

1. This week's reading highlights the importance of user-centered design principles, specifically the application of interactive components in Unity projects to enhance the overall user experience (UX). To significantly improve the user experience, I plan to implement the following features in our 2D Unity project:

Intuitive navigation: Design a clear navigation path that combines interactive buttons and navigation elements to allow users to move seamlessly through the application. Use intuitive and easily recognizable ICONS or labels to help users figure out where they are and how to easily access other parts.

Instant feedback mechanism: Interactive components provide instant feedback on user behavior, such as animation or sound prompts when a button is clicked, to enhance interaction and responsiveness, thereby increasing user engagement.

Customization options: The integrated Settings menu allows users to adjust the sound level, switch subtitles, or modify visual preferences (such as brightness, color scheme, etc.) according to personal preferences for a more personalized and satisfying experience.

Rich interactive UI elements: Implement interactive UI elements such as draggable sliders, toggle switches, and drop-down menus to give users more control and flexibility. These elements will respond naturally and intuitively to user actions, further enhancing the overall user experience.

2. For Evaluation 3 of the interactive 3D project, each perspective can be approached as follows:

Page/screen Angle:

Design a menu system that includes the main menu, Settings, options, and key in-game scenes to ensure smooth transitions between screens and ease of navigation. Wireframing the layout clearly and iteratively optimizes it with team feedback to ensure seamless integration with the rest of the game.

User interface layout:

Use the Unity UI system to create beautiful and intuitive UI design, including a variety of interactive elements, to maintain the consistency of design elements. Focus on accessibility, implement feedback mechanisms, and enhance interactive experience. Cross-device testing ensures compatibility.

User interface features:

The pursuit of clear and concise design, reduce cognitive load, consistent with the theme of the game aesthetics. Balance aesthetics and functionality to provide immediate feedback and enhance the experience. In the future, iterative design will be based on user testing, and UI features will be documented to provide reference for subsequent development

GUI Skills assessment page:

understand how to use a canvas element: Learned a lot

add colour to the buttons: Learned something

easily change the text: Learned a lot

understand the difference between the three types of GUI: Learned something