Learning with AI

Spell Arena – Capstone Reflection

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ASE 485 – Capstone Project

Project Context

Spell Arena

- Real-time multiplayer wizard combat game
- Gesture-based spell casting
- Built in **Unity**

My Focus Areas

- Player experience (UX)
- Accessibility
- Visual design
- Replayability systems

Why Use AI?

AI is used as a **learning and design support tool**, not a replacement for development.

It helps me:

- Research design patterns
- Evaluate usability decisions
- Prototype gameplay systems
- Reflect on player-facing features

Learning Topic 1

Visual Theming & Art Direction

Why This Matters

- Fast-paced combat requires clarity
- Poor visuals increase confusion
- Accessibility depends on contrast and hierarchy

What I Learn with AI

- UI color theory for games
- Visual hierarchy for HUD elements
- Consistent theming across menus and gameplay
- Accessibility-focused design choices

How AI Helps

- Proposing visual themes
- Critiquing UI layouts
- Comparing art direction approaches
- Validating contrast and readability

Learning Topic 2

Replayability & Reward Systems

Why This Matters

- Multiplayer games rely on retention
- Rewards encourage continued play
- Balance must be preserved

What I Learn with AI

- Player motivation (intrinsic vs extrinsic)
- Cosmetic reward design
- Post-match feedback loops
- Expandable progression systems

How AI Helps

- Researching proven reward systems
- Brainstorming reward ideas
- Identifying balance or UX issues
- Refining reward presentation

Learning Topic 3

Assistive Features & Accessibility

Why This Matters

- Gesture controls have a learning curve
- New players need support
- Assistance should not remove skill expression

What I Learn with AI

- Onboarding design strategies
- In-game assistive UX patterns
- Post-match feedback design
- Optional accessibility systems

How AI Helps

- Evaluating assistive feature ideas
- Analyzing player learning psychology
- Refining clarity and usability
- Reducing trial-and-error

Learning Goals

Success Metrics

- UI is readable and consistent
- Rewards encourage replay without imbalance
- New players complete matches with less confusion

Summary

- AI supports **learning, design, and reflection**
- Decisions remain developer-driven
- AI improves iteration speed and design quality
- Focus is on better player experience

Thank You

Questions?