



Personal Development Portfolio

1904017 - Joseph Mackle



Project Introduction

Project Aim(s):

The aim of my project is to improve my UI/UX knowledge and practical skills to develop User Interfaces (UI/UX) for the FPS genre on PC platforms. I will do this by engaging in readings, research, and practical development.



Project Management

I used Trello to manage my project. I set it up in a week by week task list and added each subtask required.

I added lists, images and due dates when necessary.

I implemented GitHub with my Trello so whenever I made a commit I could tie it to the exact task.

A preview of my Trello can be seen on the next slide.

Important Resources

- Backlog
- Week 1 (31/01/22)
- Week 2 (07/02/22)
- Week 3 (14/02/22)
- Week 4 (21/02/22)
- Week 5 (28/02/22)
- Week 6 (07/03/22)
- Week 7 (14/03/22)
- Week 8 (21/03/22)
- Week 9 (28/03/22)
- Easter 1 (04/04/22)

2D Motion Graphics Playlist

Readings

Trello-Github Tracker

Labels

User Interface Development

Week 1 - Ideation & Skills Audit

SAIRA STENCIL ONE

ROBOTO REGULAR

Robot Light

Week 4 - Presentation

Week 4 - Presentation Feedback

Week 5 - Typography Research

Week 5 - Iconography Research

Week 6 - Flow-Charts

Week 6 - Moodboards

Week 7 - Sketches

Week 7 - Learning Contract Submission

Week 8 - Paper Prototyping

Week 8 - Paper Prototyping Iteration

Week 9 - Wireframing

Week 9 - Icon Creation

Week 9 - UI Asset Creation

Easter 1 - Wireframe Feedback

Easter 1 - Wireframe Iteration

+ Add a card

Easter 2 (11/04/22)

Easter 2 - Unity Engine UI Prototype

⌚ 17 Apr 🗣 1 🎯 7 📎 5/5 🎯 7

+ Add a card

Week 10 (18/04/22)

Week 10 - Unity Engine Prototype Feedback

Week 10 - Unity Engine Iteration

⌚ 3 🎯 3

+ Add a card

Week 11 (25/04/22)

Week 11 - Motion Graphic Creation

⌚ 1

Week 11 - Motion Graphics Feedback

Week 11 - Motion Graphics Iteration

+ Add a card

Week 12 (02/05/22)

Week 12 - Motion Graphics, Unity Implementation

⌚ 1 🎯 1

+ Add a card

Week 13 (09/05/22)

Week 13 - Finalise Unity Project

⌚ 1 📎 5/5 🎯 1

+ Add a card

Week 14 (16/05/22)

Week 14 - Asset Polish

⌚ 3 🎯 3

+ Add a card

Week 14 - PDP Polish

+ Add a card

Pre-Production Research

1. Readings
2. Game UI Breakdowns
3. Typography
4. Iconography



Readings

- Lemarchand, R. (2021) Playful production process : for game designers (and everyone) . 1st. ed. Cambridge, Massachusetts :: The MIT Press.
 - Game Prototyping: An Overview. I used this section to help guide me with my physical prototypes that being paper. This section informed me on how to create, test and iterate on them.
- Norman, D.A. (2013) The design of everyday things . Rev. and expanded ed. London :: MIT Press.
 - Affordances, Signifiers & Constraints - Everything wrong with doors and switches, an intriguing section but useful for telling a user how to operate a “door or switch”. I used this to help inform my layout later in development when it came to the “Play” button, making it stand out from the rest to signify to the user that it is different.
 - Natural Mapping - My takeaway from this section where “stove layouts” are the example is “button layouts” in practice many icons for buttons today are seen as “natural”, a “cog” for settings, “person icon” translates to some sort of communication.

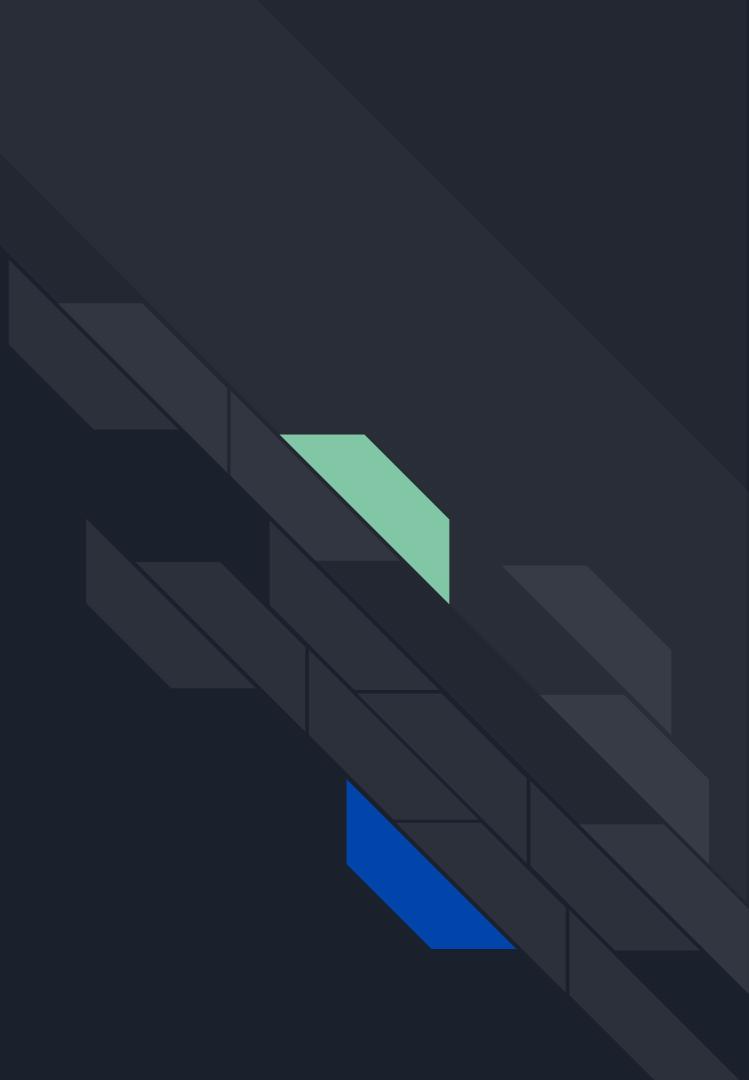
PureRef Board



A preview screenshot of my full PureRef board which comprises of the COD series, Valorant, Overwatch and CS:GO.

Not every screenshot here is used as some go beyond the scope of my project, however I have looked into them.

Game UI Breakdown - Valorant



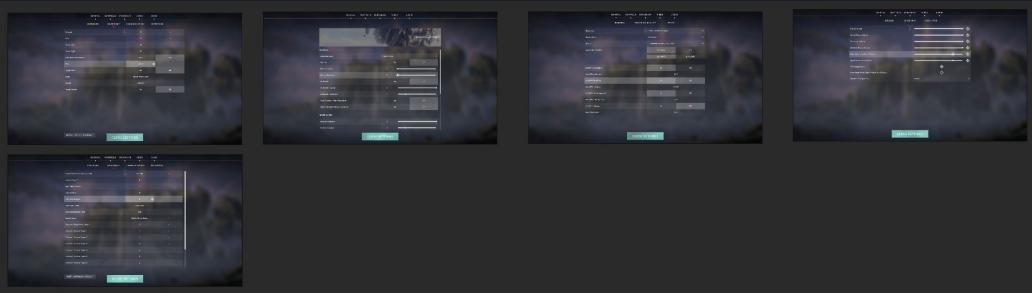
Main Menu



Valorant's Main Menu has a few key takeaways.

1. “Play” stands out compared to the rest of the options, drawing the user’s attention.
2. A lot of open space for the background image to be seen.
3. A few key elements can be shown here as well, the “Missions” section is a quick and easy way for the user to see their progress.

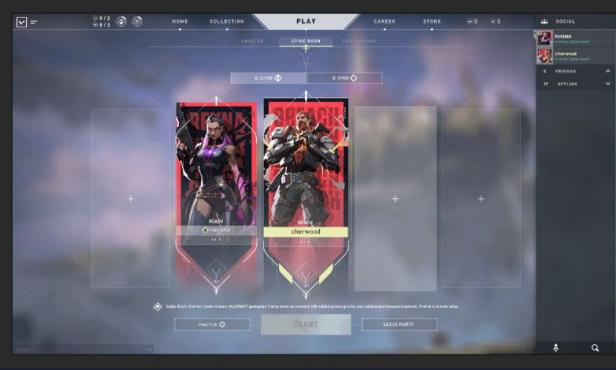
Settings Menu



Valorant's Settings Menu.

1. Each main area section is split into sub-menus, allowing for ease of access to these options rather than 1 long menu.
2. The layout is centered and colours are consistent throughout.

Game Mode Menu



1. The top image showcases the players party, which can hold up to 5 players.
2. The main user themselves is centered on this board.
3. Each players customized backdrops are shown.

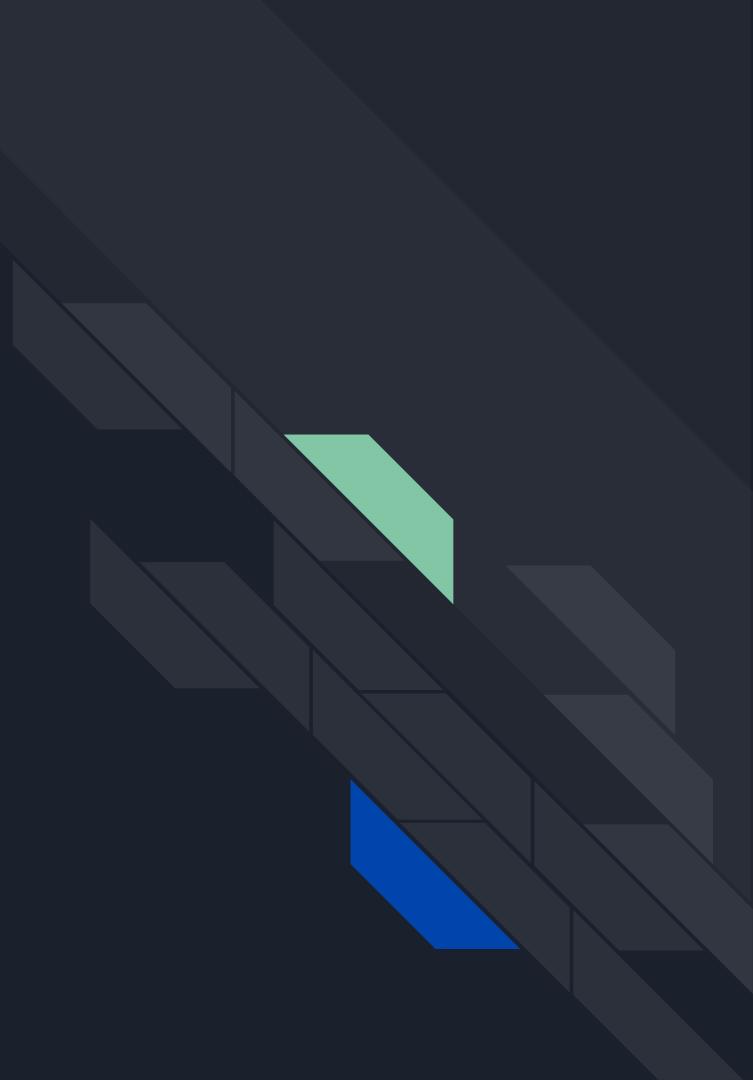
An alternative game mode selection screen can be seen here, this shows the offline-practice mode which doesn't require other players to be present. Thus resulting in a different viewport for selection.

Collection Menu



1. A grid view layout is what valorant uses for their “collection” menu.
 - a. spacing is kept consistent. Each weapon tile has its own image and name.
2. On the left of the grid can be found more customization options for the player which lead to further menus.
 - a. Spacing is once again kept consistent here to blend with the rest of the grid.

Game UI Breakdown - Overwatch



Start Menu



1. Overwatch is the first game I looked at that had a “Start Screen/Title Screen”.
 - a. They prioritise the space being used for the games title.
 - b. The background is a subtle motion graphic where the tiles fluctuate slightly.
 - c. The player can start and leave the game from this screen with the provided buttons.

Main Menu



Overwatch Main Menu has a different layout compared to Valorant.

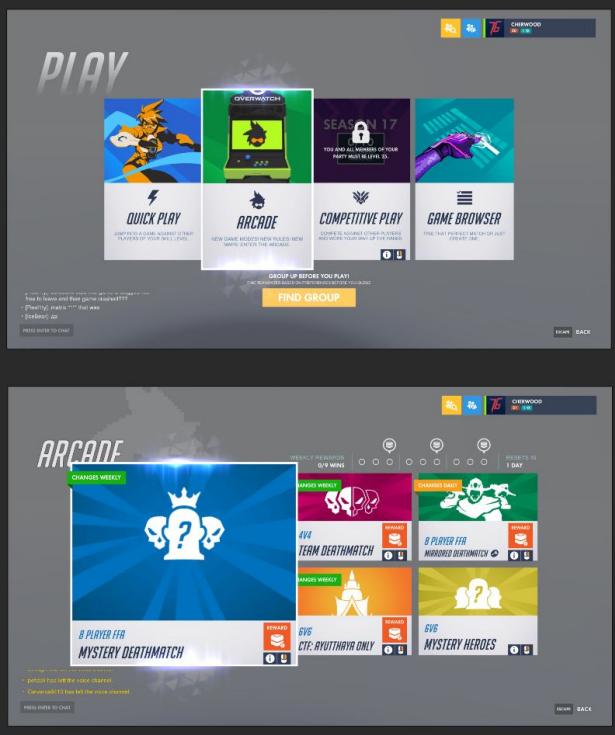
1. Overwatch opted for a full text based menu.
 - a. The main attractions to the user are at the top of the list and also have enlarged text sizes.
 - b. Similar to Valorant, most of the space is saved for the background image.

Settings Menu



1. Overwatch's settings menu is split into multiple main options, within each of these there is a scrollview for the user to navigate up/down the menu and adjust settings as they need.
2. The options themselves are centered in the screen and the spacing between each is consistent.
 - a. If any option has a sub-option it is slightly indented to visually show the user it is part of the above option.
 - b. Each of these sections is split up with a title describing the overall section.

Game Mode Menu



Overwatch's Game Selection Menu, doesn't follow what their main menu flows like, it instead transfers into a grid layout of modes the user can select from.

Each of these tiles then leads into another set of modes to pick between. (See Below)

Here we see the sub-menu of the "Arcade" main option, in here it shows multiple options of game modes for the user to pick between.

The grid layout here is consistent with the previous menu.

Hero Gallery Menu

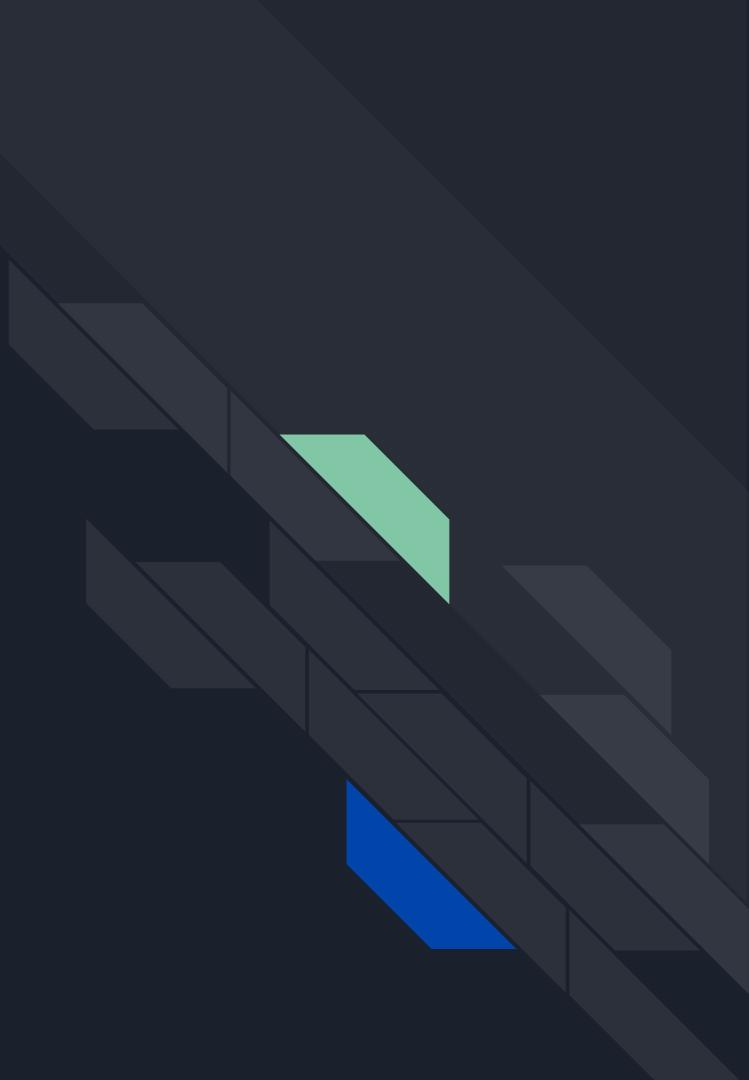


Overwatch doesn't have what most other games I have looked at for their "Collection" Menu, instead what would be weapons is the playable characters themselves called "Heroes".

Here we see a grid layout again with a slight offset on each line.

The Heroes tiles showcase an image, name and a counter. Each line is inconsistent as the same number of heroes is not present on each line.

Game UI Breakdown - CS:GO



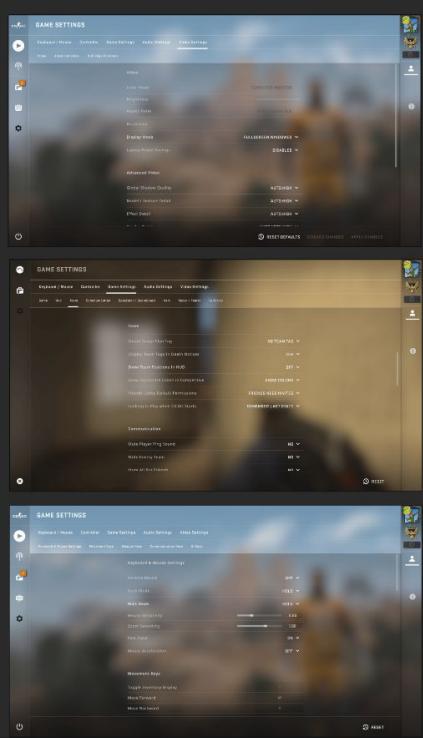
Main Menu



CS:GO's main menu takeaways.

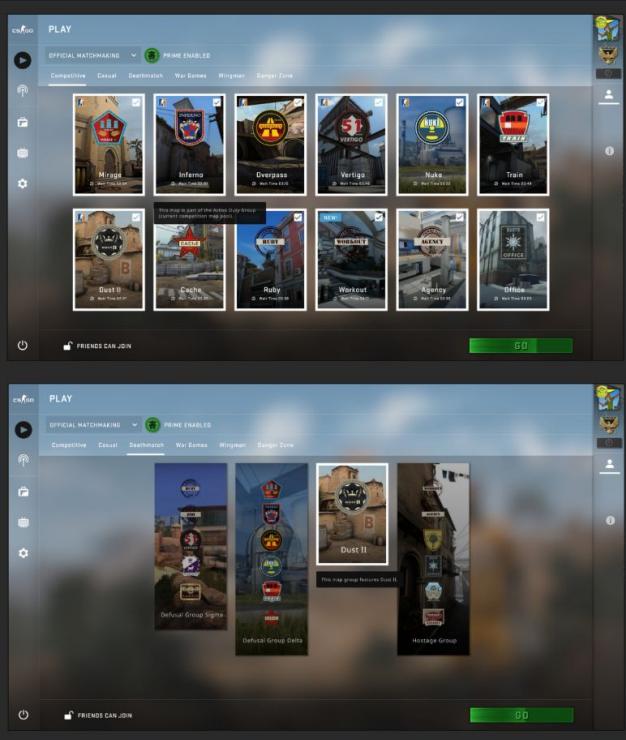
1. Similar to the games before, a lot of space has been reserved for the background.
2. Has a “Blurry Glass” look to its menu side bars and on-screen information.
 - a. This type of style is called “Glass Morphism”.
3. CS:GO uses a majority icon based UI with very little text on display.

Settings Menu



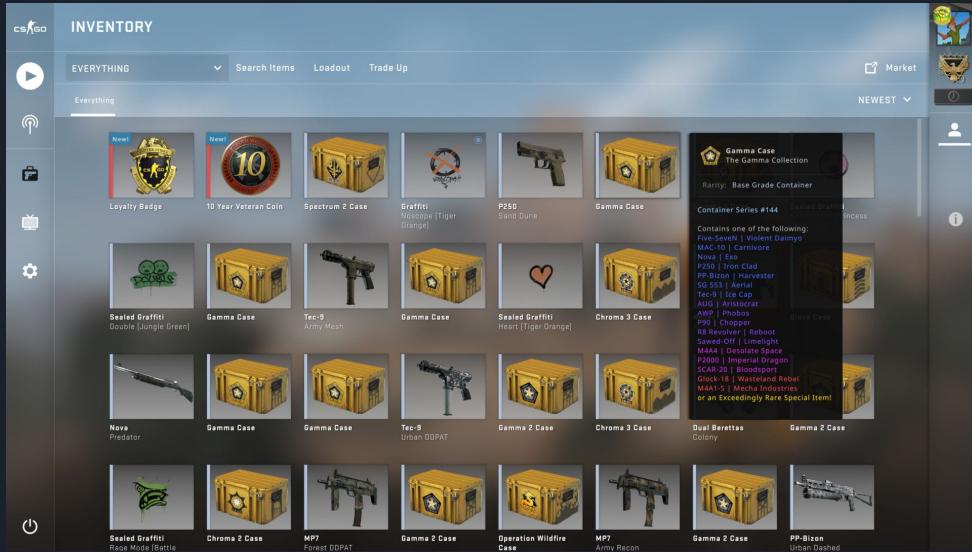
1. CS:GO's settings menu follows along with the rest of the glass morphism theme. The settings menu sits on top of the main-background image which can be seen through.
2. Similar to other games, their settings are centered.
3. Spacing is kept consistent between sections and each setting type.
4. All other key settings can be accessed from the top.

Game Mode Menu



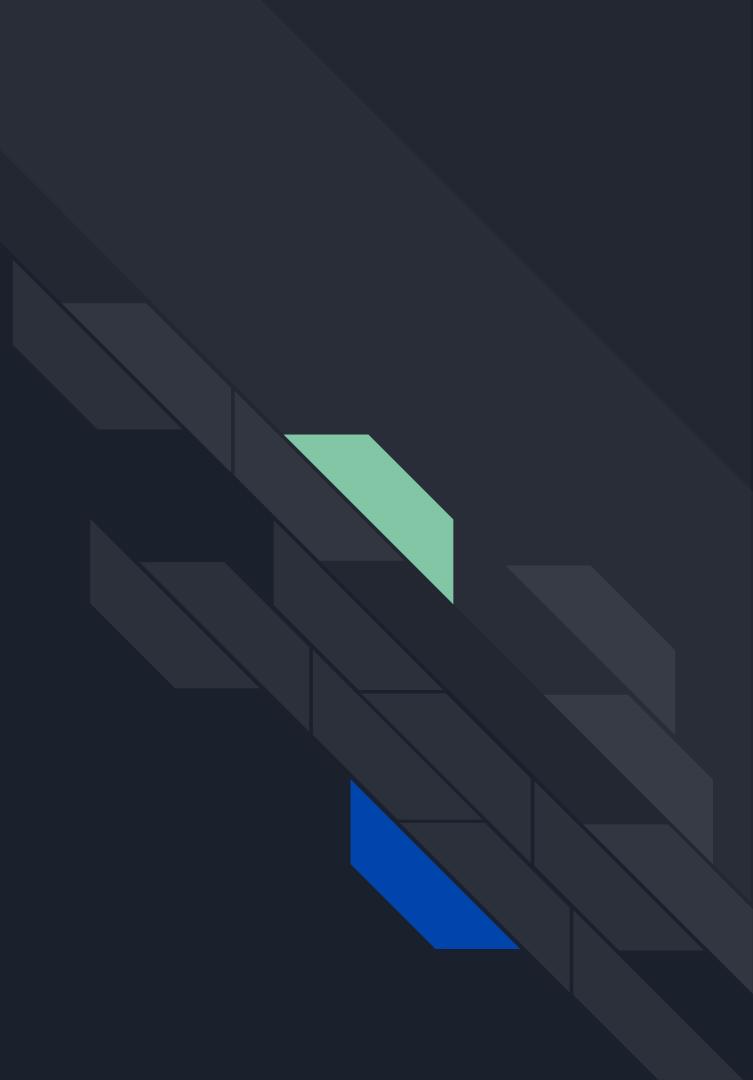
1. CS:GO's Game Mode menu follows along with the rest of the glass morphism theme.
2. The main mode types can be selected from the top bar.
 - a. Spacing between each text element is consistent.
3. The player can select which “maps” they would like to play on by clicking on the tile to enable/disable it.

Inventory Menu



1. CS:GO's "inventory" menu again has the Glass Morphism look to it, keeping it consistent with the rest of the menus.
2. Spacing between each tile is consistent
3. Rarities of items are shown with a coloured bar on the left of each tile.
4. The grid-layout used here is centered. CS:GO has opted for a scroll-view menu here.
 - a. A downside to this is the potential of owning multiple items that scrolling can take some time to reach the bottom.
 - b. A page system might have been better in this case.

Game UI Breakdown - COD Warzone MW



Start Screen



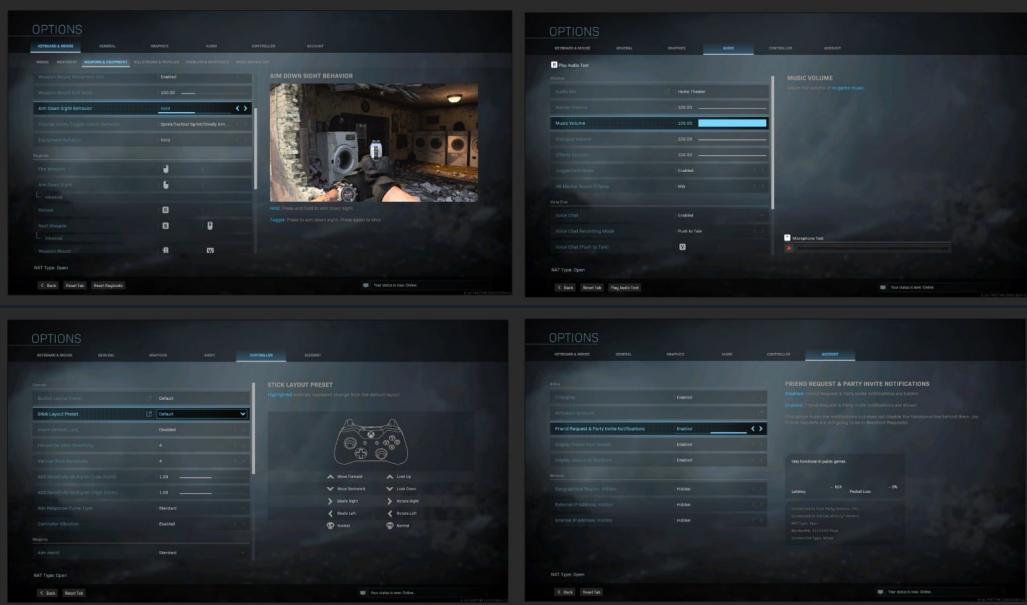
1. Call of Duty Warzone start screen out of the ones I have looked it the most dynamic of them all.
2. The animations are done well and it fits the overall theme of what a COD game is.
3. It appears to be in a 3D-world with 2D elements overlaid giving it a “futuristic” look to it.
4. The title of game is large and centered drawing the players focus to it.

Main Menu



1. COD Main Menu is a lot more cluttered compared to the other main menus.
2. The top bar is a lot thicker and holds more information such as the game title, rank and name.
3. The tab-menu has green-box icons to indicate that the player has something to look at.
4. Just like the other games, the background has the majority of the screen-space.
5. Even with the clutter, the spacing is consistent. The text is spaced equally and the fonts are different for headings, sub-headings and body text.

Settings Menu



1. COD settings menu, keeps the theme running with blues and whites being used throughout. Spacing and Fonts are consistent throughout the menus.
2. The key settings can be accessed from the top.
3. However, their settings are still centered but split into 2 halves, one for adjusting the setting and one for showing the player what the settings does via video or text description.
 - a. A very useful feature for the not so tech-savvy people.

Game Mode Menu



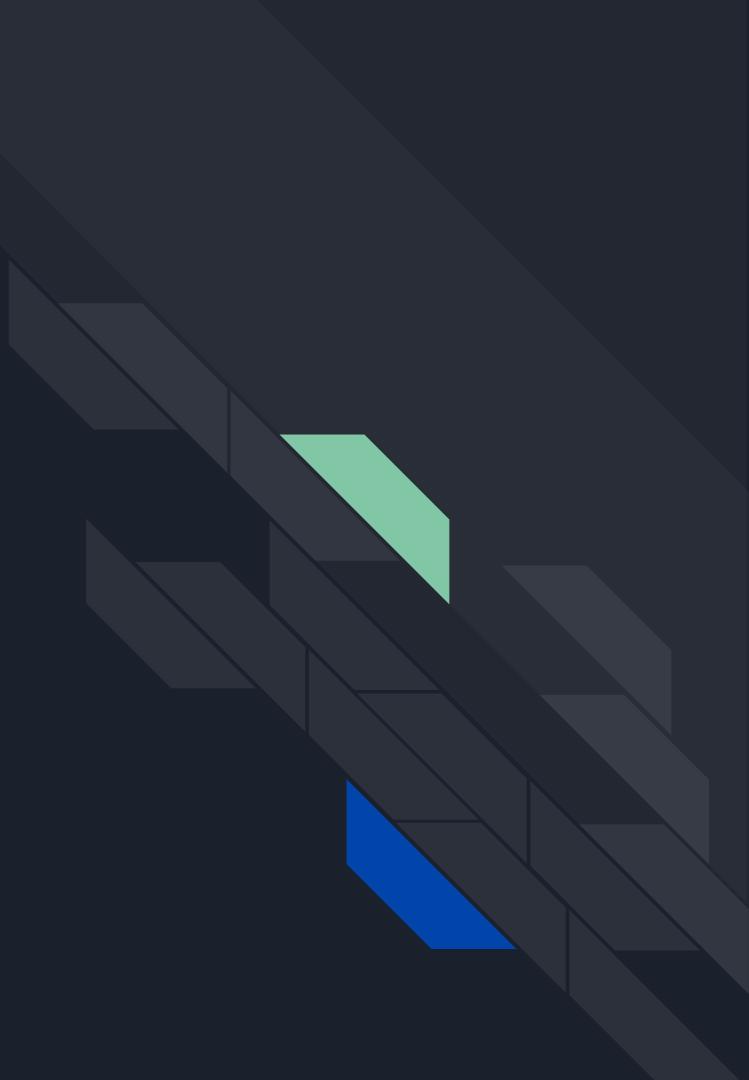
1. COD's Game Mode selection screen is very similar to their start screen, where the background is 3D-world with 2D overlay of elements.
2. The button layout is not favourable and looks a bit messy.
3. When a button is selected it opens an image.

Collection Menu



1. COD's Collection Menu is very in depth, each class of weapon has its own tab.
2. Within each tab is a multitude of weapons the player can scroll through.
3. If the player stops on one of these weapons, it brings up a preview image as well as some statistics the player has with the weapon.
4. Colours are consistent with the rest of the menus. Spacing is consistent and Fonts are consistent for their elements.

Game UI Breakdown - Takeaways





Typography: Throughout all the games I analysed, a trend I noticed was their typefaces. They all used a type of “san-serif”.

Iconography: All games had some form of Icons, which were easily identifiable as they kept to standard use of Icons where possible. Games that had to use custom Icons kept them clean and consistent with the other icons.

Spacing: Spacing between text-tabs, settings, collections is all consistent. A big trend I noticed is that every menu was centered within its own panel.

Colour: Each game had a different main colour palette but each used them to their fullest, keeping it consistent throughout their different menus and options.

Typography



Typography Research

- Making sense of typographic classifications
 - Sans Serif - A typeface designed without “serifs” better for digital displays, considered modern.
 - Sans translates to “without serif” in French.
 - Display - A typeface intended for large sizes, artistic in nature. Used for logos and the purpose of drawing attention.

out without with
without without with
out without with
hout without with
out without with
out without with

massive
and tiny

SAIRA STENCIL ONE

Title Font Display Typeface

ROBOTO REGULAR

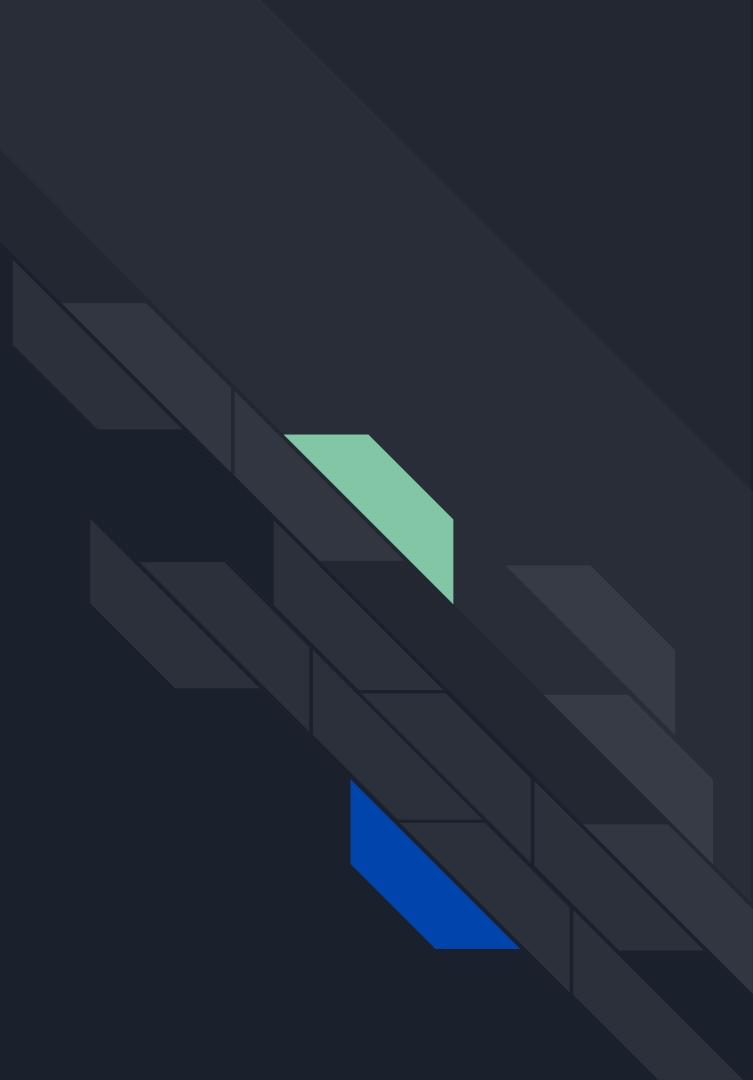
Heading Font Sans Serif Typeface

Roboto Light

Subheading Font Sans Serif Typeface

Open Sans Light Body Font Sans Serif Typeface

Iconography





Iconography Research

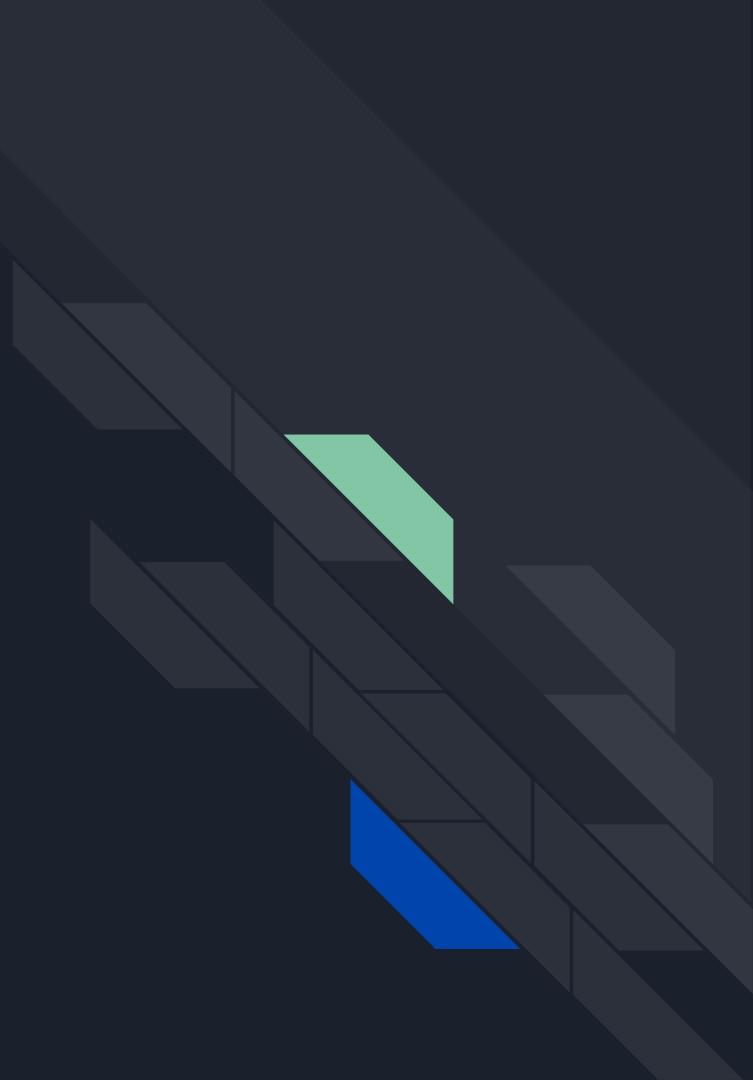
- If an Icon can convey the meaning of what a text element could, an Icon is a good replacement.
- Keep them unique but consistent.
 - Style
 - Roundness
 - Stroke
 - Thickness
- Icons need to effectively communicate what it is they are representing.
 - A user needs to be able to tell what an icon can do quickly.
- Common forms of Icons
 - Home = 
 - Settings = 
 - User = 

Production Process

1. Concepting
2. Prototyping
3. Wireframing



Concepting



Colour Palette Mood Board



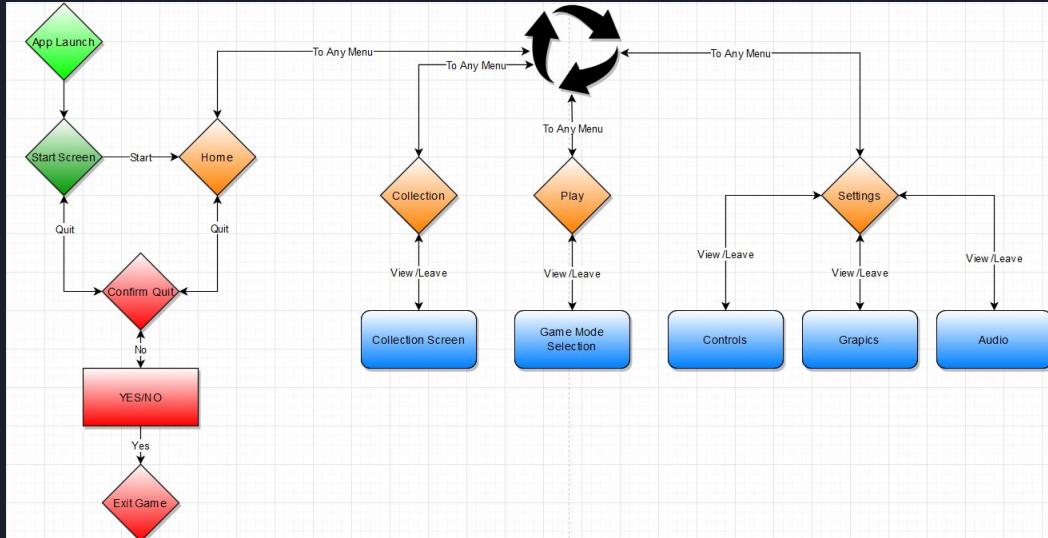
Not sure as to which direction I wanted to pursue I gathered a few images to generate colour palettes using [Coolors](#)

In the end I favoured the “Futuristic” palettes. As it is what I felt most proper to use for my project.

Core Flow Chart

A high-level UX diagram of the overarching user experience I would like to go for.

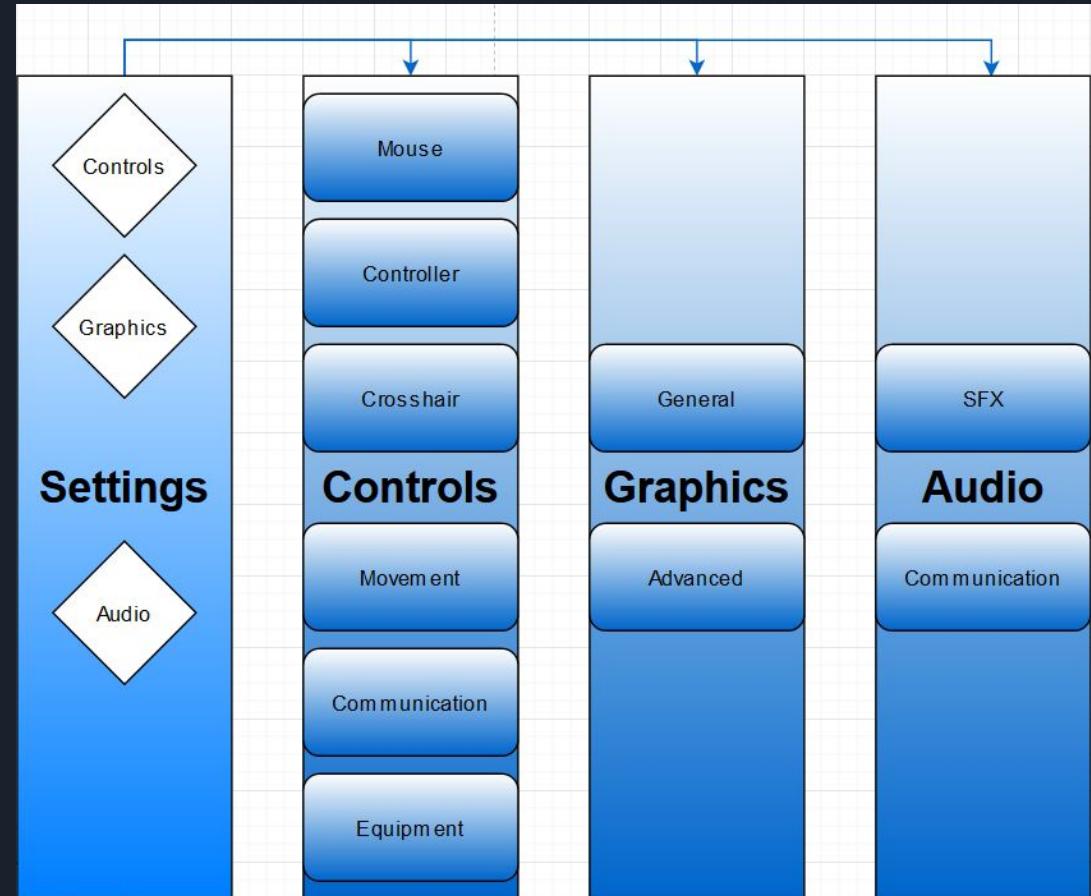
My goal is to make a menu system where each menu can be accessible from any other menu.



Settings Flow Chart

A deeper look into the settings menu and the possible sub-options I could include.

FPS games tend to have excessive options included as I seen from my UI Breakdown analysis.



Start Screen Sketch

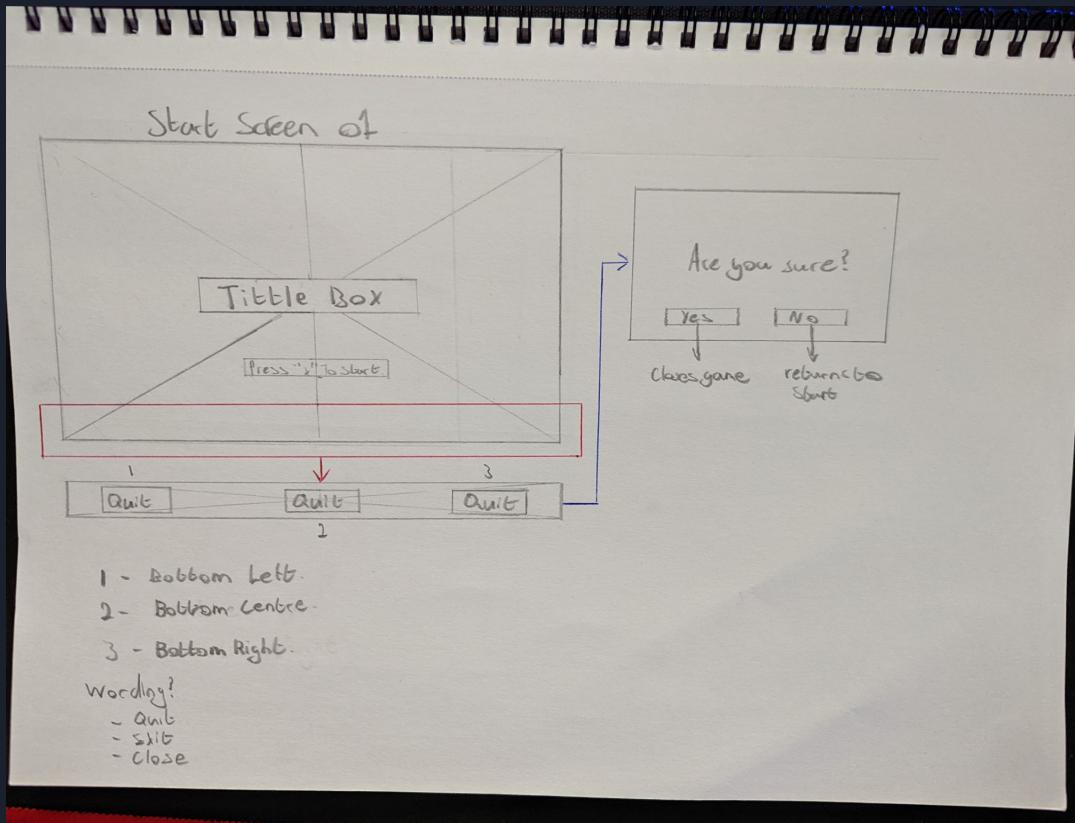
Start Screen Sketch

I began by sketching the title screen.

I kept the “Title” in the middle center as it would be the main attraction, something I picked up on from my research.

I wasn’t sure where to place the “Quit” button so I gave 3 options and will leave it up to testing to gather feedback.

I also considered some wording for the “Quit” button.



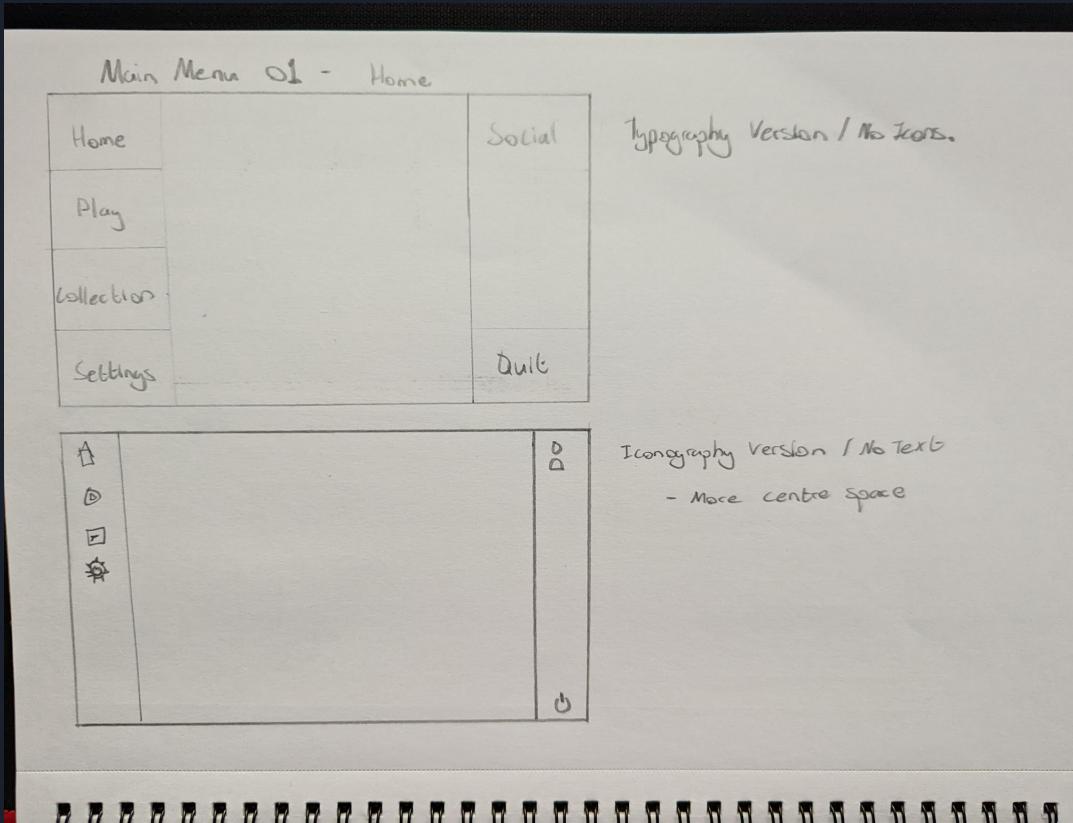
Main Menu Sketch

Main Menu Sketch #01

I sketched 2 concepts for this first type of menu, a typography and iconography version.

The typography version was inspired by Overwatch and the iconography version by CS:GO.

The Icon version allowed for more central/background space. A key trend I noticed in my earlier research.



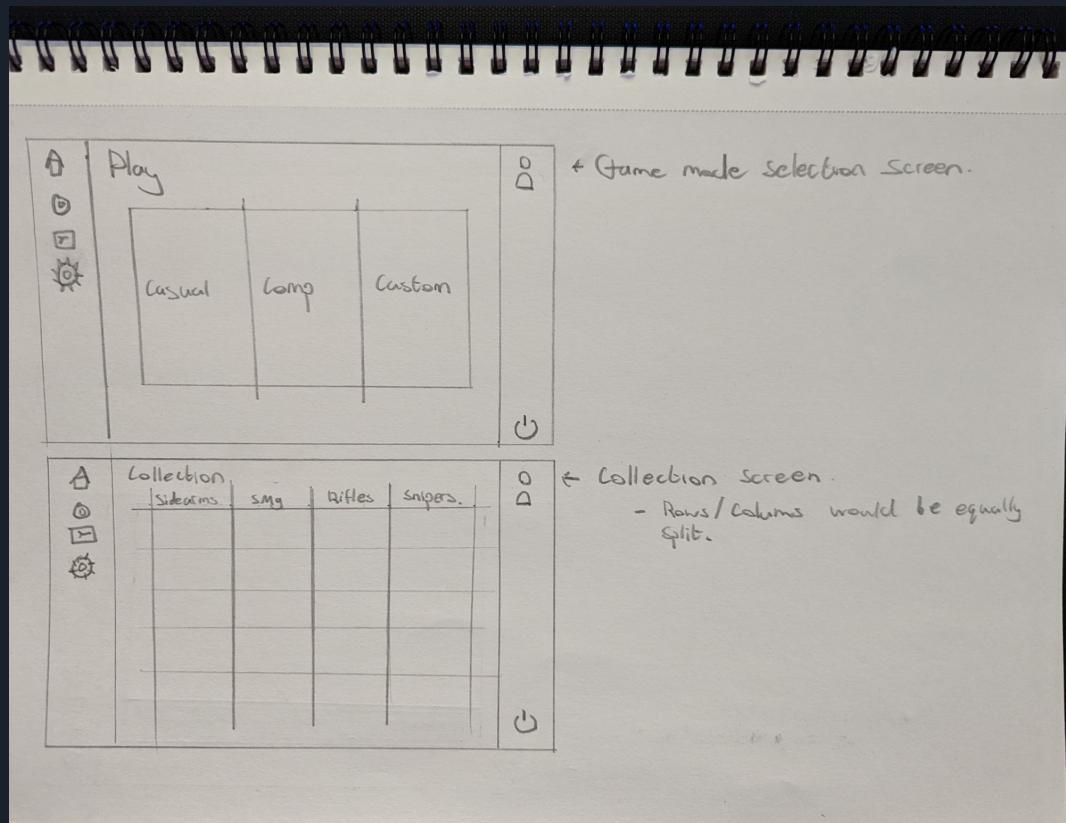
Play and Collection Menu Sketch

Following along with the Iconography Main Menu Sketch I kept the theme going here.

I sketched up a Play and Collection menu.

A mix of Overwatch and Valorant were the inspirations here.

Play & Collection Sketch

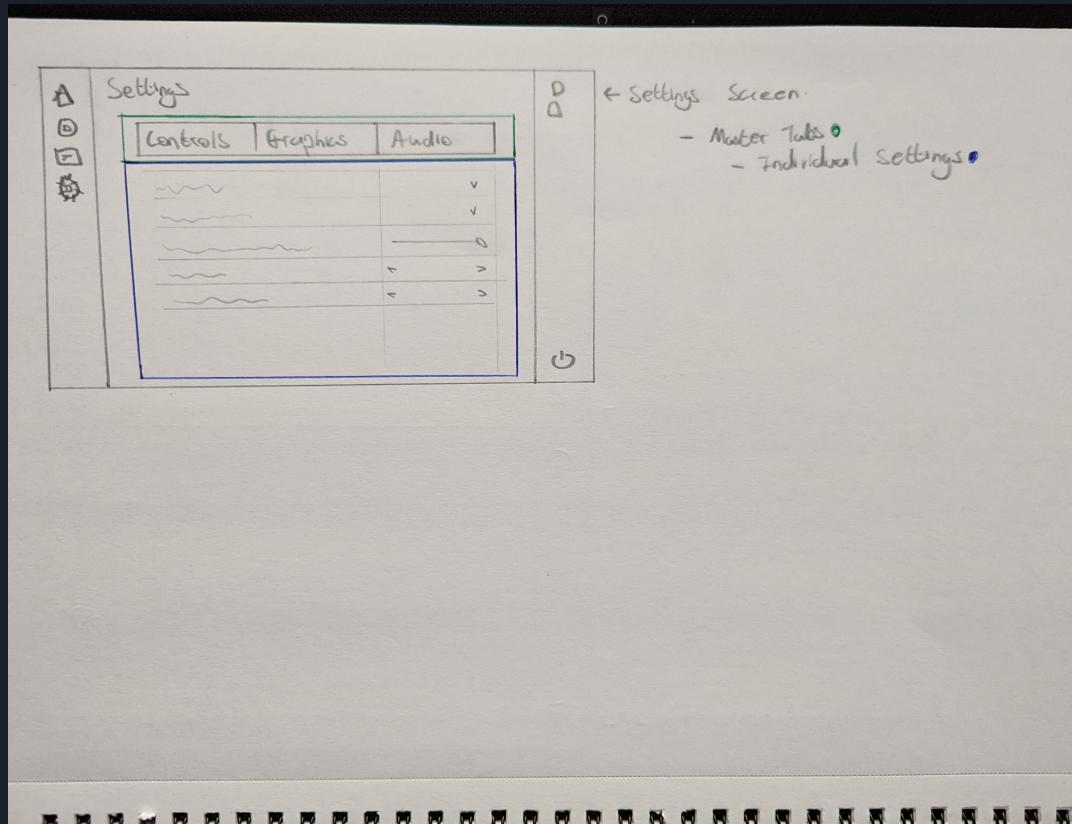


Settings Menu Sketch

Keeping the theme progressing here for the settings menu.

I favoured the COD / Valorant / Overwatch settings menu wherein the main settings are grouped into headings and clicking into these headings would open the respective panel with a scroll-view of settings.

Settings Sketch



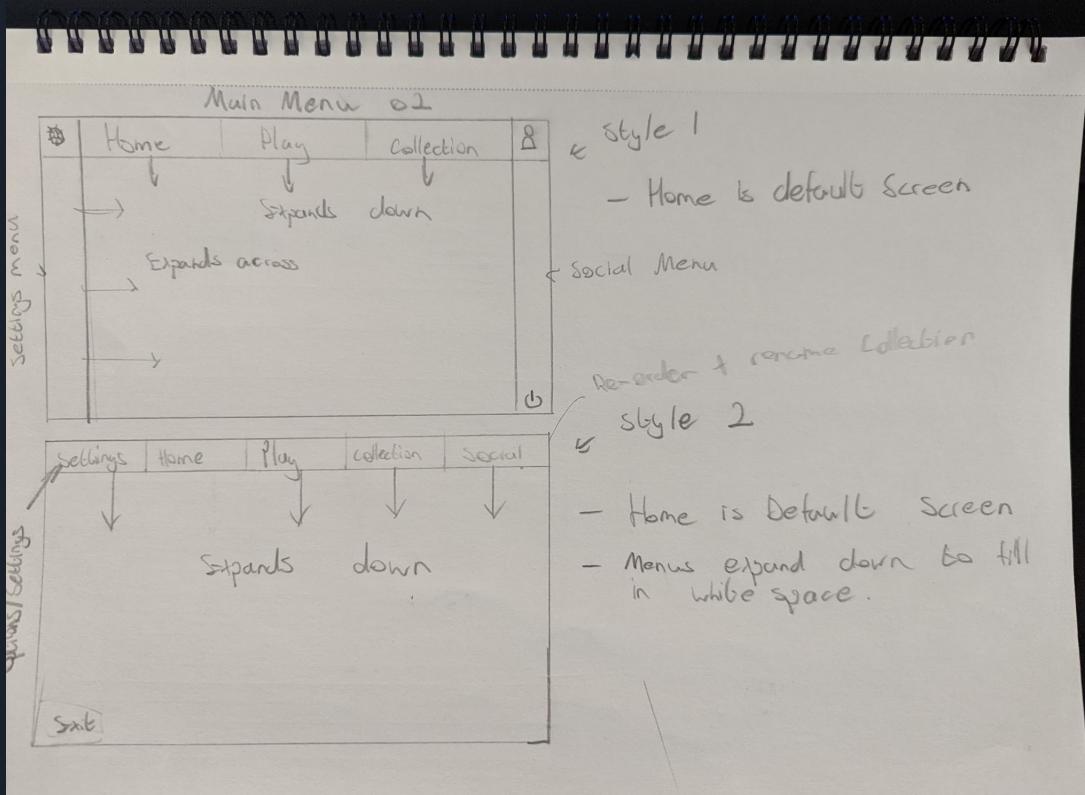
Menu Sketch #02

For the second version of the menu I changed the layout around and re-introduced typography headings.

I kept the centre space open in this version.

I experimented with having the settings Menu be Text or an Icon.

Main Menu Sketch



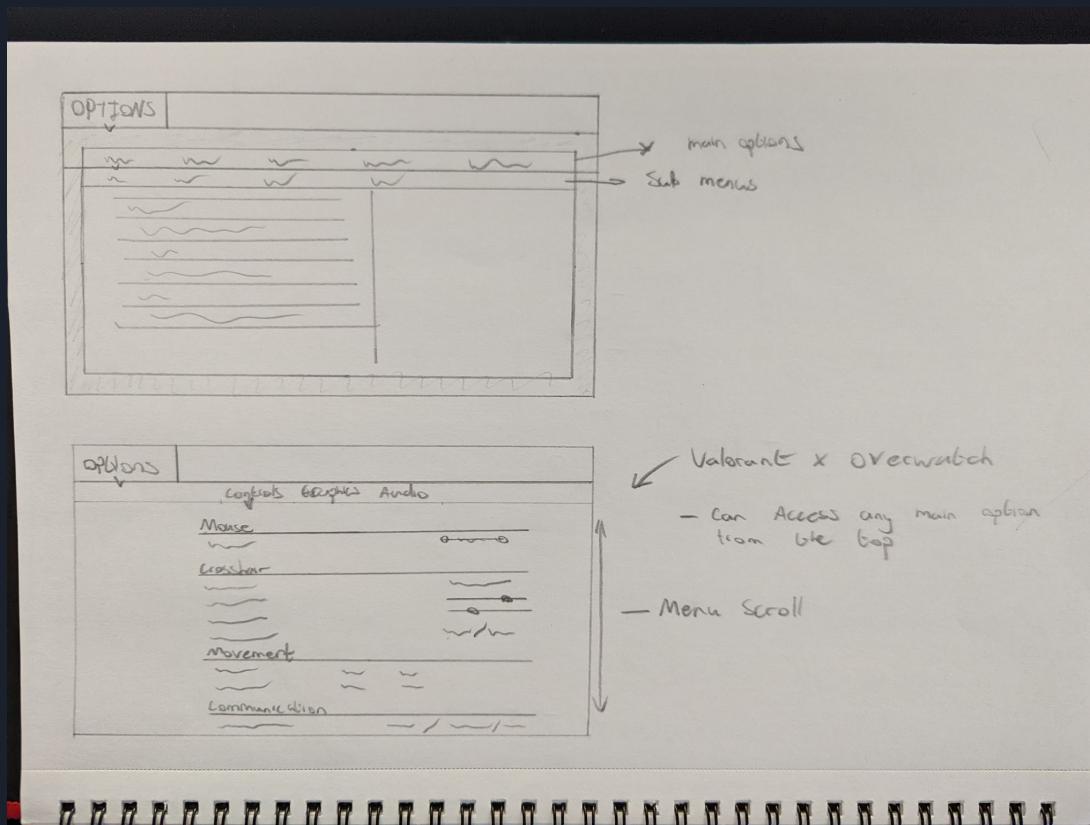
Settings Menu Sketch

Here I have 2 styles for the settings menu.

The top version showcases a menu that would take up the entire space of the bottom screen. This menu is inspired by COD as it would be split to show the settings and a preview of what it does. However, this menu takes away from my goal of “accessible from anywhere” as it blocks the social panel.

The bottom version a more centered version with each sub-section clearly labeled, this version is based upon the Overwatch settings menu.

Settings Sketch



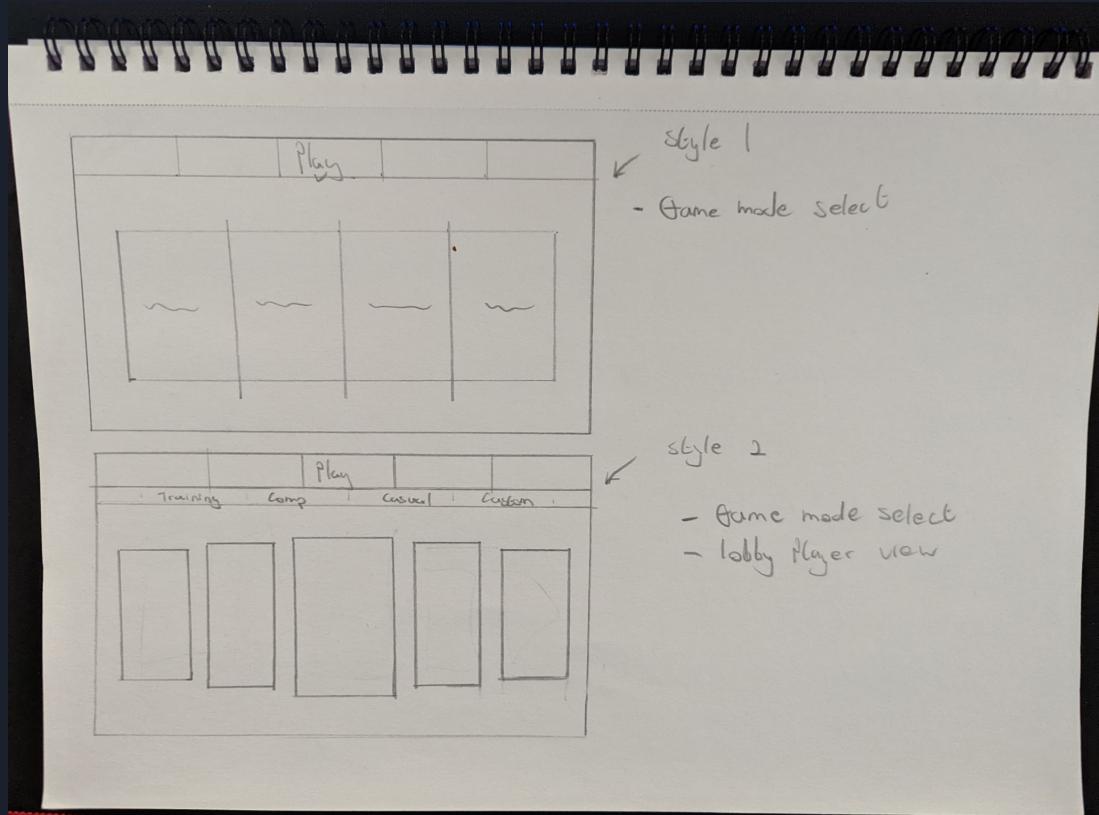
Game Mode Menu Sketch

Here again I have 2 menu layouts for the “Game Mode” menu.

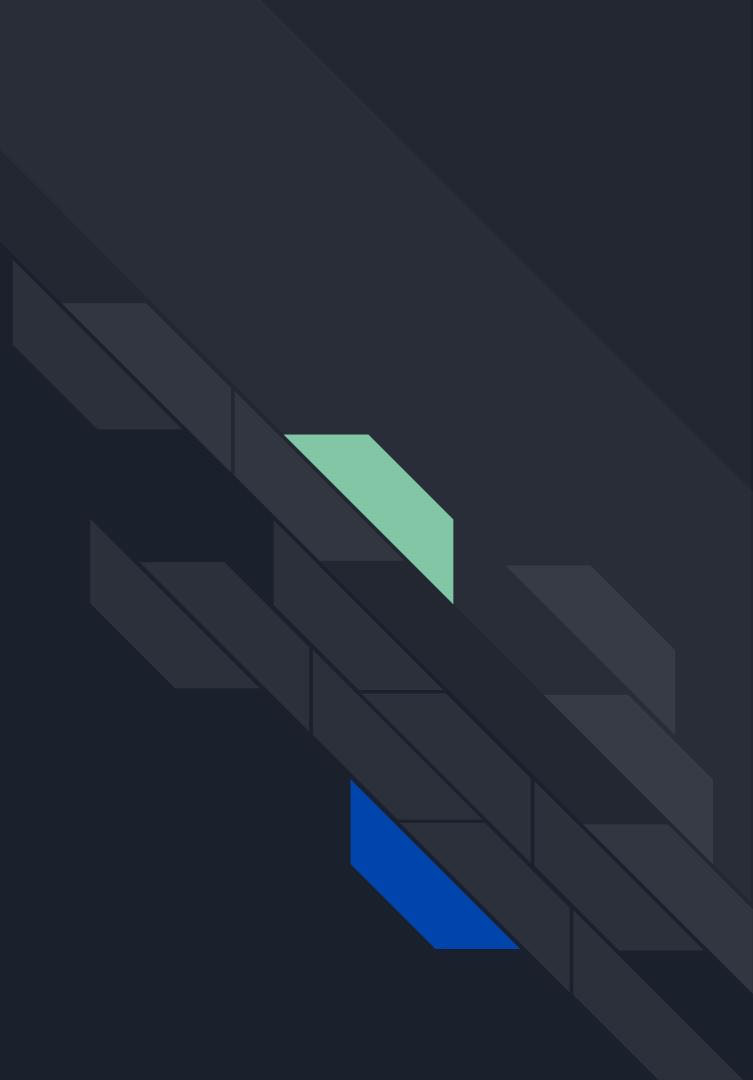
The top showcases a grid layout where the user would select their game mode of choice.

The bottom showcases a game “lobby” with the addition of game mode selection.

Play Menu Sketch



Prototyping



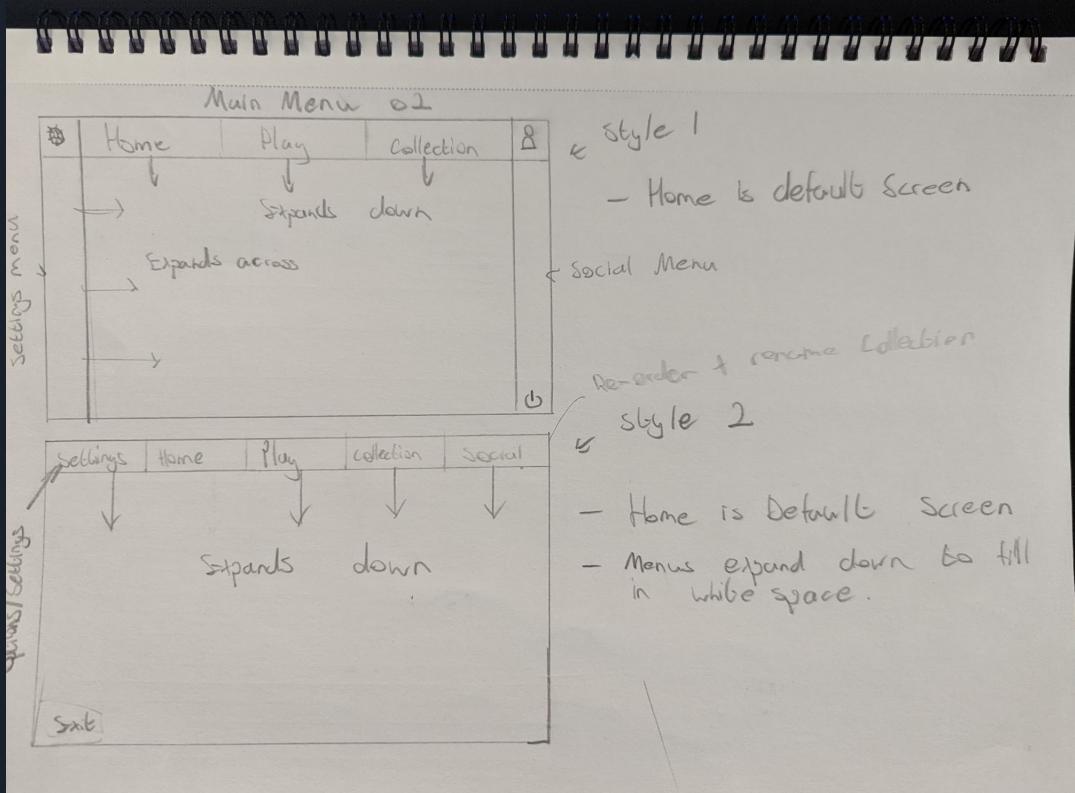
Feedback

Unfortunately I only have this 1 image taken after I did testing of my paper prototype. As it is the same image used [here](#).

Nonetheless I was able to still get some feedback. The people who tested preferred "style 2", they did however not like "settings" being a word so suggested I change it to an "Icon" of sorts.

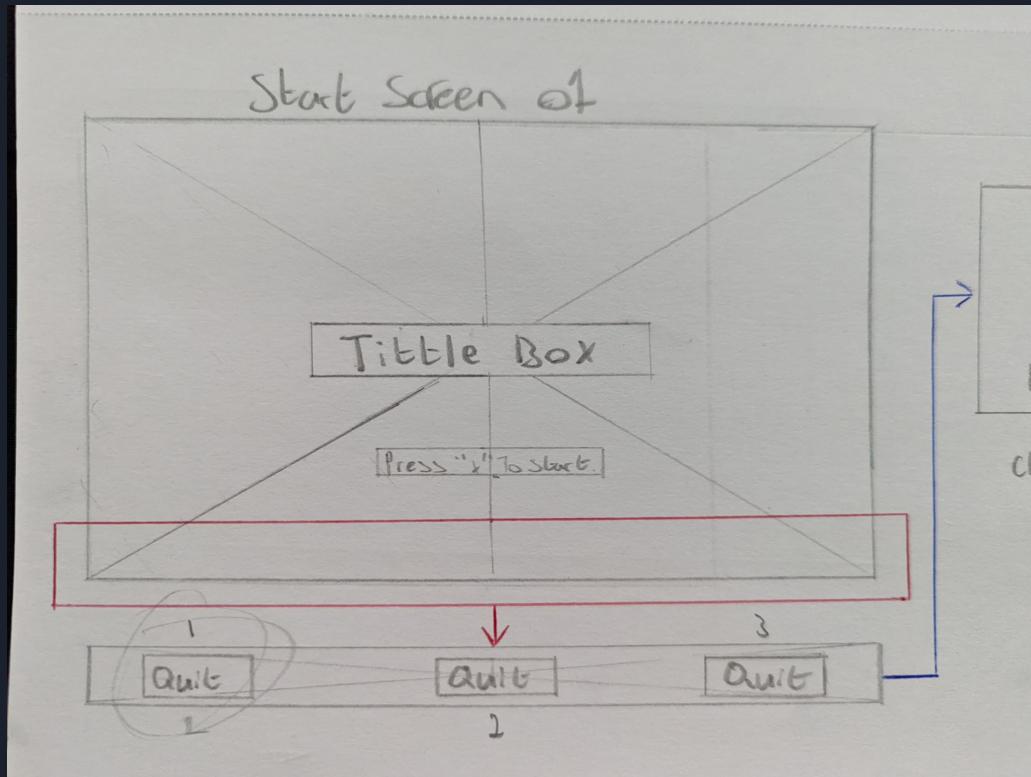
The next piece of feedback I got is that the word "collection" was not the best wording and after some discussion we agreed that "Armory" would be a better fitting word so from here on "Armoury" will replace "Collection".

People also didn't like the positions of the headings so I will need to reconsider their layout.



Feedback

For the Start Screen, I asked the testers their preferred button layout and the majority agreed on number “1”, bottom left.

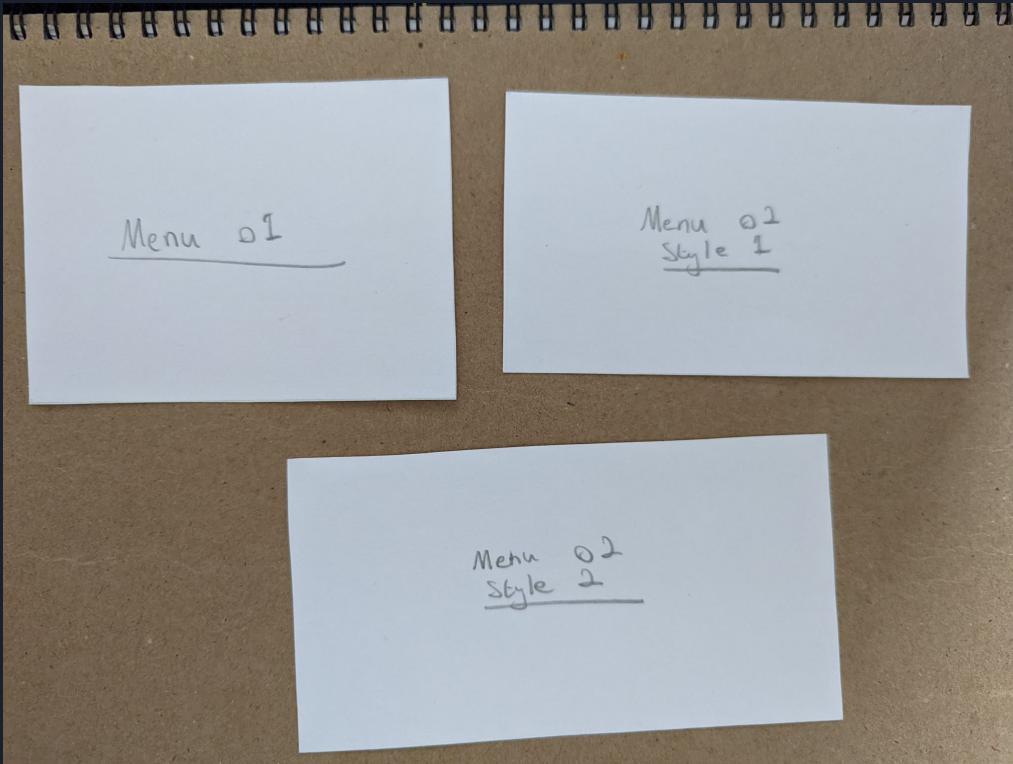


Feedback

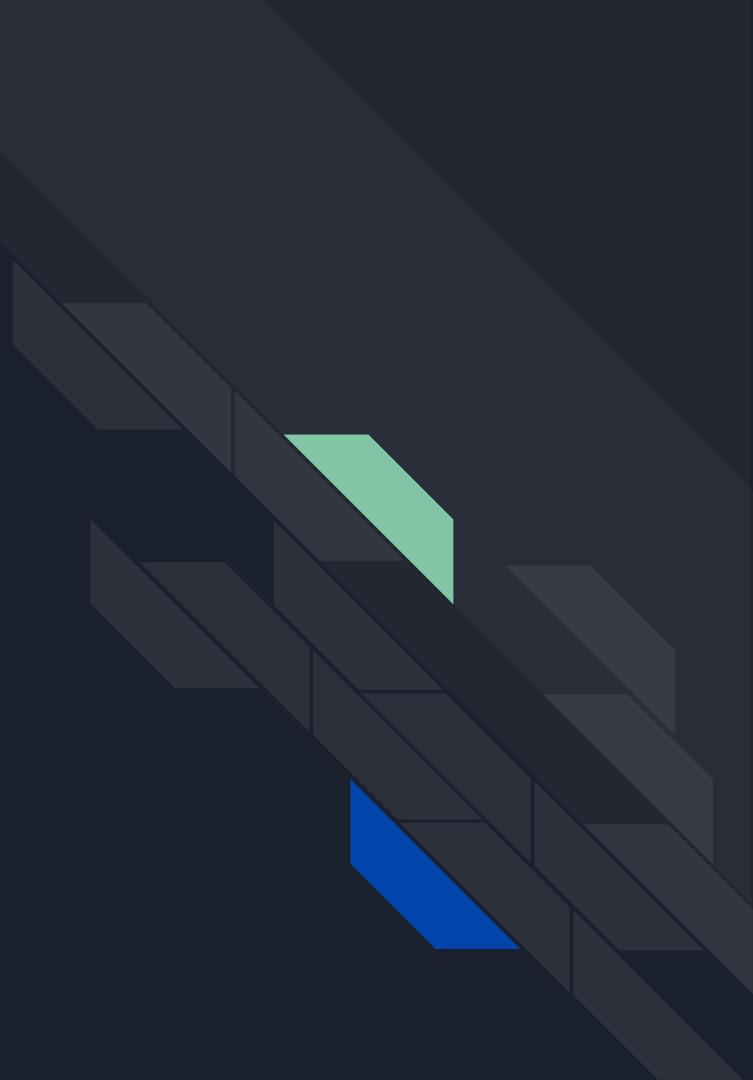
To help with prototyping, I cut out the “center” pieces of each style to showcase the screen-space available to the testers.

Menu 02, Style 2 was the preferred choice. I believe this really helped the testers see the difference better as they could physically compare them.

Menu 02, Style 2 is the longest and second tallest making it a good middle ground.



Prototyping Iteration

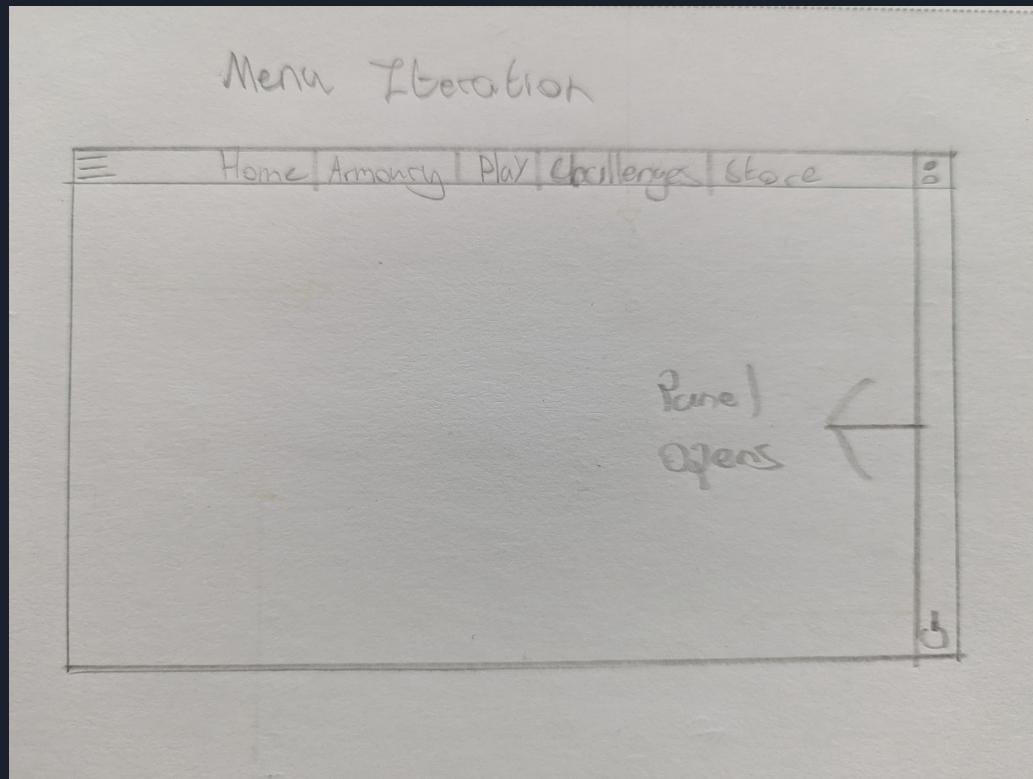


Paper Prototype Iteration

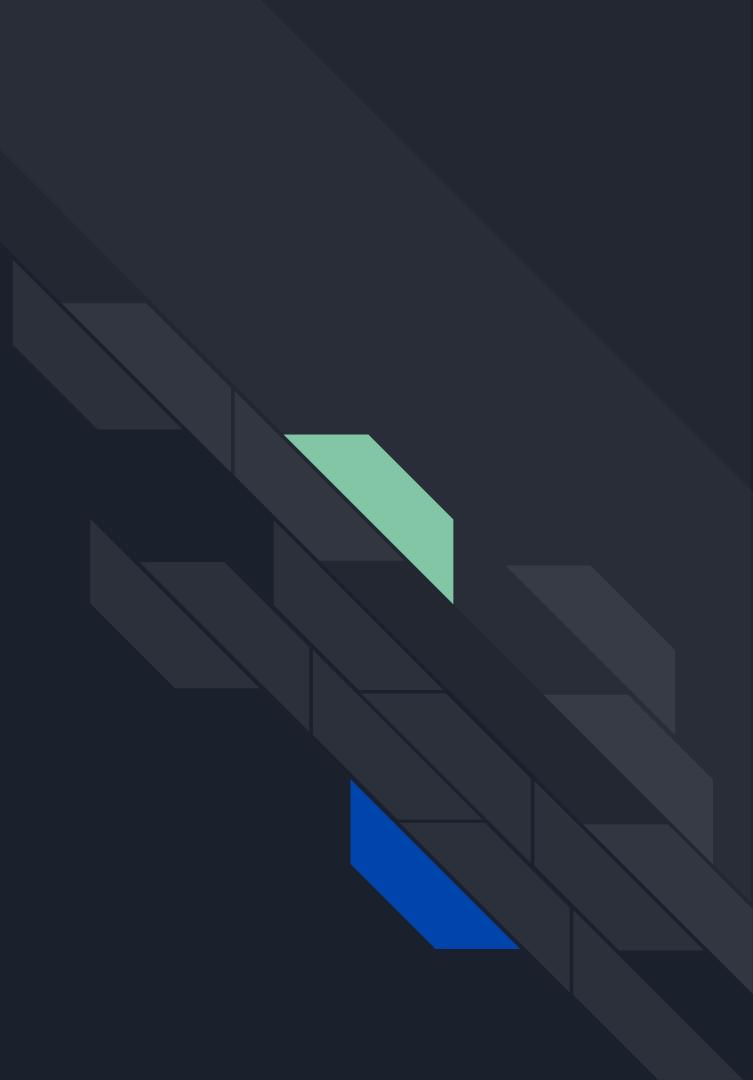
For my iteration, I worked on the Main Menu.

I implemented the “collection” name changes, changed the “settings” to an icon and reworked the social bar.

I also re-arranged the titles.



Wireframing



Wireframe - Start Screen

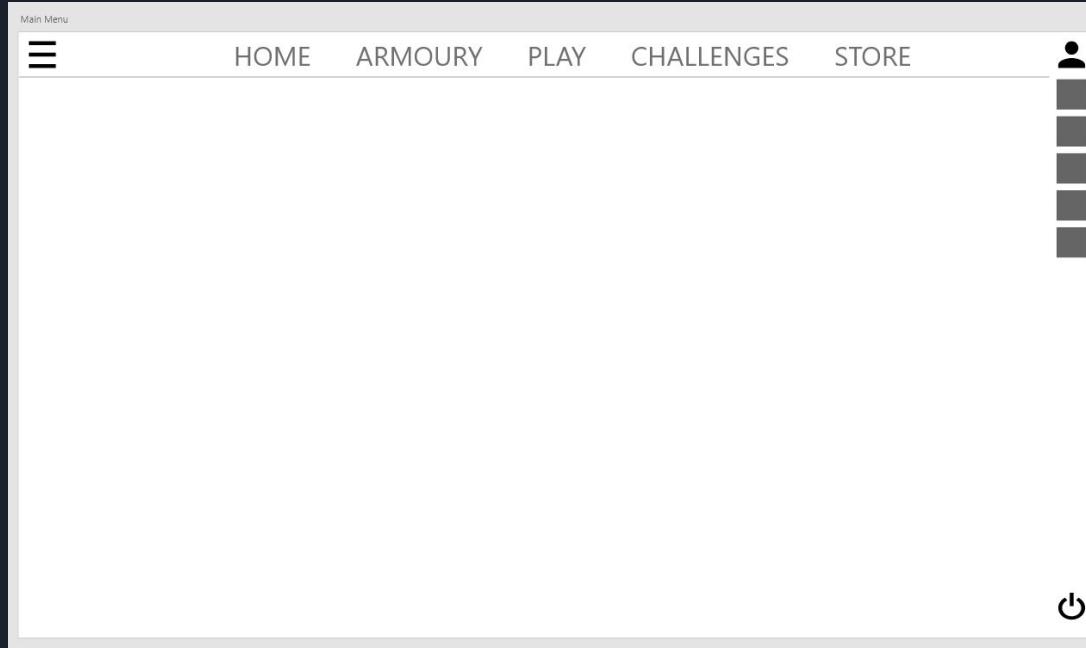
The start screen is rather simple, housing the title, quit button and text telling the player how to enter the game.

In the current version I have assigned “X” as a placeholder key, this will likely be updated in the future.



Wireframe - Main Menu

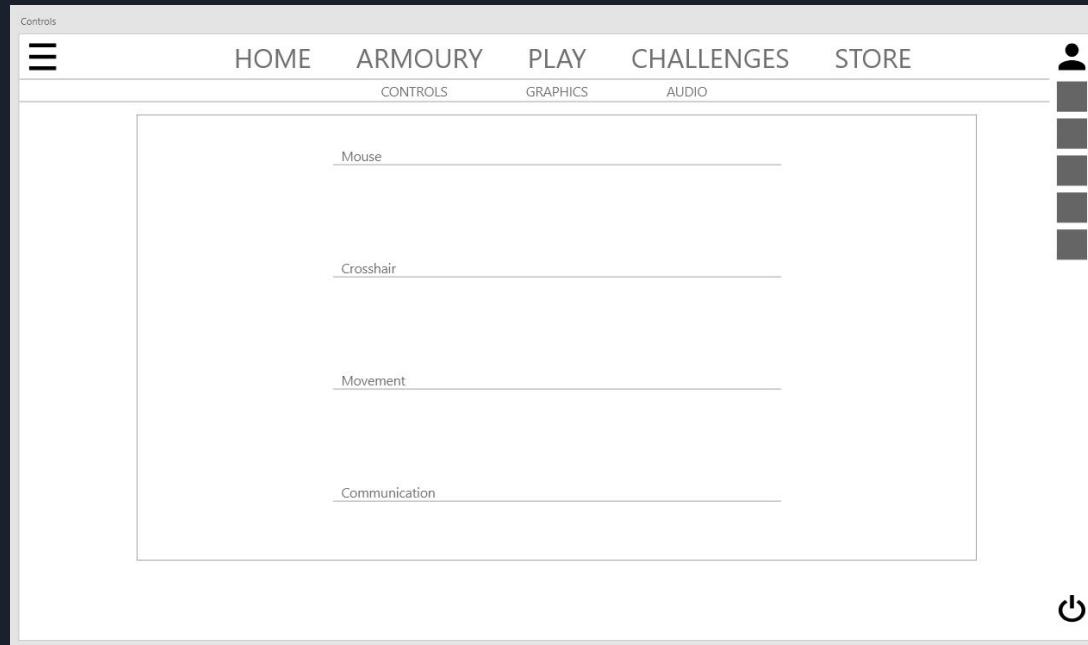
A wireframe based upon the paper prototype iteration.



Wireframe - Settings Menu

A refined version of the sketch, I added “break lines” to distinguish the “Category Headings” from the rest of the text.

What can't be seen here but can be in the [video](#), is that when the player clicks on any of the “Sub-Headings” (Controls, Graphics, Audio) it will swap out the currently displayed menu with the one the clicked on.



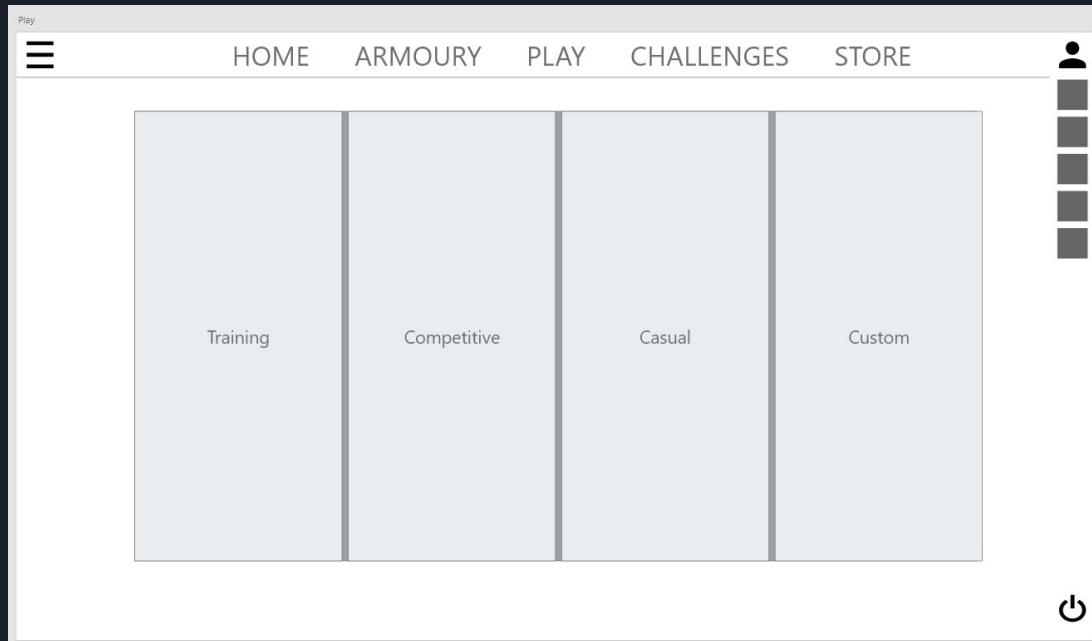
Wireframe Settings Demonstration Video



Wireframe - Game Mode Menu

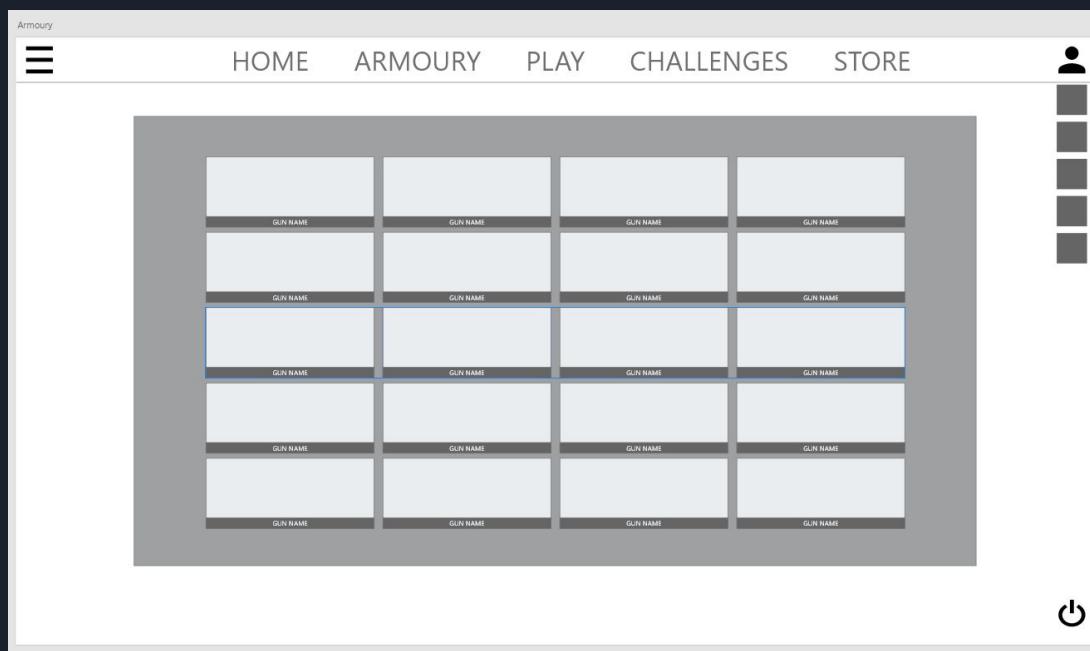
For the wireframe, I went with the “Grid Layout” for this first pass to gauge initial reactions.

This version is inspired by Overwatch.

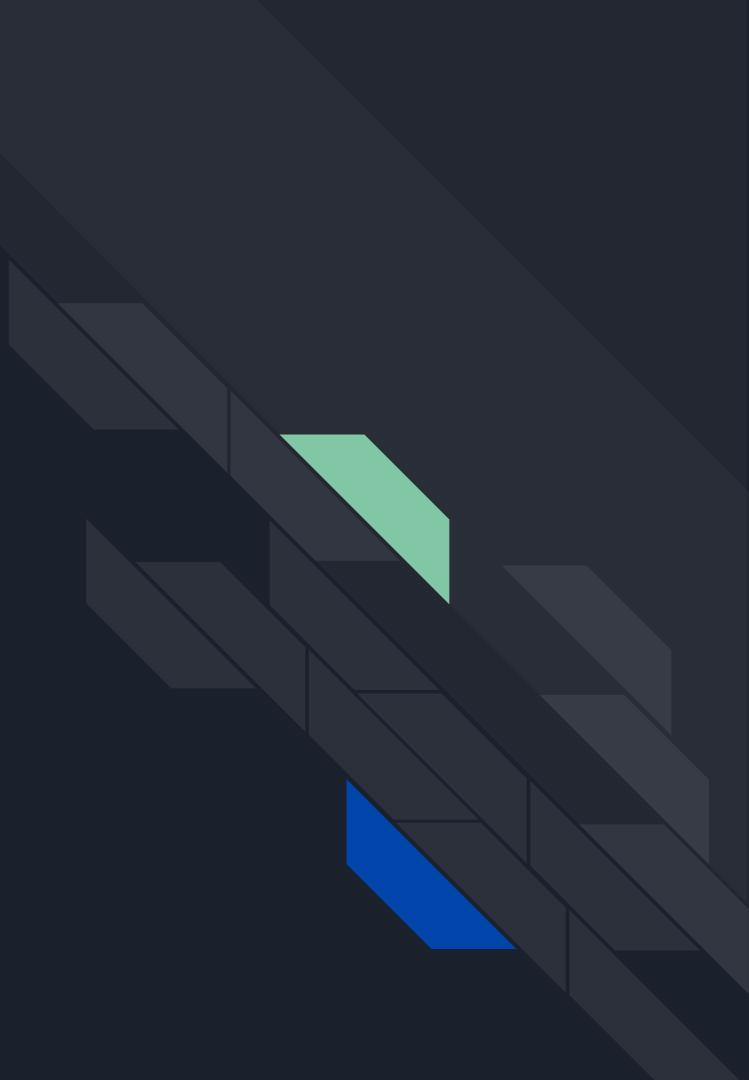


Wireframe - Armory Menu

A very basic armory menu, using a grid layout. I have plans to expand this and make it more unique but before I do that I wanted to get initial reactions on this style.



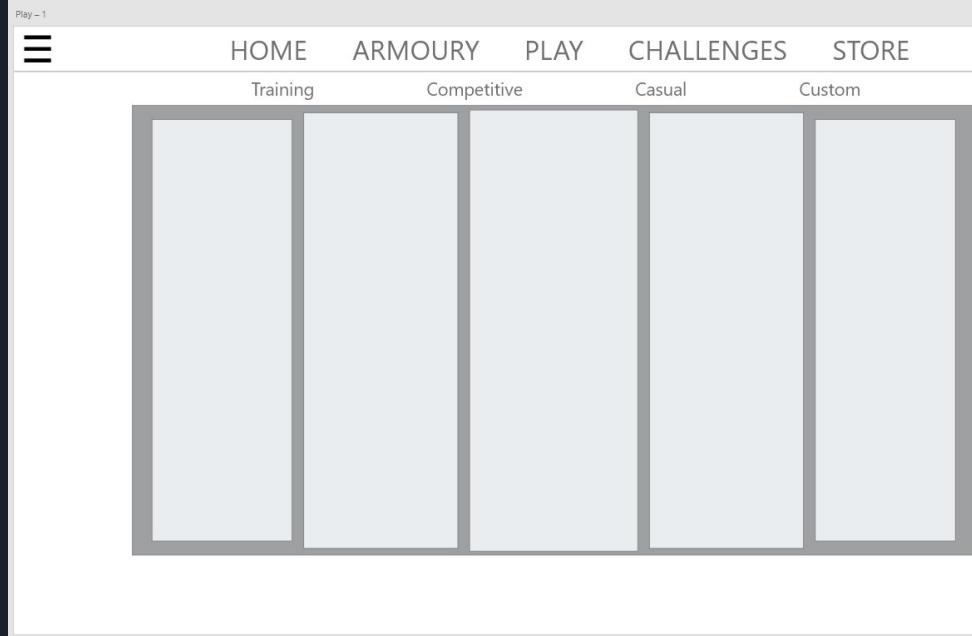
Wireframing Iteration



Play Menu Iteration

An iterated version of the “PLAY” menu. Through feedback I gathered that combining both menus into one would be a more effective experience for the user.

This is style 2 from my initial sketches. I combined version I had originally planned but did not implement into the first wireframe.



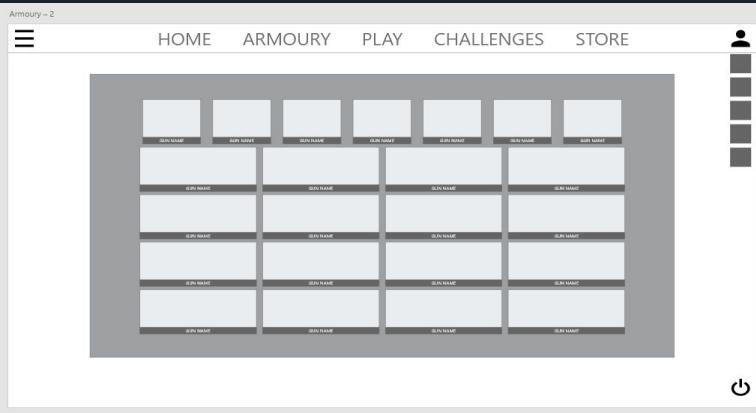
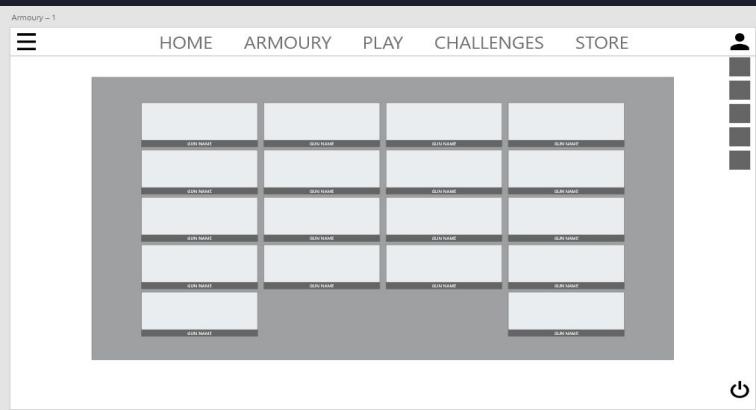
Armoury Menu Iteration

Iteration 1 of my “Armoury” Menu, this menu is a slight adjustment of the previous.

The downside of this layout is, that it is an almost exact replica of Valorant.

Iteration 2 of my “Armoury” Menu, this menu is a more unique layout. The top row would be used for small weapons such as side-arms and knives.

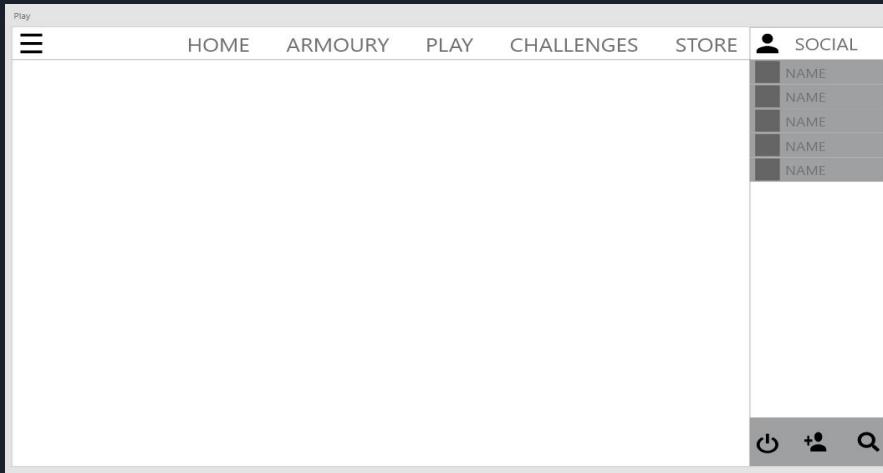
This version can be easily adjusted to allow for more/less grids per row/column.



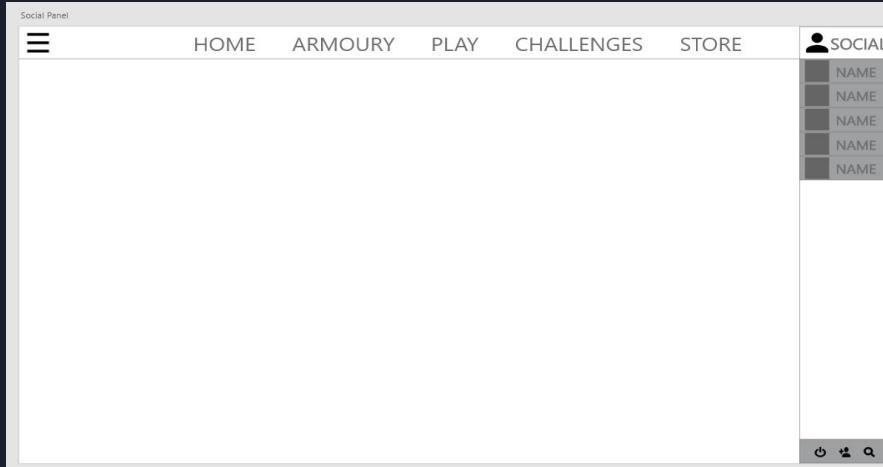
Social Panel Iteration

After some initial feedback it was suggested to make the social panel slimmer as it was too wide and unnecessary.

I prototyped a new version in Adobe XD and it proved to be the better choice.



OLD



NEW

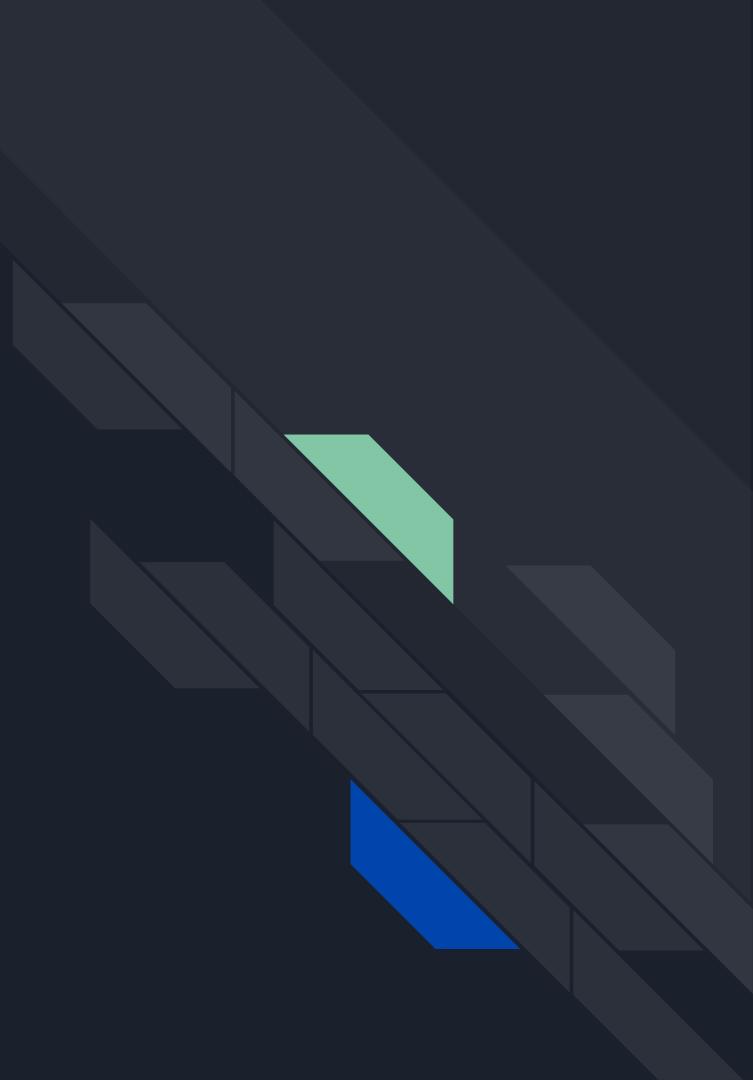
Wireframe Demonstration Video



Unity Engine Prototype

1. Unity Engine Project/Iteration
2. Start Menu Motions Graphics
3. Polished UI Assets

Unity Project & Iteration

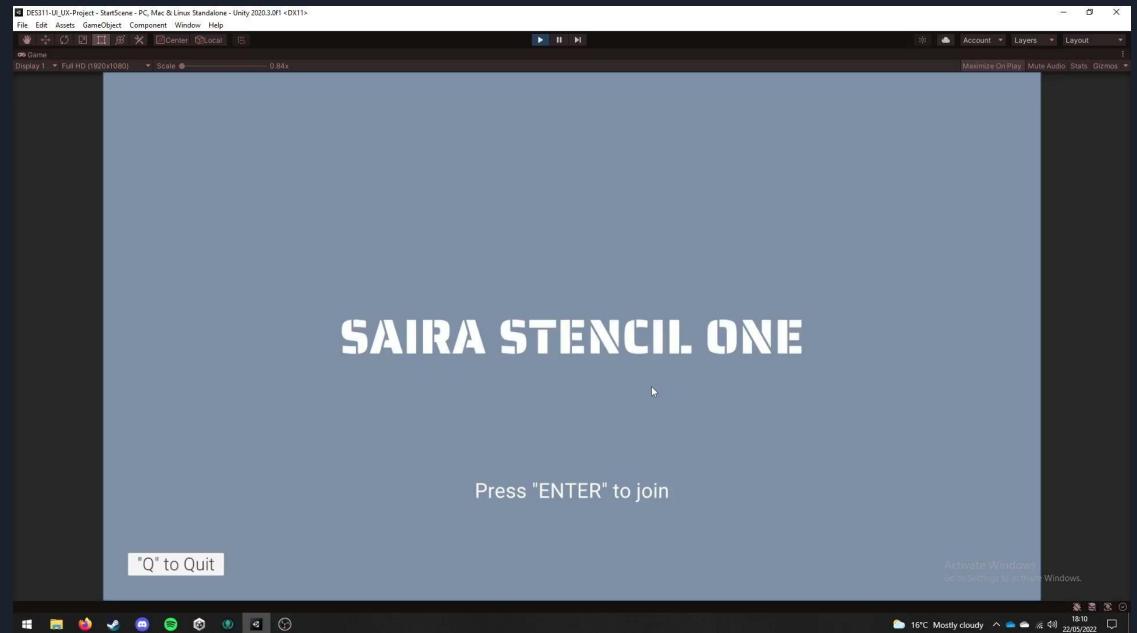


Unity Layout

Since I have experience with Unity UI tools I was able to produce an in-engine mock-up rather quickly.

It doesn't look pretty at all but it gets the general flow of the UX across.

I was able to animate the social panel using Unity's Animator.



Unity Layout #01

I improved the settings menu by adding each individual setting type to their category.

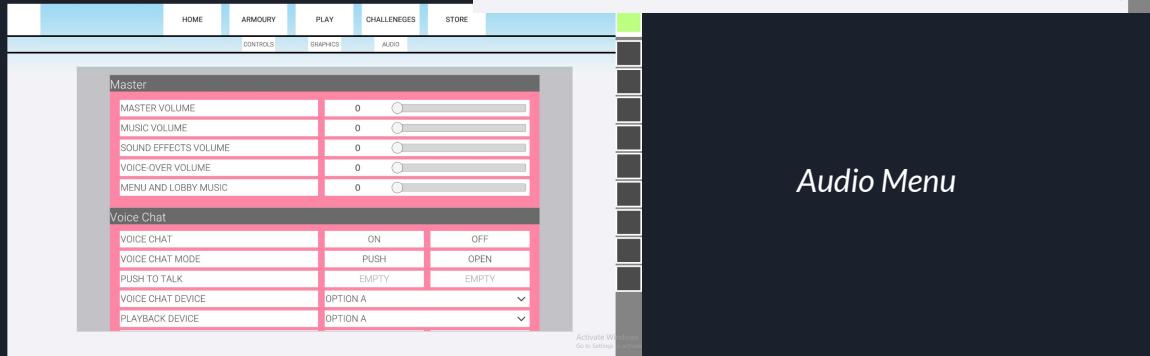
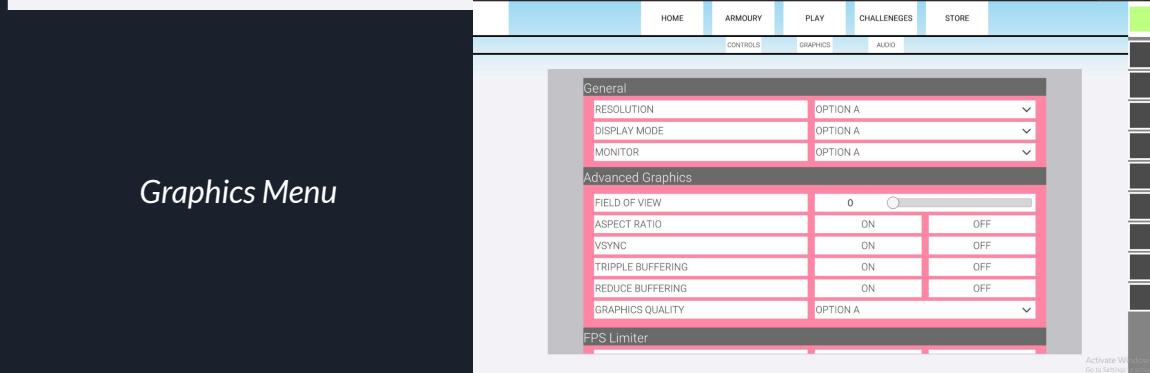
I did a mix of COD, Overwatch and Valorant for the settings I implemented.

I mid this UI to be “flexible” meaning each type of setting has a prefab that can be adjusted to affect them all.

Adding new blocks and settings is easily done using prefabs.



Controls Menu

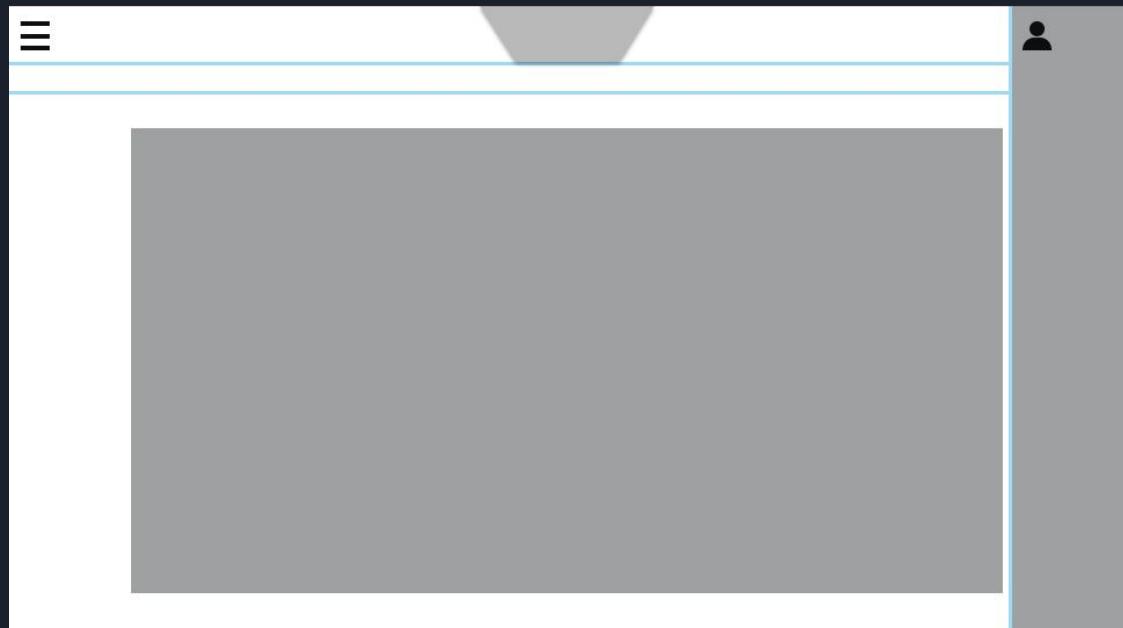


Audio Menu

Unity Layout Mockup #02

I created a high-level mockup layout in photoshop for what I would like the final layout to look like.

Mockup

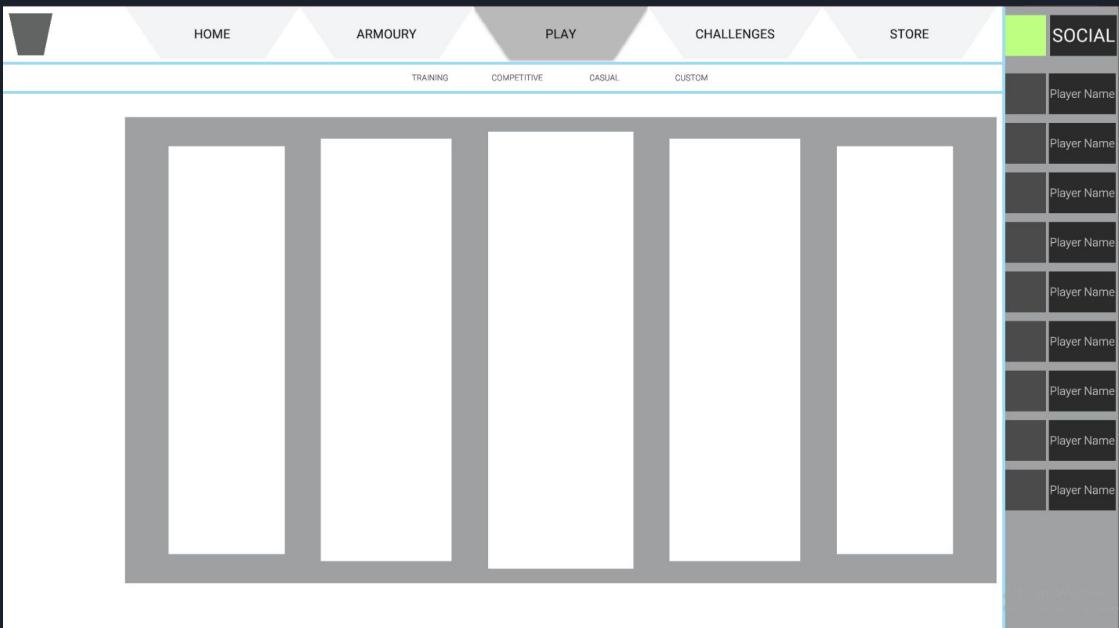


Unity Layout #02

I added the Icon I had created in for the “Heading Titles”. However, the system I am using for the tab switching applies it to all of the Icons so I need to make tweaks to avoid this from happening.

I also believe they are too squished together and do not loong good.

Play Menu

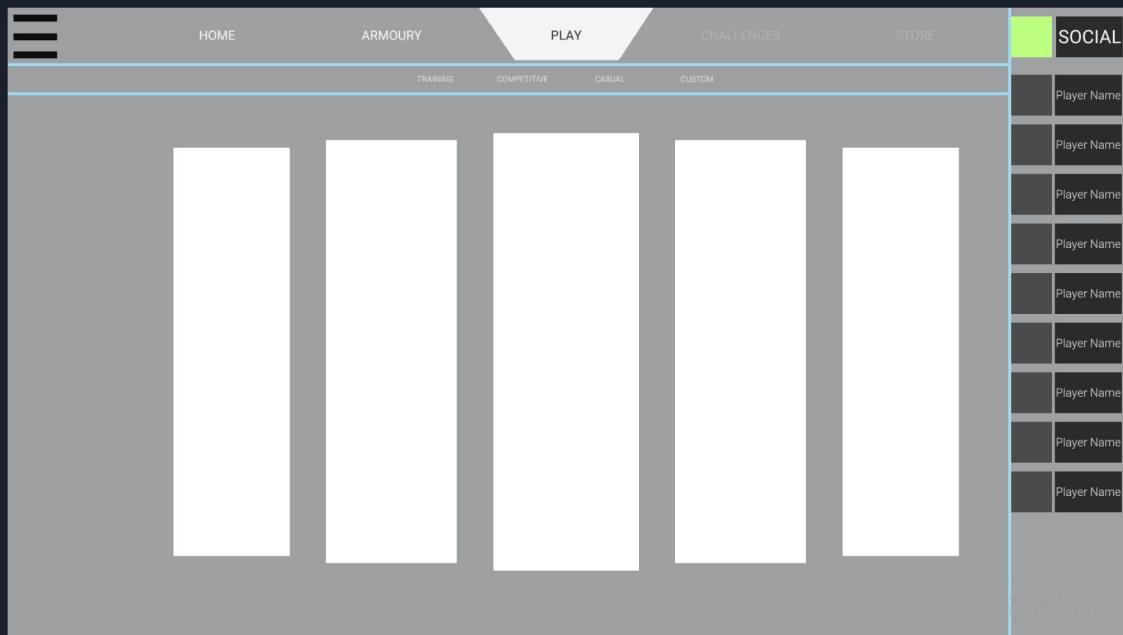


Unity Layout #02 Iteration

I fixed the tab switch system so that only “Play” has the image. This helps to make it stand out and draws the players attention to it as in a complete FPS games “Play” would be where you go to find your games.

I also swapped out the Icon for the “Settings” menu in the top left.

Play Menu



Unity Layout #03

I improved the layout of the Settings pages. Applying the Overwatch-inspired theme to it.

I have not adjusted the colours yet for the text hover effects as can be seen here on “controls” the colour is incorrect.

I increased the spacing of the “Heading Titles” as beforehand they were too squished and people agreed that they should be spaced out more.



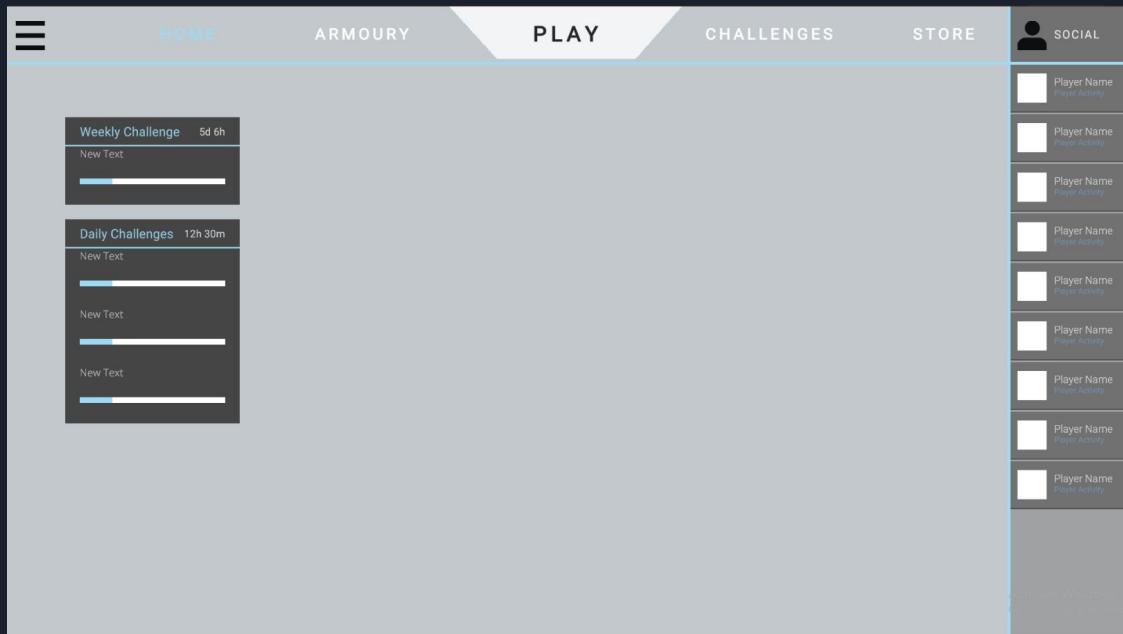
Unity Layout #03 Iteration

I added some “challenges” presets to the home screen to fill in some of the empty space.

I corrected the colour highlight of text elements as can be seen here in “Home”

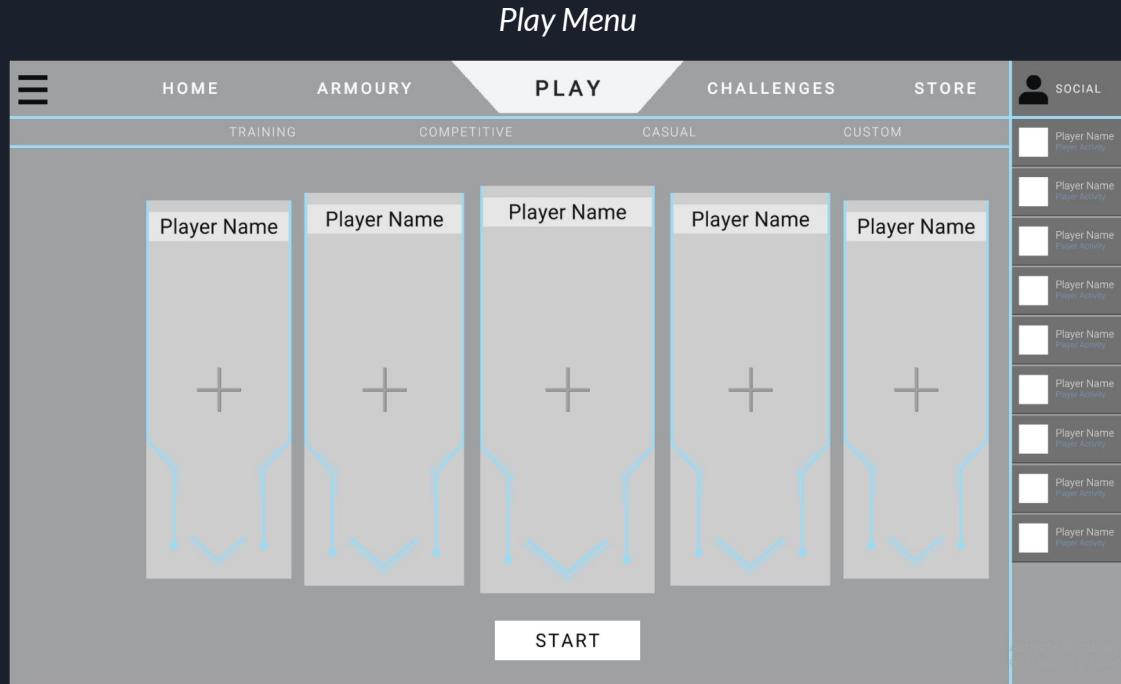
I also noticed that COD and Valorant did this as a quick and easy way to preview challenges without having to go that menu and since I do not plan to do the challenges menu I thought it would be best to add this here for future proofing.

Home Menu



Unity Layout #03 Iteration

I improved the “Play” screen by adding the art I created. Inspired by the motion graphic I kept the “Circuit Board” theme I had going with and applied it here.

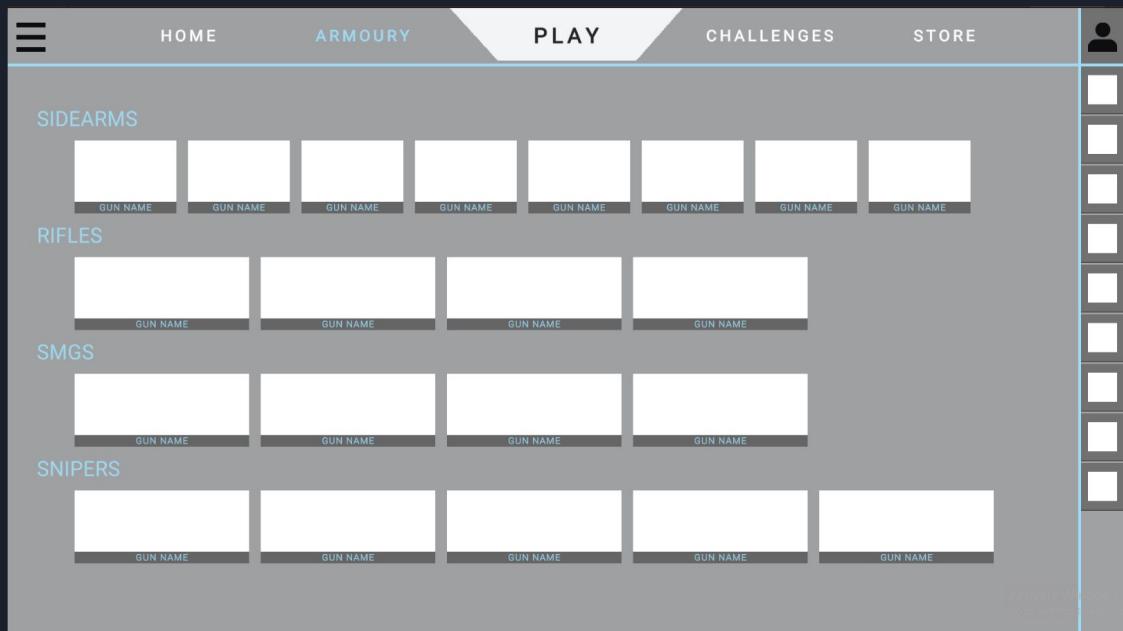


Unity Layout #03 Iteration

I implemented my iterated version of the Armoury screen. I made some adjustments here to offset the row text titles.

I adjusted the amount of tiles in each row to showcase they can be different and easily adjustable if needed.

Armoury Menu



Unity Layout #03 Iteration

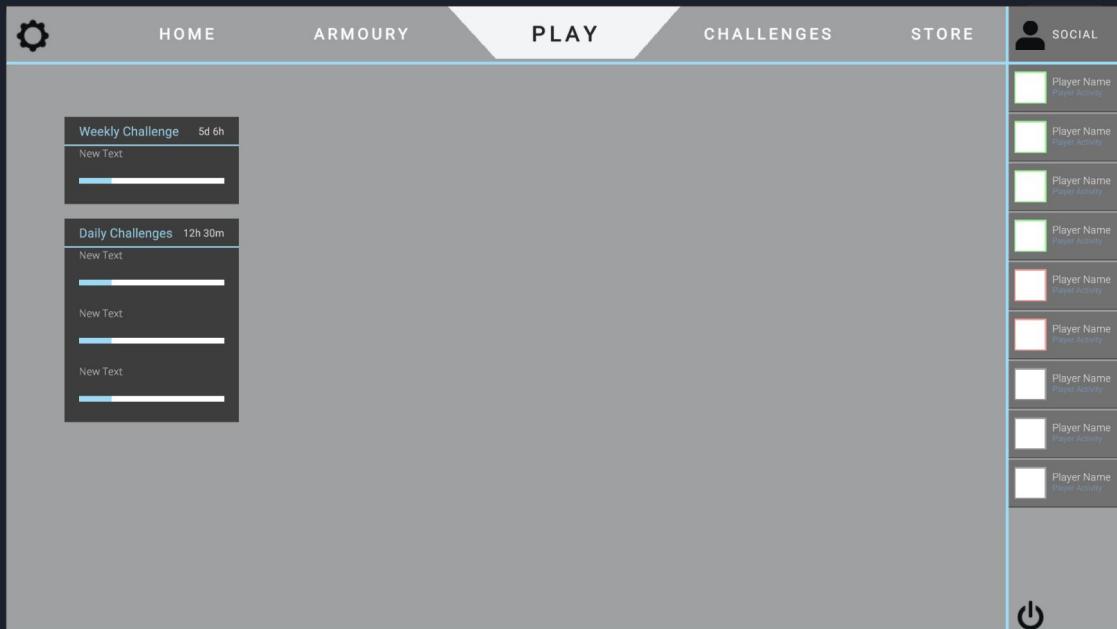
I swapped out the “Settings” Icon in the top left, as people suggested the old one would suggest there are more menus whereas for my prototype it was just settings so changing it to a “COG” would be more recognisable.

I added in a “Quit” button in the bottom right connected to the social panel.

I improved the social bar “profile” icons to indicate activity status.

I used the “traffic light” system for this, inspired by (insert book). This system is known throughout many games and applications.

Home Menu



Start Menu Motion Graphic

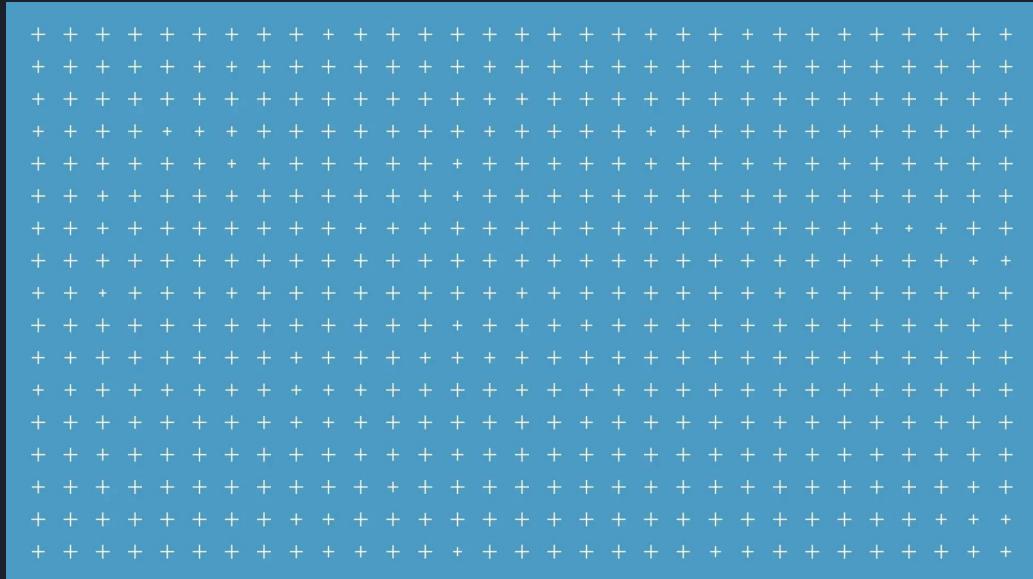


Motion Graphic #01

To begin I watched multiple tutorials on Adobe After Effects to get back into it as I have not used in many years

I created the first version of my motion graphic using this [tutorial](#).

The colours I used were too much for most people. So I took made note of this for my next version.



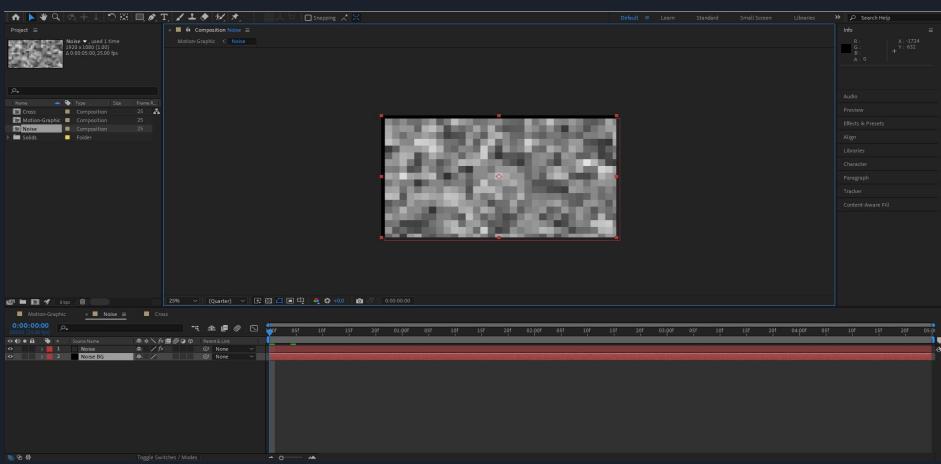
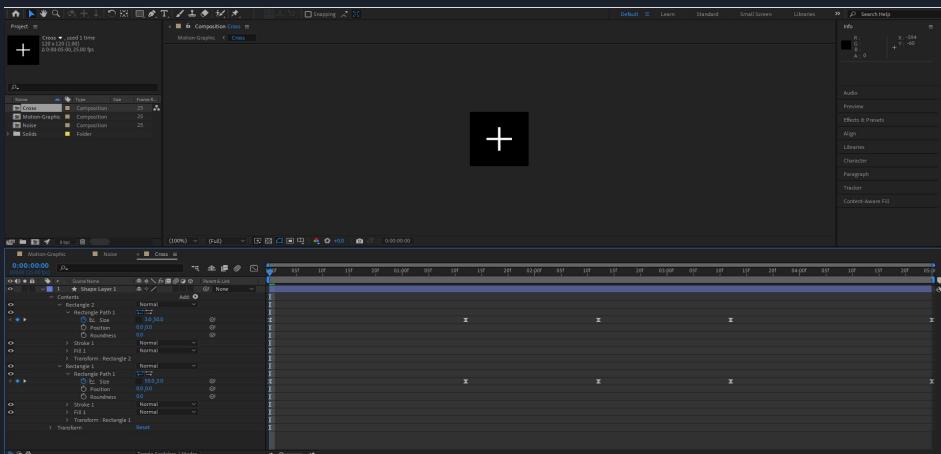
Motion Graphic #01

Adobe After Effects

A couple screenshots from Adobe After Effects showcasing the different methods used to produce the final product.

A separate composition was used to create the “+” where I then animated a loop of it fluctuating in size.

The bottom composition is used as a way of telling the program when the “+” should fluctuate.



Motion Graphic #02

For my second motion graphic, I changed the colours around and went with a new design inspired by this [tutorial](#).

Whilst I liked this one, a key piece of feedback I received is that there was too much going on for what it was supposed to be.



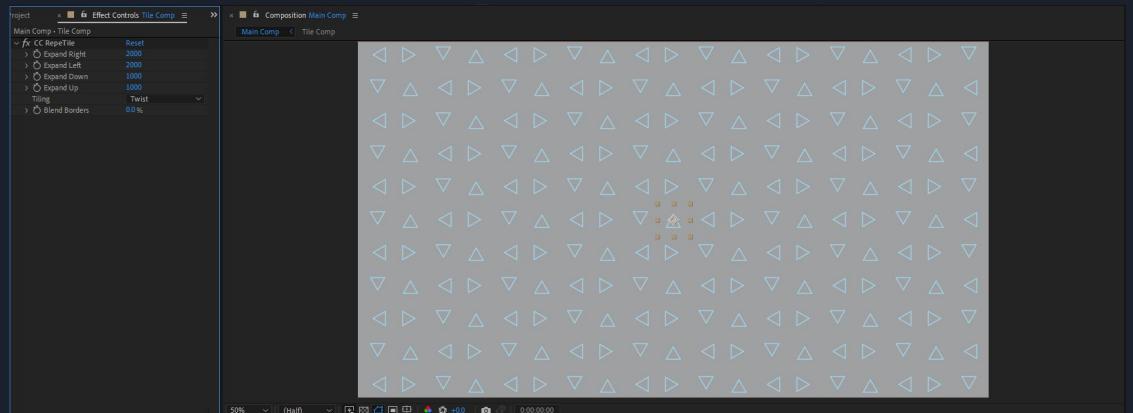
Motion Graphic #02

Adobe After Effects

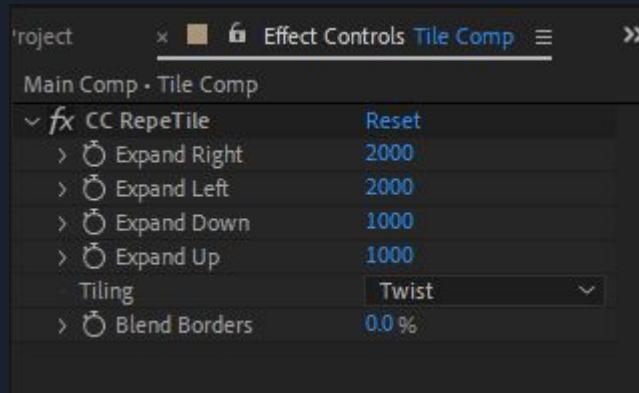
With this new version, I was introduced to a new effect called “RepeTile” which is used to create the repetitions of each individual triangle.

I used the “Twist” tiling method to give it a more unique style.

Adobe AE Screenshot



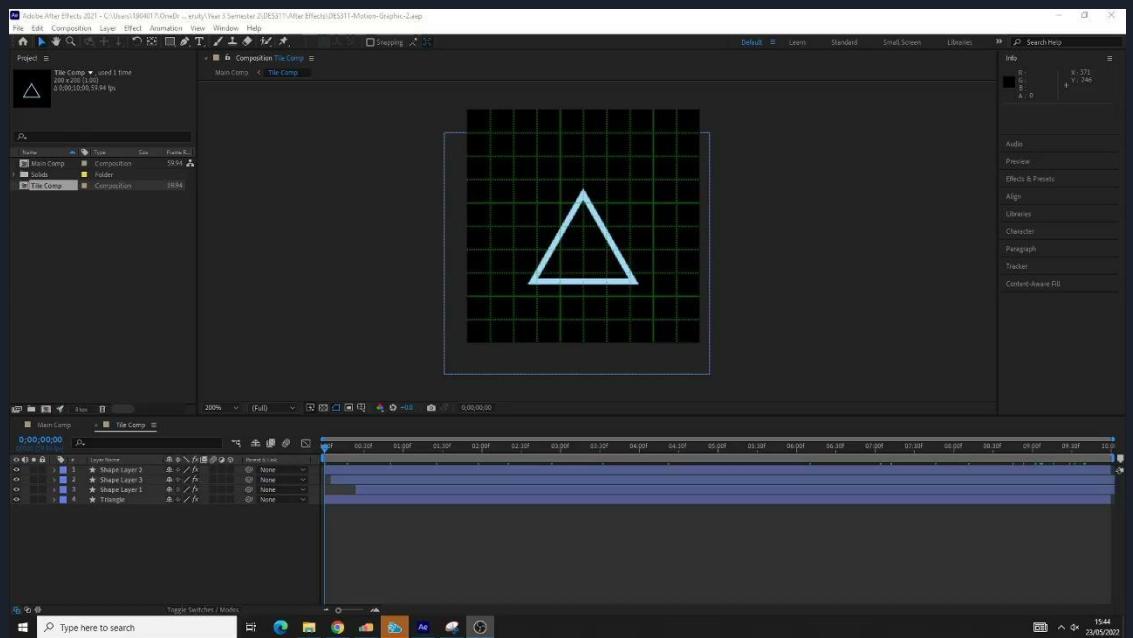
A close up of the “Effect Controls”



Motion Graphic #02

Adobe After Effects

Here is a video preview of the “triangle” animation composition which was then brought into the main composition and “repelile” replicated the composition.



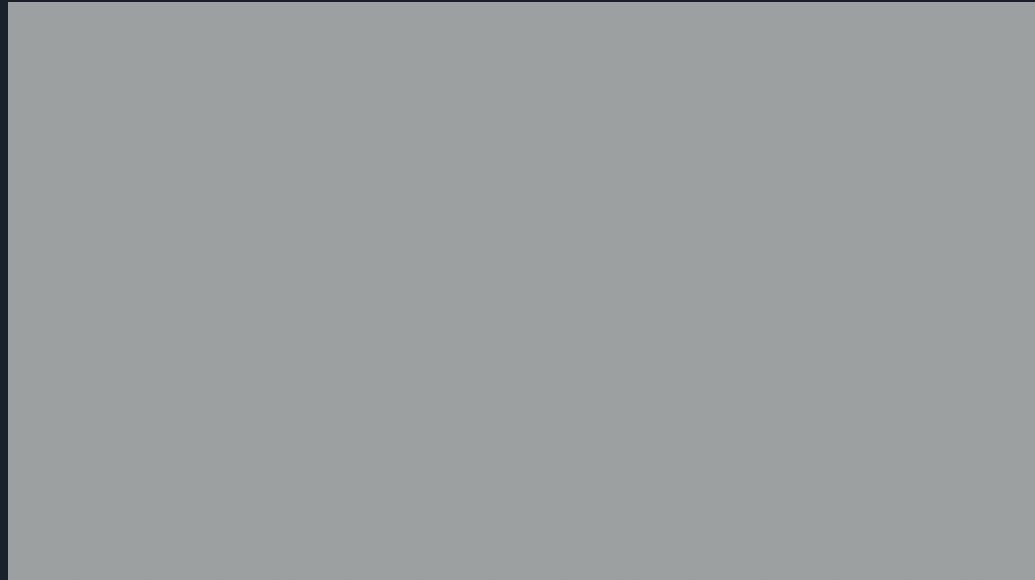


Motion Graphic #03

I took a new approach in my 3rd attempt, this time I went simplistic with just lines.

The general feedback was good and people preferred this style compared to the previous 2.

The feedback i received mostly contained “add more lines” to help bulk it up but to overdo it.





Motion Graphic #03

Iteration

The first iteration sees extra lines being added,
these lines are static and go from left to right in 3
different positions.





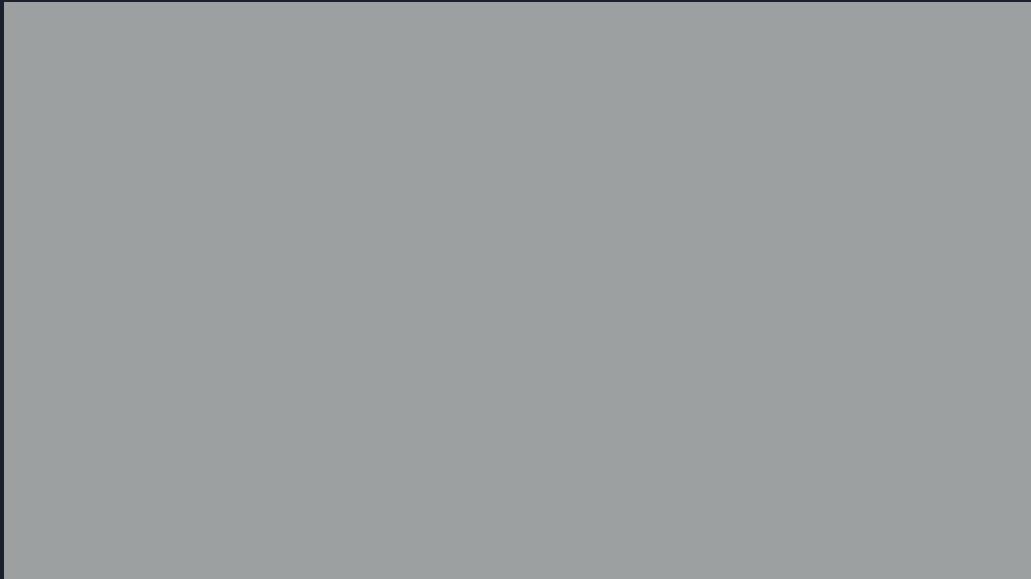
Motion Graphic #03 Iteration

For the final iteration I duplicated the original line and flipped its axis.

Now it's symmetrical and equally spaced.

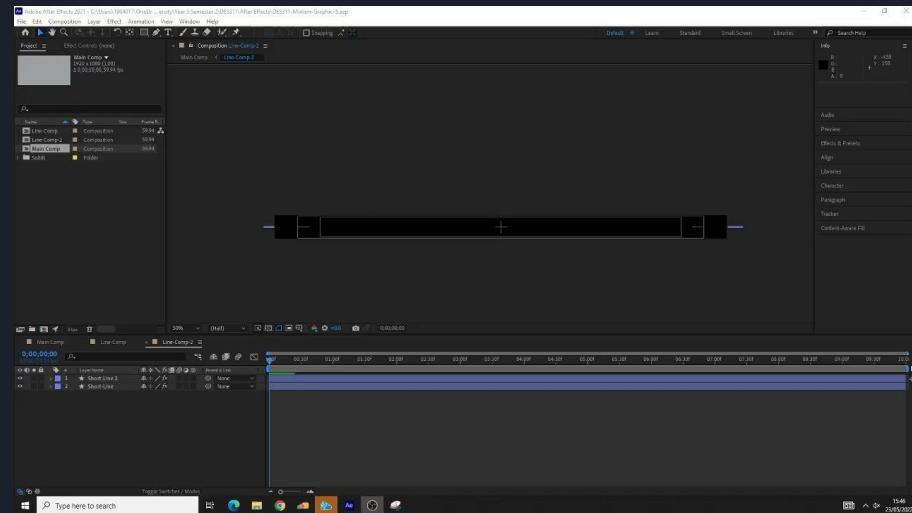
I showed this final version compared to the first iteration of this style and it was greatly liked.

I added this to the unity build.

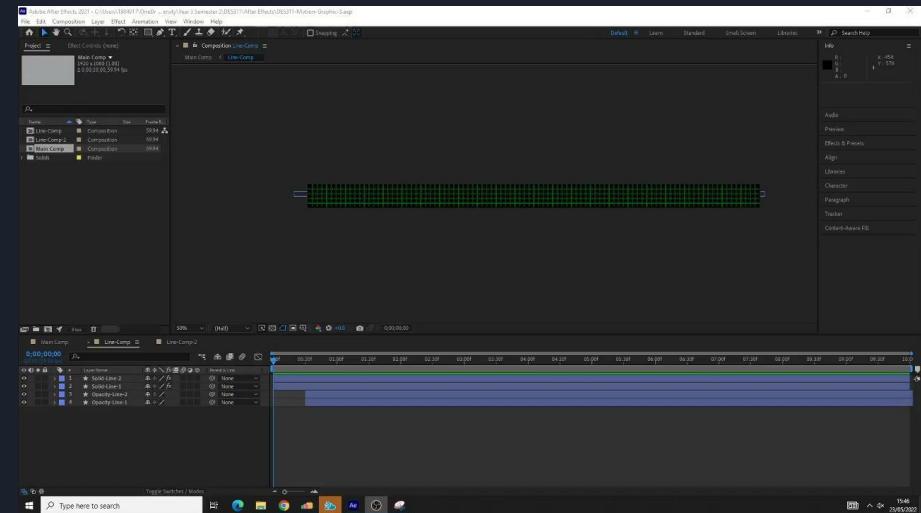


Motion Graphic #03 Adobe After Effects

Single Line Composition

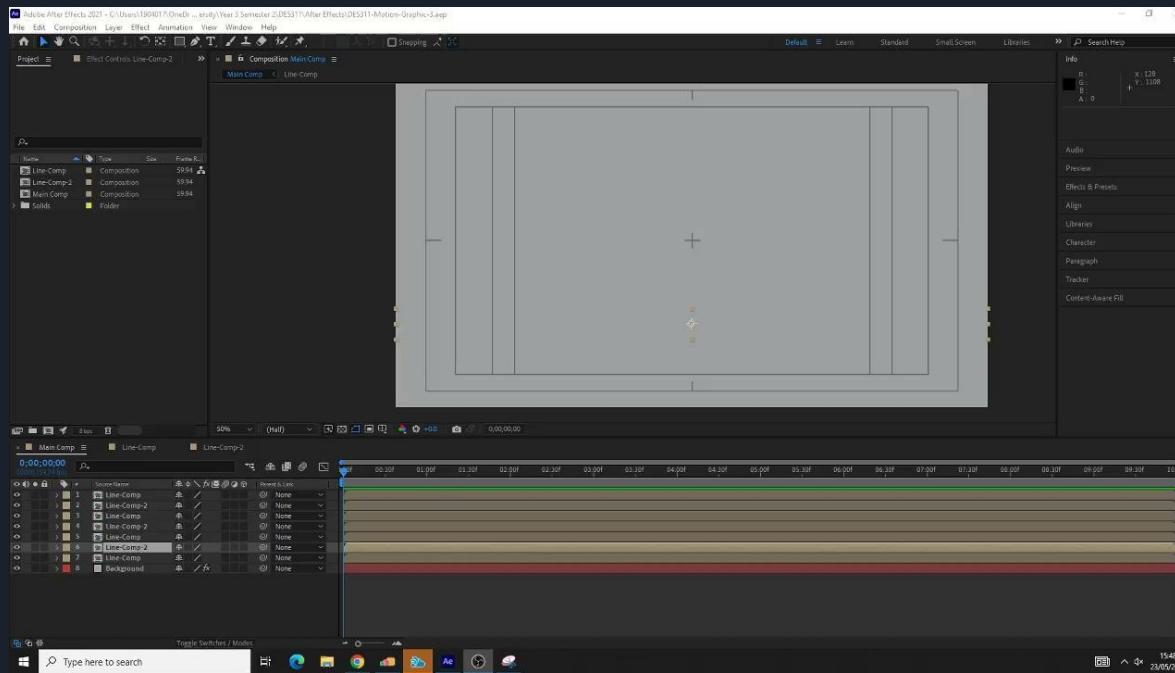


Single Advanced Line Composition

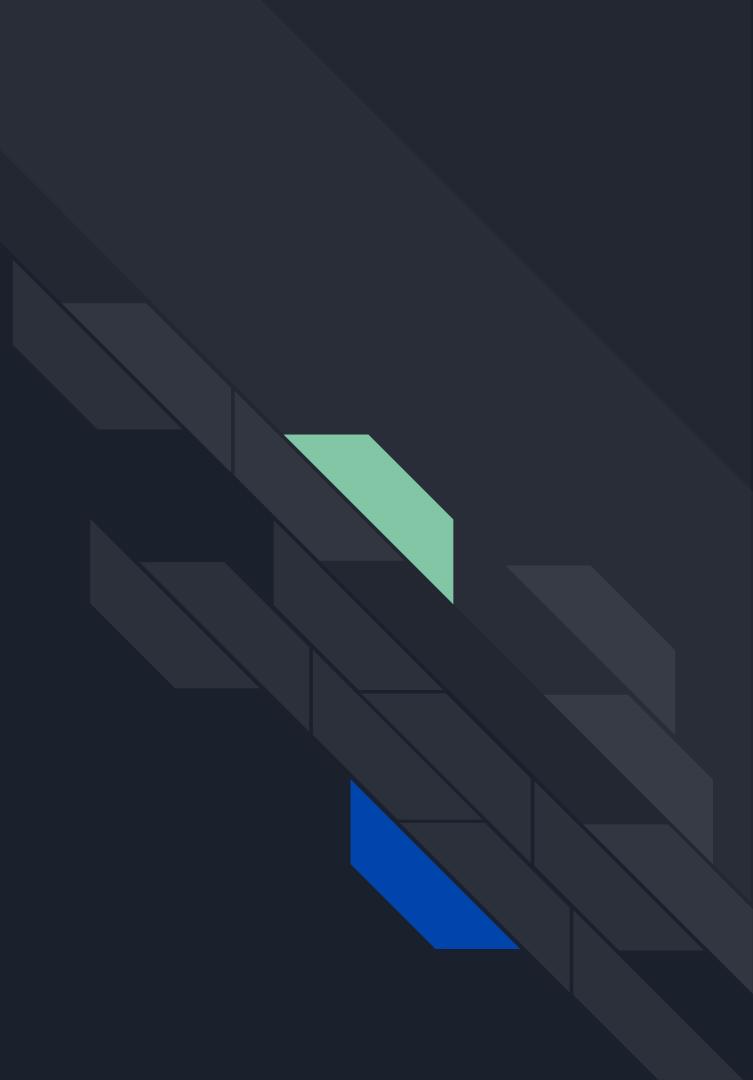


Motion Graphic #03 Adobe After Effects

Final Adobe Comp



Polished UI Assets



Icons

Using the research into Iconography I did at the beginning I was able to make informed decisions about how I would want my icons to be displayed and styled.

All assets were created in Adobe Photoshop.



Original Settings Icon

Final Settings Icon

Final Quit Icon

Final Social Icon



Lines

I created light-blue lines to be used the “line breaks” between the main headings and subheadings.

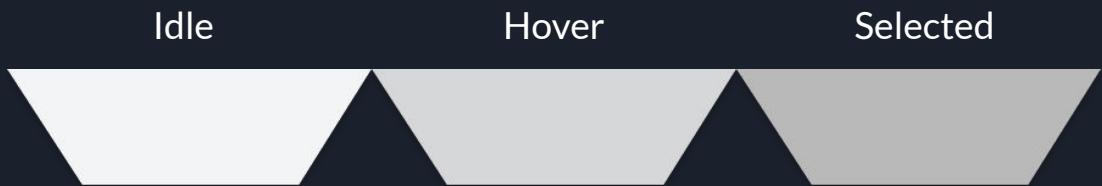
I used this same line on the social panel UI, I added the light-blue line to it’s edge to help break it apart.



Play Button

I created this image by taking a rectangle and distorting the corners by pulling the top ones out.

Each image is 300px x 100px



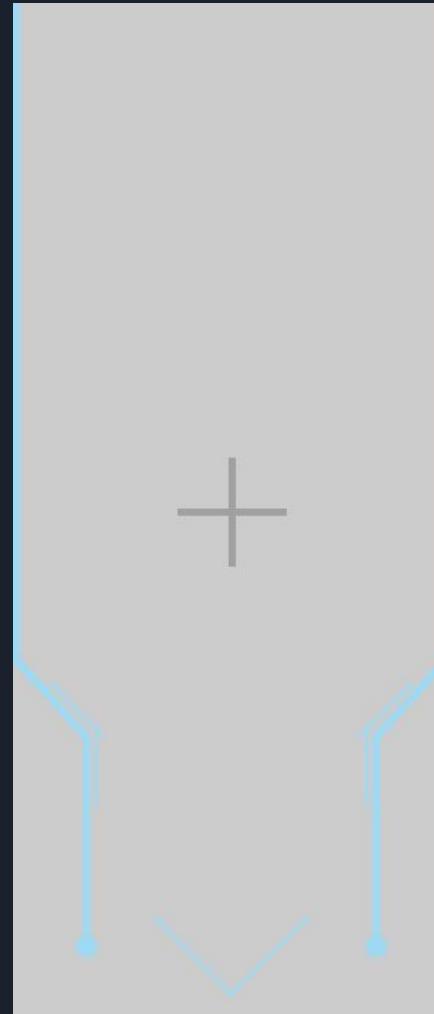
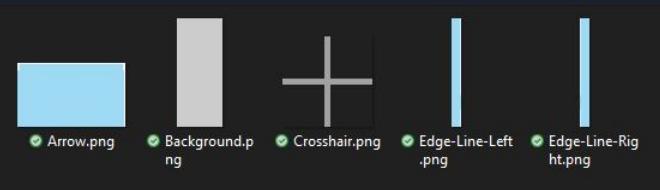
Button Layers

Player Card Mockup

The player card is used for displaying each player in the lobby, it also has the benefit of adding friends to your lobby, indicated by the “+” sign in the centre.

However, the “+” would not be functional in my prototype as that is beyond my scope but it is there for future proof.

For the unity project, I exported each layer so they can be easily manipulated in Unity.



Unity Demonstration Video



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Made with



Activate Windows
Go to Settings to activate Windows.

A link to the final build can be found [here](#) (unzip before running)

Post-Production Evaluation





Overall, I believe the project was a success, I have scoped my project accordingly I believe and was able to produce what I had set out to do. I engaged in readings, research, and practical development as I intended to do.

My readings whilst only 2 were conducted, proved to be very helpful for my decision making and iterations. “The design of everyday things” is a very interesting book and makes simple matters seems difficult, like opening a door. I made good use of this book for informing changes such as adding in what I call the “traffic light system” for player activity statuses. Natural Mapping was a very interesting topic it brought up on how there can be many different layouts for the exact same product. Something I think was very fitting for my project as I analysed different games of the same genre which had vastly different layouts.

My sketches and wireframes were the most useful part of my project as I was able to quickly and effectively prototype and iterate. Speeding up the development process and squash any early faults in my design. User testing played a huge part into this as I was able to get very critical feedback early in the development phase.

Through my research and analysis of different types of FPS games I was able to gain a good understanding of the trends that are being made and I believe I was able to effectively continue this trend into my own project.



The most challenging part was the Motion Graphic as it was a new area for me. It was one of the weaker areas of the project. I do believe I still picked up a good understanding of Adobe After Effects and it would be a good tool to practice further to enhance my knowledge and practical skills. Again, here getting people to review each of my iterations was helpful as I could quickly create a new version to showcase.

I have gained a lot more knowledge into the UX/UI and really enjoyed this project, it was a great chance to further my knowledge and skills in this area as I do have a keen interest in it and would certainly like to continue down the career path of UI/UX. I understand I still have much more to learn especially in respect to the hundreds of other genres of games I would certainly need to expand my horizons and investigate other genres.