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One example of a software that I personally found very well designed is Minecraft.

When I think how complicated this game is in both ways, the coding and the design, it's mind-blowing. First, let's start with the design. The one-by-one block may sound simple, but it's super creative, and you are free to do whatever you want and wherever you wish in this open world game, fighting the mobs with their different designs and abilities. The simple graphics allow players of all ages to play it with joy and fun. The adventure and the story made it the most sold video game in history till now, and that shows you how good and well-designed this game is. As for programming and coding, the game contains hard and complex coding using Java as a programming language; it makes it fit the game design. The movement and the action in the game reflect the hard work in programming and design at the same time its very complex to match the movement with the programing action.

Software design is so important for many reasons, like it affects how users interact with the program. Good designed software satisfies the user needs and makes doing the tasks easier. On the other hand, poorly designed software makes it hard for the user to reach their target; the users, in the end, will stop using it. A well-built design will try its best to satisfy the user and make doing the tasks clear and simple, ensuring their experience with the program is as good as possible. Like, look at Minecraft; they succeeded in showing us that simple but good design can turn a simple game into one of the most popular and well-known video games ever and made a whole generation play it, love it, and enjoy it at the same time.