The user experience will largely be affected by the scenery design at an early stage compared with others such as game mode, cheating rate, money charging that might be experienced after the whole game routine.

adding new elements such as puzzle (McNeilley, 2007), role acting, Battle Royale. Therefore, the FPS game is currently a very extensive concept.

players fight computer-controlled enemies

players conflict with two or more live participants

newly generated type of FPS game， The players start with no equipment and should search the weapons and items in the maps.

broadly used in displaying images and videos in the field of computers and mobile phones.

To satisfy most of the players, the scenery design should be accommodated to most of the peoples’ intuitive reactions.

people status, mood, clock time of day, age, gender.

Published by Microsoft

general principles to design software.

Before checking the result, to make the research……

As the name implies

We should implement these possible factors together in a rather comfortable and favorable level. It is hard to make it specific since each game has its own style and feature. Tests are vital and necessary

Testers and I did not think of every factors, one thesis cannot cover every possible factors