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Basic Design Guidelines for First Person Shooter (FPS):
- *Map Level appeals to the user by letting users see their environment, where users don't have to follow a singular path to complete an objective*
  o Explanation: Essentially, the map is an open world, to an extent.
- *Basic indicators/ screen layout that users should see include the following:*
  o *A Gun/ Grenade ammunition tracker (to keep track the remaining bullets)*
  o *A target indicator for aiming in the general area*
  o *An arrow indicating the direction user must complete objective*
  o *Some health indicator to see how injured the user is*
- *Weapons should not be created equally:*
  o Explanation: Every weapon has different functionalities (i.e. purpose)/ pros-cons with usage (e.g. reloading, shooting rate)
- *Levels are designed to be harder as user progresses through story*

Call of Duty: Matching the Guidelines
- *Map Level appeals to the user by the 3D perspective and the multi-player aspect, where users don't have to follow a singular path to complete an objective*
  o Call of Duty satisfies this guideline by letting the user experience a 3D environment

- *Basic indicators/ screen layout that users should see include the following:*
  o Call of Duty follows this by having the following:
    ▪ A gun/ grenade ammunition indicator on the bottom right screen
    ▪ A target indicator in the middle of the screen for users to target enemies
    ▪ A yellow/ white arrow that directs the user towards the objective
    ▪ A blood red indicator surrounding the screen indicating to users their health

- *Weapons should not be created equally*:
  o Call of Duty follows this with each weapon having a different reload speed and shooting speed. For example, a pistol has a slow shooting rate and less ammunition, but reload is relatively quick. The M240 has a faster shooting rate than the pistol and holds more ammunition than the pistol, which makes the M240 more effective than the pistol, but, to compensate for the fast shooting rate of the M240, the reloading time for the M240 is slower than a pistol.

- *Levels are designed to be harder as user progresses through story*
  o Call of Duty follows this; this is most evident in *Modern Warfare 2*, where users go from shooting targets in the tutorial (presumably easy) to shooting AI enemies in the first mission (a higher difficulty to accomplish)