



Define

- Problem Statement
- User Research
 - Interview
 - Survey
 - Contextual Inquiry
 - Persona

Analyze

- Heuristic Evaluation
- Comparative Analysis

Ideate

- Approaches
- User Flows

Prototype

- Wireframes
- Hi-fi Prototypes
- Interactive Prototypes

User Test

Design QA

	ROBLOX Studio	Unity	Sketch	Figma	Balsamic
		Game Engine	Interface Design	Interface Design	Wireframing
Feature Name	Packages	Prefabs	Symbols (relevant: Libraries)	Components	Symbols
Have a _Feature_ Master	No	No	Yes	Yes	Yes
Master Name	-	-	-	Component Master	Symbol Source
Master Editable	-	-	Yes	Yes	Yes
Auto Update (Instances)	No	No	Yes	Yes	Yes
Separate Place/Mode for Master	No (for V1) Yes (for V-2019)	Yes	Yes	No	Yes
Status	1) Non-Package 2) Package default 3) Package w/ change 4) Pacakge w/ available update 5) Package w/ change + update	1) Non-Prefab 2) Prefab default 3) Prefab w/ Change	1) Non-Symbol 2) In-file Symbol 3) External Symbol 4) Symbol w/ update (only for external ones)	1) Non-Component 2) Component Master 3) Instance default 4) Instance w/ change	1) Non-Symbol 2) Symbol default 3) Symbol w/ change
Status Indication [where] how -> for what		[Hierarchy Tree] Item Name Color -> Non-Prefab/ Prefab [Properties Panel] Propertie Name Font-weight -> Changed or not	[Hierarchy Tree] Item Icon -> non-Symbol/ in-file Symbol/ external Symbol [In General] Notification (only for external symbols) -> Updated or not	[Hierarchy Tree] Item Icon + Hierarchy -> non-Component/ Master/ Instance [Properties Panel] Button Status [Toolbar] Button Status -> Updated or not	[Workspace] Selection Box Color -> Non-Symbol/ Symbol [Properties Panel] Section Name Color + Button Status -> Changed or not

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Research - Package* Status Indication

* Different products name Package-equivalent feature differently. * "_Feature_" below refers to the general concept.

Key Takeaways

- Multiple indicators are used to indicate different status. (not only icons, and not all products are using icons as indication actually)
- Icons are generally used to indicate the binary status: whether an item IS or IS NOT _Feature_, (or to indicate _Feature_ type at the same time at most)
- Icons are barely used to indicate the properties status (whether it's been changed or has updates available)
- As indicators, completely different icons are used. (not adding auxiliary part)

1. Unity

Feature name:

Prefab

Have a _Feature_ Master:

No

Auto Update

No

(Other instances):

Status:

1) Non-Prefab

2) Prefab default

3) Prefab w/ change

Status Indication: Name Color + Properties Highlight

[Hierarchy Tree] Item Name Color -> Non-Prefab/ Prefab

Non-Prefab

Y Blender (alt)

Camera

Cube

Sphere

Lamp

Prefab

Y Blender (alt)

Camera

Cube

Sphere

Lamp