

Code Option: What is the difference between Technical Design and User-Friendly Design?

Technical Design:

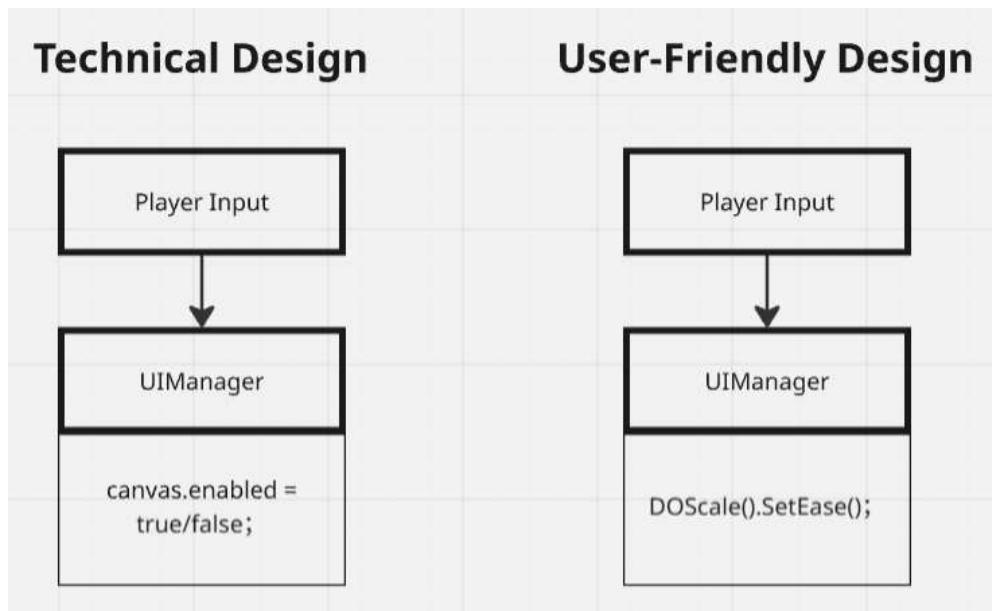
The technical design focuses on how game works. It tells the designers what actually the system will do. It describes the method and what kind of structure the code is.

User-Friendly Design:

User-friendly design focuses on how users feel. Avoid making players lose interest because of complicated operations or navigation.

Example:

From the code perspective, for example, when creating a UI canvas, In technical design, it would be “`canvas.enabled = true or false`”. However, considering user-friendly design, DOTween's “`DOScale`” would be used to control the canvas. The canvas don't suddenly appearing or disappearing, making the player's visual experience more comfortable.



Reference:

<https://dev.to/lmlonghuynh/how-to-start-a-technical-design-for-beginners-c62>

<https://levelup.gitconnected.com/user-friendly-what-does-it-mean-and-how-to-apply-it-a16b11fcc3ae>