Learning checkpoint - think like a user

- User flow is the journey of your app's users and how a person will engage, step by step, with your AR experience.

- Planning your user flow needs to take into account the scene, the user interactions, any audio cues, and the final user actions.

- A user flow can be created with simple sketches and panels all collected into one cohesive diagram.

- UX and UI are complementary fields of product design, and generally speaking UX is the more technical of the two.

- When considering UX/UI, one good rule of thumb to remember with AR is to avoid cluttering the screen with too many buttons or elements that might be confusing to users.

- Choosing to use cartoonish designs or lighting can actually make the experience feel more realistic to the user, as opposed to photorealistic assets that fail to meet our expectations when they don't blend in perfectly with the real world.

- Users might try to "break" your experience by deliberately disregarding your carefully planned user flow, but your resources are better spent on improving your app's usability rather than trying to prevent bad actors.

✓ **Completed**

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