

Part 4: Please attach a supporting document for the following prompt.

You are designing the in-game interfaces for social features. One particular feature allows you to:

- See a list of all your friends online in the front end (main menu)
- Add or remove players as friends
- Prioritize some friends as “favorites” who will receive preferential treatment in-game and in the list of friends

Using a simple wireframe, describe how the “favorited” players are treated relative to other players in any of the following: scoreboards, leaderboards, game stat comparisons, or any other place of your choosing where a list of players appears in a modern, next-generation console game.

Victory

Team Deathmatch		Name	Score	Kills	Deaths	Ratio	Assists	Ping
BLACK OPS		My Name	2360	30	1	30.00	5	64
		Player1	600	10	3	3.33	0	32
		Player2	600	10	3	3.33	0	32
		Player3	600	10	3	3.33	0	32
		☆ Favorite Player 1	600	10	3	3.33	0	32
		Player4	600	10	3	3.33	0	32
CDP		Player5	600	10	3	3.33	0	32
		☆ Favorite Player 2	600	10	3	3.33	0	32
		Player7	600	10	3	3.33	0	32
		Player8	600	10	3	3.33	0	32
		Player9	600	10	3	3.33	0	32
		Player10	600	10	3	3.33	0	32

“Favorited” players are treated differently in two ways.

1. All the stats related to them, except for ping, are in a different font color (blue) than both the current player (orange) and other players (white).
2. There will be a star (having same color as the favorite player name) in front of the “favorited” player’s name, indicating that this player is “favorited”. The column remains empty for other non-favorite players and the current player.