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GAM450 — Spring 2017
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Post Mortem

Super Space Race UX/UI Project

The goal of *Super Space Race UX/UI Project* was to both research existing games for how they implement their user experience (UX) and user interfaces (UI), as well as create my own systems in a mock-game. After deciding upon creating a space flight type game, I proceeded to look at different games that related to the project I wanted to make and discover what worked well and what didn't. This research allowed me to create several different systems that took inspiration from the games of my research. Looking back on my *Super Space Race UX/UI Project*, I am ultimately happy with the outcome of the project both in terms of what I've learned and what I was able to accomplish given roughly 4 months of time.

The research area of my project started off fine but definitely took a backburner to creating the systems based off of what I thought would work well from my research. In the end I only ended up writing two research papers. The research was very useful, and looking back on the project I wish I would've forced myself to stop developing systems and take more time to research other games. I feel like the research I was able to do helped set me on the right path and gave me a focus. Secondly, the research helped define my thought process and will be very useful on my website for potential employers to see how I analyze existing work and incorporate good ideas into new systems for a great user experience.

The bulk of my project ended up going into developing the systems for *Super Space Race UX/UI Project*. More than any other project, this solo project really let me explore my abilities as a designer and C# scripter. I was able to create a custom input system that tracks gamepad, keyboard, and mouse input that stored these input values and provided data when scripts

needed to know information like “how long has the X button been pressed?”, “what relative pixel position is the mouse cursor on the screen?”, and “which buttons have been assigned functionality so I can only run Update functions only on these buttons?”. With this system in place, I was able to build a menu system from scratch, custom menu button controllers, and a context sensitive UI bar that would update icon and text pairings based on what input the user was using. With these systems in place I was then free to develop animations and transitions that fit the genre of the mock-game I was making and actually design the look and feel of a game. This is something I feel like I never really get a lot of time to do in most projects, since I spend so much time building the underlying foundation for functionality.

With these systems in place, I was then able to start creating a ship controller with gameplay mechanics that could be supported by information from a HUD of my own design. Designing and scripting a HUD is nothing new to me, but I have never been able to do it so quickly that I could focus on other aspects like creating dynamically updating particle systems, build a decent sound controller for sound effect feedback, camera shake, post-processing effects, and provide physical feedback for a gamepad via the rumble motors. While there is not a game in place, *Super Space Race UX/UI Project* feels better than any game project I’ve made before. It took some time, but I feel more competent as a Unity C# Developer than I’ve ever felt before.

