O3DE UX UI SIG

Meeting 2: Status

Date/Time: July 29th, 2021 @ 18:00pm UTC / 2:00pm ET / 11:00am PT

Presenters

Joshua Rainbolt *AMZN_Joshua*
Yuyi Hsu *AMZN_Yuyi*
Lee Hung Nguyen *AMZN_Lee*

Moderator/ Note Taker

Liv Erickson *Liv [AMZN]*
Joshua Rainbolt *AMZN_Joshua*

UX / UI charter agenda items

(All) Housekeeping: - 10 minutes

- Time for introductions and any housekeeping activates.

(O3DE staff - Joshua Rainbolt) – 10 minutes

- What's the UI/UX review processes? How are we going to maintain a consistent and high-quality user experience bar in O3DE.

(O3DE staff - Yuyi Hsu) – 10 minutes

- Where we are at with Rev the engine?
- Review major roadmap items. What's UX working on?

(O3DE staff - Lee Hung Nguyen) – 10 minutes

- Top level topic for the BlueJay design system. Where we are and what's next?

(Open floor) – 20 minutes

- What's going on with the icons in the viewport and the inspector.
- Telemetry

Joshua: UI/UX SIG Operation

- Monthly (or bi-weekly) UI/UX SIG Meeting

- Weekly UI/UX Office Hour

- Weekly UI/UX Triage Meeting

- Bi-weekly UI/UX Sprint Review & Sprint Planning

- UI/UX Review Process

- We are considering a UX/UI Bot.

Joshua: UI/UX review processes

- How do we prevent UX features that are submitted by the community that might have new UX work from going out without having UX eyes on the issue? I want to talk about plans on how this might work? However, please leave suggestions in the meeting notes.
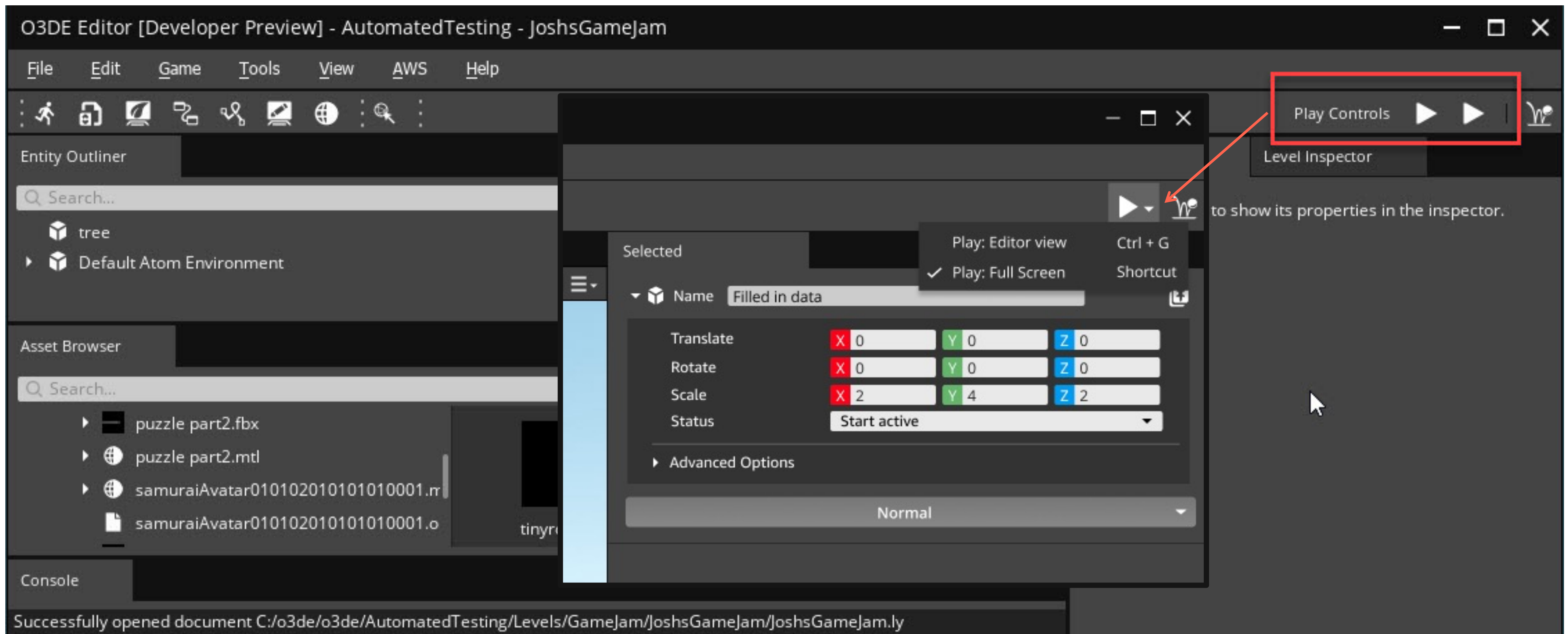
Joshua: UI/UX review processes

1. We are going to meet with RedHat team and other open source design teams to get a feel for how things are in other spaces. Please let me know if anyone is interested in attending and we can add you the invite.

2. We have met with Royal, Darrin, Halle about the ticket approval process. We have made the suggestion of adding in specific tags for UX group. **UX-review, UX-approved, UX-blocked.**

3. We've also added the UX reviewer group.

- Royal is able help us set up some specific rules around a blocking tags. This will prevent users from pushing out updates without us reviewing the issues with UX

- This also means we will need to start actively triaging the UX backlog and we will need help doing this task. We can do this as a rotation OR we can do it as a group.

Joshua: UI/UX review processes

- What would this look like?

- How should on-call look like in this future state?
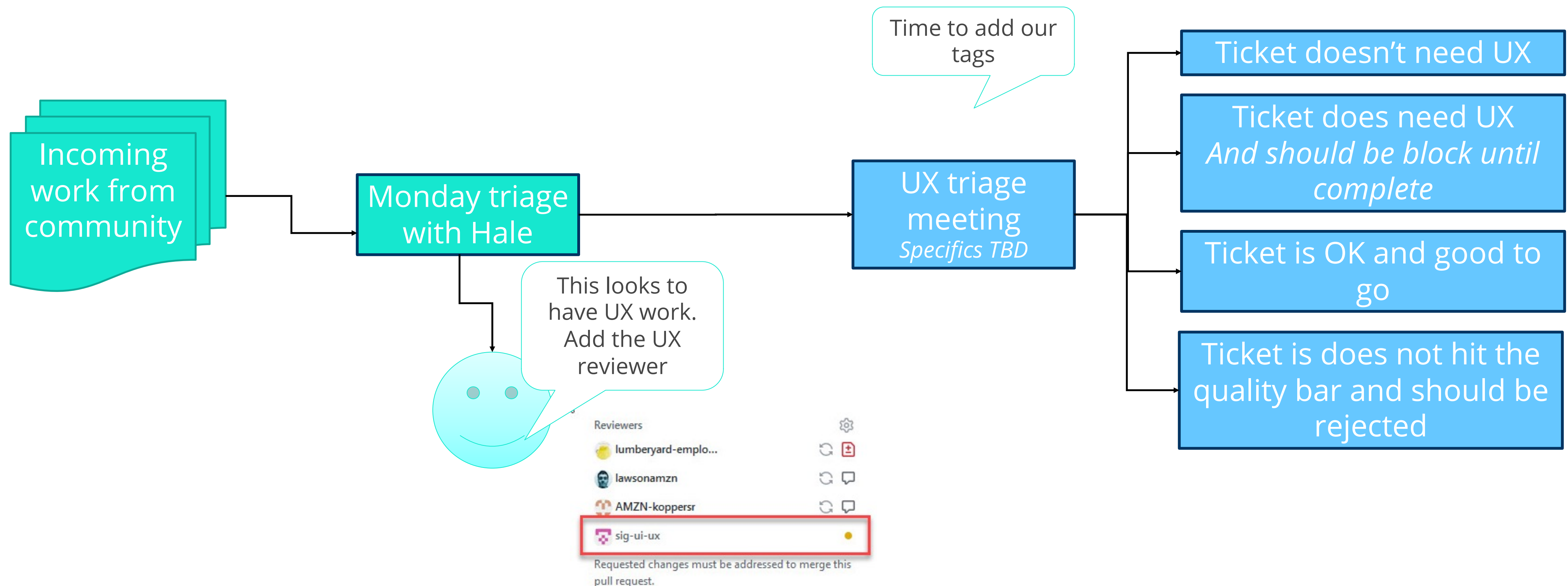
Where we are today

- Completed the assessment on the launch release.

Workflow	UX Issues Addressed	Rating At Launch
Workflow 1: Onboarding	56/73 (77%)	Passable (3)
Workflow 2: Gameplay	35/71 (49%)	Poor (2)
Workflow 3: Actor development	21/29 (72%)	Poor (2)
Workflow 4: World building	11/15 (73%)	Poor (2)
Workflow 5: Look development	21/32 (66%)	Passable (3)
Workflow 6: Multiplayer	31/67 (46%)	Poor (2)
Workflow 7: Team collaboration	2/5 (40%)	Failed (1)
Workflow 8: Editor extension	0/8 (0%)	Failed (1)
Workflow 9: Packaging & deployment	0/0 (0%)	Failed (1)
Workflow 10: AWS integration	6/11 (55%)	Failed (1)

- **Excellent (A)-** A new customer should be able to accomplish the identified workflow within a reasonable amount of time without the use of documentation or help from others. The SUS score should be above 80.3. All the blocker, critical and major issues identified through the evaluation are addressed.
- **Good (B)-** A new customer should be able to accomplish the workflow with some help from documentation or instructions from others within a reasonable amount of time. The SUS score should be above 68. All the blocker and critical issues should be addressed.
- **Passable (C)-** A new customer will need to read the documentation and follow instructions to learn how to perform certain tasks in the workflow, and they can confidently accomplish the workflow the second time within a reasonable amount of time and without any help of documentation The SUS score should be above 51. All the blocker and critical issues should be addressed.
- **Poor (D)-** A new customer isn't able to accomplish the workflow easily due to blocker or critical issues, or it might take them extremely long hours to accomplish the workflow with workaround solutions. The SUS score is below 51.
- **Failed (F)-** A new customer isn't able to accomplish the workflow even after reading the documentation, and there's no workaround solution.

What's next?

GA Goal: A game developer can build a simple game (e.g. a clone of [Atari Breakout](#)) and package and deploy it

- *(WF1: Onboarding) As a user, I am able to download the O3DE installer and install O3DE from the installer.*
- *(WF1: Onboarding) As a user, I am able to create a new project, including selecting Gems, build the project, and open it in O3DE.*
- *(WF2: Gameplay) As a user, I am able to create Breakout in O3DE, including the following elements:*
  - *Input*
  - *Controller & Actor*
  - *Camera*
  - *Board building – spawning or manual*
  - *Changing materials*
  - *UI*
  - *Ball movement*
  - *GameState / Death*
- *(WF8: Editor extension) As a game developer, I am able to create a simple Gem to extend the Editor functionalities.*
- *(WF9: Packing & deployment) As a user, I am able to package a simple project.*
- *(WF9: Packing & deployment) As a user, I am able to deploy a simple project.*

What's next?

Roll out the Rev the Engine program to the community

- Participant recruiting
  - O3DE users: Game Developers and Game Designers.
- Run "Walk the Engine" sessions starting in August
  - 3-5 users per workflow
  - 1 workflow per week
- Partner with the O3DE Game Jam event (8/20-9/20, 2021)

What's next?

Publish UX Roadmap on GitHub in August

- Onboarding
  - Introduce O3DE installer
  - Introduce community Gems submission and management process
  - UX improvement on the project creation workflow
- Gameplay
  - Improve viewport experience & editor workspace
  - Introduce Asset Toolbox
  - Unify Editor actions and bindings
  - Continue Improving the prefabs system
  - Standardize ScriptCanvas nodes
- Editor extension
  - Documentation
  - Design system

Lee: The BlueJay Design System
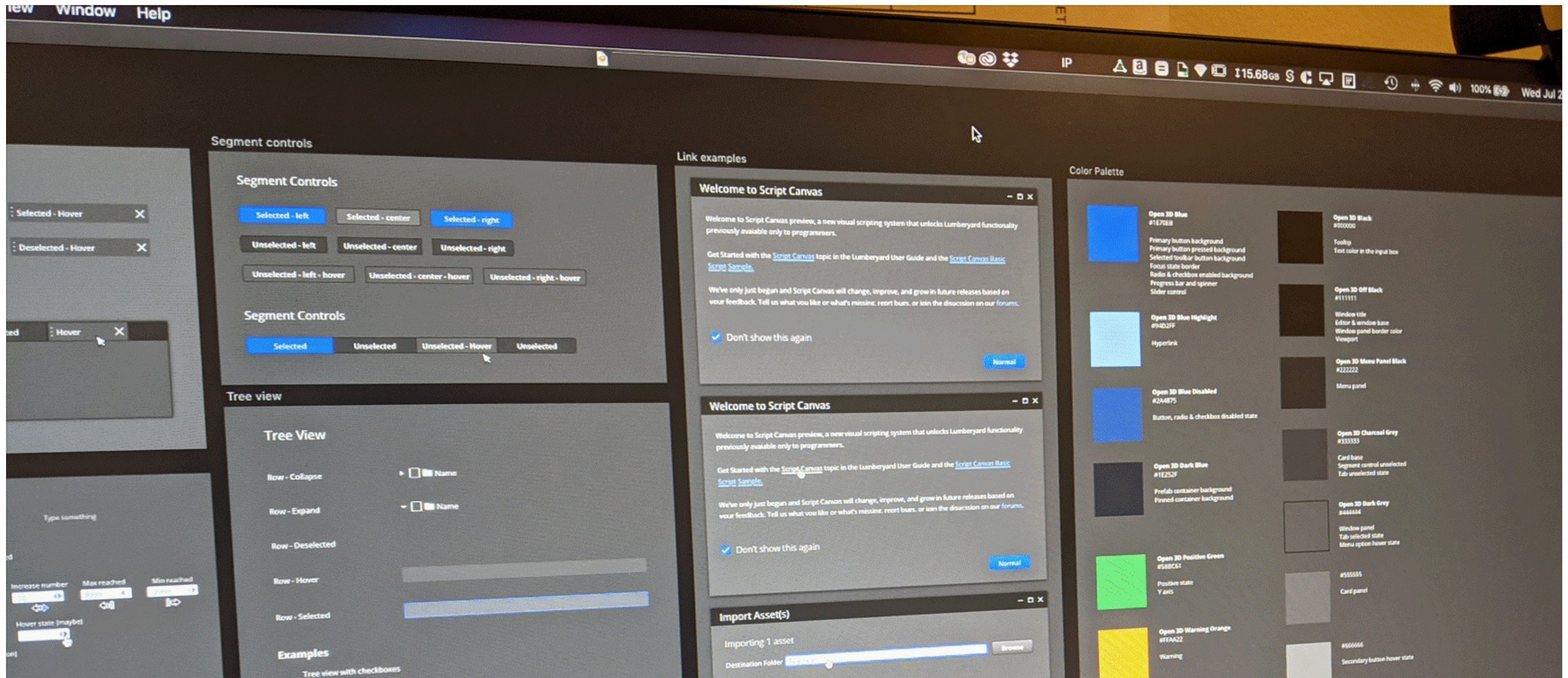
Lee: The BlueJay Design System (BDS)

- A design system created by Lumberyard UX to help teams build high-quality digital experiences for the O3DE Engine.

- It's goal is to help developers build beautiful, usable products faster.

- It's an adaptable system of guidelines, components and patterns that support the best practices of user interface design.

- More than just UI… A design library, with design principles & best practices

Lee: The BlueJay Design System (BDS)

- A extensive roadmap of topics to share for the engine.

- We have a plan.
  - We've done the research and have explorational designs.
  - We just need more thinkers and validators.
- Collaborating with the community is important.

- Our goal? Creating a industry standards for Game Engines
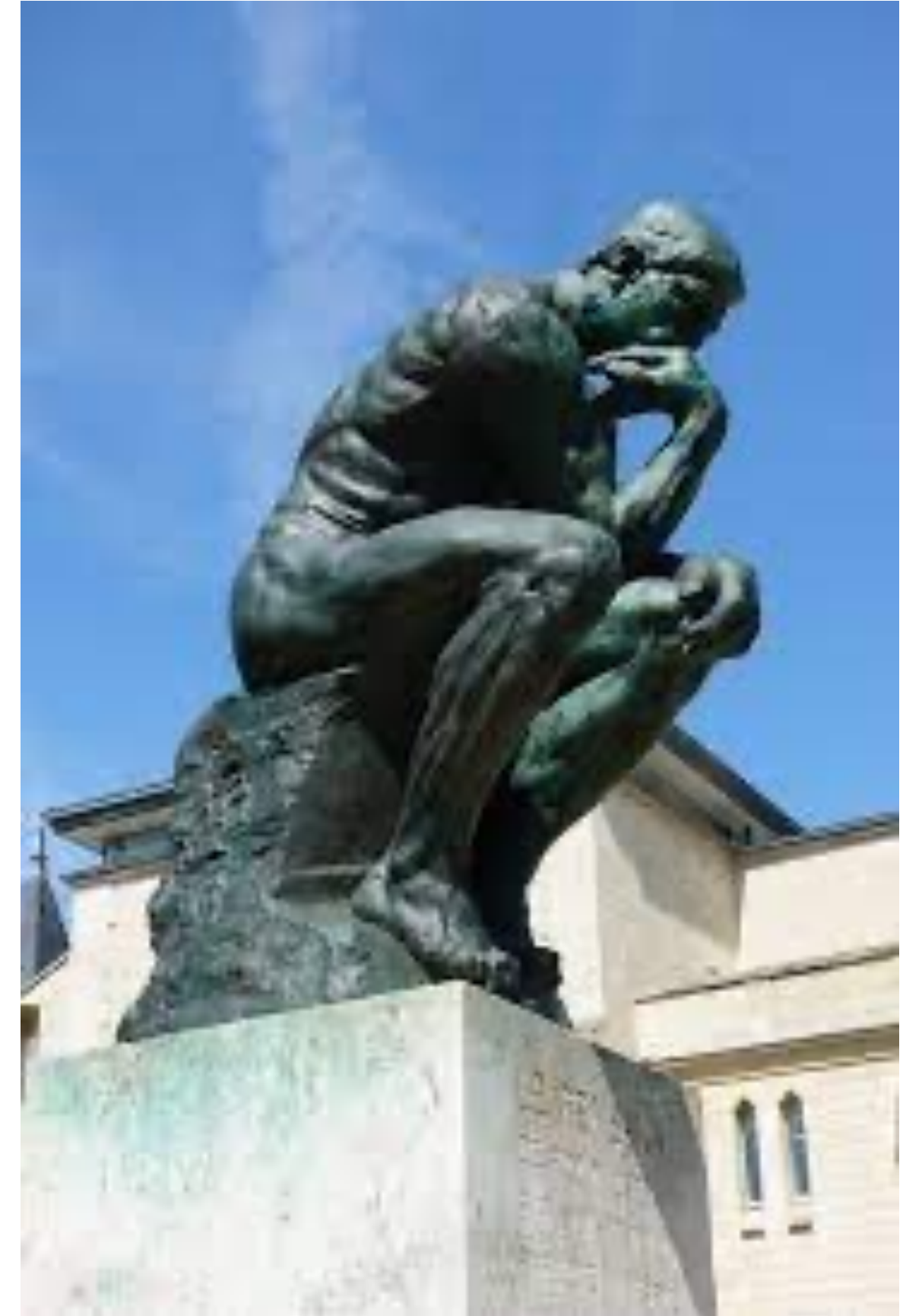
Open floor

- Icons in the viewport and the in inspector

- Telemetry data –

  - Goals? Concerns?

  - What should we collect?
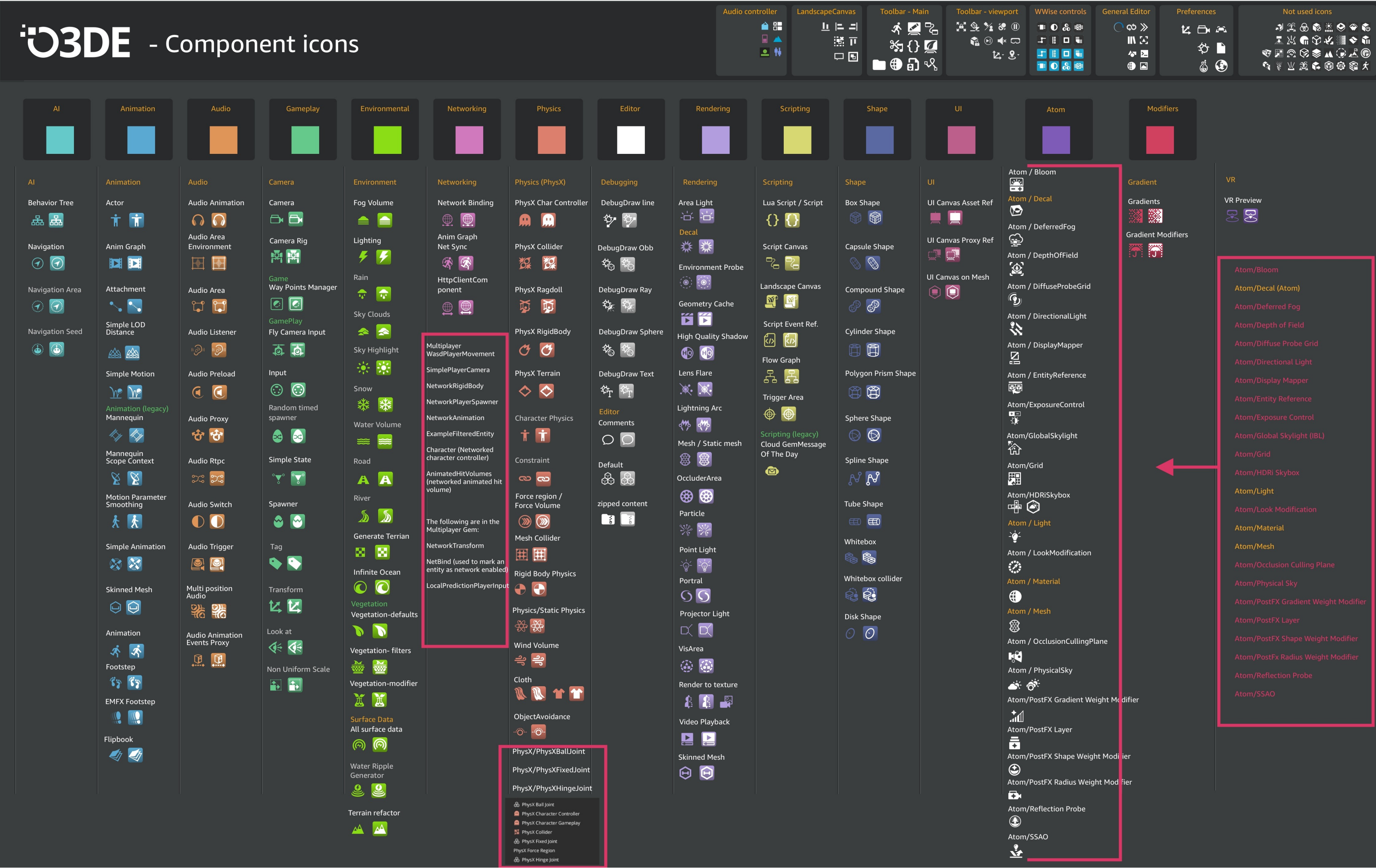
Next steps: Thanks for coming!

- Next meeting: Tentative date is Thursday, Aug 12th 11-12 PST *(2 weeks)*

- *Next Triage meeting: TBD.*

- Notes from todays meeting will be at

  - https://github.com/o3de/sig-ui-ux/tree/main/meetings/notes

- Office hours are TBD and will be based on need.