# Personal Journal

## Module 2 Journal

**You are expected to apply a range of interactive components to a 2D Unity project to create positive experience based on the design and technical information you have been reading each week. Think about what you have read this week and write down how you think you can provide an improved UX through some of the design discussions we have looked at this week. (140-250 words)**

This week I have been read about the requirement of 2D Unity project in document and the way how to play Unity on the website.
In my opinions, User Experience is an ever-changing field, where creativity is always appreciated. Creative designs and solutions, however, must not make the users’ journey complicated and frustrating.We must know how to categorize the audience into groups based on the similarities .Prioritize the audience groups and needs. Another key aspect of a user-centered approach is employing the design thinking strategy. By sticking to the processes in design thinking, a UI/UX designer can make the users an active part of the entire design process. In such a strategy, the feedback of users takes precedence over the limitations of the product or the ideas of a designer. It is the responsibility of the designer to make sure that the input of the users is valued and given due importance in the design of the product or service.

**If you haven't done so already, read the specifications for Assessment 3 (found on the MySCU site for this unit).&nbsp;You should begin to decide on possible features that you'll include for Assignment 3;
Pages/Screens
User Interface layout:
UI characteristics
You can write ideas and thoughts and even links to sites or apps you like the look of. There are no wrong answers here as your design is likely to change once you begin to learn more about Unity. (140-250 words)**

Pages: I decide to make four pages in my assignment 3; first page is use to introduce my project and the partners who join in make it. the second page is to show my project.
User Interface layout: firstly,Use the Outline pane to Add and Remove controls to your layout resource. Secondly,elect a specific control (either in the Preview or the Outline) and use the Property pane to adjust a specific control’s attributes. thirdly,Use the XML tab to edit the XML definition directly. It’s important to remember that the Eclipse layout resource designer preview can’t replicate exactly how the layout will appear to end users. For this, you must test your application on a properly configured emulator and, more importantly, on your target devices. Also, certain “complex” controls, including tabs or video viewers, cannot be previewed within Eclipse.
UI characteristics: Clarity. All elements of UI such as visual crystal clear for users.

## GUI Skills assessment page

**Learned a lot**

* add color to the buttons
* make a new innovation different layout
* make a better experence for users
* understand how to manage element