User experience and user interface

From the research that I have conducted on user experience and user interface, I noticed some important factors that we might need to keep in mind wile making the game.

First of all , we are going to need a simple and consistent user interface. This will allow the player ease of access and will ensure that he know what to do. If we overcomplicate the UI then the player will just get lost in all of the information and will not know what to do, and a game is fun only when you can play it. If we manage to make the UI consistent then the player can adapt to subtle changes and will not get confused later on when the game will become more complicated as the learning curve grows.

Another important thing to keep in mind is clarity. We want our players to be able to understand what information we are giving them. For example a good way to make them understand what something does is to put them in a safe environment with that thing and let them test it without any consequences. This way the player will learn how to do something on his own and thus it will be much more easier to understand.

The interface exists to be used that means that we don’t need to clutter the screen with unnecessary information. If the player does not need to know something at all times we need to put it behind a menu. But if the player need to know something at all times like the example the health it need to be put there on display in a way that is easy to read and understand and in a way that does not take up to much unnecessary space.

Another important principle is the conservation of attention. We need to design the game in such a way that the player does not lose focus when they interact with certain elements of the game. We need to keep the players focused on what they are doing and make sure to not distract them with other less important stuff.