

Stay Safe Julian

Signifiers, Mapping, Affordances, and Nonsense

XD <https://xd.adobe.com/view/92ad3da6-7383-4ecf-8524-ceb6ab708a36-c7fe/>

Small scale game prototype: Stay Safe Julian

- Title is all the instruction the user needs
- Play icon deceives because there is no way out if you play (false affordance)
- Every move in play kills Julian
- Cutesy cartoony art style clashes with nature of the game
- The only way to the end screen is to click on “Stay Safe” on the home screen

