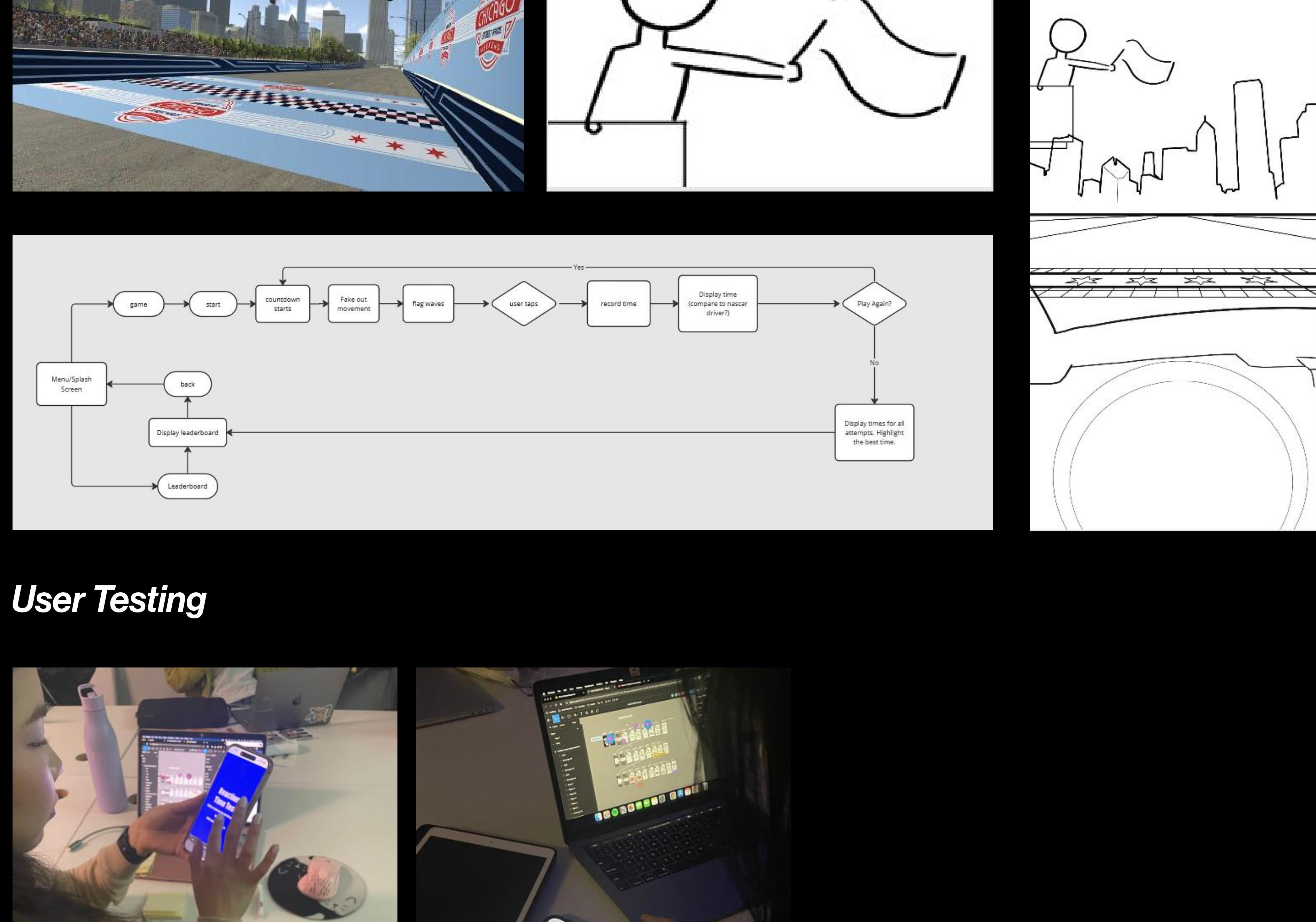


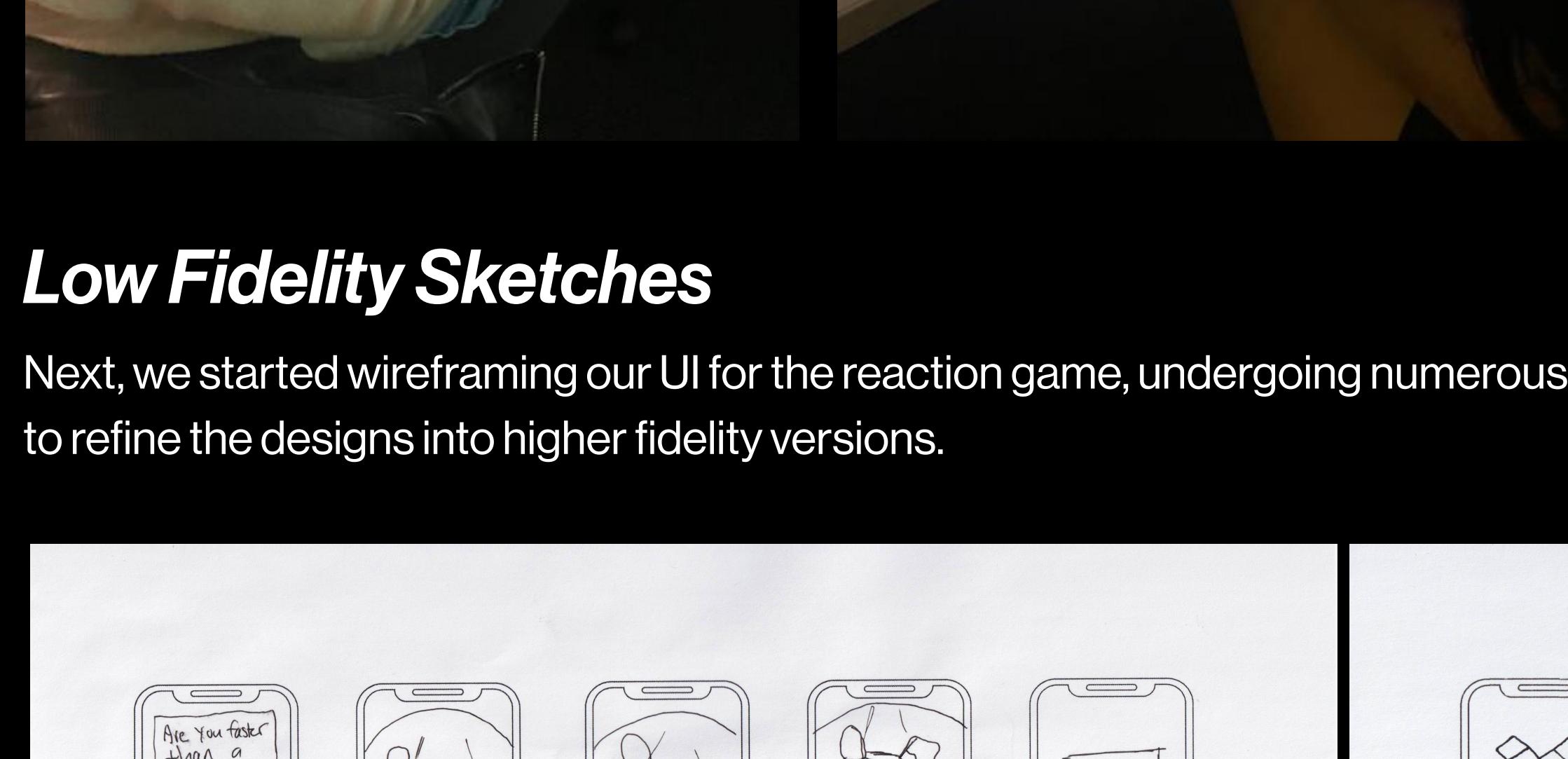
# Process: Reflex Game

## Ideation and User Flow

Our team sought inspiration for the game's art, focusing on incorporating both Chicago landmarks and NASCAR branding. Then, we began sketching out the game art and making our user flow for our game.



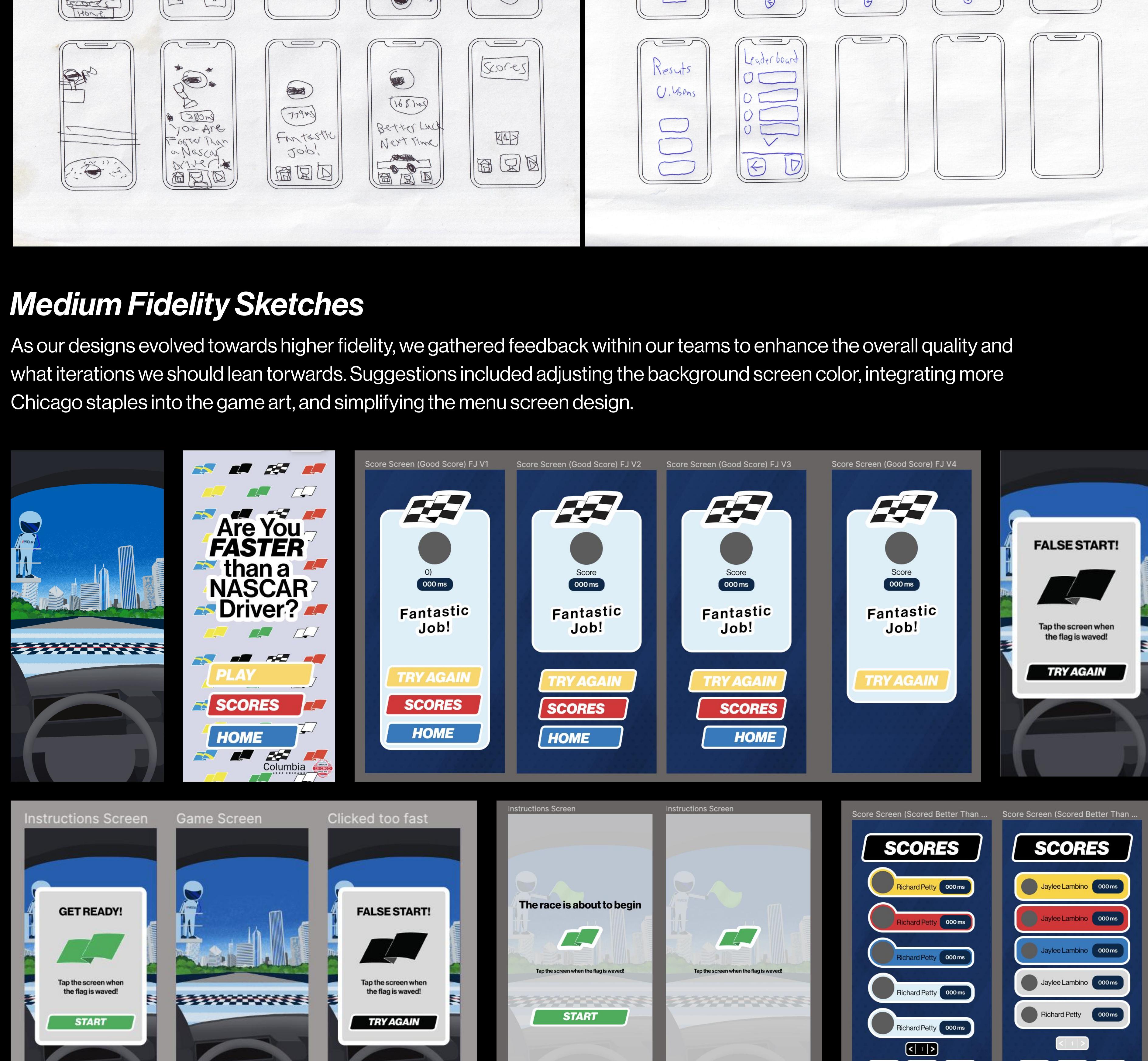
## User Testing



Our programmers developed a low-fidelity prototype that tracked players' reaction time while incorporating the game art sketches. We then conducted testing with our classmates, receiving positive feedback on the prototype and things to consider.

## Low Fidelity Sketches

Next, we started wireframing our UI for the reaction game, undergoing numerous revisions and iterations to refine the designs into higher fidelity versions.



## Medium Fidelity Sketches

As our designs evolved towards higher fidelity, we gathered feedback within our teams to enhance the overall quality and what iterations we should lean towards. Suggestions included adjusting the background screen color, integrating more Chicago staples into the game art, and simplifying the menu screen design.

