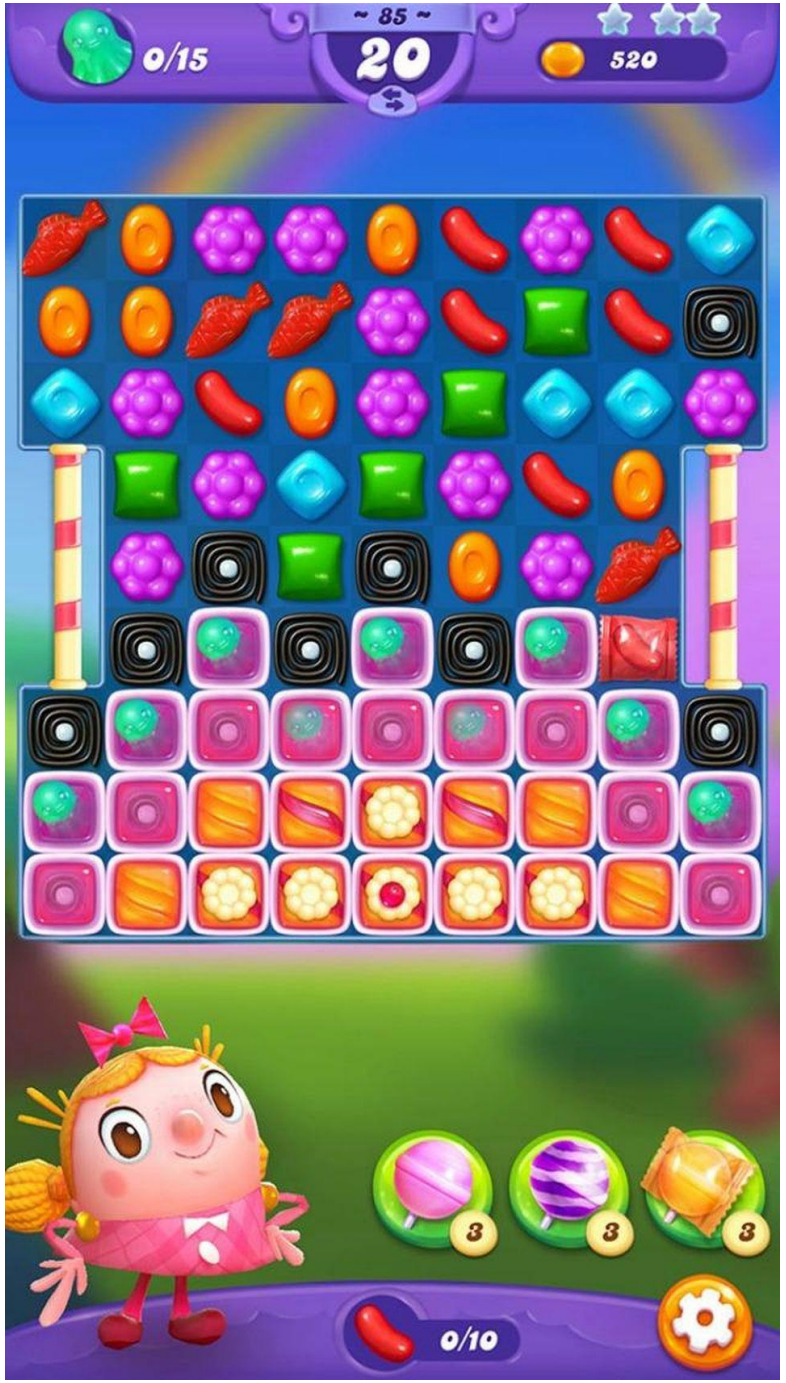
Proximity

- 3 Regions on the screen
- Separated by padding/margins
- Top & Bottom use different backgrounds to group them



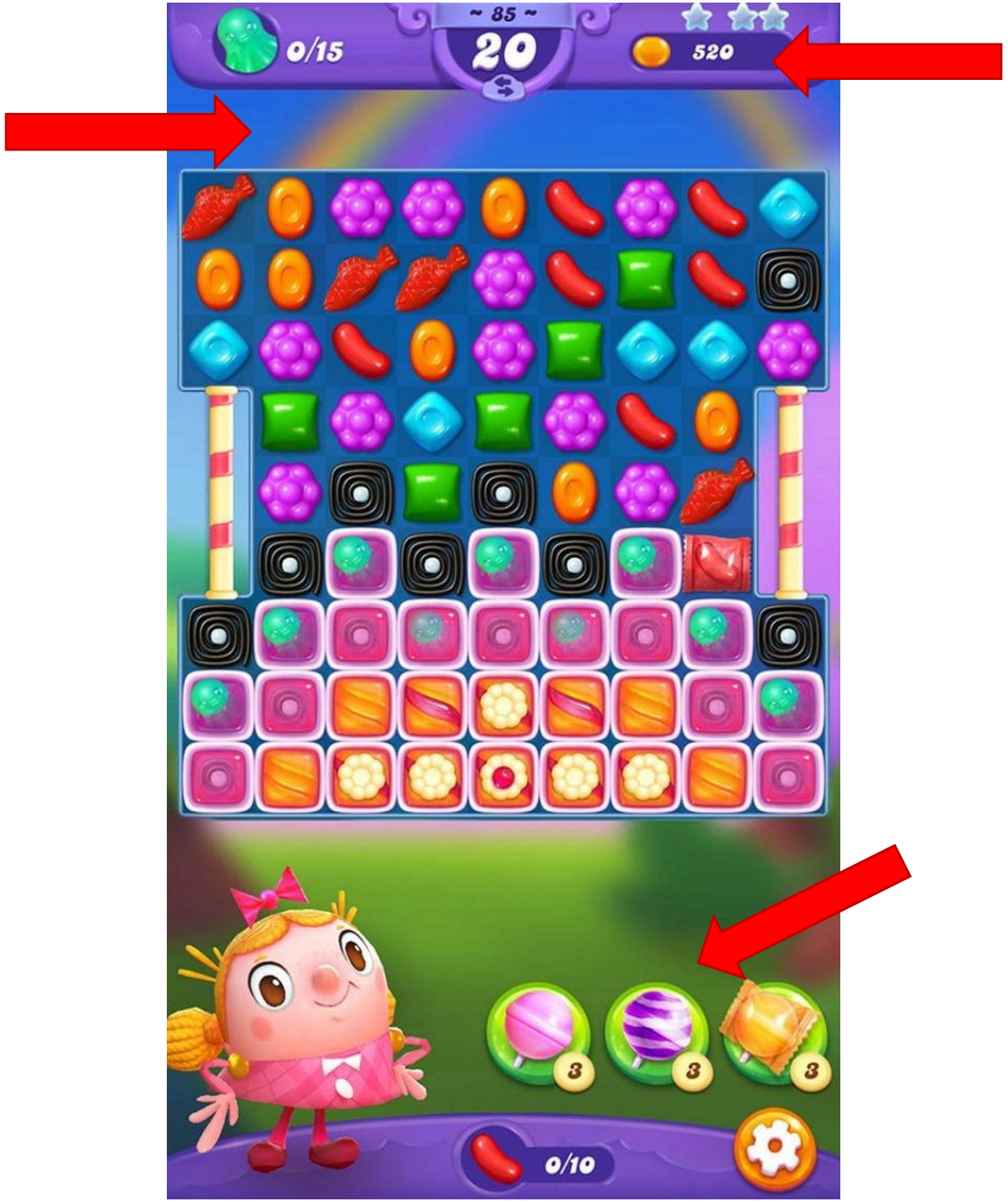
Alignment

- Centered



Repetition

- Colour (Pink/Purple)
- Font
- Style of Image



Contrast

- Background is “fuzzy” so that the game stands out.
- Purple and green backgrounds help the settings/score stand out.
- Board position, size and borders on it help it to stand out

Some Problems

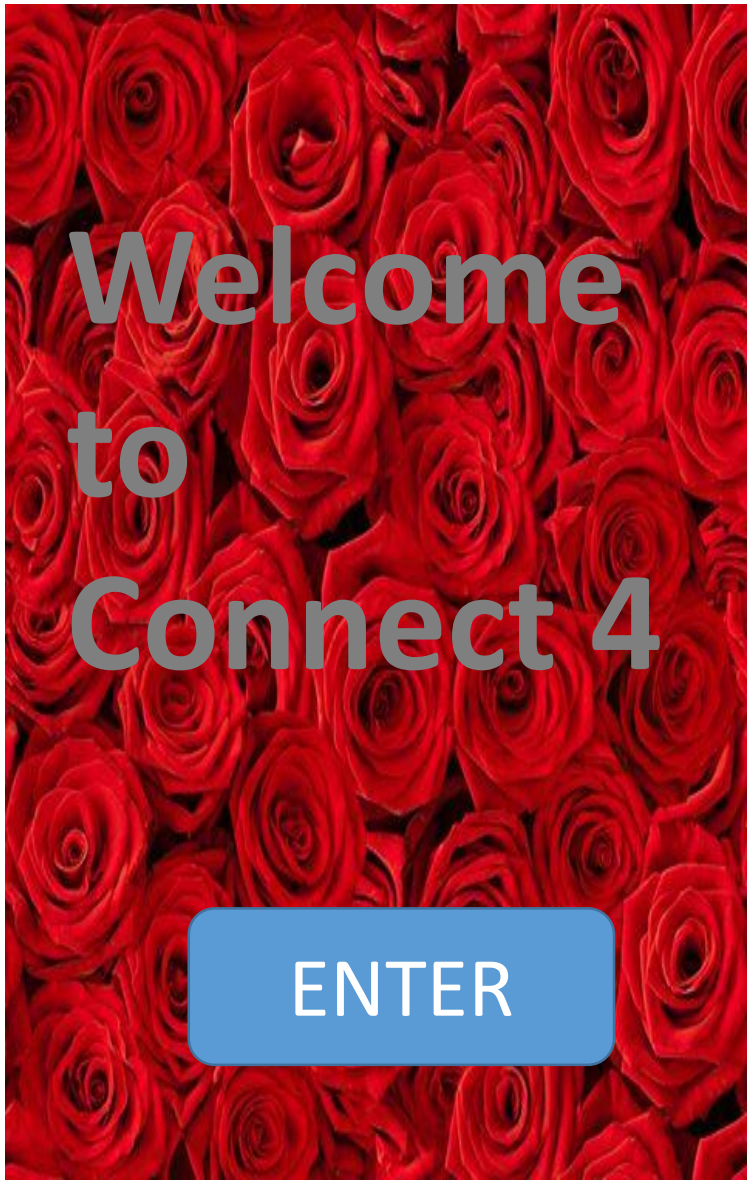
Avoid Pixilation.

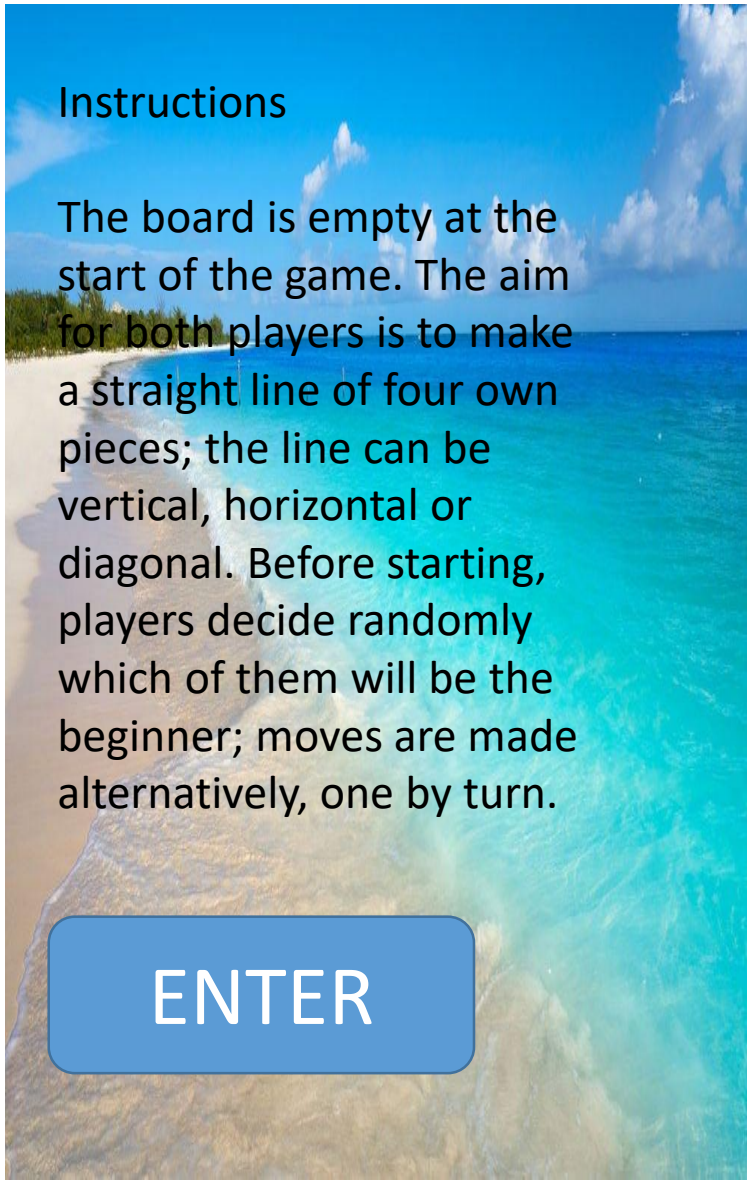
Don’t warp the pictures. Keep their dimensions.

Busy backgrounds are awful.

Unity is a very good thing.

All from one app.





Distorted = Yuck

Welcome to the Canada Trivia Game

ENTER

Pixelated = Yuck

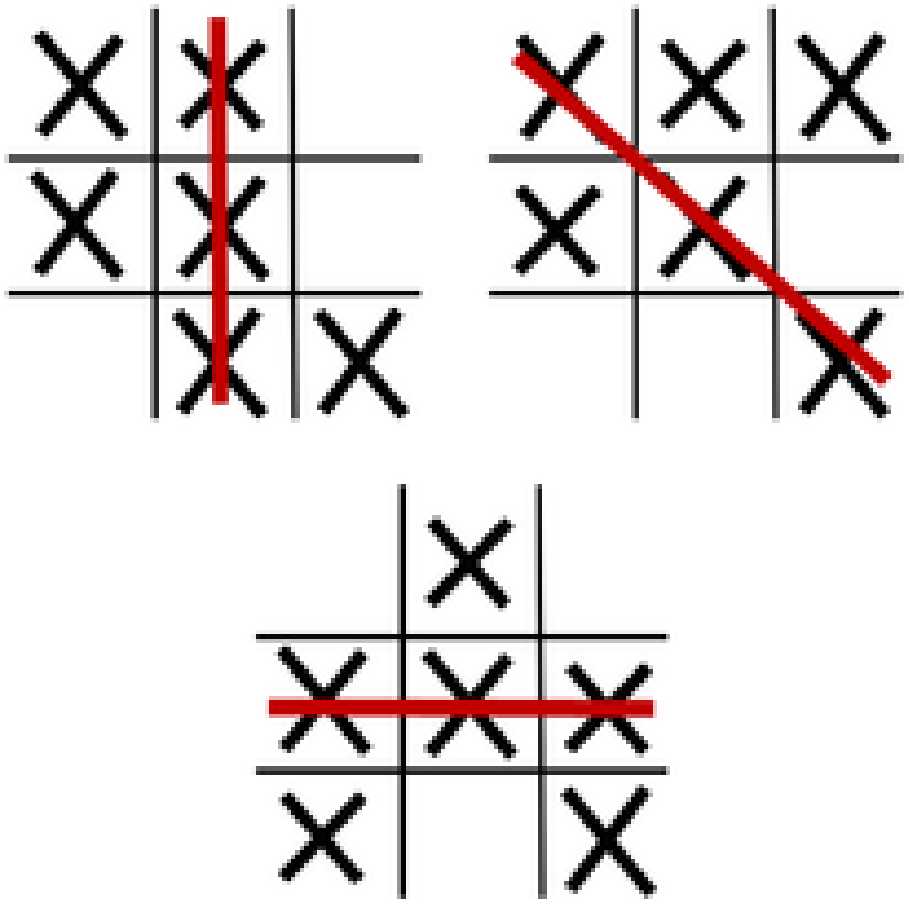
Tic Tac Toe Games

Only two people in the class can choose each game.
Not the person sitting next to you.

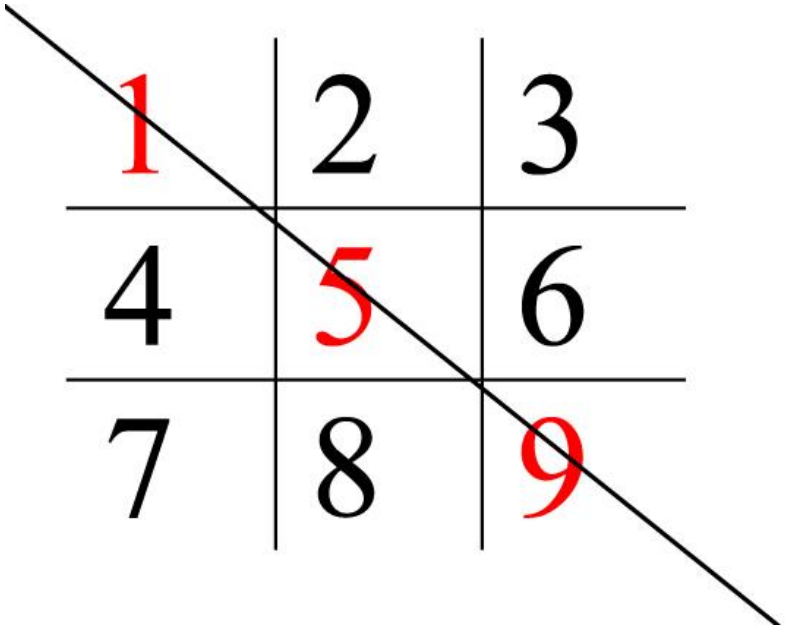
No shared code.
Independence is important.

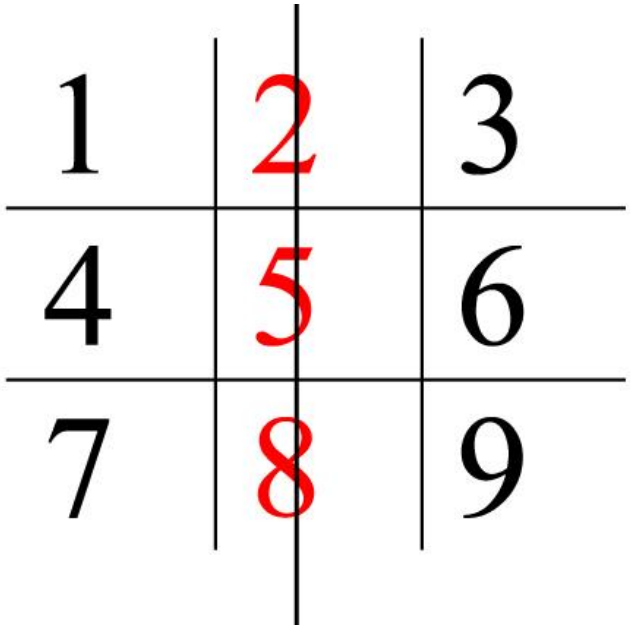
1. Misere Tic-Tac-Toe - first in a row LOSES
2. Notakto Tic-Tac-Toe - both players use X, first in a row LOSES
3. Numerical Tic-Tac-Toe - One player even#, one player odd#, player who gets a sum of 15 in a row wins
4. Wild Tic-Tac-Toe - Players choose X or O on each move. First to make a row wins
5. Wild Misere Tic-Tac-Toe - Players choose X or O on each move. First to make a row LOSES
6. Random Tic-Tac-Toe - Each turn flip a coin to see who goes

Notakto

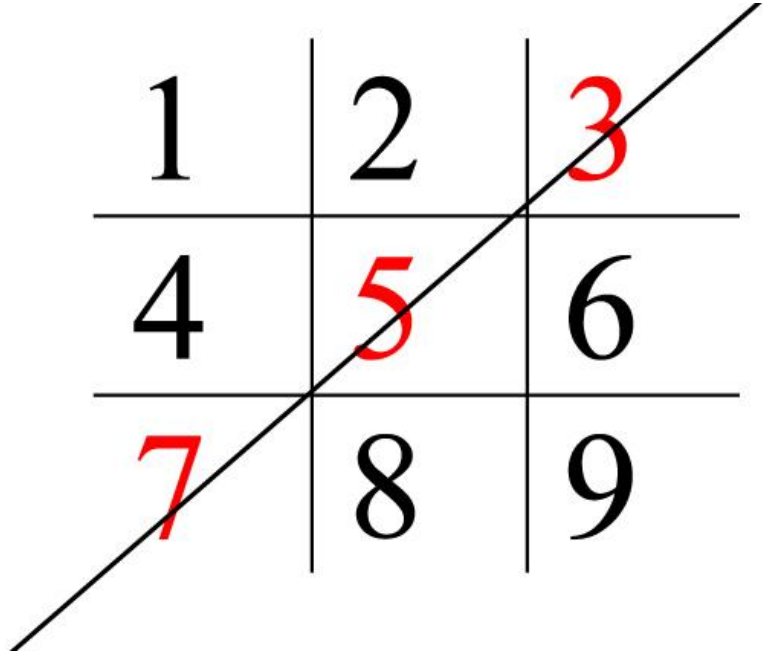


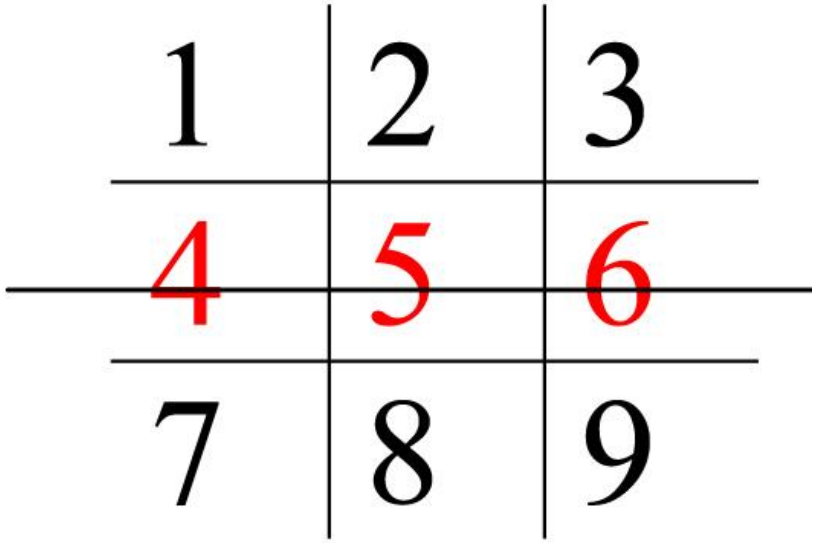
Notakto: Tic-Tac-Toe - both players use X, first in a row LOSES





Number Tic Tac Toe

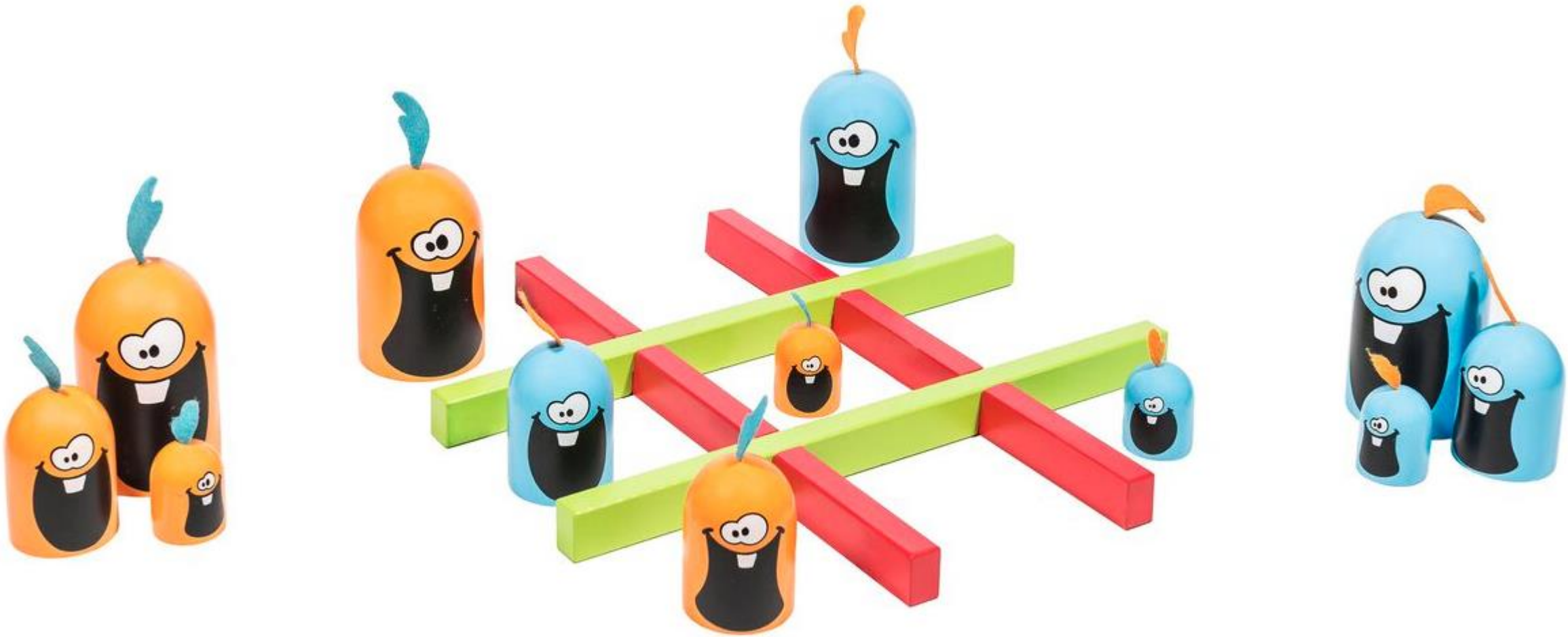




Numerical Tic-Tac-Toe - One player even#, one player odd#, player who gets a sum of 15 in a row wins

7. 4X4 Tic-Tac-Toe - same game, bigger board
8. Switch Tic-Tac-Toe - On a turn, you can either place your piece or switch a piece to your colour
9. Remove Tic-Tac-Toe - On a turn, you can either place your piece or remove a piece
10. Quiz Tic-Tac-Toe - you have to answer a math question correctly to place your piece
11. AI Tic-Tac-Toe – Computer plays against you
12. Gobblet Gobblers - 3 levels of pieces can be placed. Larger levels trumps smaller ones

Hollywood Squares

Quiz Tic Tac Toe

Gobblet Gobblers