

Assignment 3: Analysis – Mobile Game

Name: Among Us

Menus:

- Privacy Policy and Terms of Use.
- Online Lobby.
- How to Play.
- Settings Page.

Swatches:

- White [FDFDFD] – Default Font color, Title Color, Start Icons.
- Green [003100] – Account Button, Friends List Button, Character Color.
- Red [BB1C1C] – Character Color, Font Color, Imagery.
- Blue [2040EE] – Mini Map Rooms, Character Color.

Affordances:

- Pushing.
- Swiping.
- Sounds.

Signifiers:

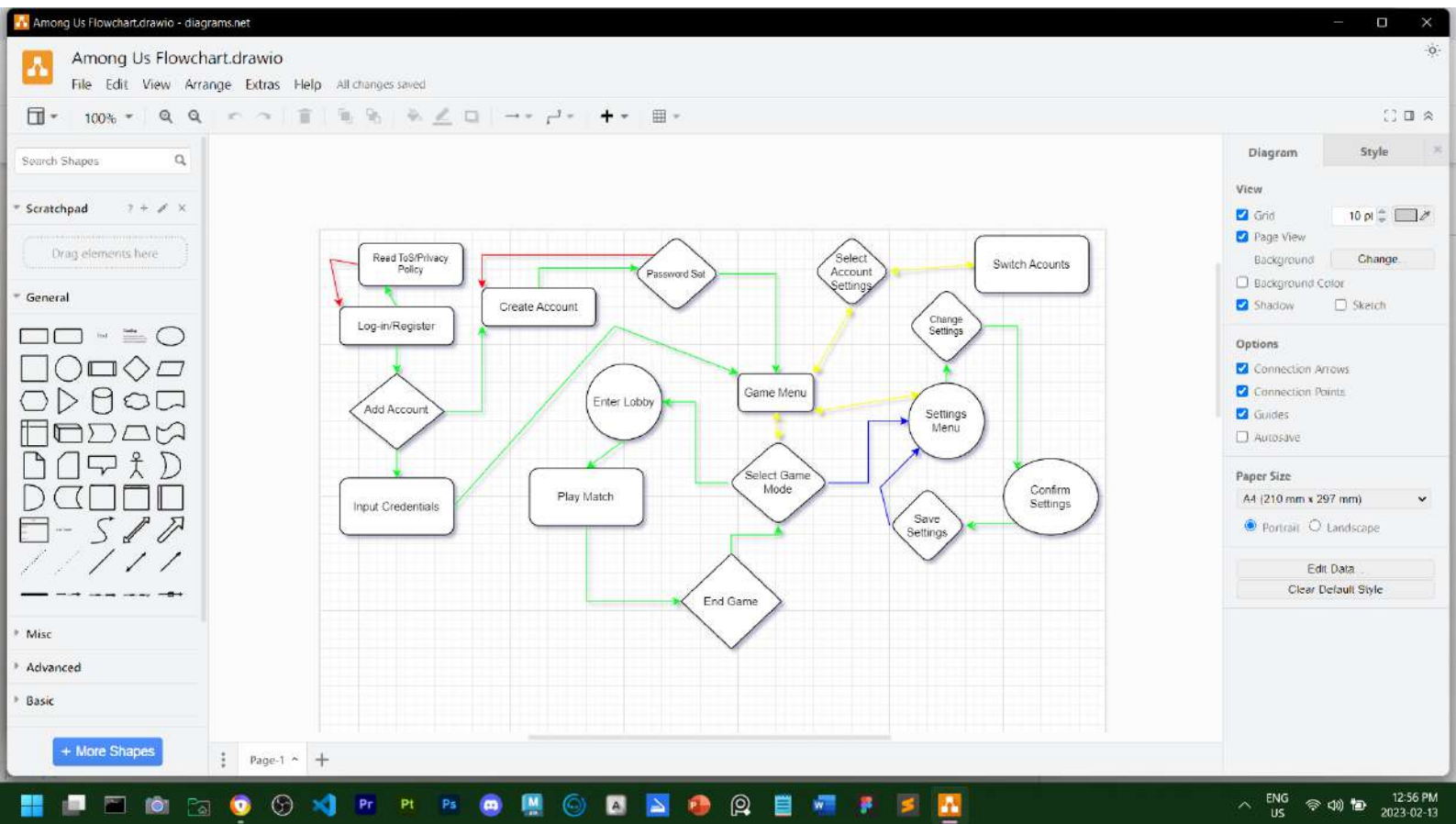
- Menu UI Interactions.
- Character Movement.
- Chime for interactions.
- Theme Music.

Mapping:

- Joystick UI element in the lower left corner of the screen.
- Icons for navigation.
- Start button at the bottom center of screen.
- Interaction button in lower right corner of the screen.

Feedback:

- Players move around the map when joystick is used.
- Objects in the map that can be interacted with will do so when the use button lights up.
- Game starts when you hit start (provided there is enough players to play) from the lobby.



Assignment 3: Improvements– Mobile Game

Name: Among Us

Menus:

- Add .GIF icons to menu's.
- Preview a random game lobby play in the "Start Menu".

Mapping:

- Joystick GUI would be 10% larger.
- Tasks GUI opacity would be lower to increase visibility.
- Map icon can be placed in the lower right corner, size would be increased for visibility.
- Settings icon would have size increased.

Feedback:

- Players make footstep sound when moving for a more immersive feel.
- Map opening sound could be changed to a paper sfx instead of a 8bit sfx.
- Task GUI would have occasional reminder in the form of border lighting to remind players to view the tasks to be done.