

Intro:

so the product my group is trying to make is about a controller that provides more immersion for players in online card game

and this is current design

there's direction buttons on the left to move around zones, a button to confirm options, a detector area, and a plastic card that represent the card ur currently activate/summoning once u confirm to activate/summon a card, u can select a zone using d button and confirm, then slam the plastic card on the detector zone to trigger the play in game

1st person(Max)

Interview:

- The controller seem to take up too much space
- Looks bulky

Insights

- Less buttons to make the controller smaller
- Use joystick to move around instead of specific buttons
- Spread the controls out instead all in one space

2nd person(Thomas):

Interview:

- Looks bulky
- Could be hard to hold
 - The square shapes makes it look hard to hold onto
- Is the intent to have a deck
- Whats the application of this?
 - For users that cannot attend local or do not have local near by
- Why is this better than a normal mouse and keyboard or a regular controller?
 - With greater immersion such as experiencing draw card action could give user more enjoyment

Insights

- Joystick instead of d pad
- A more slim shape to hold
- Add a slider on the side to simulate card drawing action
- LEDs displaying phases
- Try to maybe lay it out where it's easy access
 - Like put graveyard and banishment buttons on the right hand side
 - Joystick on the left side then have a row of buttons on the right then above it a sliding bar

3rd person(Ryan):

Interview:

- Prefers d pad over joystick
 - Because card game's selection is more grid-base
- Maybe make it like a duel disk
 - More grids and make the controller more like street fighter controller

Insights:

- Keep the d pad over joystick
- Instead of having the draw slide on the side have it on the controller so it's easier to proceed the draw action
- Adds vibration for feedback
- Adds modular sound effect
 - For example, user can add in kaiba's voice for draw card, play card, and change phase

Iteration:

extra deck button and joystick on left

banish, gy, main deck on right

and probably have drawing cards on the right side

