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User Experience Approach Brief

The goal of the user interface was to create a experience that would allow the user to grab the game and just be able to play. The controls for the game are like many games and the Hud information is very simple for the user. The menu is very simple as well with the user understanding what they are clicking on.

The game play is very exploratory with the overall maps differing a lot. The idea for immersion in the game was to have things the players could interact with. The game has realistic water that looks like it is moving and great hills with lots of detail. There is also foliage that looks like it is moving with the wind. The room has many colors and the light from the sun and lights gives it a good feeling of shadowing.

Feed back was one way immersion was accomplished. This was done with the grass moving out of the way and the glass door moving on approach. The feed back of the projectiles with the left click gave the user feedback as well.