

Potential settings

Introduction:

A vast majority of apps on the market have various settings for their users, but there are exceptions to this. There are a wide variety of various settings depending on the type of app, whether it's a utility app, social media or a game. Our app will be somewhere inbetween social media and game and therefore it can be wise to use settings from both of these types of apps.

Social media:

Some of the most common subsections of settings for social media apps are: account, profile, notifications and other. Most of them speak for themselves, however other is very abstract in this context. Examples of the type of settings that can be found in this subsection is log out, version information and synchronize contacts.

Games:

The most common subsections for the game apps are the following: toggle sound(s), notifications, language and how to play. All of these are very obvious so I won't go into more detail about them.

Conclusion:

Since our app will focus mostly on the gaming part, yet have some social media features as chatting it can be wise to use inspiration from both sources (could of course be useful anyhow). The various settings I think that we should use for our app are the following:

Toggle sound(s), how to play/help, profile and/or account (depending on how we form the app), notifications, other (consisting of at least exit and log out). Of course we can come up with more if we need to, but I think these various setting subsections will cover most of our settings.