

# Nonsense App Prototype

Assignment 4

Sedi Aidam



## Final Version

<https://xd.adobe.com/view/51108ec2-5f8d-478d-9aed-c29d05ab2e55-0443/>

After playtesting in class I added a few indicators that helped to guide the user to access the affordances that would allow them to move forward and complete the full experience

Using Adobe XD to create an app prototype that takes advantage of common signs, symbols, and indicies to mess with the user's expectations.

## Main Concept

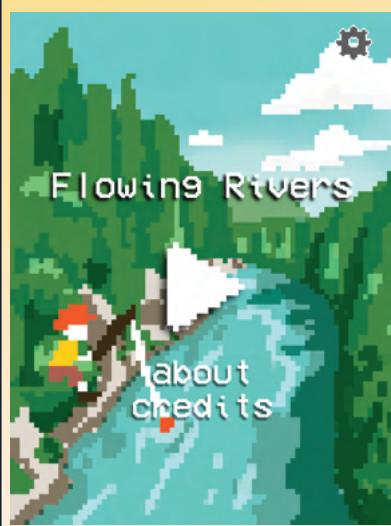
A game you can never play.

The user can interact with a number of signifiers and menu items and navigate through multiple screens, but never gets close enough to actually "play" the game. I tried to make use of common conventions for UI used in games and twist it to lead to unexpected results. I also had a few screens where the games "creator" has left traces of themselves which doubles as an explanation as to why everything is so weird.

# Breakdown

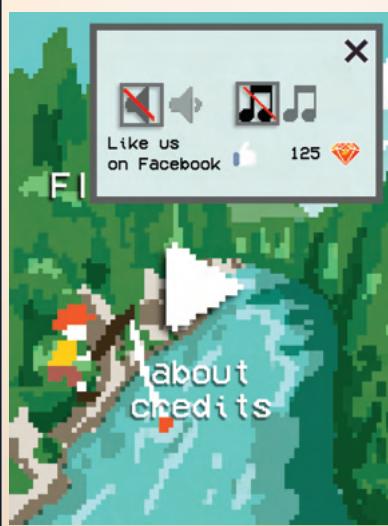
## Assignment 4

Sedi Aidam



### Home Screen

Play button - Symbol, false affordance: it opens up the settings menu  
Settings button- Symbol, perceived affordance: opens up the settings menu  
"About"- Index; perceived affordance: takes you to a summary of the game  
"Credits"- Index; perceived affordance: takes you to a "credit" screen  
Character- Hidden affordance, you have to click on him to get to the next screen



### Settings Menu

SFX or Volume on- Icon (represents speaker), false- turns sfx off if on, or does nothing  
SFX or Volume off- Icon, false- turns sfx on if clicked  
Music On- Icon (music note), perceived- turns music on  
Music Off- Icon, false- also turns music on  
The rest of the icons (thumbs up and dingus) do nothing - false affordances  
"About", "credits", and clicking on the character work the same as the home screen  
The play button goes back to the home screen.

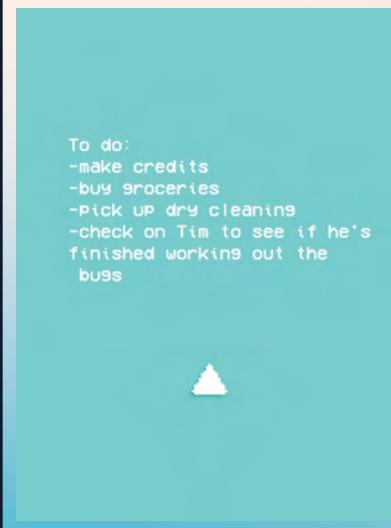
### "Credits"

-List of to-do's for "creator"  
Arrow - symbol; I took the same symbol as the play button and used it in a way that usually helps the user navigate pages/indicates direction but turned it, percieved affordance: take you back to home



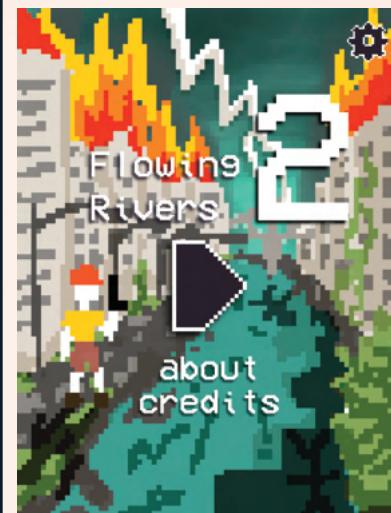
### "Summary"

Arrow used in the same way-Introduces concept of dingus which is represented as a gem icon



### Dialogue Screen

This appears when you click on the character  
"Sure Ok. (Go Back)" - index; perceived affordance: takes you back to home  
"No Thanks! (Quit Game)" - index; false affordance: advances you to next screen



### Second Home Screen

Settings button-false: advances to next screen  
Play button- false: opens settings menu  
About, credits - false: does nothing

# Breakdown Pt.2

## Assignment 4

Sedi Aidam



### Dialogue 2

- hidden:
- opens/closes mini dialogue
- depicted to the right



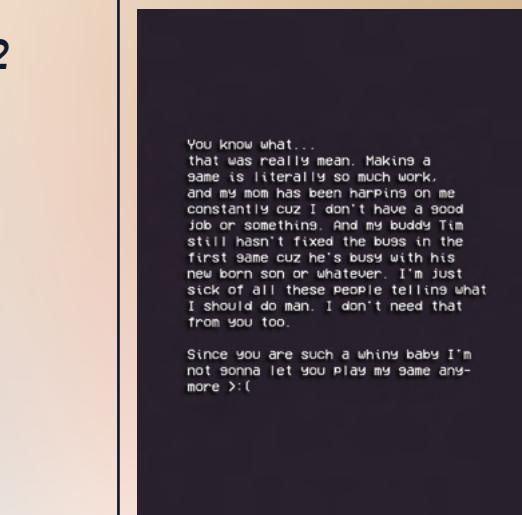
### Character Select

- L/R arrows: symbol, perceived affordance: scrubs through the different characters
- Mapping of the character select is skewed - does not go left to right, up to down; some of the highlighted icons do not match
- character displayed
- Selecting Character - hidden/false affordance, click on big image



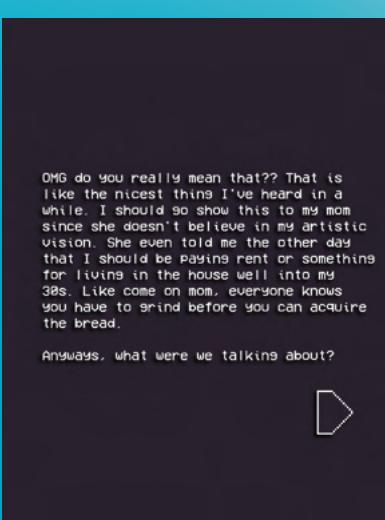
### Character Select 2

- No matter which character you choose you end up with the same character. Unless you choose "ehndroo" or "andrew"
- which gives you "ehndroo/-cattboi"
- "No I didn't" - Index, perceived affordance: advances to next screen
- "Looks great!" - same



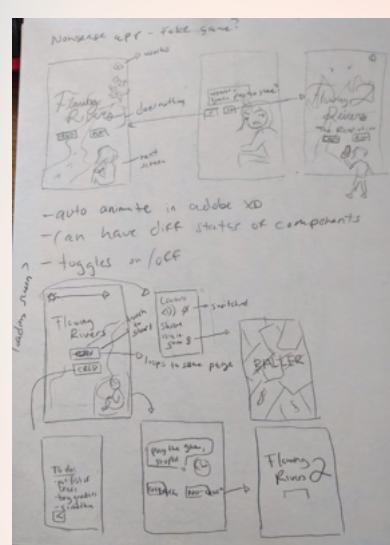
### "Bad End"

"creator" gets mad at you and ends the "game"



### "Good End"

- "creator" is so happy gets distracted
- arrow takes you back to start



### Second Home Screen

- Settings button- false: advances to next screen
- Play button- false: opens settings menu
- About, credits - false: does nothing

# Planning

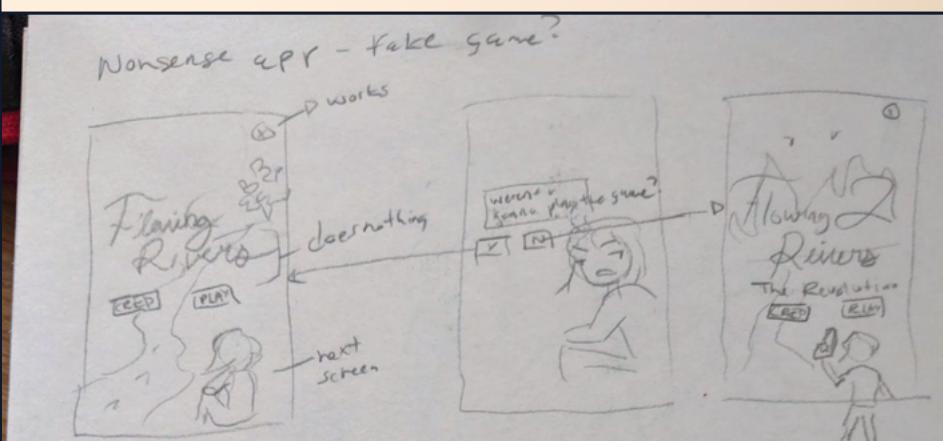
## Assignment 4

Sedi Aidam

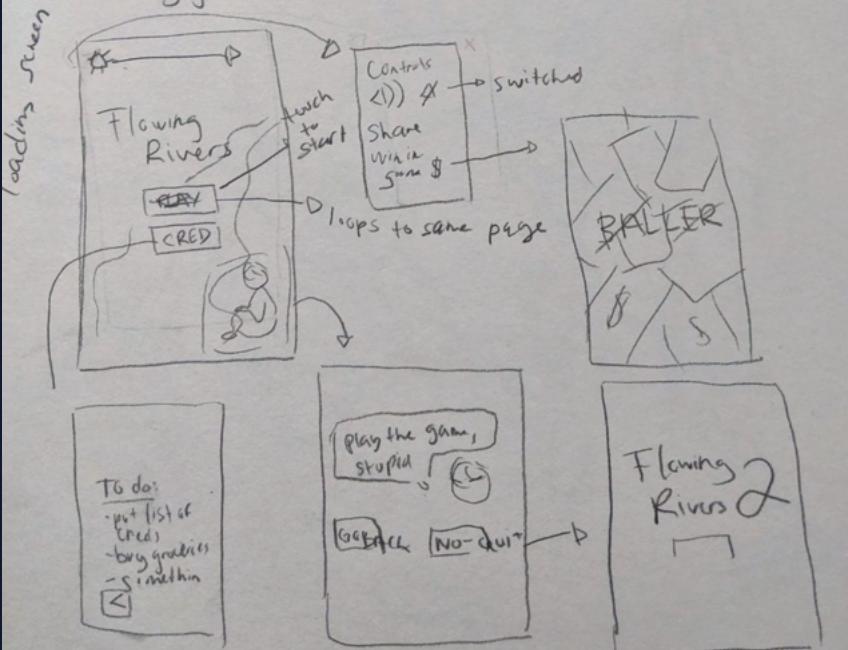
### Work In Progress

<https://xd.adobe.com/view/3dc07ded-e0e1-4a76-9d55-a5eb341356db-6893/>

For this prototype I used a lot of stock images and simple shapes. Which I replaced these for my final as well as add more icons. I felt like as I developed I ended relying on words (indices) more than icons and symbols. I also ended up rethinking and adding some screens and concepts as well as reformatted to fit the ipad screen size.



- auto animate in adobe XD  
- can have diff states of components  
- toggles on/off



## Flowing Rivers



about  
credits



### Initial Sketches

Settings button-false:  
advances to  
next screen  
Play button- false:  
opens settings  
menu  
About, credits - false:  
does nothing