

# User Experience Report

Customization Capabilities: We integrated a feature allowing users to choose their game mode, fostering a more personalized experience.

Light Mode Selection: For users favoring a lighter interface, we incorporated a pastel color palette, balancing subtlety with visibility.

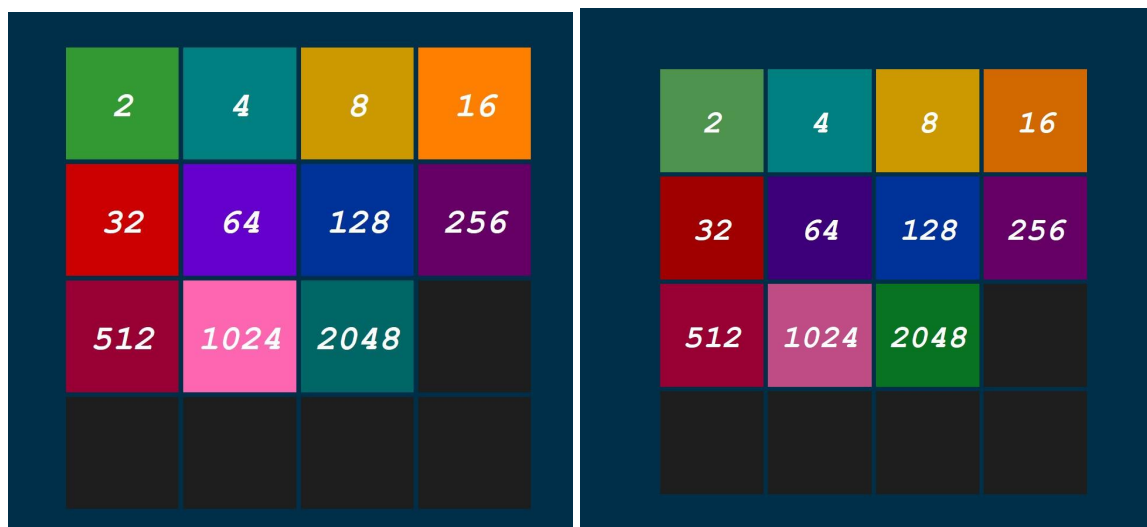
*- "In light mode, the name of the game is sharp contrast between text and background. You want the words to pop out, so dark text on a light background does the trick: pick colors that won't hurt people's eyes, and you'll have an interface that's both pretty and practical."*

<https://bootcamp.uxdesign.cc/ui-ux-design-a-beautiful-dance-of-light-and-dark-a94b1cbc0634>

Dark Mode Integration: Contrarily, our dark mode option introduced more vivid and muted color variations to provide an equally engaging yet distinct experience. Ensuring accessibility and clarity, we deliberately selected high contrast colors to enhance readability and user interaction.

*- "Contrast is key. The purpose of Dark Mode is to make screens easier to read. A direct color inversion often has the opposite effect, since colors that contrast nicely in a light setting don't necessarily have complements that pair the same way."* <https://blog.zeplin.io/dark-mode-color-palette>

Our exploration of the color scheme for tile colors in dark mode:



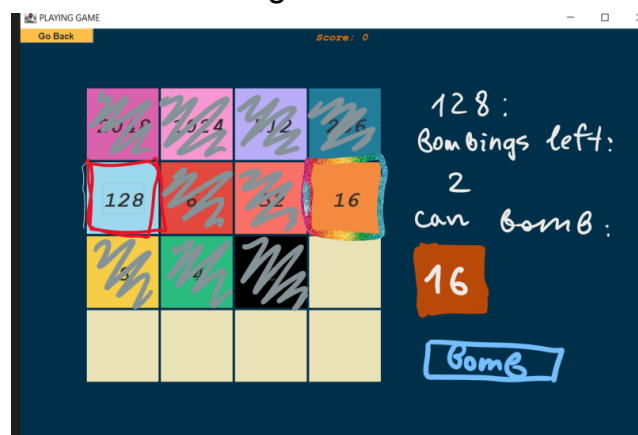
Design Simplicity: We decided to stick to a straightforward design across the board so everything feels familiar for the player. By doing this, we wanted to make sure that using our platform feels smooth and hassle-free for all our users.

*-“In short, usability and learnability improve when similar elements have consistent look and function in similar way. When consistency is present in your design, people can transfer knowledge to new contexts and learn new things quickly without pain. This way they can focus on executing the task and not learning how the product UI works every time they switch the context.”*

<https://uxdesign.cc/design-principle-consistency-6b0cf7e7339f>

Prototyping: To boost the user experience, we began with prototyping. Before fully developing the game, we created a preliminary design to visualize how the end product might look.

Our prototype of one of the bombing feature:



*- “Prototyping is a crucial part of the UX design process. It involves creating a working model of a design concept in order to test and refine it before finalizing the design.”*

<https://uxplanet.org/the-role-of-prototyping-in-ux-design-how-to-test-your-designs-acc70b5a1410>