

## Learning objectives

### **1. User Experience (UX)**

The purpose of UX in games is to create an enjoyable and immersive experience for the user and make sure to understand the user's needs. UX designers must design intuitive controls, a clear and understandable game world, and provide in-game feedback that helps the player understand how they're progressing from level to level. In "Flappy Potter", the following features ensure these requirements are met.

- **Signals and Feedback**

Current Score, High Score and Lives Display: Keeping the score and lives info visible at the top of the screen helps players stay informed about their progress.

Collision Feedback: Temporarily deleting the plants after a collision provides clear feedback that the player has lost a life, while allowing them to continue from where they left off.

Colours of the plants: Changing the colours of the obstacles (visual cue) after a certain checkpoint lets the user understand their progress.

- **Usability and Intuitive UI**

Main Menu: The four buttons (Play, Instructions, Backstory, Quit) are clearly labelled and visually distinct, making navigation intuitive.

Instructions and Backstory: Providing separate tabs for instructions and backstory helps the player understand the game mechanics and context without feeling overwhelmed.

- **Visual Design and Theming**

Consistent Theme: The medieval look of the buttons and fantasy backgrounds related to the "Harry Potter" theme, create a cohesive and immersive experience.

Storytelling: The purpose of a compelling backstory is to introduce the aim of the game and draw the player into the game's fictional world.

- **Engagement and Challenge**

Power-ups and Difficulty Scaling: Introducing power-ups and increasing difficulty after passing 10 plants keeps the game engaging and challenging.

Game Over Screen: Displaying the score, highest score, and offering options to replay or return to the main menu provides a satisfying conclusion and encourages the user to replay the game.

- Accessibility

Control Choices: Allowing players to choose between two keys for control can accommodate different player preferences and improve accessibility.

#### Resources:

[Mastering UI/UX Game Design: A Comprehensive Guide - DEV Community](#)

[Basic Guide to Game UX Design | ProtoPie](#)

[Game UX — Blending Game Design and User Experience | UXPin](#)

[What is Game UX? The Complete Guide for 2024](#)