

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

### Technical Design:

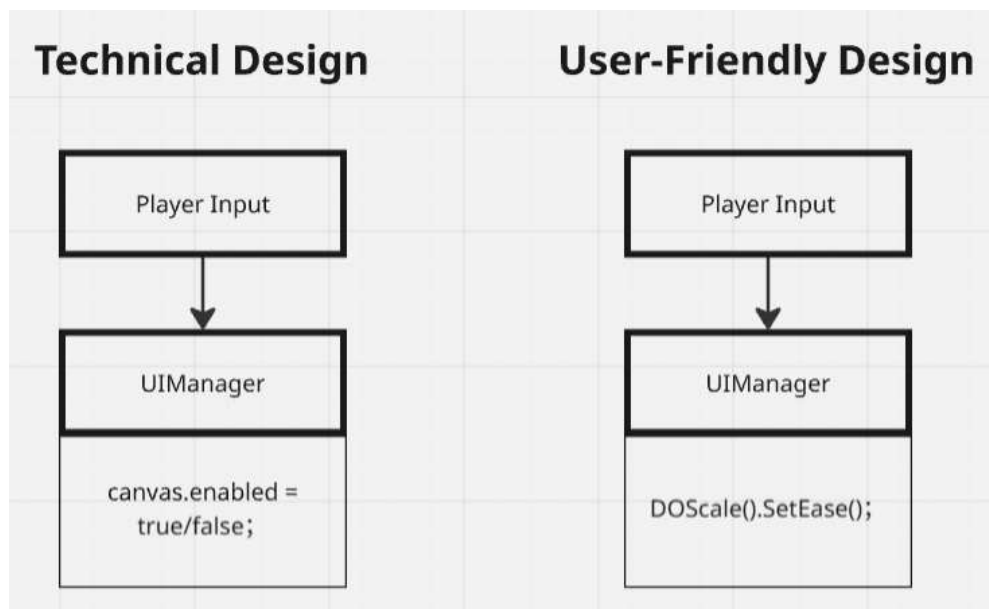
The technical design focuses on how game works. It tells the designers what actually the system will do. It describes the method and what kind of structure the code is.

### 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>