

	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

# Define

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

# Analyze

- Heuristic Evaluation
- Comparative Analysis

# Ideate

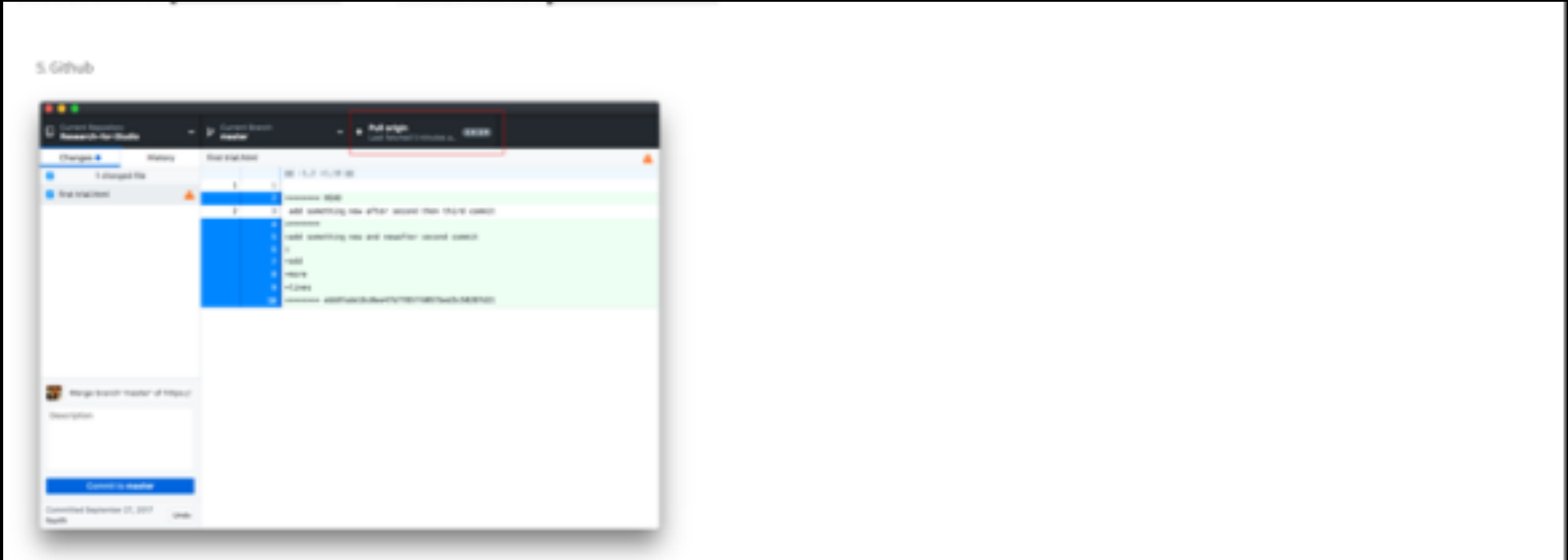
- Approaches
- User Flows

# Prototype

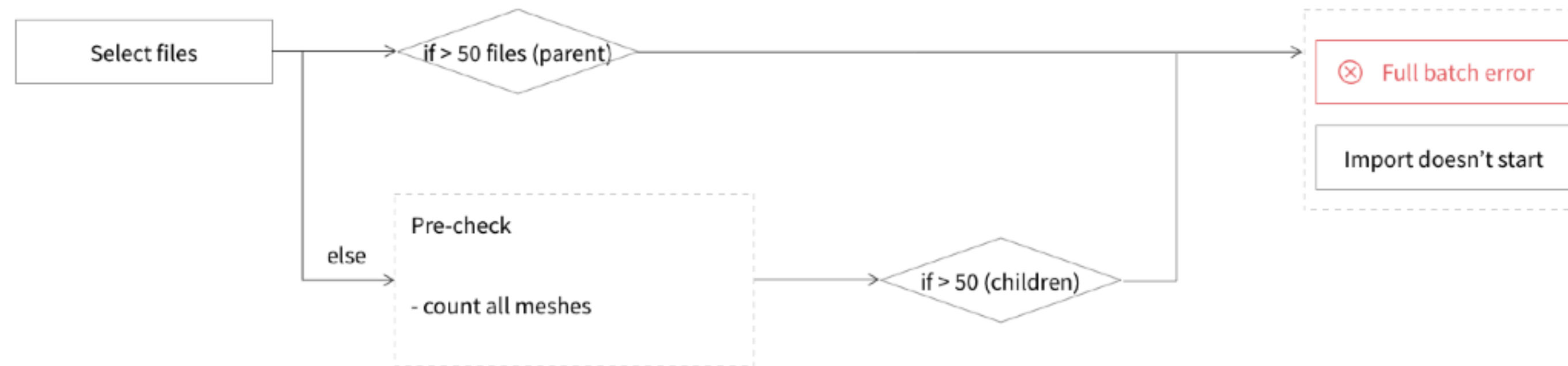
- Wireframes
- Hi-fi Prototypes
- Interactive Prototypes

# User Test

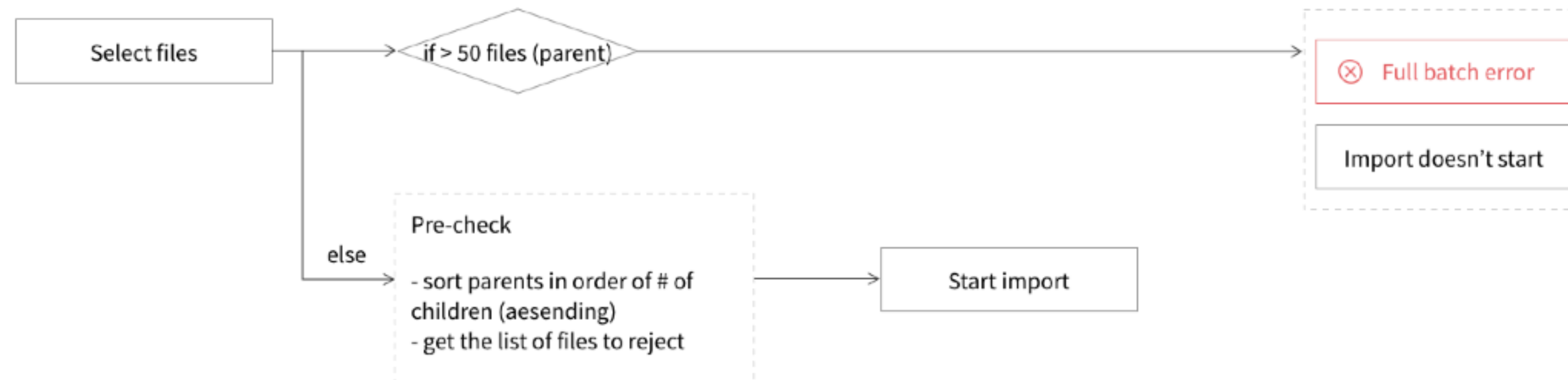
# Design QA



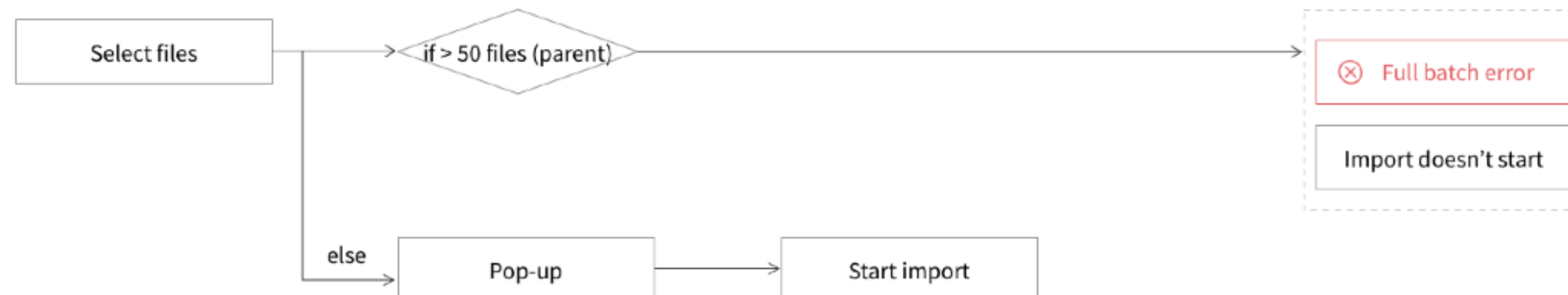
1.1 cheapest: count the children #, reject the whole batch if >50



1.2 nice-to-have: automatically import as many as possible



1.3 intermediate: let users manually choose what to import



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# User Test

# Design QA