

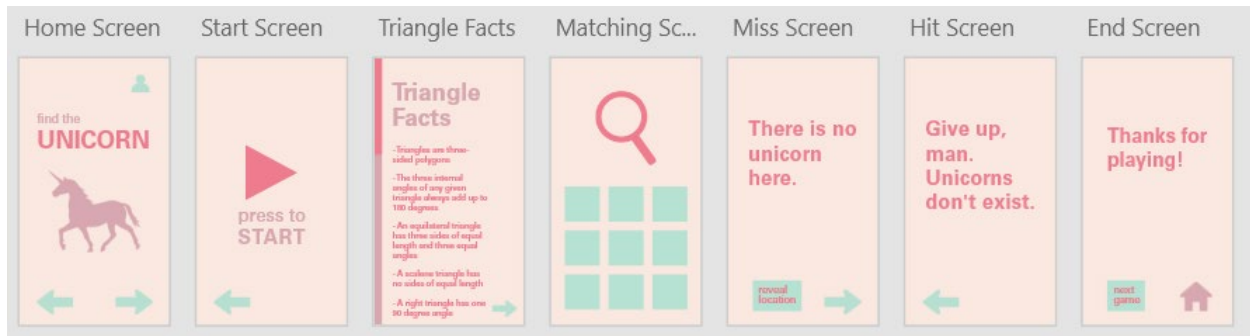
# Assignment 4 Writeup

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## XD Link

<https://xd.adobe.com/view/8df6658a-8208-4d1e-9cbe-c577138afe12-d8a5/>

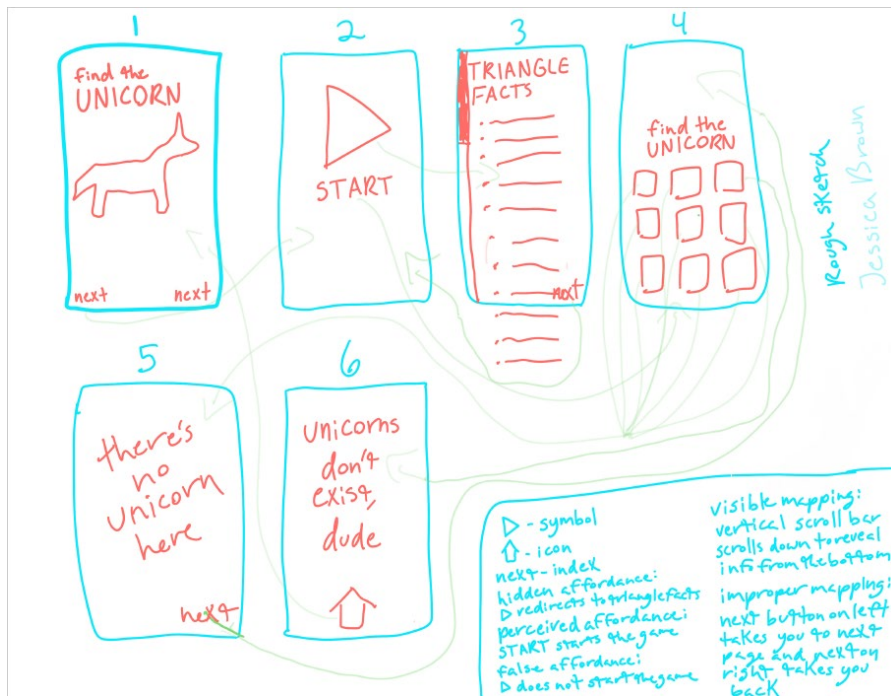


## Basic Description of Interface

My nonsense interface is a game called "Find the Unicorn". The user's goal is to do just that, find the unicorn, but that task is not as easy to complete as the user initially thinks. Many buttons have hidden or false affordances, and many are not mapped to locations that make sense to users based on the signifiers associated with the buttons. This makes navigating the interface difficult, and as I saw in my tests, often very frustrating for users. It includes icons (like the home button), symbols (like the play button), and indices (like the start button). There is apparent mapping, like the home button leading the user to the home page. And there is improper mapping, like the next arrow leading the user to the previous page. Overall, it's a nonsensical interface designed to frustrate the user.

## Initial Sketches

My initial sketches are fairly similar to my final product, though the final product is more nonsensical. The final version has a dedicated end screen, which my initial sketches do not. There are also a decent bit more buttons, many of which lead nowhere or to places which the user would not expect.



## Written Descriptions

The game opens on the first page, the Home Page. On the home page, there is a next arrow button, a back arrow button, and a profile button.

- The next arrow button takes the user to the last page, the thanks for playing page.
- The back arrow button takes the user to the next page, the press to start page.
- The profile button does nothing.

On the next page, the Start Screen, there is a triangle play button, a button reading START, and a button reading press.

- The triangle play button leads the user to the Triangle Facts page, which tells the user many different facts about triangles.
- The START button takes the user to the End Screen.
- The press button takes the user to the Matching Screen.

On the Triangle Facts Screen, there is a scroll bar and a next arrow.

- The scroll bar is not functional and does nothing.
- The next arrow takes the user back to the Start Screen.

On the Matching Screen, there are nine square buttons as well as a magnifying glass.

- Eight of the nine squares lead to the Incorrect Guess Screen.
- One square, the square in the upper right corner, leads to the Correct Guess Screen.
- The magnifying glass leads to the Correct Guess Screen.

On the Incorrect Guess Screen, there is a reveal location button and a next arrow button.

- The reveal location button takes the user to the Triangle Facts Screen.
- The next arrow button takes the user back to the Matching Screen.

On the Correct Guess Screen, there is a back arrow button.

- The back arrow takes the user to the End Screen.

On the End Screen, there is a next game button and a home button.

- The next game does nothing and is not functional.
- The home button leads the user back to the Home Page.

Examples of perceived affordances include

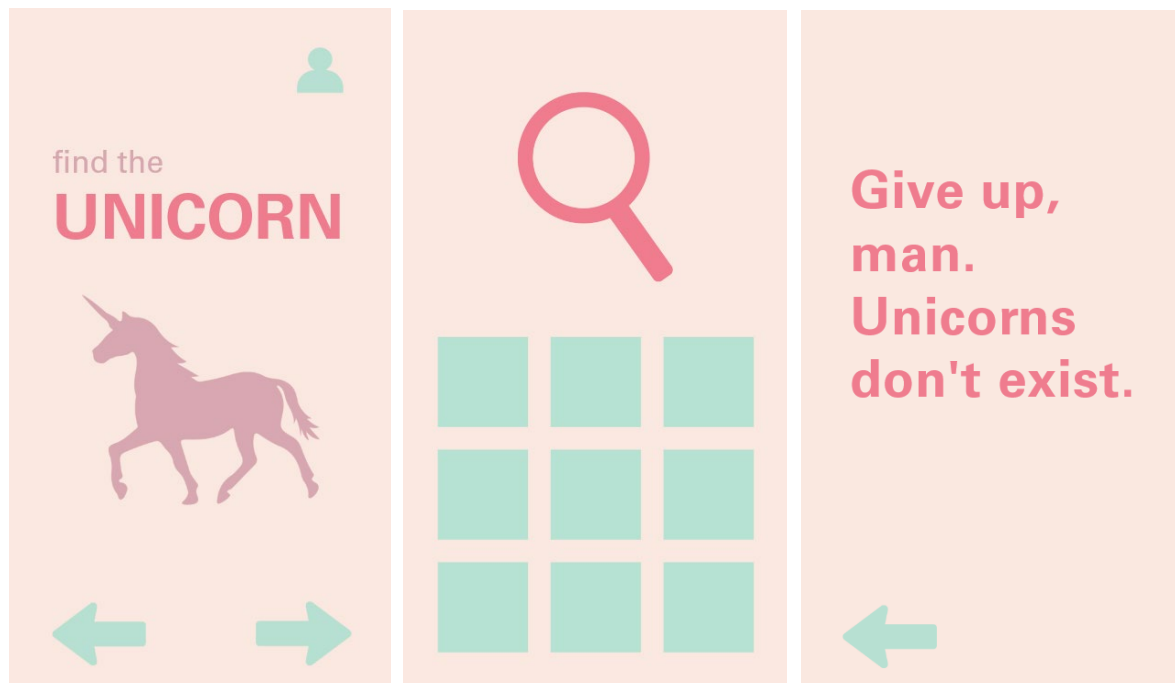
- Home button leads the user to the home screen.
- The matching squares lead either to an incorrect or correct guess screen.

Examples of hidden affordances include:

- The triangle shaped play button leads the user to the Triangle Facts screen.
- The reveal location button leads the user to the Triangle Facts screen.
- The start button leads the user to the End screen instead of starting the game.
- The press button takes the user to the Matching screen.
- The back arrow leads the user to the next page while the next button leads the user back.
- The magnifying glass leads to the Correct Guess screen.

Examples of False Affordances

- The profile button does nothing.
- The scroll bar does nothing.
- The next game button does nothing.



## Tests

I had two of my roommates who knew nothing about my project try to play my game. As they interacted with the game, I recorded every step they took. Here are the results.

**Test #1:** First, she pressed the next arrow, which took her to the End Screen. She tried to press the next game button, which did nothing. She then pressed home and returned to the Home Screen. She tried to press the unicorn and the profile button, but neither of them did anything. She then pressed the back arrow, coming to the Start Screen. She clicked the word press immediately, which led her to the Matching Screen. She pressed one of the incorrect squares, then selected reveal location, which took her to the Triangle Facts Screen. She then pressed the next arrow, which took her back to the Start Screen, where she clicked press again. Next, she happened to click the correct square, which took her to the Correct Guess Screen. She pressed the back arrow, which took her to the End Screen, where she pressed the home button and returned to the home screen.

**Test #2:** First, she pressed the next arrow, which took her to the End Screen. She tried to press the next game button, which did nothing. She then pressed home and returned to the Home Screen. She tried to press the next arrow again, getting frustrated when she got the same result as the last time, and then returned to the Home Page. She pressed the back arrow, and then pressed the play symbol, which led her to the Triangle Facts Screen. She pressed the next arrow, which took her back to the Start Screen. She clicked the word press, which took her to the Matching Screen. She clicked an incorrect box, which took her to the Incorrect Guess Screen, and she pressed the next arrow. She repeated this process four more times, only finding incorrect squares. She pressed the magnifying glass, which took her to the Correct Guess Screen. This frustrated her, and she refused to play anymore and left.