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Everyday objects are filled with affordances that guide our interactions with the physical world, often on a subconscious level. A classic example is a door handle, designed to suggest whether to pull or turn, indicating the actions needed to open the door. This concept is known as perceived affordance, where an object's design implies certain actions. However, not all affordances are reliable indicators. Consider a flat panel on a door, which may seem to invite pushing due to its smooth surface. If the door only opens by pulling, this design becomes misleading, causing confusion and inefficiency.

Similarly, a button on a device may appear to afford pressing, with its raised surface and common associations. If, however, it's merely decorative and lacks functionality, users may experience frustration and confusion. Recognizing these affordances is crucial for game designers. Accurate representation in game interfaces and environments can enhance user experience, making interactions more intuitive and immersive. Misleading affordances, conversely, can disrupt the gaming experience, leading to player frustration. Therefore, game designers must meticulously consider the affordances presented in their games to ensure they truthfully convey possible interactions to players.