

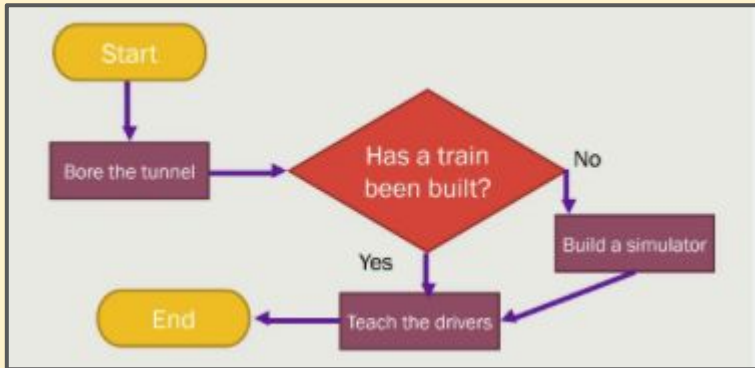
Flowcharts

Flowcharts are a **pre-production document**

They are created during the **planning stage** of a product's development

They are **diagrams** which help plan how a user might move through a website, interactive product or computer game

Flowcharts



Flowcharts will be created by **web designers** and **games developers** to plan how a product will work

These ideas might be checked with the **client**

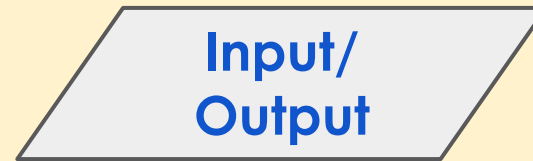
They will then be used by **web developers** and **games programmers** to create the final product

Purposes:

- plan how interactive products will work
- show what happens when choices are made by users
- plan how a **website** or **interactive media product** might link together
- plan how the stages of a **video game** might be linked together

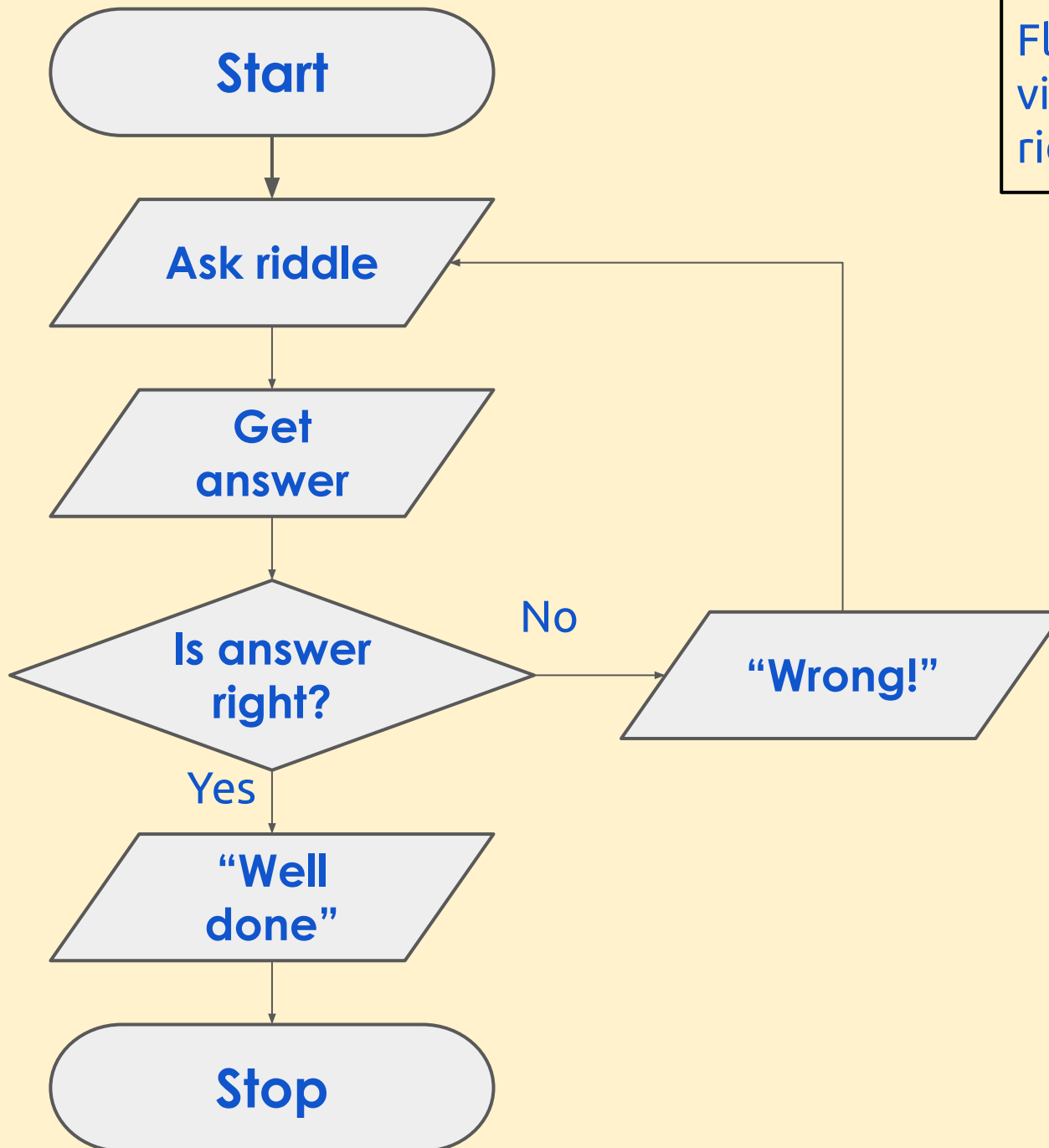
Flowcharts

Flowcharts are technical documents. They use specific symbols to represent different parts of a system



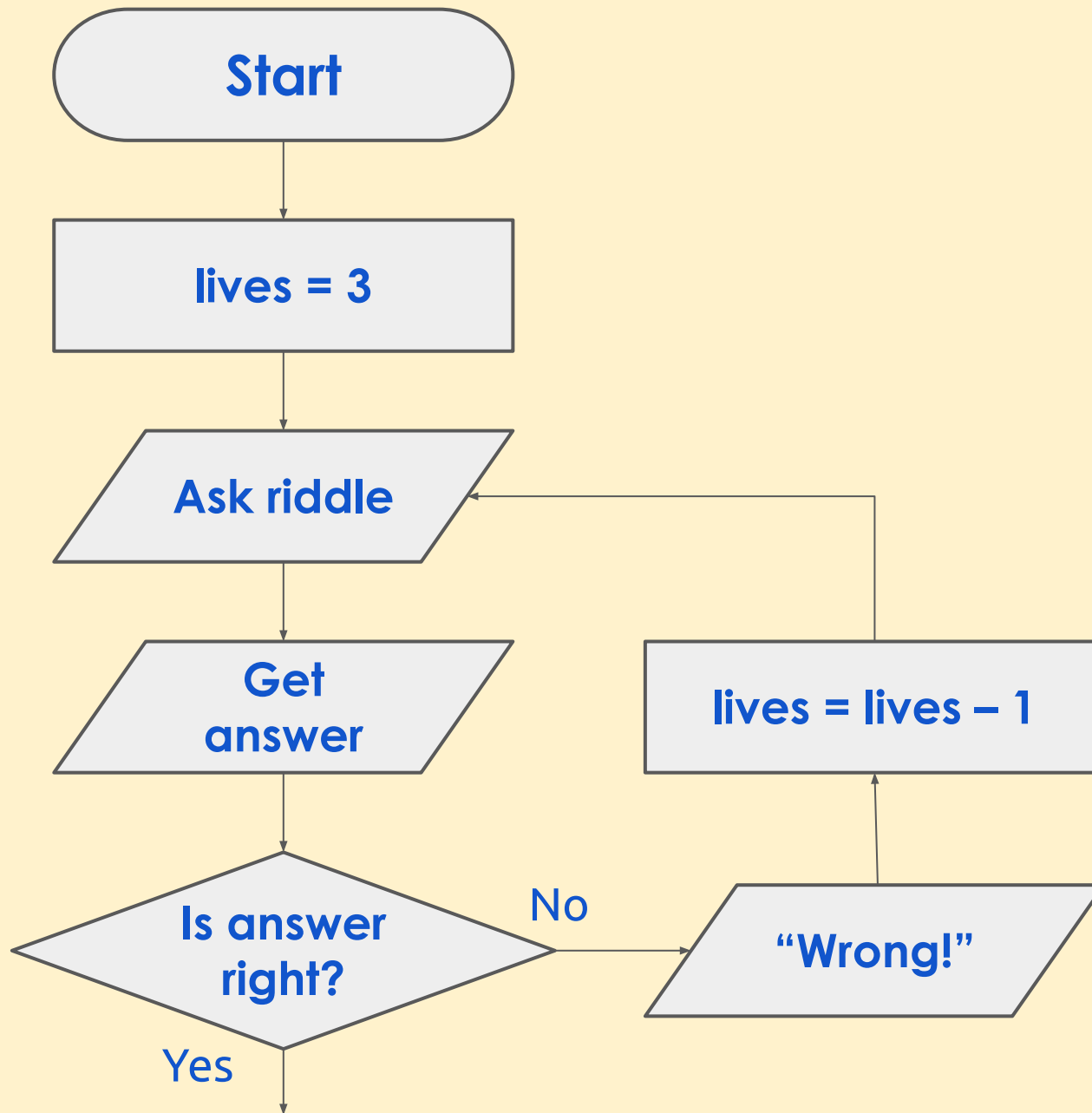
These blocks are linked together using arrows

Flowchart for part of a
video game where a
riddle is asked



Action blocks can be used to change the value of variables

Action



The decision box would need to include a way of dealing with what happens if the user runs out of lives

Flowcharts

Flowcharts are used to allow designers to **check** that products will work as planned **before** they are made

It's much **quicker** and **easier** to change a design than it is to change an product after it's been made. And it's easier to **work together** on a flowchart and **get ideas** from team members

In some ways they are a form of **testing** done **before** the product is developed

Flowcharts

Software for digital flowcharts:

- word processing software
- presentation software
- desktop publishing software
- graphics software
- specialist flowchart software (e.g. [Microsoft Visio](#)) or web apps – such as [Smart Draw](#) or [Lucid Chart](#)
- collaborative online tools (such as Google Docs) can work well to create this sort of product in a team

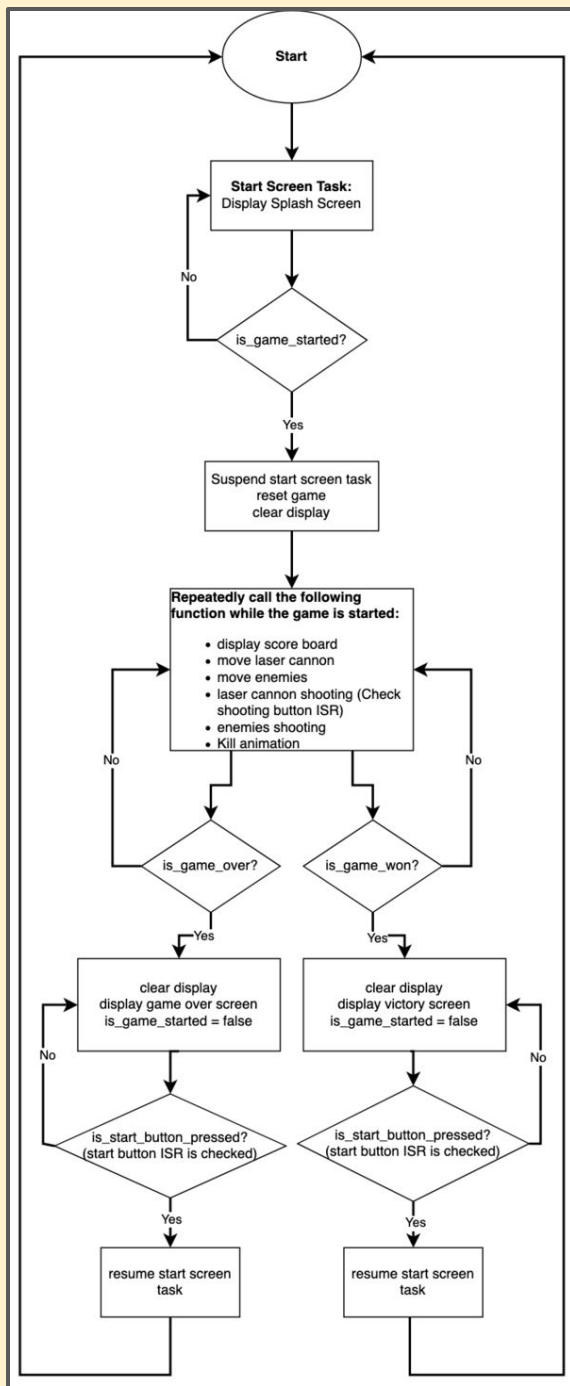
Physical flowcharts:

- paper/book/pen
- flipchart
- whiteboard

These could be turned into a digital version with a digital camera or scanner

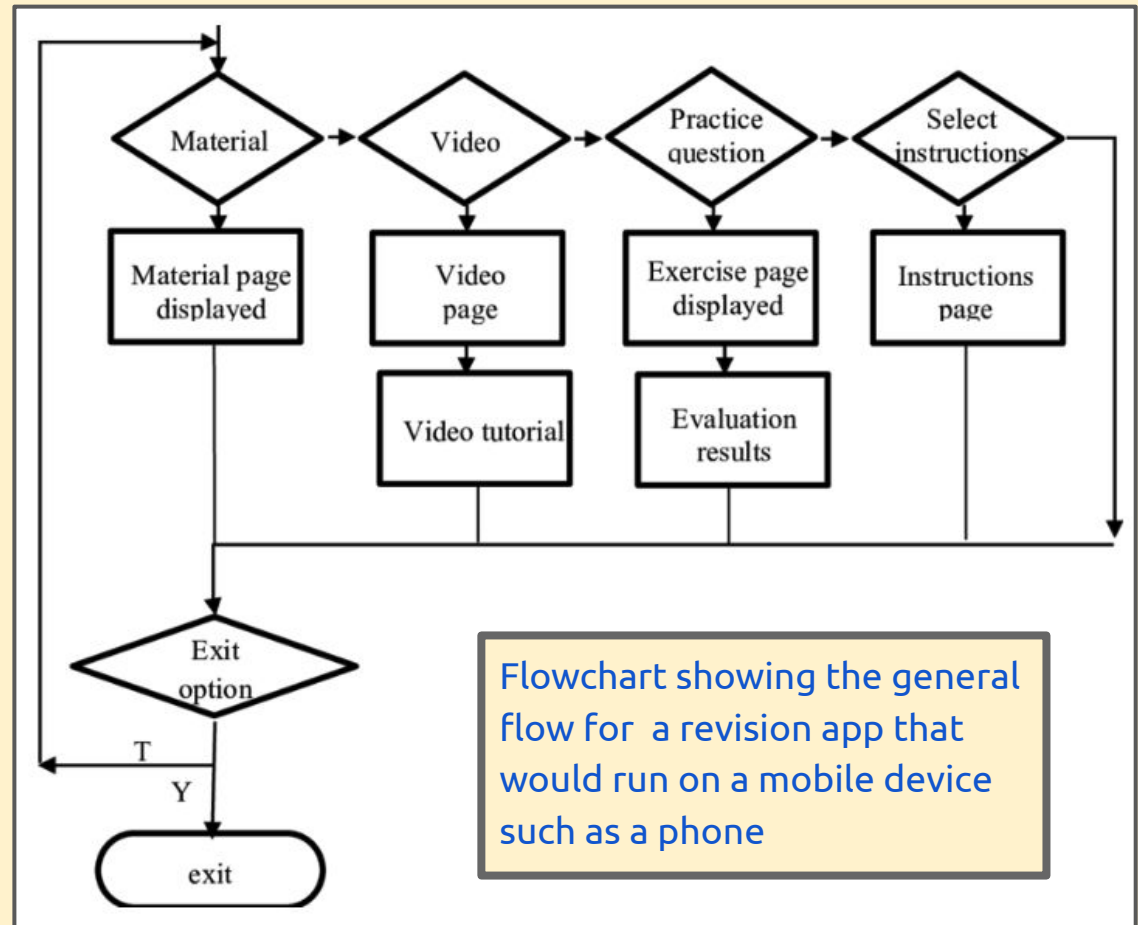
Hardware:

- mouse, keyboard, monitor, trackpad, touch screen
- graphics tablet



◀ High level design for space invaders (doesn't include every detail, but is used to make clear to team members the order that the elements that make up the game need to run in)

Both examples remove a lot of detail to show the flow of the game simply. This is called **abstraction**



Flowchart showing the general flow for a revision app that would run on a mobile device such as a phone

All of the images used in this presentation are
open source or have been created for these
slides