

MS2 – UX Design

I always start the UX process by researching the , I believe that if one does a thorough research the more energy and time will be saved during the development process. The initial research involves comparing at least three existing memory game websites and getting random users that justify my target audience.

These are the list of websites that I have chosen to be tested:

- [Webgamesonline](#)
- [Dkmgames](#)
- [Helpfulgames](#)

Below are the comments in terms of usability and accessibility that I have gathered from the UX interview. These information will help a lot with the design.

[Webgamesonline](#)

Webgamesonline is a really simple memory game. When the users initially the page, they didn't have any trouble to start the game. The main reason for this is because the main game is already visible to the users when loaded. The font size is greater than the ideal font size which is 16px. Except for the button's text and the time lapsed. The colour scheme is fantastic. Although, the colour of the solved images are the same with the unsolved. As a result, two of the users click on them by mistake.

[Dkmgames](#)

Dkmgames is a an awesome website, because it has multiple games within its website. It has a login system that lets you save your progress. The goal of the game is to complete each level that gets harder as you go along.

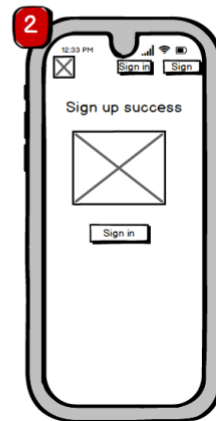
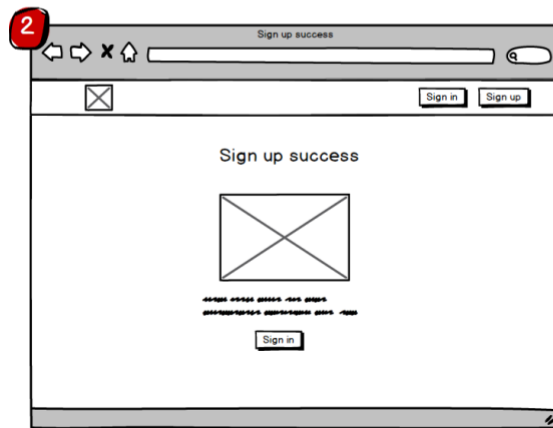
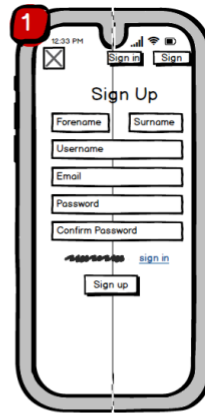
In terms of usability, you have no controls at all. The font size are great and it is readable because it is greater than the ideal font size. The colour could be better because it is doesn't fit the context of the page. The page does not scale very well, because it images stays on the same place which is in to left of the page. As a result, some all of the users find it really difficult to click the images.

[Helpfulgames](#)

Helpfulgames is a bit similar to Dkmgames as they both have a login system. All of three of the users were able to start the game without a hassle. The font size are really great because it is greater than 16px. The is great as well because

User Stories and Wireframes

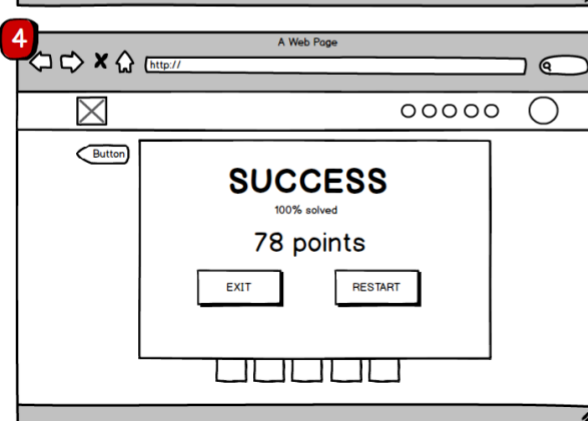
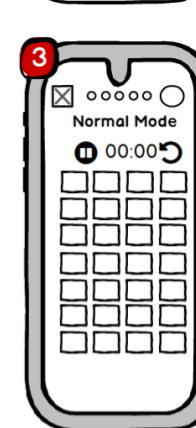
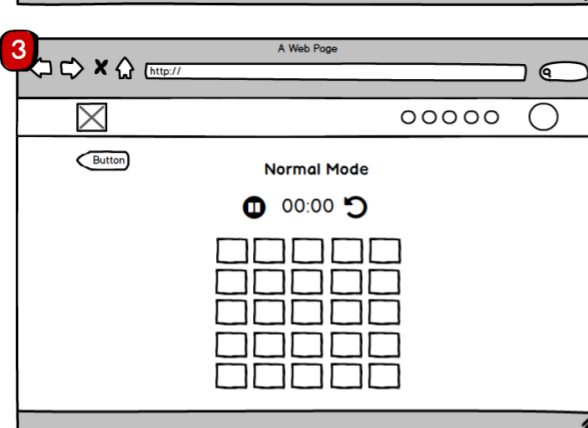
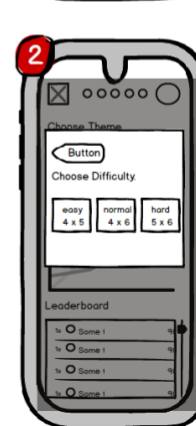
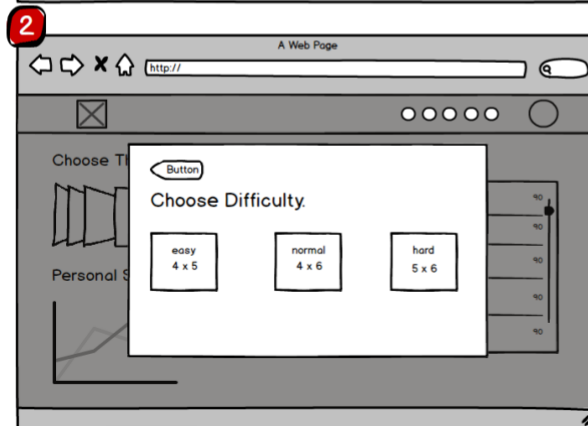
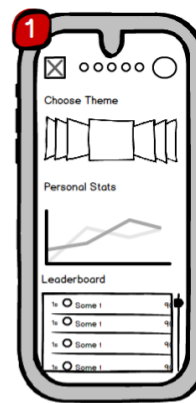
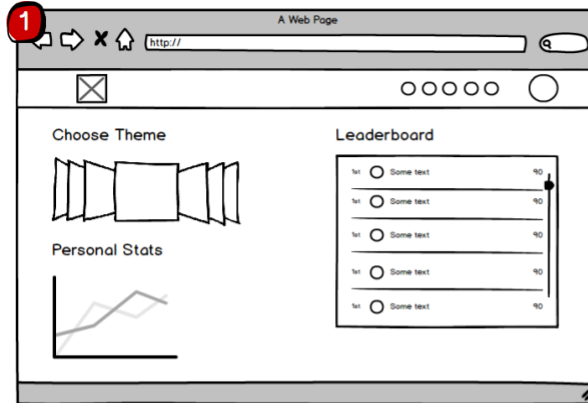
1. As a new user, I want to sign up for an account so that can have access.



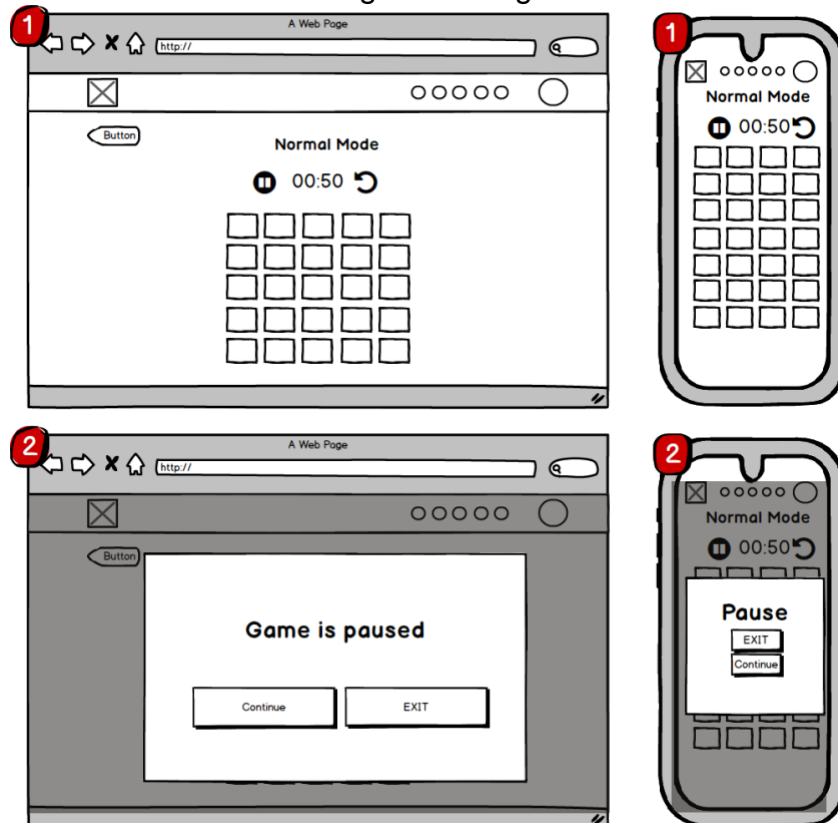
2. As a user, I want to sign in so that I can start playing.



3. As a user, I want to start the game so that I can start solving the puzzles.



4. As a user, I want to be able to pause the game so that I can stop the time whenever I am doing something else.



5. As a user, I want to be able to restart the game with ease so that I can start another game straight away.

