Using the traffic light system on the timer bar we can demonstrate to the players the correct order to progress, also having the more positive outcome at the top of the bar and being the closet part to the wining goal implies this is the most optimal way to progress.

By using colour, we could show exactly how well the players are doing just by looking how much their colour dominates the play space.

As the traffic light colours are a good way to telegraph to the player the positives and negatives, it may be suitable to not use any of these colours other than for the timer bar so that it stands out and it does not confuse players.

The composition of visual information needs to be clear to all players. In these concept designs we can show how we can give clear knowledge to the players by the composure and position of text and images.



One of the most important design functions is letting the player know what to do and how to progress. By using visual hierarchy techniques, we can emphasise or de-emphasise information to the players. Letting them know exactly what they need and when they need to do something.

Our focus point will be the players avatars (placed in the centre) as these will be the first thing that will draw the players attention.

As the players progress the focus point will move as the avatars progress up and down the play space, so it is important to keep balance on what information is shown in the areas close to the focus point. Scaling may help balance the visual weight.

In these designs we can show how the typography describes what the player needs to do (Tap), how this has impacted the game (Perfect!) and what the player needs to do next (Player 1, Go!).

Both font and colour will change constantly over the course of the project, so it is important to understand where text is going to be displayed, in what size and how much visual emphasis is needed to make it clear as possible.

By showing performance indicators such as the yellow flash shape when a player lands a ‘perfect’ and the coloured boxes shifting depending on how well a player scored on the timer bar, we can show visually to the players what they have done and how it has affected their game. This should give a positive response to the succeeding player and an incentive to the other.