

# Assignment 5

Controls –

INTRO: this is a prototype for new features in tetris genesis game so only the key features in the UI are working. mouse click won't work because there is no mouse for that console. only wasd , enter and esc.



Problems -

<https://daffy-school-6fb.notion.site/Heuristic-Analysis-Template-152f5d67b78b80f5a061ff0d628a16b9>

Violation	Heuristic Violated	Severity	Plan for next Iteration (Recommendation)
it is tough to know which option is selected or being edited when choosing music or background etc...	Visibility of System Status	3	all icon or something to show on which column the user it
there is no back button...do you expect me to restart the whole game just to adjust small setting?	User Control and Freedom	4	add back button option
Bad alignment ,color and design choice overall	Consistency and Standards	1	change color and design style and fix the alignment

Fixes -

you can exit the game in pause menu ,start menu and you can undo the settings now, fixed the alignment colors and format, made it more readable and symmetrical, changed the logic on how the navigation would work. Now more easy to know which button is selected .

Functionality – limited only showing the key functions of the new Tetris concept UI for genesis version .

Upgrade –

according to me it's a good color palette, not a fan of bright colors. Alignments have been improved. I have maintained consistency with borders, layout style , fonts etc. etc., I have tried to segregate it in sections so it looks kind of clean . yeah and applied CRAP. There is contrast in buttons, repetition in Design style, formatting, color , etc. alignment became easy with vertical and horizontal layout on groups . kept the proximity stuff in mind but didn't want to change a lot in comparison to the original(but had to cause the last one was bad).

GIT LINK-

<https://github.com/D33P12/Tetris-Remake.git>

Complete version commit -

3e8fc3240cccc800fbbef8ccd3e6a2aaebcfa998

Version where Figma to unity version was not working as expected -

4b4cef60f2ccb8255de1137d04c06e19f688f9e4