**UX Design Report: Scotland Yard Game**

**Introduction**

As the UX designer for the Scotland Yard game project, my role is to ensure that the game provides an intuitive, engaging, and user-friendly experience for players. This report outlines the user experience (UX) design process, key features, and design considerations. The goal is to create a seamless interaction between players and the game, whether they are playing as Dr. X (the fugitive) or detectives (students).

**Key Features**

1. **Start Screen**
   * **Location Selection**: Players can choose the game location (e.g., Horsforth).
   * **Game Settings**: Players can set the game length (e.g., 60 minutes).
   * **Game Invitation**: Players can share a game code to invite friends.
   * **Start/Join Game**: Clear call-to-action buttons for starting or joining a game.
2. **Role Selection**
   * Players can choose their role: Dr. X or one of the students (detectives).
   * **Difficulty Levels**: Players can select the game difficulty (Easy, Medium, Hard).
3. **Game Room Overview**
   * **Players List**: Displays all players in the game (Dr. X and detectives).
   * **Map Overview**: Shows key locations (e.g. Leeds, Horsforth).
   * **Tickets**: Displays available tickets (Taxi, Bus, Underground, etc.).
   * **Mr. X’s Logbook**: Tracks Dr. X’s moves and reveals his position periodically.
4. **Gameplay Interface**
   * **Dr. X’s Interface**:
     + Displays remaining tickets and turns.
     + Provides move controls (Taxi, Bus, Underground).
   * **Detective’s Interface**:
     + Shows available tickets and current position.
     + Allows detectives to make moves and track Dr. X.
5. **Game Result**
   * **Win/Lose Screen**: Clear feedback when Dr. X is caught or escapes.
   * **Options**: Players can return to the main menu or play again.
6. **Profile and Settings**
   * **Edit Profile**: Players can customize their avatar, display name, and bio.
   * **Settings**: Players can adjust sound effects, music, notifications, and themes.

**UX Design Process**

1. **User Research**
   * Conducted research to understand the target audience (e.g., board game enthusiasts, students).
   * Identified key pain points, such as the need for clear instructions and intuitive navigation.
2. **Wireframing and Prototyping**
   * Created wireframes using Figma to map out the user flow and interface layout.
   * Developed interactive prototypes to test the usability of the game interface.
3. **Visual Design**
   * Designed a clean and modern interface with a focus on readability and accessibility.
   * Used icons and visual signs to enhance the player experience (e.g., ticket icons, map markers).
4. **Usability Testing**
   * Conducted usability tests with potential players (My kids) to gather feedback on the interface.
   * Iterated on the design based on user feedback (e.g., simplifying the move controls, display fun images).
5. **Collaboration with Development Team**
   * Worked closely with developers to ensure the design aligns with technical constraints.
   * Provided design assets and style guides for consistent implementation.

**Design Considerations**

1. **Onboarding**
   * Added a **tutorial** to help new players understand the rules and gameplay.
   * Included **tooltips** and **hints** to guide players during their first game.
2. **Information Hierarchy**
   * Prioritized key information (e.g., tickets, current position) to avoid overwhelming players.
   * Used visual hierarchy (e.g., larger fonts, contrasting colours) to highlight important elements.
3. **Interaction Design**
   * Designed intuitive controls for making moves (e.g., tap to select a ticket,).
   * .

4. **Accessibility**

* + Incorporated **accessibility features** (e.g., larger buttons, colourblind-friendly palettes).
  + Ensured the game is usable for players with varying levels of experience.

**Tools Used**

* **Figma**: Used for wireframing, prototyping, and creating the visual design.
* **Whimsical**: Used for creating user flow diagrams

**Conclusion**

The Scotland Yard game aims to deliver an engaging and user-friendly experience for players. By focusing on intuitive navigation, clear information hierarchy, and responsive design, the game ensures that players can easily understand and enjoy the gameplay. The use of tools like Figma and Whimsical has been instrumental in creating a seamless design process, from wireframing to final implementation.

**References**

1. ScotlandYard Board Game Rules: <https://www.ultraboardgames.com/scotland-yard/game-rules.php>
2. Figma Tutorial for Beginners: <https://www.figma.com/resources/learn-design/>
3. Whimsical Quick Start Guide: <https://whimsical.com/quick-start>
4. ChatGPT: Used for generating the map, Images, and refining the UX design process. <https://openai.com/chatgpt>

**Appendix**

A screenshot of a video game

AI-generated content may be incorrect.

**User Flow Diagram**

**Low-fidelity Design**

A paper with writing on it

AI-generated content may be incorrect. A sketch of a computer

AI-generated content may be incorrect. A drawing of a screen

AI-generated content may be incorrect.

**Link to Figma Design:**

[**https://www.figma.com/design/4JzvD97HoLvPIHsADFLf05/scotland-yard1?node-id=0-1&t=agxscaCv2Zm8UUMx-1**](https://www.figma.com/design/4JzvD97HoLvPIHsADFLf05/scotland-yard1?node-id=0-1&t=agxscaCv2Zm8UUMx-1)