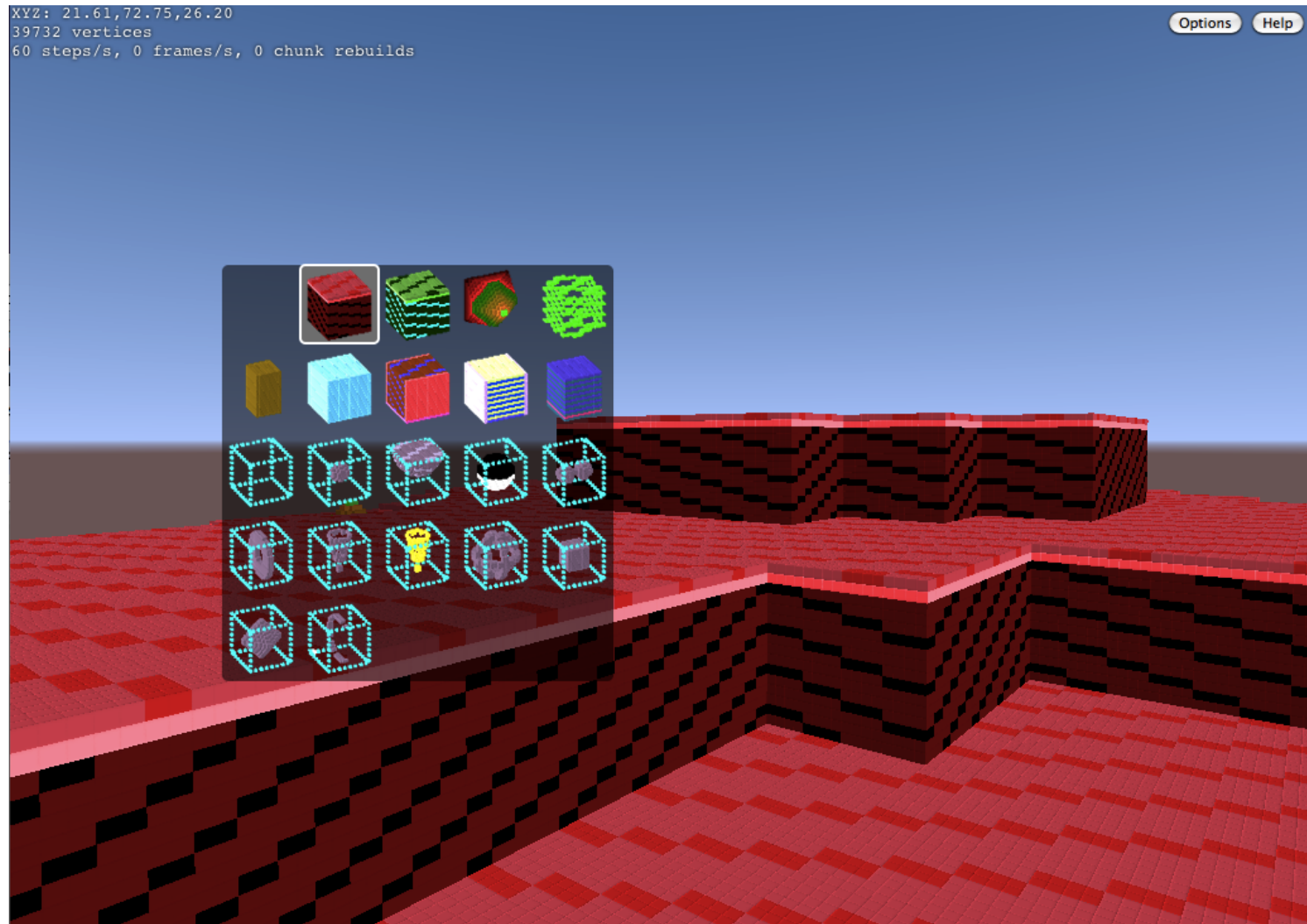


CS459 “Cubes” Project Iteration #3

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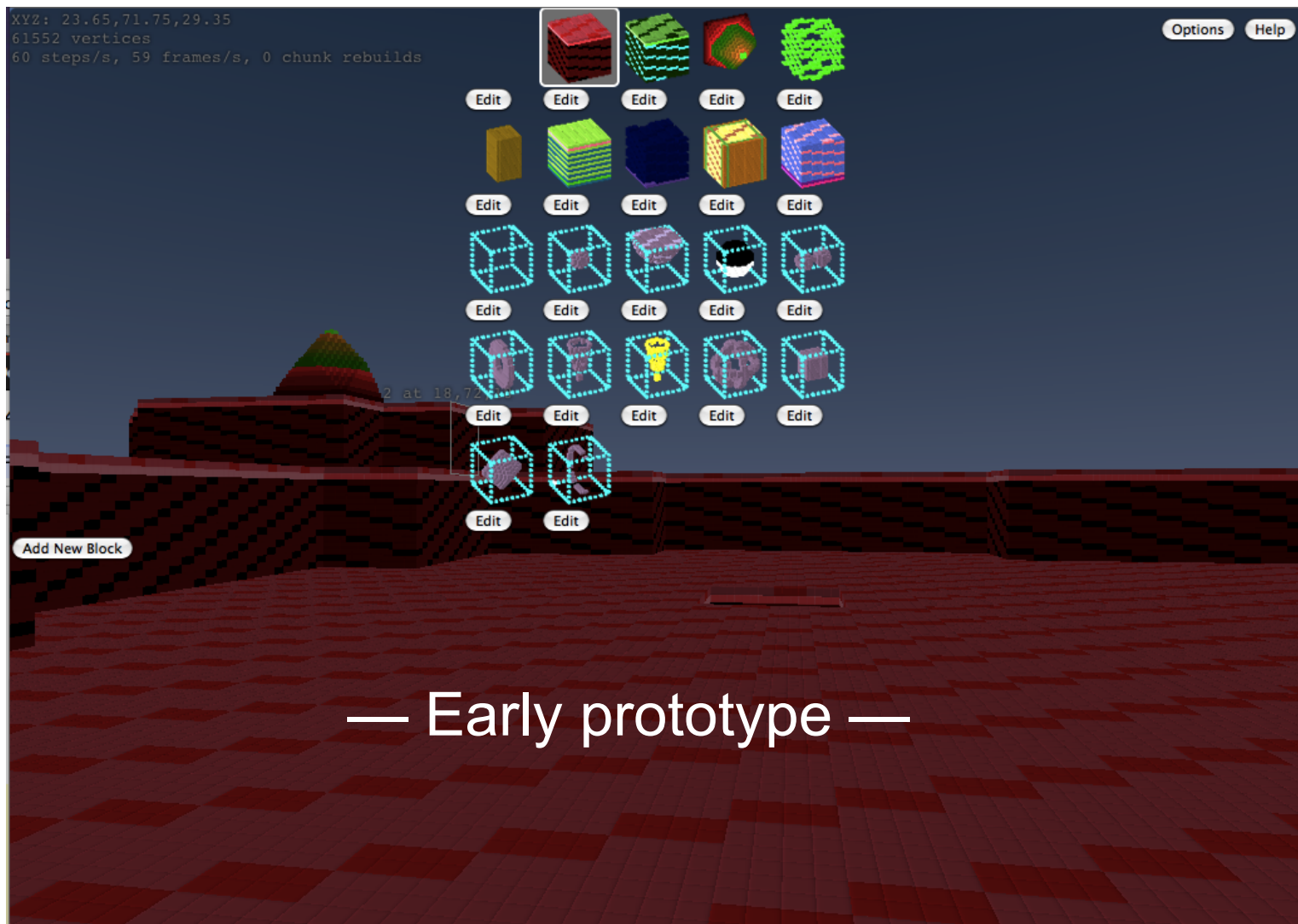
Design Recap

#1: Full mouselook, popup menu for picking blocks, edit starting from world.



Design Recap

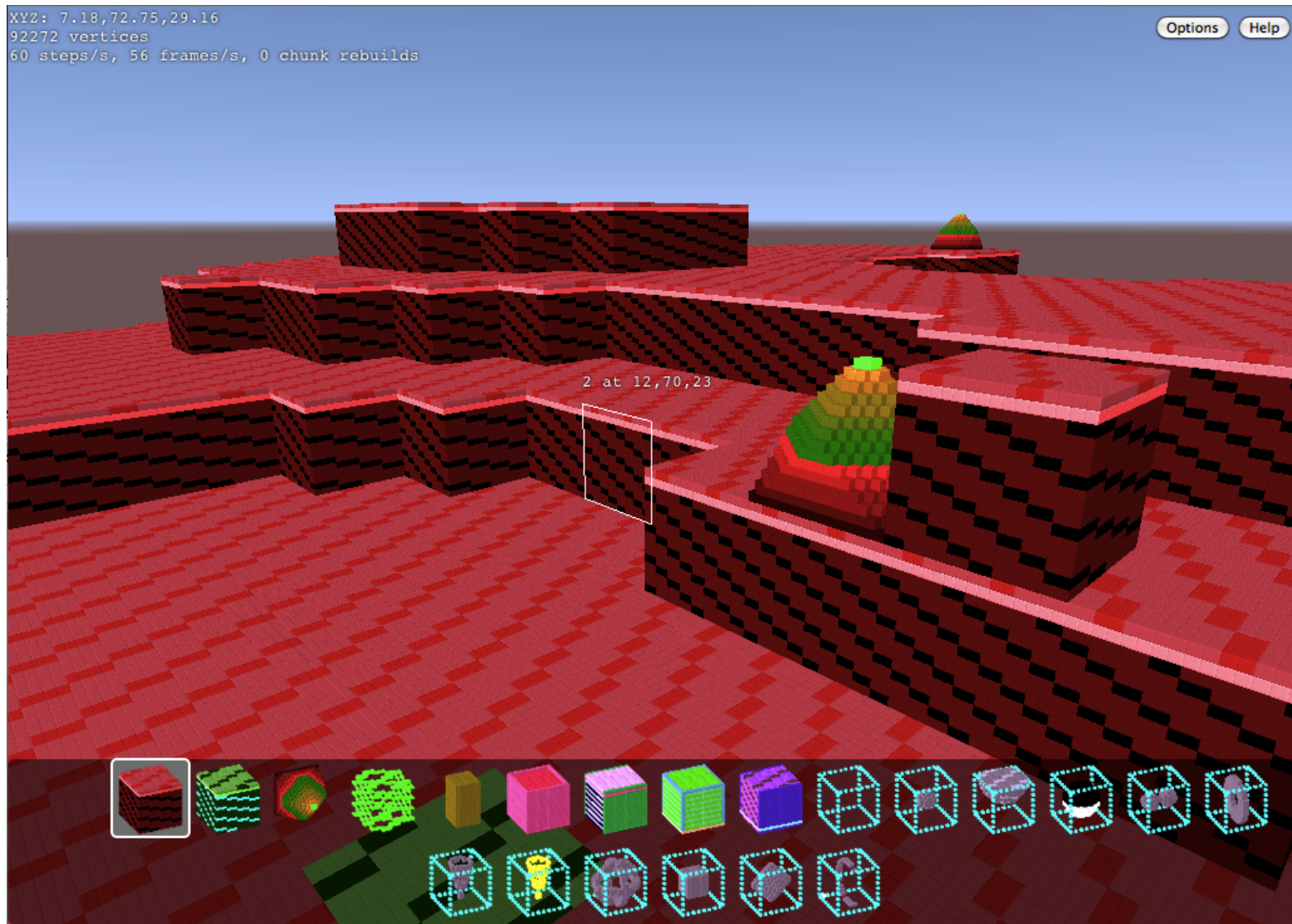
#2: Full-screen block picking/editing menu + onscreen keyboard-driven recent block list.



— Early prototype —

Design Recap

#3: Partial mouselook with always-on-screen block menu.



Selection Method and Data

- Used “expert” feedback as data source.
- For each design, converted opinions to number from 0 to 1.
- When a given suggestion reoccurred, added it as another design.

D1	D2	D3	D3+toggling	Total
		1.00	1.00	2
1.00	0.50	0.00	0.00	1.5
1.00	0.50	0.00	0.00	1.5
0.00	0.00	1.00	1.00	2
1.00	0.50	0.75	1.00	3.25
1.00	0.75	0.75	0.75	3.25
				0
		1.00	1.00	2
1.00	1.00	0.25	0.25	2.5
				0
0.00	0.00	1.00	1.00	2
1.00		0.75		1.75
			1.00	1
6.00	3.25	6.50	7.00	22.75

Selection

Analysis:

- Designs #1 and #3 were preferred over #2.
- Design #3 won by rank but was also strongly disliked.
- “#3 but with a mouselook toggle” was preferred twice.

Consideration:

- #3-with-toggle is essentially switching between #1 and #3.

Conclusion:

- Develop both #1 and #3 as a single system, and experiment with toggling / one or the other / user preference.

Prototype Demo

Implementation

- No new implementation issues have been found.
- Mouselook without mouse capture is still at issue.
 - Using mouselook only for movement simplifies the problem.
- Toggling mouselook is another control for the user to know.

End

- Questions?

Source: <https://github.com/kpreid/cubes>

Play: <http://kpreid.github.com/cubes/cubes.html>

HCI project site: <http://switchb.org/kpreid/2011/cubes/cs459/>

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