

Design QA - Game Settings 2

FileEditViewInsertFormatToolsAdd-onsHelp

See new changes

90%Normal textArial11B*I*U**A**

Editing

Created on Sept 25, 2019 By Ruofan Zhang

Severity Rating:

1 = Cosmetic problem only: need not be fixed unless time is available on project

2 = Minor usability problem: fixing this should be given low priority

3 = Major usability problem: important to fix, so should be given high priority

4 = Usability catastrophe: imperative to fix this before product can be released

	Problem	Screenshots	Current	Proposed Change	Severity Rating	Status
1	Cannot select texts, either double click or press and hold			<div>This is a ClientPlayerEx ticket, Tiffany is currently working on an API proposal for that.</div> <div>API Proposal : <a href="https://trello.com/c/jDu8Euby/675-textbox-text-selection">https://trello.com/c/jDu8Euby/675-textbox-text-selection</a></div> <div>Jira Ticket : <a href="https://jira.roblox.com/browse/CLIPLAYERE-X-1810">https://jira.roblox.com/browse/CLIPLAYERE-X-1810</a></div>	3	Reported
2	Light theme: error message font color and border color are using the red for dark theme	<div></div> <div>Name cannot be empty.</div>	#FF403D	#D86868	1	Fixed
3	When over the character limit, users can continue typing	<div>this a super loooooooooooooooooooooong name that has more than 50 characters</div> <div>72/50</div>	Can continued typing; No visual clue of exceeded part	<div>[Either]</div> <div>Don't allow typing when hitting the limit</div> <div>[or]</div> <div>Highlight the additional characters</div> <div>natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Ut interdum augue non sapien consequat egestas. Maecenas eget urna diam. In hac habitasse platea dictumst. Aenean non sodales sem. Quisque risus dui, aliquet id ullamcorper id, fermentum auctor nisl.</div>	2	Reported
4	Wording of Playability	<div>Playability</div> <div>Who can see this game?</div>	Who can see this game	Who can play this game?	2	Fixed
5	Borders of radio buttons and checkboxes are inconsistent	<div><div><input checked="" type="radio"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div><div><input type="checkbox"/></div></div>	<div>Radio button: ~ #b8b8b8</div> <div>Checkbox: ~ #e3e3e3</div>	<div>Both #b8b8b8</div> <div>(sry on this part: seems the inVision project has the wrong color code somewhere; my bad )</div>	1	Reported

# 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

Design Team Processes - Design

https://confluence.roblox.com/display/DESIGN/Design+Team+Processes

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Design Team Processes

Structure and Process of Design Teams

Design Requirements for Product Spec

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Design QA + Sign-Off

JIRA, Planning, Retrospectives

Sitewide style changes

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# Design Team Processes

Created by Alexandra Amorati, last modified on Sep 07, 2018

Information about the Design team's processes lives here.

What we do: [Design Project Process](#)

How we do it: [JIRA, Planning, Retrospectives](#)

How to get new work in the queue: [Structure and Process of Design Teams](#)

All Pages

Structure and Process of Design Teams

Design Requirements for Product Spec

Design Project Process

Design Reviews

Design QA + Sign-Off

JIRA, Planning, Retrospectives

- Overview
  - Requesting Design Work
- Design Team
  - Design Team Org Chart & Pods
  - Design Managers
- Regular Meetings

## Overview

The Design team creates visual designs, user flows, and 3D assets for the Roblox product. We may be able to provide support for other/internal designs, but product work is our highest priority.

The Design team works in 5 pods: Concept, Features, App + Player, Developer and 3D. There are specific points of contact in each pod responsible for distributing work and ensuring quality (through reviews, etc). These points of contact are defined below.

The priority of work will be determined by the product manager and design program manager. Team members plan 50 hours of work for 2 weeks, with the remaining 30 hours dedicated for design review, meetings, and core projects.

## Requesting Design Work

When requesting any design work, please be aware of the [Design Project Process](#).

If you have dedicated Design resources, notify those resources and design team leadership so they are familiar with the project. Create a ticket in JIRA to get the work added to the Design queue. Keep the process linked above in mind when creating timelines.

If you do not have dedicated Design resources, reach out to [@Alexandra Amorati](#) or [@Morgan Tucker](#) so we can determine Design's level of involvement (Full Design or Design Check) and allocate resources as needed. We will try to provide a Full Design for all requests, but due to resource constraints, we may need to instead provide sign-off in the form of a Design Check, which looks at whether the suggested PM design is functional enough and consistent with existing styles on the product.

<https://confluence.roblox.com/display/DESIGN/Design+Team+Processes>