

Google Cardboard UI Design

Project Muttonchops

UI in any VR device can be a challenge but in the Google Cardboard it can be very challenging due to the one button, variable resolution and different size screens.

After working with numerous phones and Cardboards the ideal UI should not make the button necessary to play. This would allow more devices such as the Zeiss VR One and various cheap VR Goggles off of Ebay. Lots of phones also the magnetometer on the other side and cannot be used normally with the Cardboard. Some versions of the Google Cardboard also have issues with the button, for example the Cardboard 2 has lots of issues with the button not working.

Size:

In Project Muttonchops we used a dynamic scaling UI where the players needed to look at the UI to make it scale to a larger size for added visibility, doing this is especially important on lower resolution devices where text can be impossible to read. It's also important to scale and not move to make it comfortable for the players, in some cases you might want to move it backwards in the world and scale.



This is the UI as seen throughout Muttonchops, it's small and unobtrusive to the players, we actually want to make it more prominent over time. At this size it's almost impossible to see the text. In the version below you can see that the UI when zoomed in. It's much clearer to see the text and is more prominent in the user's vision.



World Space:

As you can see in the previous images Muttonchops UI is all worldspace. UI in VR is way better as it has context that gives the UI a reason to exist in the game world. It's also nice to hide things in the game world, we used poker tokens to represent the amount of votes a player has, the tokens work almost like a huge font as players can see the amount in a more natural way, drawing attention to these can be a challenge and making sure that players are aware that they are not set dressing is important.



Buttonless:

This is a section that we didn't realise during production but is important and will be implemented in Project Muttonchops in the future. The button on the cardboard shouldn't be relied on, its not compatible with phones and lots of cardboard compatible devices don't support it. In Muttonchops we will probably do a kind of timer where if players look at another player for over two seconds they are accused.

