# REPORT

## INTRODUCTION

OVERVIEW

MOTIVATION

AIMS AND OBJECTIVES

SCOPE

CHALLENGES

## Literature review

INTRODUCTION

The main focus for my research has been to look into different games and their UI/UX. A games experience varies based on variety of factors such as usability, genre and difficulty level. The User Interface for these factors can drastically change the whole experience and as such its very important to get it right for an application to work successfully. My research includes looking into what games have succeeded in creating an intuitive and visually pleasing interface, and then what games haven’t done well in these areas. All games have areas and aspects where they did better and worse, part of the research is evaluating where they went wrong and where they did well.

RELEVANT LITERATURE

RELATED WORK

RESEARCH GAP AND LIMITATION

FURTHER RESEARCH