Arnold Krajewski

UX Design Doc: Clairvoyant

1. Introduction

   Purpose and Objective:

   - Create an environment that flows seamlessly and is consistent with Tarot card theme.
   - Fluid navigation, small details, showcase of artists

   Scope

   - Menus (Main, pause, Credits, Game Over Screen, etc.), HUD

   Game Overview

   - Clairvoyant is a 3D first-person melee game set in a randomly generated arena, against a randomly generated boss with randomly generated arena effects (meteors, fire, boss tether). Game elements include melee combat and card readings to determine what the player is going up against, forcing players to adapt playstyles accordingly for each encounter.
   - Why is all this fun?: Players draw their own fate and have to fight the boss in new scenarios each time.

2. UX Goals and Objectives

   Player Experience Goals

   - Immerse themselves in a Tarot based environment, Seamless interaction, Players to feel challenged and discover more combinations of boss, arena, and environment effects.

   Performance Metrics

- Time to complete bosses, user satisfaction, task completion rates

Design Constraints

- New to C# implementation, lack of animation experience

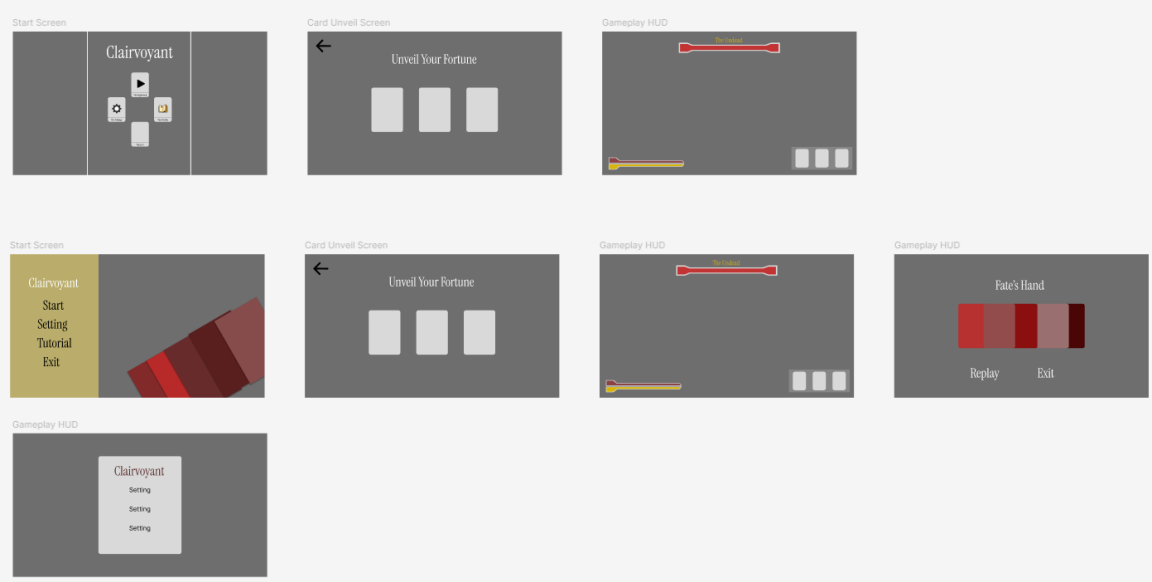
3. User Research and analysis

   Target Audience & Personas

   - Players familiar with action RPGs like Elden Ring
   - Persona 1: Elise
     - Gamer who plays immersive narrative games pretty frequently
       - They enjoy non linear gameplay and love to interpret hidden meanings.
       - Enjoys and immersive UI
   - To align with a player like Elise, I kept minimalist and thematic yet effective UI model along with adding descriptions that are more show and less tell.
   - The randomly generated boss, environment, and level allows for different paths and runs.

4. User Flows and Wireframes
   - I designed two low fidelity main menu screens and user flows. The first one in the top left screen is a more unorthodox layout where the buttons are tarot cards and on hover they would flip revealing the card and a description of the card (eg. “The Beginning”, “The Settings”, etc.). The second one in middle left screen is the a more traditional, but sleek effective layout that show cases more the art and theme of the game. I decided to go with the more traditional design because the unorthodox layout would’ve put more work on the artists on an already artist heavy project.
   - I also laid out the user flow to plan out all the potential screens that a player would experience.

- All screen inputs followed a simple click for simplicity and to all the player to continue runs without weird, out of place inputs like dragging or sliders.



5. Tools and Implementation
    - Tools I used were pen and paper, Figma, Illustrator, Photoshop, Unity UI Toolkit, and Unity Canvas
    - All the UX designs were done first in pen and paper just to get my ideas down and overall layout of the game. Then I did low fidelity in Figma. I then did some UI art in Illustrator and photoshop.
    - When it came to implementing, I used Unity 6's new UI toolkit because I wanted to test out some new tools that were added in Unity 6. I found UI toolkit to be useful when it came to building simple menus with little logic. It kind of worked like CSS which was neat; however, once I had to add more logic heavy screens I had to transition to Unity's Canvas. The most difficult part of my design was implementing logic that stored all the cards that the player experienced in their run to be displayed at the end of their run. It was very code and manager heavy and so I needed some help from some programmers to navigate all the different scripts and managers.

- For my first ever UX project, I think I did pretty okay. I definitely have a lot to learn, but I think I'm off to a decent start.