## 2.3.6 Menu Favorites Overlay

### 2.3.6.1 Purpose

* What is accomplished via this view?

This video displays a list of games that are considered to be “favorites” of the user. The games that a user accesses the most are the ones which will be designated as his or her favorites. Users will be able to access their favorite games more easily than games that they care less about.

* What decisions does the user make?

The user will decide which of the games that are considered their “favorites” that they will access the builds for. So, for example if a user’s favorite game is League of Legends, then he or she will be able to click on it and access builds and other info for the game. The user can view their list of favorite games as well as scroll down and look at games that aren’t considered among their favorites. The lower a game is listed, the less a user prefers it. Users can decide to either click on a game or scroll down/up to view other games.

* How does this view get the user closer to accomplishing their goal?

This view enables users to quickly access builds for the games that they regard as being their favorite games. Because it lists games in order of how much a user access them, it will be easier for users to access games that they prefer. Therefore, they will be able to accomplish their goal of accessing builds for their favorite games much more quickly, rather than having to search through a long list of games, for those which are among their favorite.

* How can the user get to this view?

The user can access this view from the hamburger menu. It will be listed third after the Home and Search buttons on the hamburger menu.

* Where can the user go from this view?

The user can access any game which they have listed from this view. Therefore, if a user’s favorite game is League of Legends, they will be able to click on it from the favorites overlay and and access builds and other information for it.

### 2.3.6.2 Wireframe Screenshot

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### 2.3.6.3 Mockup Screenshot

### 2.3.6.4 Prototype Screenshot Screenshot of prototype for this interface goes here.

### 2.3.6.5 Design Commentary

Talk about how your UI changed as it went through the steps of Wireframe -> Mockup -> Prototype. What did you like / dislike at each stage that influenced the next round of UI development?