

Structure Plane

Create a structure that is easy to navigate and will enable single-use learning and reduces risk of user error or getting lost. I want users to know where they are, how they got there and what they can do and where they can go.

To do this, I will create good information architecture, seamless transitions or rollovers, icons and terms that users are familiar with from their prior experience of website navigation.

Information Architecture

The information architecture of this game is going to be incredibly simple. Rather than having multiple different HTML pages, we will only have two and then use JavaScript for theme and level selection instead of navigating to a new page instead. This will simplify the user's experience of the site.