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## **-REPORT-**

### **1.) Star Wars Battlefront 2 Interface skeetch and prototype**

In the Home page of the interface I have placed three options adjacent to each other. Inside each box player can see brief information related to what each option is providing. For example, Play heroes versus villains contains short descriptor inside it's box which says "take part in iconic duels" which gives an idea that given game mode is a 1v1 duel between two players. On the below figure which contains description "unopened crates" shows number of unopened crates left of it, which is 2 as an example in my sketch. In the Play page of the interface I have placed three boxes which are indicating different game modes, and to give information related to how many players can take a part in game mode each box contains player number information below the game mode name. In collection page we can see different classes which I have grouped with respect to their class types and each class type's name is given above it. For example, in the standard troopers category we have assault, heavy, officer, and specialist. Similarly heroes and villains are grouped so that players can easily differentiate between two sides. Also there is a show character button on the right bottom side which displays the currently selected character. In the career section we can see the number of challenges that player has completed out of total number of challenges in each category. Also player rank progression bar has indicates how much score is required to proceed with next rank. Furthermore, player can see the circle progression indicator showing which shows total number of milestones completed. In the options page each option has an pictorial representation inside it which denotes what each option is related to so that player can get a focus on desired option much more quickly. For instance, video option box contains screen recorder picture to provide extra visual information. I have also added textual descriptor to box on the

left top position which is “Friends” so that without requiring any look at character icons, player can understand that that box contains friends and their respective icons. I have added textual descriptor for currency, level, and amount of rewards on the right top so that player doesn’t have to know what each symbol means to understand what each amount refers to. Players can read textual descriptors directly to understand what each amount refers to.

As a summary, Changes I have done compared to original version are as follows:

I have placed textual descriptors to pages where only visual representation is provided, I have placed figures to pages where the information was purely given by textual descriptions. I have also decomposed hierarchical components into more specialized components to leave out complexity. As a result with the combination of visual and textual aid even beginner players can understand and get used to UI easily.

## **2.) Playstation 5 DualSense controller sketch and prototype**

I have added textual descriptors to left side direction arrows which were previously just indicated by direction signs, these are UP, DOWN, LEFT, RIGHT so that beginner player can combine visual representation with direction perception to recognize buttons much more quickly. Small buttons on the left top and right top of the console contains share and settings options but in the original version they don’t have texts which indicate that they provide these functionalities. I have added textual descriptors “share” to left button and “settings” to right button. In the original version of console, buttons on the right side are represented by symbols triangle, circle, cross, and square which may not be intuitive and informative for their purpose. So according to their purposes on most mmo games: triangle is used for switching weapons, square is used for reloading weapons, cross is used for jumping, and circle is used for crouching. So for easier recognition I have replaced triangle with SWITCH, square with RELOAD, cross with JUMP, and circle with CROUCH.

Middle part of the console is touchpad, but in the original version there is no indicator that which tells player that this space is allocated for touchpad. In my prototype I have placed a textual descriptor "Touchpad" which visually tells user that given space is allocated for touchpad. Similarly in between two analogs there is a main menu button which is not not indicated in original version so I have put a text "menu" above it to indicate that it fulfills the purpose of main menu. The button below the main menu button is used for muting the microphone, but similarly beginner player may not be able to guess whether is it open initially or not. Because of this reason I have added a text "mute" to indicate that initially microphone is not muted. If we look at the console from TOP VIEW, two rear buttons are L2 and R2. L2 button is mainly used for aiming and R2 button is mainly used for firing, so I have have replaced L2 with text AIM and R2 with FIRE. If we look at the front two buttons, left button is L1 and right button is R1 and these buttons are usually used for special skills like throwing a grenade, making shield,etc.. So I have replaced L1 with SPECIAL1 and R1 with SPECIAL2. There is a charging port in the middle of SPECIAL1 and SPECIAL2 buttons, but this button is not indicated as a charging port so I have placed textual description "power" above the charging port.

## PAPER SKETCHES

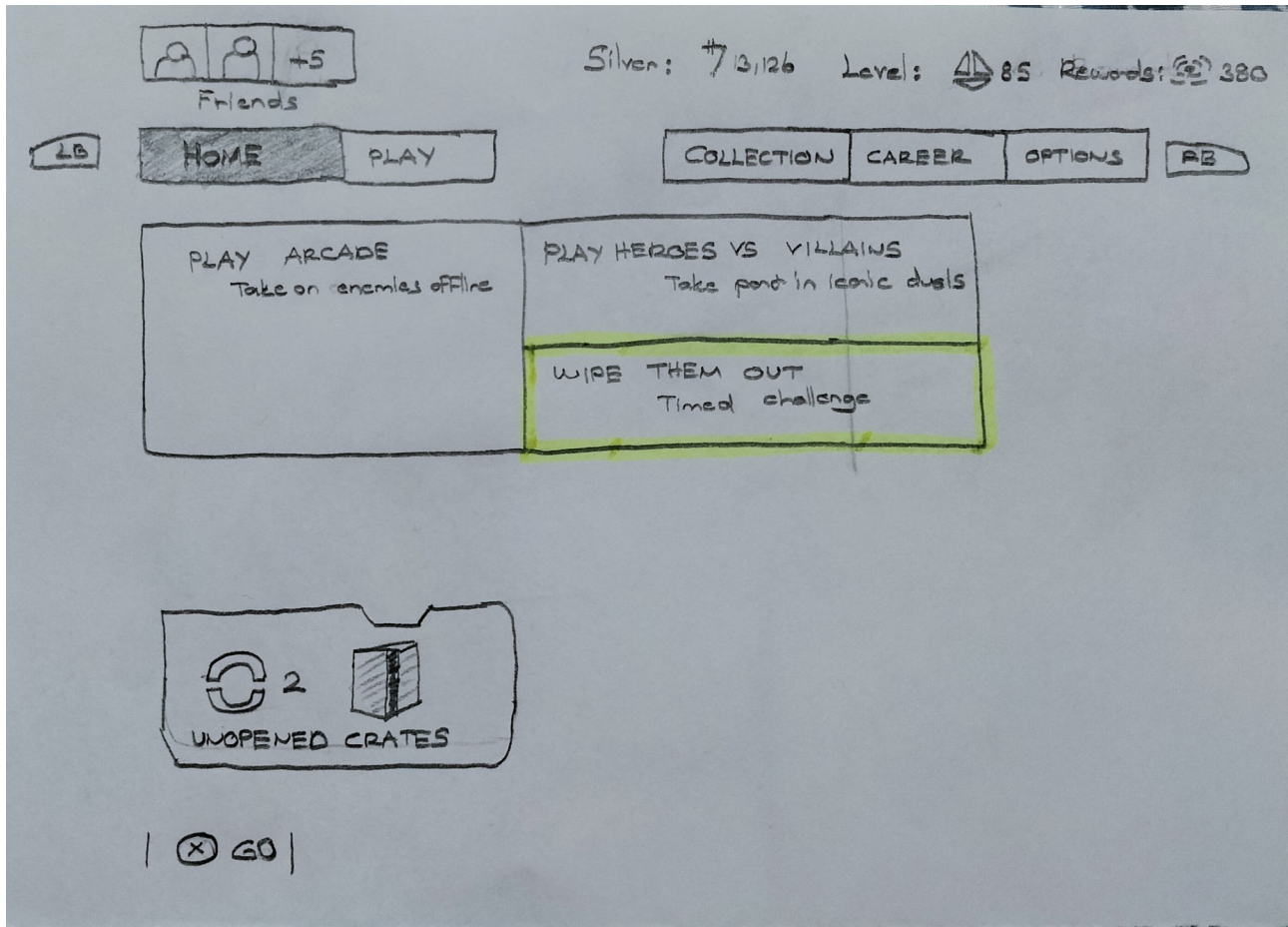


Figure 1: Home page Star Wars Battle Front 2

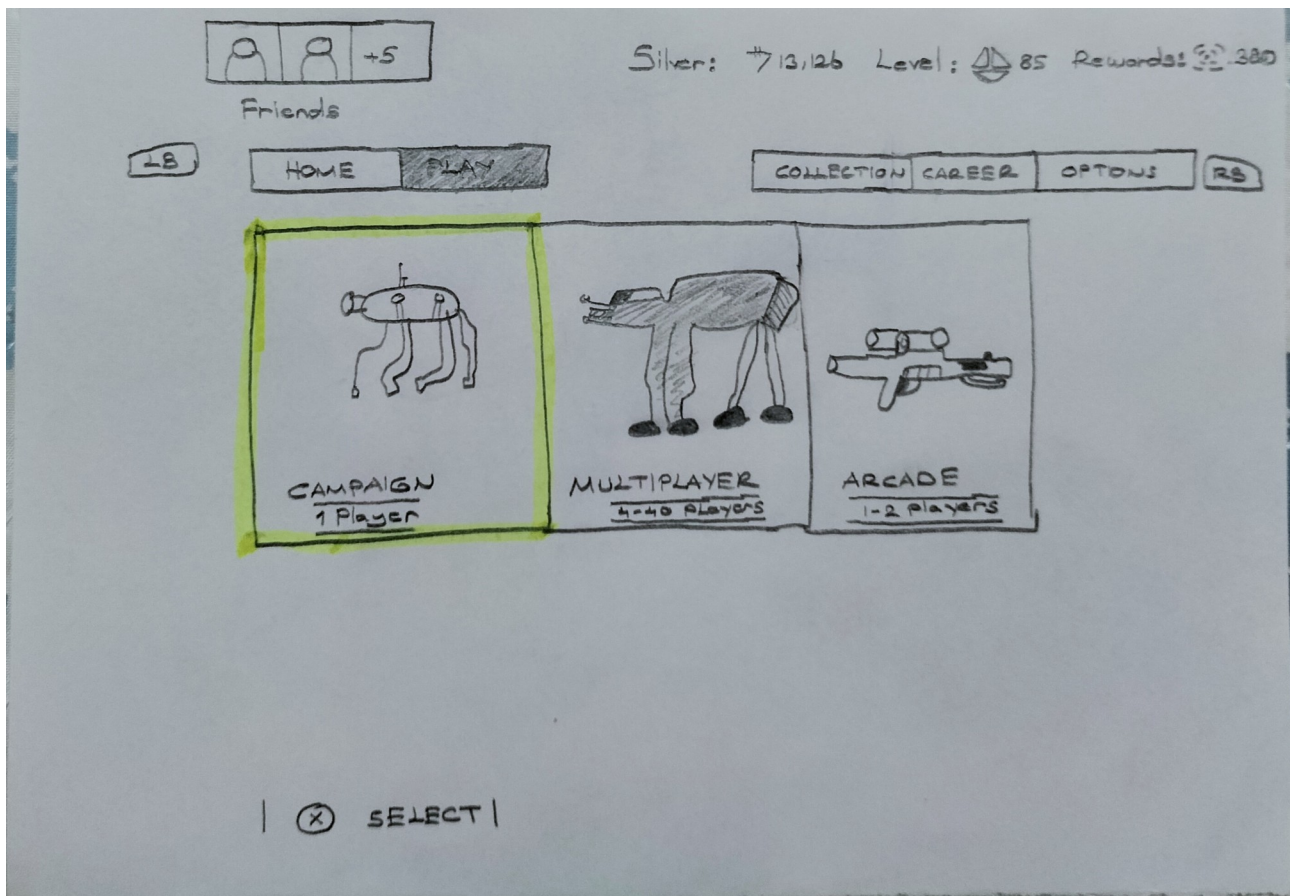


Figure 2: Play page Star Wars Battle Front 2

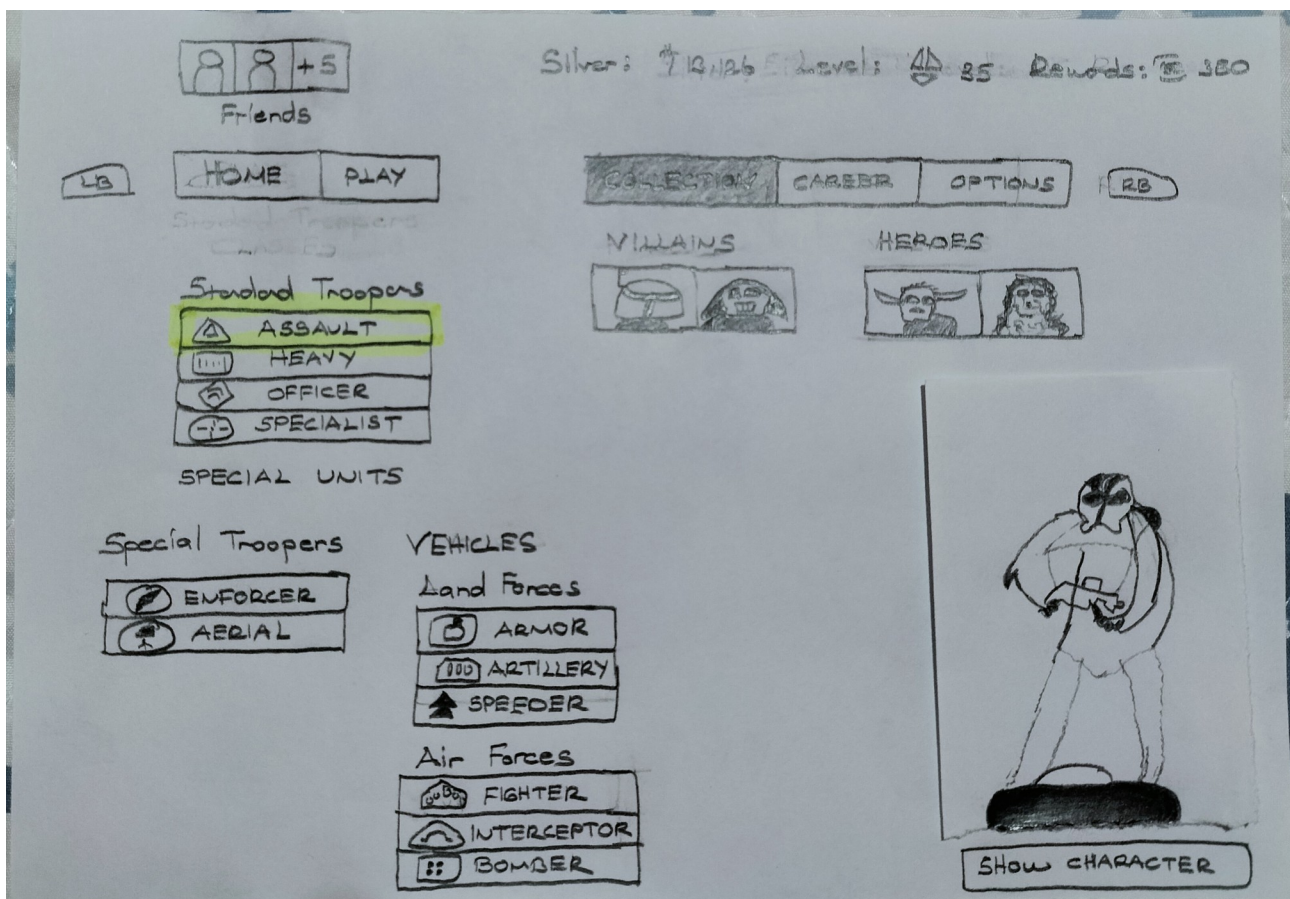


Figure 3: Collection page Star Wars Battle Front 2



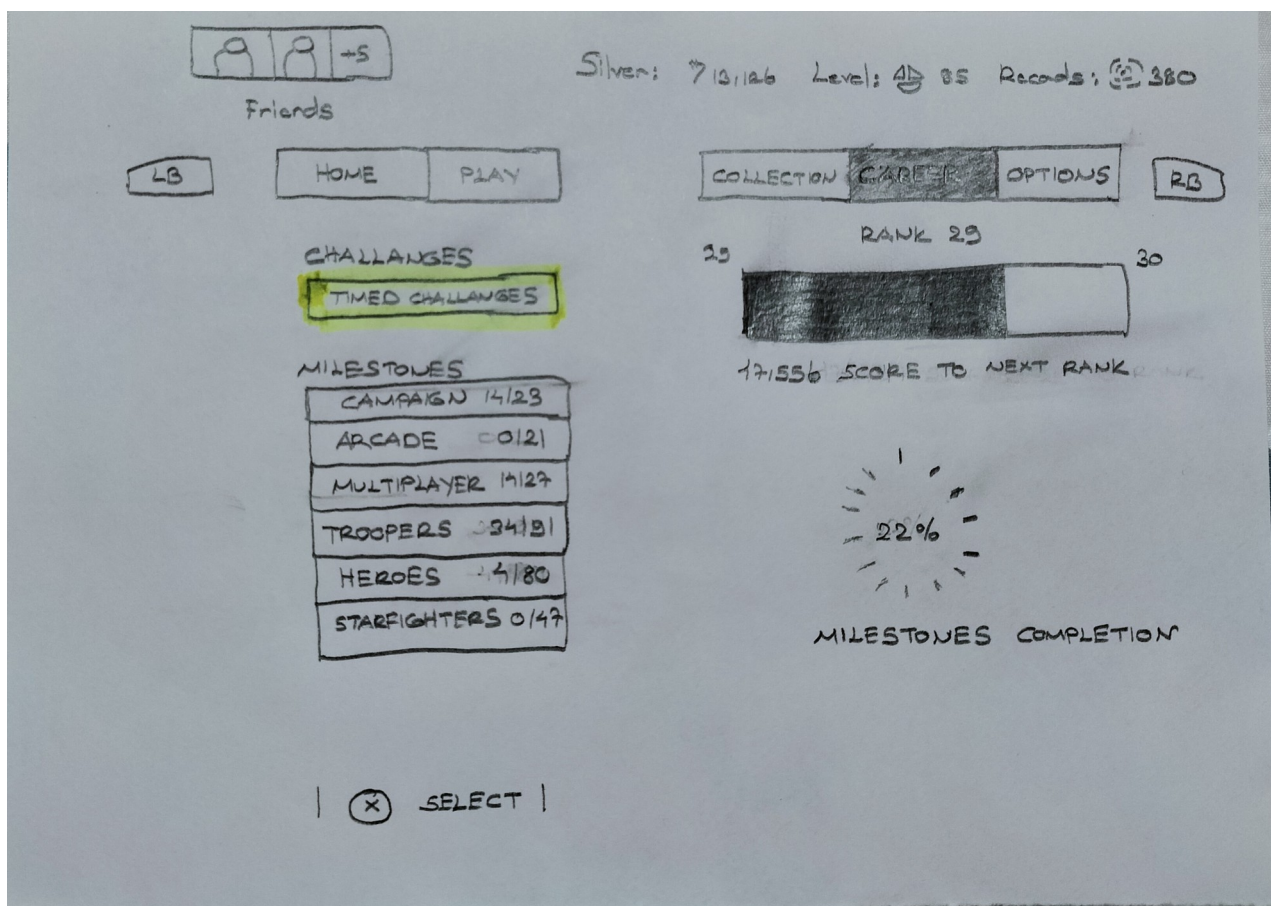


Figure 4: Career page Star Wars Battle Front 2

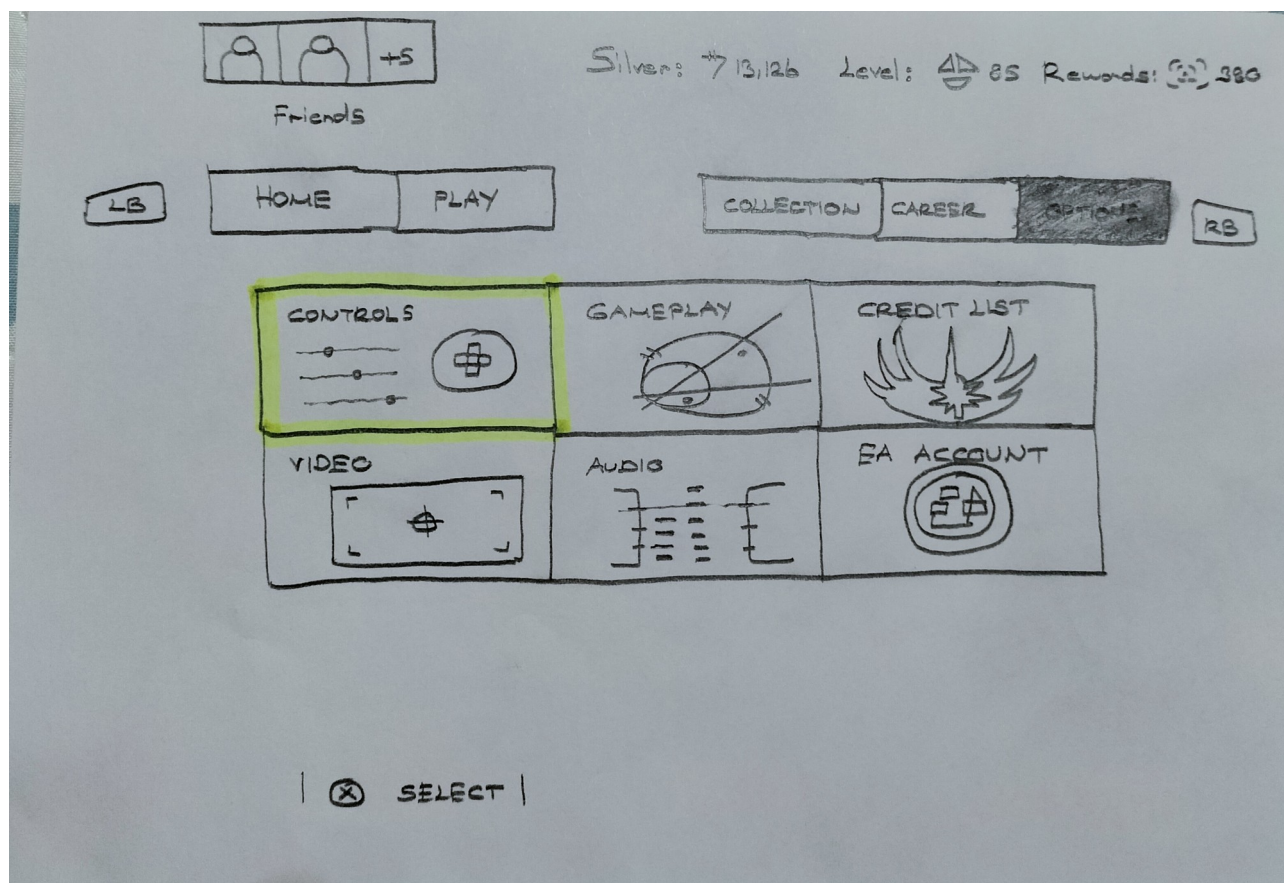


Figure 5: Options page Star Wars Battle Front 2

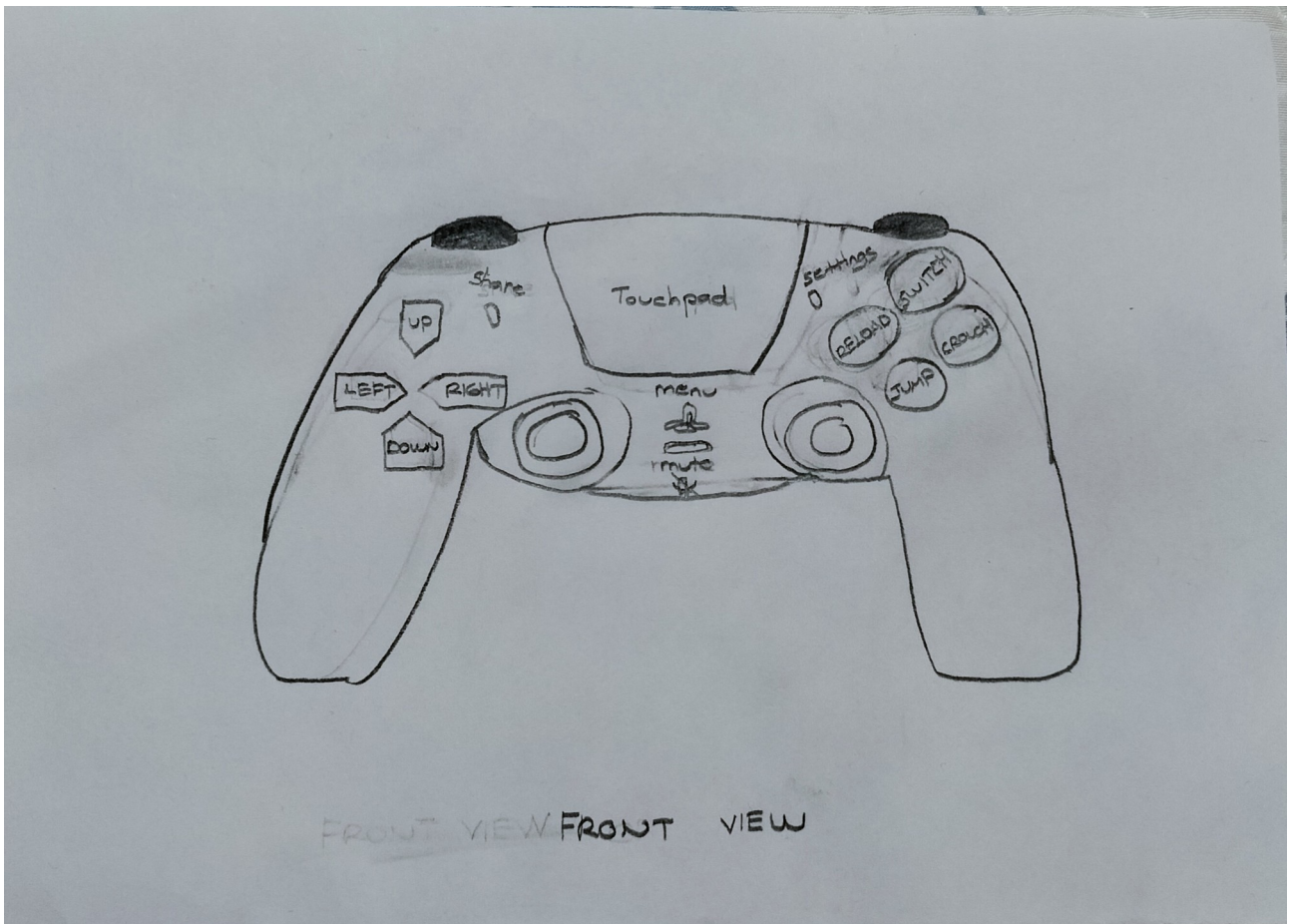


Figure 6: Playstation 5 Dual Sense controller front view

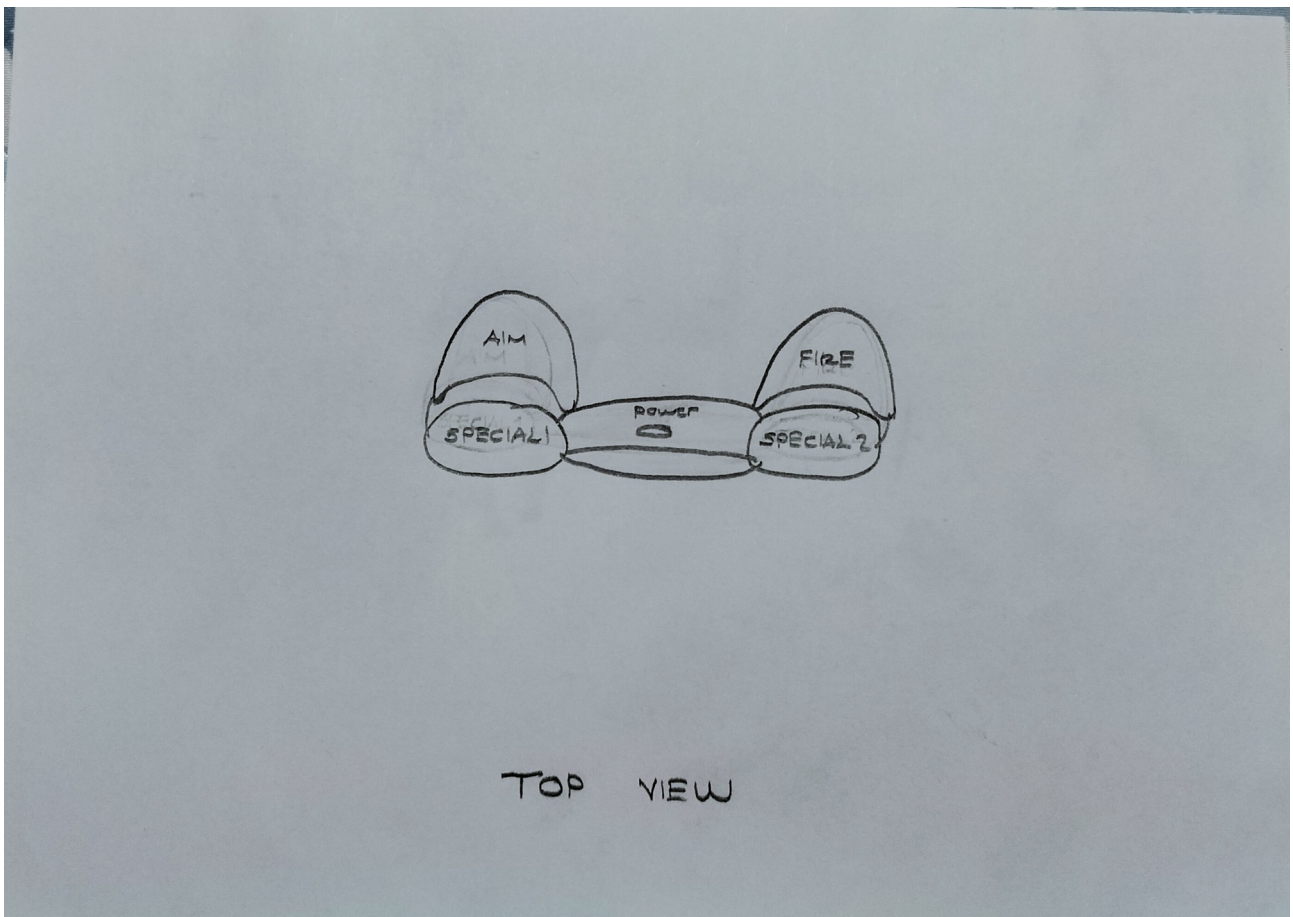


Figure 7: Playstation 5 Dual Sense controller top view



## **APPENDIX**

I have provided links to Figma prototypes below for Star Wars Battle Front 2 and Playstation 5 Dual Sense controller respectively.

1. [https://www.figma.com/file/zzTvdsfm9jWAhlgsuvLXk/Star\\_Wars\\_Battle\\_Front\\_2\\_Interface?type=design&node-id=5%3A209&t=9dvf2aQe1GCeAR4Z-1](https://www.figma.com/file/zzTvdsfm9jWAhlgsuvLXk/Star_Wars_Battle_Front_2_Interface?type=design&node-id=5%3A209&t=9dvf2aQe1GCeAR4Z-1)
2. [https://www.figma.com/file/h8JHv6plc9HVG3PmdSxFB3/Playstation\\_5\\_Dual\\_Sense\\_Controller?type=design&t=2iEiMKNE9cB5OlSP-1](https://www.figma.com/file/h8JHv6plc9HVG3PmdSxFB3/Playstation_5_Dual_Sense_Controller?type=design&t=2iEiMKNE9cB5OlSP-1)