### ON ITS WAY

### 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

Des	Design QA - Game Settings 2 🦙 🖿																								
File Edit View Insert Format Tools Add-ons Help See new changes																									
× €	7	90%	-	Normal text 👻	Ari	ial -	,   1	11 -	В	I	U	<u>A</u>	Œ	> <b>±</b>	<u></u> +	ਛ	≡	≡		t≡	≟≡ -	<b>≡</b> -	⊞	X	

#### 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			This is a ClientPlayerEx ticket, Tiffany is currently working on an API proposal for that.	3	Reported
				API Proposal : https://trello.com/c/jDu8Euby/675-textbox-tex t-selection		
				Jira Ticket :  https://jira.roblox.com/browse/CLIPLAYERE X-1810		
2	Light theme: error message font color and border color are using the red for dark theme		#FF403D	#D86868	1	Fixed
		Name cannot be empty.				
3	When over the character limit, users can continue typing	this a super loooooooooooooooooo name that has more than 50 characters 72/50	Can continued typing; No visual clue of exceeded part	[Either] Don't allow typing when hitting the limit [or] Highlight the additional characters 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.	2	Reported
4	Wording of Playability	Playability Who can see this game?	Who can see this game	Who can play this game?	2	Fixed
5	Borders of radio buttons and checkboxes are inconsistent		Radio button: ~ #b8b8b8	Both #b8b8b8	1	Reported
			Checkbox: ~#e3e3e3	(sry on this part: seems the inVision project has the wrong color code somewhere; my bad )		

### 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