### *Department of (Software Engineering???)*

### *Faculty of Computing*

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*Project Report for Course:*

DV1557- Usability and Interaction Design

ANVÄNDBARHET OCH INTERAKTIONSDESIGN

*\_\_\_\_\_\_ -\_\_\_ -\_\_\_ (YYYY-MM-DD)*



- Menu redesign ???

Rainbow Six: Siege ???

**Design Project**

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1. *(ex., screenshots, questionnaires, coding, etc.)*

Abstract

The purpose of this paper is to document the design and development of a new interface using certain design principles. The old version of the target software has a slow and cumbersome user interface and we developed a new version that is easier to navigate and memorize.

In this paper the differences are shown using graphs and images so the improvements are visualized clearly, and so the comparisons between the new and the old interfaces are easy to see.

Introduction

This paper will describe the design and development process of the new interface for the game Rainbow Six: Siege.

As will be shown in this paper, the differences are quite big but the design focuses more on compacting the different menus rather than completely changing the layout.

The old version of the interface is very cumbersome and time consuming to navigate because of the vast number of buttons and sub-menus in the way of reaching the goal menu. The new design focuses on removing several sub-menus and buttons to show the user one simplified and easy to navigate menu.

The game itself has many characters to choose from, and they, in turn, have many options in the form of weapons, outfits and attachments for the weapons for the user to choose between. Selecting the correct menu for changing these options, and navigating between them is slow with many loading screens which take a few seconds each, and this is unacceptable from a good design point of view. It is very hard to memorize the layout and the thought behind the old design and it is not very intuitive, but rather organized. The new design focuses on removing these loading times which increases ease of access and makes it easier to memorize but we keep it organized.

This paper will explain in detail how the new system works and how it was developed and designed.

Background

Goals of the project

#### Compacting the menus

The old design has many sub-menus and buttons that make the process of navigation very time consuming and cumbersome. Compacting menus into one bigger menu and removing buttons makes all the options visible on one page which is easier to memorize and use.

#### More responsive interface

Loading times in the old interface can be up to several seconds, specially the first time the user clicks a button to open a sub-menu. The removal of these sub-menus makes sure that there is no loading required. Weapons and attachment menus were especially slow and hard to reach as these were at the very end of the menus. This type of system is fragmented and slow although organized. The new system makes use of intuitive lists and buttons to quickly select weapons, outfits and armor and at the same time the user can see a visual representation of the change in real time, for example the weapon changing or the characters outfit changing instantly. This was a very important part of the new design as it is core to the user experience.

#### Easier and more intuitive navigation

Having one big menu removes the need for navigation and clearly labeled buttons that help the user to quickly go back in case of a mistake. Forgiving the user for a faulty input is important and so not having many options makes that easy to accomplish.

#### Clean and appealing aesthetic

The old design had a very clean and appealing appearance with buttons that react quickly and have detailed animations. The new design aims to keep that style and focus on detail. This goal is very important for this new design as making everything more compacted and fast has little effect if the user does not feel satisfied with the interaction and get the adequate feedback when interacting with the buttons and menus.

#### Clear and memorable audio cues

Using different sounds for different buttons is important for memorizing sequences and the general layout of the interface. These sounds should be appealing and not irritating in any way to complement the visual aesthetic properly. This new design has taken this thought into account and it uses satisfying and appealing sounds for button clicks and scrolling menus.

#### Focus on principles of design

The principles that the design aims to use are directness, user control, consistency, clarity, aesthetics, feedback, forgiveness and awareness of human strengths [Reference to pdf 4]. Staying true to these principles helps the design to take the users strengths and weaknesses into account as well as provide a quick and easy interface to interact with.

#### 

Working process of the project work

Design criteria

#### Directness

#### User Control

#### Consistency

#### Clarity

#### Aesthetics

#### Audio

#### Forgiveness

#### Awareness of human strengths and limitations

#### Feedback

Problems identified

#### Slow loading times

#### Not memorable

#### Too fragmented

#### Not forgiving

#### Slow and unclear feedback

#### Bad clarity

#### Bad awareness of human limitations

Design of the new version

Summary and discussion

References

Appendix