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Analyze an App

The app I have chosen to examine is the destiny 2 companion application. This application allows the user to interact with the game and preform tasks that make the game easy with it access. This conclusion is from how the application allows you to create and move items around as well as access vendor remotely while in game. The over all look of the application is simple, no great graphics or large pictures and the tabs are simple in design.

The user of this application is looking for quicker access to their items and ability to read and understand the game better. This is accomplished by having everything in the application separated by function and relevance. The business objective of the application is to create a larger audience for the game and make a larger overall “universe” for their game. This makes the game more accessible and functional in the right hands.

The over all design of the application is simple and easy to understand. Some sections for using the application could use further explanation with a tutorial but use of the application makes all functions clear. The overall layout of the application is simple and well labeled allowing users to easily understand what they are accessing.

The information the designer would need to know from the end user would be what they want to do, what they need to, what information they to know more about and how they want it to interact with the game. All of these would provide the information the designer would need to create a application the would be in the user best interest.