# Game ON

## Link to App

By Team Up:
Calista Dominitz & Mark Marrero

# Design Slide 1: Home Screen
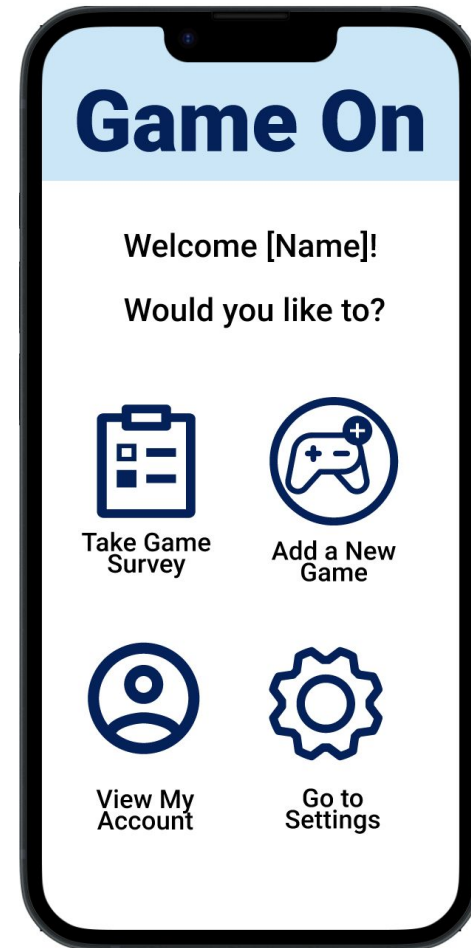
**Description:**

The home screen is the base of the entire app. All roads lead to the home screen eventually. We chose a simple design with clear buttons and labels to get the user where they want to go. All options are accessible through one of our 4 buttons, with everything being intuitively placed from there.

**User feedback:**

While none of our testers specifically mentioned the home screen, none of them were stopped or tricked by it either. This means the home screen has fulfilled its function as the crossroads of the app; facilitating access to desired operations inside the app.

**Design justification:**

This home screen helps to show the user's initial options when starting the app. It clearly shows the main functions while still staying simple and clean. The icons are representative of their functions and match what is used in later screens.

# Design Slide 2: Game Preferences

**Description:**

Accessible from menus from the account button, as well as the create account screen, we have our game preferences screen. Some of the app's core functionality is derived from here. Knowing what our users like in games is key to having our app recommend games for their groups to play.

**User feedback:**

In the initial design phase, our interviewees quite liked the idea of having some information about their game preferences accessible to, and used by, the app and the algorithm that would support it. They liked the thought of their preferences driving the app's function.

**Design justification:**

Since the app's core functionality relies on being able to extrapolate a high probability chance of what a group of users would choose to play together, some form of preferences must be known. This is a prime way to capture that data.

# Design Slide 3: My Games screen

**Description:**

The My Games screen is also under the account screen menus. This is an easy way for a viewer to see their collection of games. This is the final form of one of our earliest concepts.

**User feedback:**

Our initial interviewees expressed much interest in having a way to see their entire collection of games easily. In our first iteration, the icons would get bigger when hovering over them, however this does not translate when viewed in a mobile capacity, and the way that the prototype was set up would not allow for the user to click on the icon.

**Design justification:**

Our research indicated that having a way to include all the games in one's collection in a simple but organized design would be the most successful. We made sure to include a functionality for mobile users to be able to access the individual games. Having the icons get larger while hovering was helpful for the user to see which game they may be clicking on.
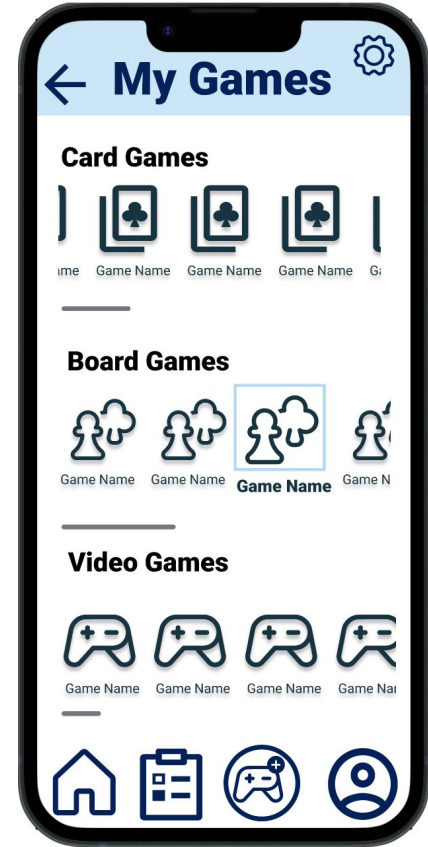
# Design Slide 4: Game Bio

**Description:**

Another very important screen to our app. The Game Bio is where details of a game in your collection are available. Information here would help the algorithm in conjunction with the game survey to offer potential matches for your group.

**User feedback:**

Initial interviews had many people asking for a fine details screen about a game in your collection. The addition of a game url, linking to the producer's web page for the game or an aggregator such as Board Game Geek, boardgamegeek.com, was added after usability testing when it was suggested by testers.

**Design justification:**

In addition to the basic information about the game, such as how many players it is for, the features buttons help the app in filtering and matching games to the user's preferences, their game survey, and most importantly the function of adding a new game.



← **Game Name** ⚙

https://www.game_url.com

Game Description

**Game Length:** X minutes/hours
**Number of Players:** X players
**Type of Game:** i.e. video game - ps4
**Features:**

Easy to Learn    collaborative    Sci-Fi
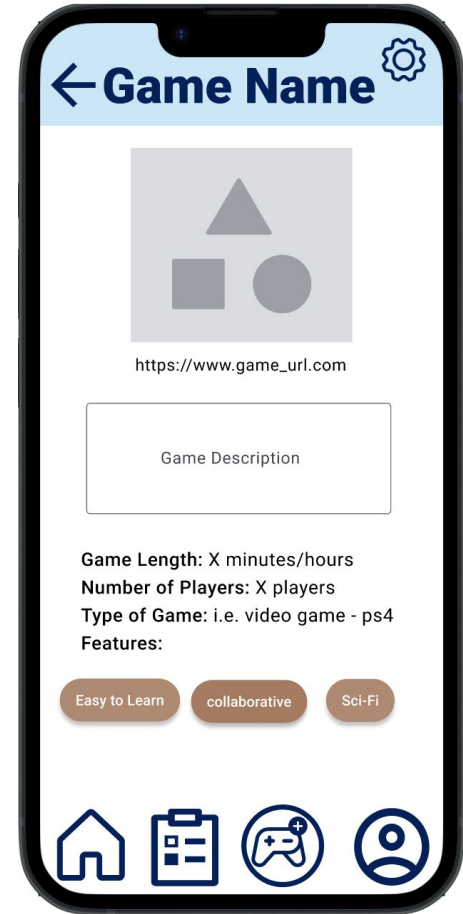
# Design Slide 5: My Account

**Description:**

Accessible from the home screen, My Account has quick glance information available about a user's games, friend list, and upcoming events; gatherings where they get together with their friends to play games.

**User feedback:**

All testers and interviewees liked being able to access the above listed information at a glance. Ease of use dictates that some form of that be provided.

**Design justification:**

The account screen shows the main features that are user specific. Here, the user can navigate to their biography/preferences, games, friends, and events. Through testing and research, we found that users liked the ability to see the information that may be most relevant to them.

# Design Slide 6: My Friends

**Description:**

Accessible from the My Account screen, this is a friends list. A nice extra feature we added was a list for different groups. Anyone who has friends knows that not every group of friends has overlap, including in the activities they like to do.

**User feedback:**

Every interviewee and tester talked about how they wanted to see a list of friends. An interesting addition was another asked for feature, seeing a friend's game collection. This is also accessible from the friends list.

**Design justification:**

Having set groups in addition to friends allows the user to be able to have preset groups that they may regularly play with. As the feedback indicated that users want to see their friends libraries, we included that in addition to their basic information.
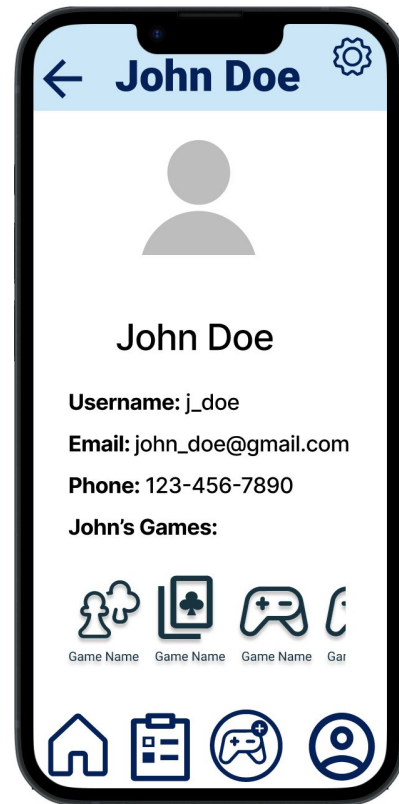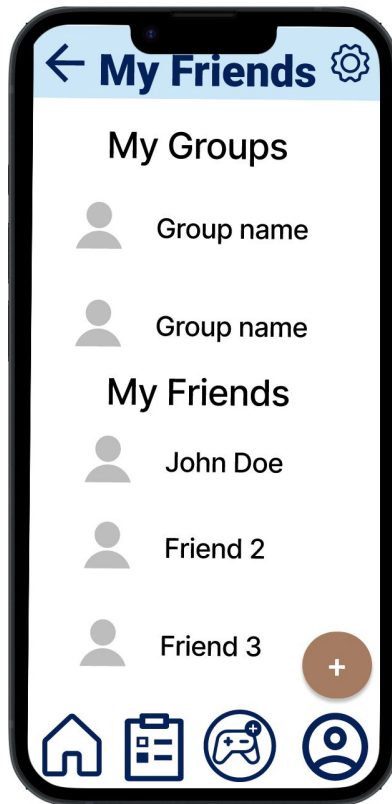
# Design Slide 7: My Events

**Description:**

This contains a calendar and a list of upcoming events, with the option to add a new one. Another core function of the app which leads into The last two core functions of the questionnaire to help determine a game to play in a group, and the results of that questionnaire.

**User feedback:**

Initial designs had no calendar, which was asked for in the usability tests. As this is a screen to keep track of a user's events, a calendar is a great addition, which we implemented right away.

**Design justification:**

The calendar is modeled after a regular calendar on one's phone. At first, the user can see their monthly layout as well as more detailed information about upcoming events. They can also add a new event using the plus button from this screen.

# Design Slide 8: Add Event

**Description:**

This screen is accessible from the My Events page. It allows the user to add an event with dates, time, and location which is then available from the list on My Events or even the calendar on My Events.

**User feedback:**

While not outright mentioned in any user feedback, it is a given that an app that utilizes questionnaires about events and game preferences to suggest a game for an event would need some way to add events.

**Design justification:**

Similar to the "My Events" page, this page was also modeled after adding a new event to one's calendar. The information collected on this screen is the same information that is displayed on the bottom half of the "My Events" screen.
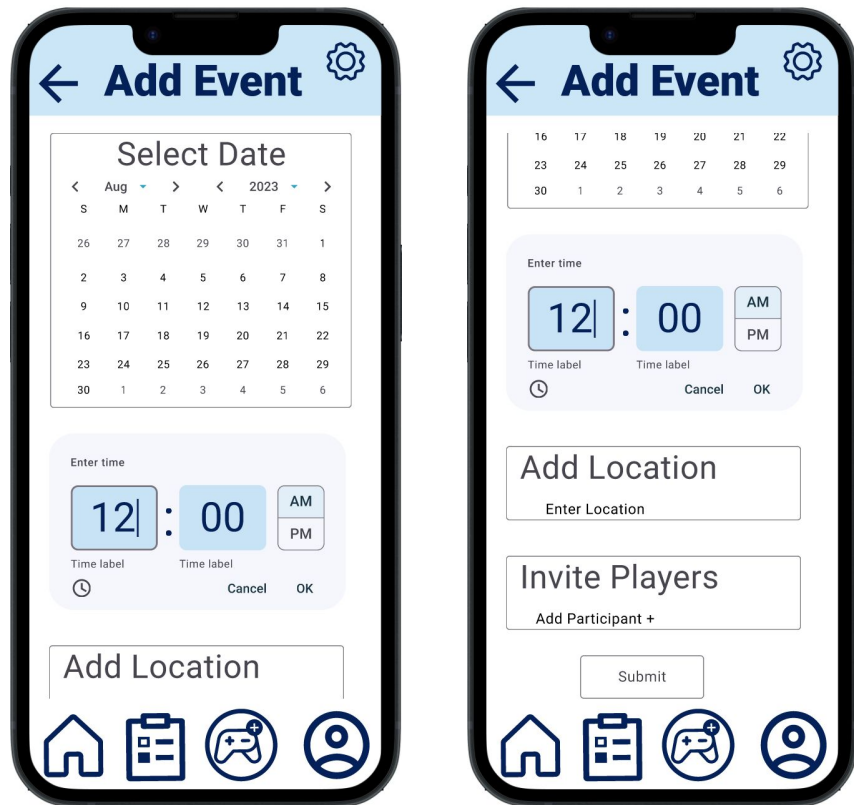
# Design Slide 9: Game Survey

**Description:**

This is accessible from the home screen. With the ability to create new surveys for events as well as access already created ones by other group members, the survey is another piece of core functionality in our app. The survey is where the majority of a suggested game comes from.

**User feedback:**

The survey may be the single most changed part of our app. It evolved from binary yes/no questions in the beginning to more complex rating systems on a base 1-5 scale. While this does complicate the algorithm further, it allows for a theoretical higher degree of success when matching games suggestions to the group. All of which was sparked by user feedback.

**Design justification:**

The user can see which apps they have completed or need to complete. When actually filling out the survey they can easily click the buttons that they want, when a button is clicked it becomes highlighted, if they don't want it selected, they simply have to click the button again, and it will go back to its default state..

# Design Slide 10: Results

**Description:**

The last piece of core functionality, and arguably the most important one. After all the surveys and the backend crunching of data by the algorithm, the results deliver the suggested games for the group to play, ideally with a high degree of success.

**User feedback:**

This screen also underwent changes based on testers and interviewees. Originally just a single result, this was considered too binary by our testers and was reworked to show several suggestions with a probability of success. This was improved with a green/red gradient to add a more visual element of probability. We also received feedback from users saying that they wanted a confirmation of completing the survey.

**Design justification:**

The game description gives the user a quick look at the game, while the user can also click on the icon to see the game's bio. Following user feedback, we also included a popup screen from when you select and accept your game. Once clicking the okay, the user is brought back to the home screen. The retake button goes back to the survey.