Title:

How to improve the gameplay and user experience of FPS games in the field of scenery design

Abstract

This thesis contributes to the explanation of how to improve the gameplay and user experience of FPS games in the field of scenery design. Firstly, an analysis will be implemented to have a research on the current situation of different FPS games. Then, a model that simulates the players’ stage will be created to search for the exact elements that affect the gameplay and user experience. Furthermore, a detailed conclusion will be made. Finally, some future works and limitation will be discussed to get a better and more subjective result.

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# Introduction

The FPS (First-person shooters) game has become a type of extremely popular games in the current game market. From the first FPS game Doom, released in 1993, to the most recent FPS game named PUBG, the in-game design and game model have been improved a lot by the game developers. The first impression that an FPS game gives to the players is definitely the scenery design, which have a dominant factor on judging whether the player will continue playing this game or not. First impressions are strongest. The user experience will largely be affected by this element compared with others such as game mode, cheating rate, money charging. Apparently, many existing game developers are still making effort to improve their background and UI to provide the players with a more comfortable and understandable gaming condition. The producer’s investment on this part is absolutely critical and vital, or they may lose a large number of players at the beginning.

## Motivation

Since that the scenery design has played such a important role, it deserves to make a research on improving the gameplay and user experience. Furthermore, there are still many scenery design problems in the current games although theses games might have been sold for millions of dollars.

## Goal

# 2 Related background

## 2.1 FPS game

FPS games, which has a full name of First Person Shooter, is a type of shooting game. The player

## 2.2 Color psychology

# 3 Approach

# 4 Developing details

# 5 Conclusion

# 6 Future works and limitation

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