

Heuristic: Aesthetic and minimalist design -
Simple starting interface

- name of the game
- play button is larger/has higher visibility than others to show importance

LOOP MANIA

PLAY

OPTIONS

EXIT

Heuristic: User Control and Freedom

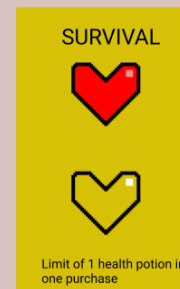
- back button

Design Principle: Visibility

- consistent colour coding of difficulty (green = easy, red = hard)
- simple graphics to describe game modes
- short and simple description for each game mode (heuristic: help and documentation)



SELECT GAME MODE



Heuristic: Consistency and standards

- equipped/unequipped/cards inventory is separate to prevent confusion

Design Principle: Mapping

- gold, xp, health all in same area as they represent current player information at any time

Heuristic: User control and freedom

- ability to pause, save, and exit



Design Principle: Affordance

- Buy buttons have gold/price, with a drop shadow which gives affordance to user that the button is clickable



Heuristics: Error prevention

- confirmation of purchase to prevent accidental user errors

Design principles: Constraints

- items that cannot be afforded will be greyed out



Design Principle: Visibility

- game UI is blurred when game is paused so user knows the game is frozen instead of running in the background

