

# User Interface Design Worksheet

This worksheet bundle includes three documents that will assist you in the creation of interfaces and menu screens, the *UI Design – App Worksheet*, the *UI Design – Mobile Worksheet*, and the *UI Design Worksheet*. When designing a game, it is important that you keep track of information related to each of the interfaces and menus your players will be navigating, not just for your own reference, but potentially that of other developers working on the same project, so as to avoid conflicts or errors further down the line. It is also very helpful to plan a visual layout of any interfaces or menus beforehand, to make sure everything fits together or having a visual reference before working on the final product. Each of the worksheets will be broken down and explained to further help you get started creating menus and interfaces for your game!

## Worksheet 1: UI Design – App Worksheet

The first worksheet is the *UI Design – App Worksheet*. This worksheet will help you with designing the layout of an application for personal computers.

This worksheet is divided into two identical sections, each with their own grid used to draw the graphics for your interface design, as well as a space for any notes you may wish to jot down about each design. An example of how you might fill out the sections of the worksheet is displayed below.

[Grid]

This interface is used to save the game. There are five button graphics and two sound effects.

[Grid]

This interface is used to navigate the game world. There is a view screen and a menu button.

## Worksheet 2: UI Design – Mobile Worksheet

The second worksheet is the *UI Design – Mobile Worksheet*. This worksheet will help you with designing the layout of an application for mobile devices. It is helpful to plan the layout of your menus and interfaces so you have something to reference visually or to plan multiple designs for testing.

This worksheet is divided into two identical sections, each with their own grid used to draw the graphics for your interface design, as well as a space for any notes you may wish to jot down about your design. An example of how you might fill out the sections of the worksheet is displayed below.

[Grid] [Grid]

Device Type 1, Device Type 2

## Worksheet 3: UI Design Worksheet

The third worksheet is the *UI Design Worksheet*. This worksheet will help you with designing the layout of an interface or menu for your game. It is helpful to plan the layout of your menus and interfaces so you have something to reference visually or to plan multiple designs for testing.

At the top of this worksheet, there is an area for you to enter information such as the name of the interface, whether it is a sub menu or has a parent menu, or any variables used by the interface. There is a grid where you can draw or design the layout, as well as a space for any notes you may wish to jot down about your design. An example of how you might fill out the sections of the worksheet is displayed below.

**Parent:** Main Menu

**Variables:** Volume\_Level, Brightness\_Level

**Name:** Options Menu

[Grid]

The Options Menu contains sliders for both the sound volume and the screen brightness.