

Project Summary

The main idea of this game comes from a saying from Goethe:

"Music is liquid architecture; architecture is frozen music."

In this casual game, you can click on the stars to play some music, compose a short piece of music, and then, an architecture would be generated based on the line of music composed. Players can tour around the architecture scene and take snapshots in accompany of music. The intention of this game is to create a pleasant and soothing visual and audial experience.

Why do I select this piece?

A. Why am I most proud of this?

This is the first project I made at UCL. I consider this as my biggest achievement in 2020. When I started it, I have only been learning how to write C# for four weeks. The challenge posted by coding a game mechanism from zero was much greater than what I had faced before. Most of the difficulties I faced only required considerable time and diligence. This one also required me to establish a logical mindset that was unknown to me.

During that period, I watched all kinds of C# tutorials, dug around unity documentation, and flooded google with everything I didn't understand about game development. After spending hours and hours absorbing knowledge, I nailed this project and gained a great understanding of game design. I even grew fond of the process of abstracting an experience into logical reasoning.

I am very proud of this project because although I am a beginner in coding, I managed to achieve most of the effects I wanted for this game and created a mostly satisfying experience as I expected.

Why do I select this piece?

B. How does this best represents me as a UX designer?

While coding was my main job in this project, I realized it can never exist on itself without all the contributions from art / sound / UI design. And I became the person that connected everything together. It was in this process I had a glimpse of how user experience is shaped by continuous playtesting and communication of all team.

As I designed the game flow, I noticed this is not very much a "game" but more an interactive experience. When I built it bit by bit and tested it again and again, I began to fit myself more into the role of user/player and tried to anticipate how they would want to behave in my project.

For example, in the draft version of this game, there wasn't a "clear" button to let players control the game flow in the music note scene, but then, as I steered my research interest to the playful act users perform, I knew I wanted to grant as much freedom as possible to the users. Therefore, I added a "clear" button to the game flow.

After trying to adjust many subtle details to improve the player experience, I learned a valuable lesson: there are always solutions to be found. The hardest part was not even to decide which option is the best - the most painful part is when I tackled some function but was devastatingly disappointed by the outcome, and have to keep questioning myself: "Are these all the solutions I have?" That is also the best thing I learned in this project about UX design. Designing an experience is an iterative process. There is always the possibility for a better solution, even though it has already satisfied what the users need.