

PART I

Explaining the 10 Usability Heuristics for User Interface Design.

• VISIBILITY OF SYSTEM STATUS

It states that the game should keep the user informed about what is going on through appropriate feedback.

For example in the game Crysis 3



On the right side of the screen you will see ammo count, the gun you're using (the automatic or single fire mode display) and the energy (health) you're left with. On the left side of the screen you will see a minimap and a threat counter bar, also in the minimap you will see your location as well as the enemies.

• Match between System and Real World

It means the system should speak the users language, with words, phrases and concepts familiar to the user.

We can take example from GTA V



The concept of a smartphone is used in the game exactly similar to real life i.e. the phone has mailbox, messages, contacts, settings, camera, browser etc. the UI of the smartphone is very similar to the smartphones we use.

- **User Control and Freedom**

Users often choose system functions by mistake and will need a clearly marked “emergency exit” to leave the unwanted state without having to go through extended dialogue and support undo and redo.



The first image pops up alerting you that you are quitting the job (mission) in the middle on your own will. You can undo this by choosing no.

The second image pops when you are quitting the game warning you that you haven't saved your game.

- **Consistency and Standards**

Be consistent with how you layout items in your design. Follow patterns that make sense to the users. Make things work in a consistent way.

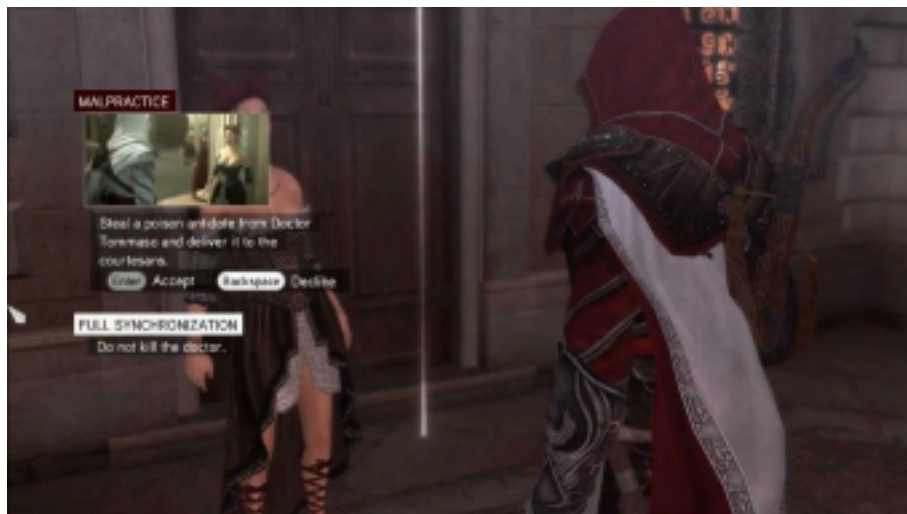
For example, The buy menu in Valorant is always same in every buy time it never changes and it is also easy to use for the user.



• Error Prevention

Either eliminate error-prone conditions or check for them and present user with a confirmation option before they commit to the action.

For example, In Assassins Creed Brotherhood



You get a message pop up during the mission, reminding you to prevent failing the mission i.e. “Do not kill the doctor”.

• Recognition rather than Recall

It is minimizing the user's memory load by making objects, actions, and options visible so that the user should not have to remember what key was used for what.

For example in GTA San Andreas,



When you try to enter a Cab you get notified that Press TAB to enter as a passenger everytime so that you don't have to remember it and it will be easy for you as a player.

- **Flexibility and Efficiency of Use**

It is the ability of the game to allow users to customize the controls or the interface so that they can use it according to their comfort.

For example, In PUBG Mobile

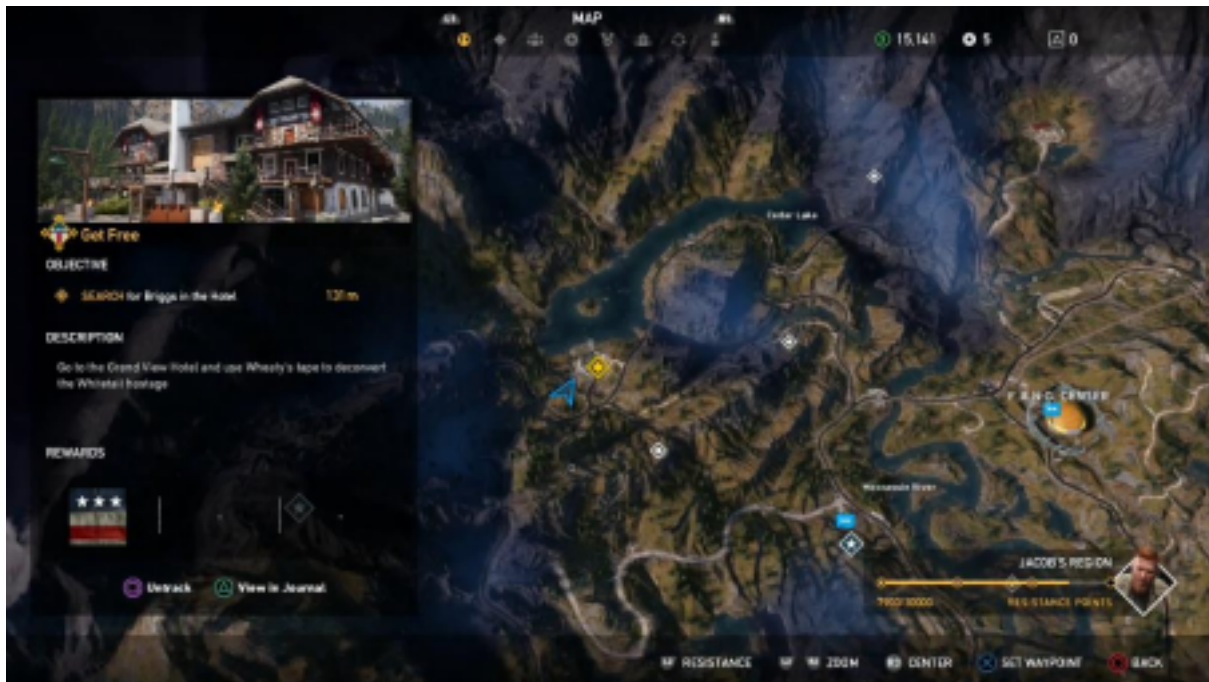


You can customize the controls layout as you like and comfortably with as shown in the picture.

- **Aesthetic and Minimalist Design**

Dialogues should not contain information which is irrelevant or rarely needed and with a minimalist design which is the objectives you have to complete must be on point and no irrelevant should not be there.

For example, in the game Far Cry

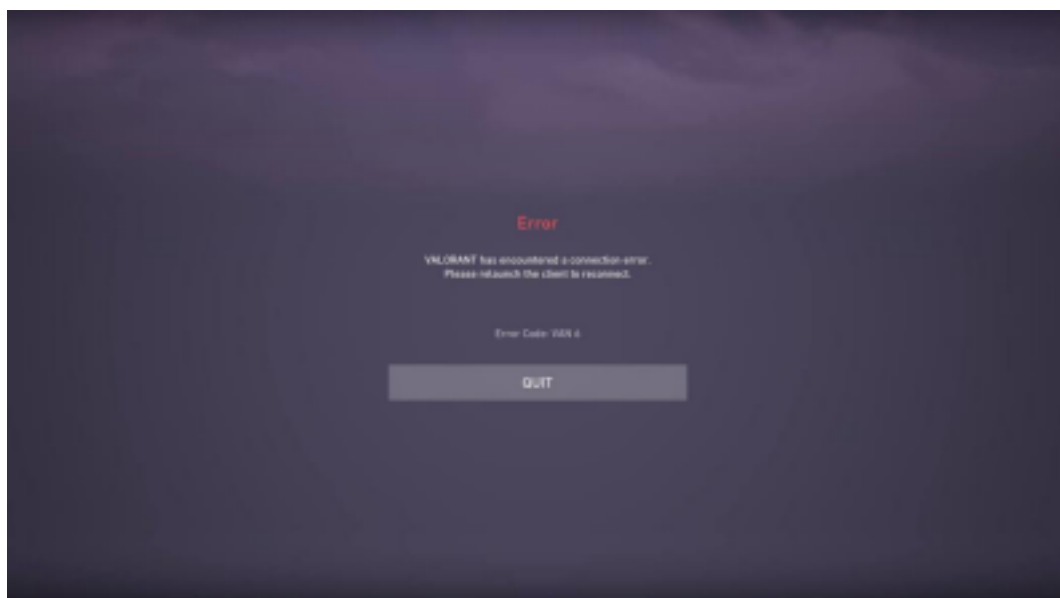


When you are doing a mission and go check for the objectives, it is described briefly and on point so that it is easy for the user to understand.

- **Help User Recognize, Diagnose, and Recover From Errors**

Error messages should be expressed in a plain language, precisely indicate the problem, and constructively suggest a solution.

For example in Valorant,



You get error when you couldn't connect to the server with a proper reason and a solution and an option to quit.

- **Help and Documentation**

Provide the user with proper guidance to the game so that they will get to know how it is actually played. The rules and gameplay should be explained to the user. Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.

For example in PUBG Mobile,



On the loading screen you get a Option of "Help"

PART II

GAME: ASSASSINS CREED III

The following principles are used are perfectly used in the game :

1. Visibility of system status



As you can see in the screenshot a minimap with a bar of player's health is visible on the left side, and on the right side you can see the equipment you have kept as primary weapon.

2. Match Between system and real world



Here you can see a name of the place on left top as “Boston Center” which is a place which exists in the real world and also you can see the options Pet animal and Fast walk which are the actions we perform in our daily life.

3. Aesthetic and minimalist design



As you can see in the screenshot, while performing a mission you get the mission objectives very briefly but in a clear way so that a player can understand them easily. Only the relevant information is shown

The principle which is not used in the game perfectly is :

1. Flexibility and Efficiency of use



In a fight you don't get a flexibility of options to fight its only counter break defence and an attack way, there are no special shortcuts or combos for a fight.

If I get a chance to improve it I'll add some more attack actions and combos to the game to make the fight more interesting and also add some ultimate ability to the player which when used can kill in a single blow.