**Game UX Research**

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| **Game Name** | **UI** | **Indicators** | **Features** |
| *AR Dragon* | Menus hidden within few onscreen buttons, once clicked it shows more options.      Clean design, only buttons showing on lower sides of the screen with expandable menus. | > UI has striking colour buttons for easily distinguishable buttons.  > World is spawn around you, only way to find out if to look around or if in practise mode (train mode) then the dragon looks in that direction.  > Distinguishable colours when it comes to pickups, shooting targets and mood of dragon can be seen by the face expression. | > Dragon needs to be spawn on big enough surface.  > Game uses whole world around you, even outside the scanned surface. Can be seen when in train mode, or point spawn.  > As Dragon grows, it requires bigger space.  > Can be picked up and placed anywhere (has to be scanned first and a plane) and dragon can only fly within this plane. |
| *Space Invaders – not released* | Non-Existent, very minimalistic.    Only information on screen is how many bullets are left in the gun. It is not released game, just prototype. | > Pixelated enemies coming towards you from every side, the only way of seeing them is by looking around.  > Models becoming bigger the closer they are to the player. | > Takes advantage of the whole environment around player by spawning enemies coming at the player.  > Tap the screen to play the game (Shoot)  > Tracks player location. |
| *Space Shooter – not released* | Non-Existent, prototype build, minimalistic information shown on screen. | > No real indicators showing ships – just models floating around player. Have to look around to spot them.  > Not interactive models, stand still | > Ships spawning at random location around player  > Doesn’t use planes to spawn objects |
| *ARise* | Minimalistic UI – Only options and menu buttons at the lower corner.    Simplistic UI, using camera positioning to progress with the game. Fits well with the game mechanic, to have most area to display the game. | > Symbols that connect together and shine once the camera joins the symbols together.  > Symbol shine up when connected and the path is created.  > Use of colours to clearly show progression, player location (by using distinguishable colours compared to whole game), symbols, can see whole level at once. | > Requires a plane to spawn the world.  > Uses camera position to play the game.  > Able to see whole level once loaded, allows player to plan ahead.  > One spawn location, but by the game mechanic (of progression with camera position), forces people to move around the map. |
| *Splitter Critters* | Minimalistic UI – Pause and restart button. Clean UI, slide screen to play the game. | > Colours used to differentiate different game objects.  > Different texture symbolising cut. | > Box appears with a cut out which is playable window.  > Slide to cut and move objects.  > Able to go in the box to see different layers of game.  > Bright colours for enjoyable visual experience. |