

236 Project 1:
Game UI Design
Design Document
Astral Project

Design Document Sections

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I. Product Goal Statement

Context-

As the information age waged on into the early 21st century, new millennials became overly confident in the presented structure of their media and networked social and digital constructs, working to solidify a systemic world structure that made for an overly rigid interpersonal and world experience that, while undoubtedly progressing, was nonetheless restrained by the narrow perception of its participants. The Astral Project, through analysis and deconstruction of the systems at work in our everyday and collective lives, seeks to identify and present an artistic visage of our interconnected world in order to challenge its users to look at the world through the lens of its connected elements and identify their impact on themselves and the world around them, while also enabling them to look past those connections into the abstract world beyond them that holds the promise of their potential.

Problem-

People naturally become set in their ways as they accrue anecdotal life experience and build a personal system for themselves, but everyone needs a good shaking up or an eye-opening experience once in a while to expand their worldview and perceptions, which is what this game aims for, because ultimately doing so will help them to identify, expand, restructure, and improve on their existing systems.

Solution-

The game seeks to aid the users in discovering their own solutions to the above problem, through the game's story, concepts, gameplay elements, and commentary on and crossover interactions with the real world. The game tells the story of an individual that has been deemed insane and is locked away for the benefit of himself and the world. As the individual falls further and further into insanity and isolation, he begins to realize an inherent connectedness to all his experiences, some true and some imagined. With the help of a brilliant and formerly respected fellow mental patient, the main character harnesses the ability to identify and traverse these connections, opening his mind to the connections and concepts of the world around him. The effects on himself and his psyche are astronomical, and he takes it upon himself to restructure the negative connections by utilizing the real and nonreal elements of the world around him. Apart from the story, the game will aim to accomplish the above goals by allowing the player, through gameplay, to deconstruct common systems such as the media, economy, history, personal perception, social networks, and other aspects of their lives. This will be done by allowing the player to scan for, alter, and traverse connections the main character observes in game. It will also challenge the player to think what is possible of the elements available to them in their own lives, as the player traverses the world of forms to seek out new "blueprints", ideas, and plans for the elements around him.

Theme-

Open-mindedness

Astral Project Title Screen: The Astral Project title design from my Mood Board

Astral Project Main Menu: The main menu screen, with space background and 3 UI “nodes” to pick from. Project is automatically selected and is the main node and starts the game if you click it. The other two nodes lead to the Options and Exit Screen if clicked.

Exit Screen: Standard Exit showing the user falling into darkness. Yes or no option to continue. If you click yes, player catches onto a connection and uses it like a rope to climb back up to the world. If you choose no, the player falls into darkness and the game ends.

Option Screen: Standard option screen with visuals befitting of the game, most likely imagery of a neural or social network.

Intro Cinematic: Once you press project, the game begins, playing the intro cinematic that introduces the player as a diagnosed schizophrenic obsessed with connections that is being contained in a psych ward.

Psych Ward: Once the intro cinematic ends, the player wanders around the psych ward, meeting the staff and residents. Events take place, possibly involving experimentation on the player by another resident, that lead to the player realizing their ability to “Astral Project”, manipulating invisible subatomic particles and the world around them with their mind through trails of connections leading from the player’s mind out into the real world. This is revealed in the **Astral Project Ability Realization Cutscene**. At this point the player can Astral Projects outside of their body by disassembling themselves into the connections (unbelievably enough something that is apparently possible through quantum physics, although the reassembly hasn’t quite been solved yet).

Astral Project to Grid Map: No longer in bodily form, the player finds themselves observing a grid of the city. The AP Map has 3 AP Modes to choose from – Transmission, Transference, and Observance, each of which changes the appearance of the map as well as the nodes available to interact with.

Transmission Mode: This serves as the player’s location/mission select screen, and has the player choosing from a variety of locations spread across the map.

Connection Scan Screen: Ability that allows the user to scan their surroundings for its constituent connections. Also accessible through Mind Menu power selection.

Astral Travel/Quantum Traversal: Allows the player to “surf” the scanned connections by disassembling themselves and moving stealthily and quickly along the connections. Also accessible through Mind Menu power selection.

Severance Gameplay: The player must sever negative connections to peacefully quell their adversaries. Upon scanning a mind, the connections become visible just like normal connections, except a human’s connections are either blue or red, denoting truth and falsehood respectively. The player must sever these connections by holding LT to aim, and RT to sever after aiming. The right connections must be severed, otherwise you will destroy your opponent’s mind. You can also Astral Travel human connections to observe their sources in order to better understand and sever their negative influence.

Mission Complete Screen: Shows stats, relevant mission details, send the user back to the AP Map.

Transference Mode Screen: Allows the user to view participating charities, locations, and causes through the games AP Map network. The user can use their hard-earned in-game energy to donate to these causes, or buy in game merch, which will see some of the user's energy flooded back out to the user base equally for everyone to spend on further donations. The Transference Mode screen is basically a charity/crowdsourcing network seamlessly built into the game. Even further blending of gameplay and real life interactions are possible.

Observance Mode Screen: Observance mode is more of a social network mode. Users are able to discuss and leave map elements regarding connections they think are negative connections and forces in their reality. There will be WoF spaces to interact with other players, and user-made WoF Idea Blueprints for other users to donate energy to in the Transference mode.

World of Forms: The world of forms isn't fully fleshed out yet as an idea, but the player will be able explore levels/worlds in the World of Forms to discover idea blueprints that will allow them to create in-game (and real-life in online mode) assets and ideas for the player to employ. They will need to fill the blueprint with the appropriate in-game elements to complete it, whether it be Energy, Story-centered nodes, or observed connections.

III. Contextual Inquiry

USER QUESTIONS

Questions:	Matthew Dequattro:	Matthew Chickering:	Kevin Gibson:
Would you be more or less interested in Dragon Chess then Traditional Chess?	I would be more interested in Dragon Chess. The name sounds cool.	I'm a big fan of Chess so I would prefer the Traditional style.	Dragon Chess seems like a nice change up to the traditional rules of chess so I would be interested in it.
Does the connection to Dungeons and Dragons increase or decrease the likelihood of your purchase of Dragon Chess?	I play Dungeons and Dragons so it certainly makes it more interesting.	I don't play Dungeons and Dragons so not really.	Dungeons and Dragons doesn't interest me so no.
How important is a multiplayer component in your decision to play and purchase this game?	Very important! Chess is a multiplayer game. An AI can only be so smart.	Pretty important. I would want to challenge my friends to a game or two.	I would say it is necessary.
Does the idea of a more complicated version of Chess deter you from wanting you to play the game? Would you like the addition of difficulty levels?	I am all for complex new rules being added to Chess in order to make the game more interesting. The difficulty levels would be nice as well.	I believe that Chess is already in a fine spot rules wise. I don't think difficulty or rules changes are necessary.	I think the new rules would be cool. And added difficulty settings can only help make the game more diverse.
Conclusions:	<ol style="list-style-type: none"> 1. Certain players will love the opportunity to learn new rules. 2. Multiplayer should be a focus. 3. Difficulty levels are a secondary objective. 4. The Dungeons and Dragons connection could be important. 	<ol style="list-style-type: none"> 1. Not everyone will embrace a change to the Chess formula. 2. Multiplayer is important. 3. The Dungeons and Dragons connection isn't our biggest selling point. 4. Difficulty levels are not a priority. 	<ol style="list-style-type: none"> 1. The Dungeons and Dragons connection isn't our biggest selling point. 2. Some people will be interested in the rules changes 3. Difficulty settings are a secondary priority. 4. Multiplayer should be our top priority.

IV. Context Analysis

ANALYSIS GOAL

Test the market for interest and competition in the genre of Digital Board Games.

EXTERNAL ANALYSIS

POLITICAL

None. There are no current political trends that effect Wizards of the Coast or their UI designers.

ECONOMIC

The economy is on the rise right now and as a result Wizards is doing pretty well. This economic growth is what is allowing them to invest in making a port of Dragon Chess.

SOCIAL

Due to the increasing prevalence of video games in our society in the last thirty or so years, we believe that this game will sell better with adults then it would have ever before.

TECHNOLOGICAL

Due to the advances in computing and the increased graphical fidelity of game engines the game can now look and feel more polished than ever.

DEMOGRAPHIC

More people who are not teenage males are beginning to play games more than ever. This shift in demographics will allow our game to reach and be played by a wider audience, and thus sell better than it would have before.

COMPETITOR ANALYSIS

	Wizards of the Coast	Games Workshop	Fantasy Flight Games
What products or services do you sell?	Magic: The Gathering Dungeons and Dragons Pokémon Trading Card Game	Warhammer 40,000 Lord of the Rings Strategy Game Call of Cthulhu	Star Wars: The Card Game Game of Thrones: The Board Game Sid Meier's Civilization: The Board Game
What are your company and marketing strategies?	-Support local Game shops -Use Online advertising and distribution	-Focus on a core demographic -Appear as and appeal to hobby gamers -Work through local distributors	-Use established licenses -Design games that capture the core essence of a product in a new medium (usually board games)
Strengths?	-Large Fanbase -Established Product lines for decades	-Plays to a niche audience of strategy war gamers that don't have many other options.	-The established IPs usually sell very well
Weaknesses?	-Lack of diversity in marketing	-Warhammer can get very expensive, enough to discourage a more casual audience.	-Their games may be seen as ports or knock offs rather than fully fledged board games
What makes your products/services unique?	-The products they sell also establish a world that they can use for other products (Ex: Lords of Waterdeep is set in a DnD world)	-The Warhammer 40,000 game is almost unrivaled in the war gaming genre.	-They allow you to experience your favorite settings in a more varied and unique way
Why would your customers choose you over your competitors?	-For games and products that will last and be played for a long while	-For a more in depth and involved experience	-To revisit your favorite products in a new medium.

SWOT TABLE

	Helpful	Harmful
Internal Origin	<ul style="list-style-type: none">-Both of our team members already have experience making the UI for a game-Our team members have worked together before on a project	<ul style="list-style-type: none">-We're a small team with limited time and resources
External Origin	<ul style="list-style-type: none">-We can use this as a Portfolio Piece-Put our foot in the door for working with Wizards of the Coast	<ul style="list-style-type: none">-The time and money spent working on this project could inhibit our ability to complete our other projects

COMPANY BRAND

Recently Wizards of the Coast has created a "Rage of Demons" theme for all of their Dungeons and Dragons products. We believe that by translating this to Dragon Chess, Dragon Chess will feel more like a DnD product. The UI can then feature more of a Heaven v Hell vibe to make it fit with the brand better.

INTERVIEWEE: CHRISTOPHER KATCHER (REPRESENTATIVE OF WIZARDS)

Questions:	Answers:
<p>What level of polish are you looking for on the finished product?</p>	<p>If we were to release this title under the Wizards of the Coast name, we would expect a level of presentation equal to all our other products and lines, so the expected level of polish would be quite high. We would want all assets, functionality, online components and capabilities, and market impact to be on a similar, or ideally higher level to our past successful products.</p>
<p>How involved are the current employees of Wizards of the Coast going to be in the production of this product?</p>	<p>With regards to the technical development process, we would leave the actual production to you and your team of designers. However, regarding the management of quality control, production schedules, payrolls, and certain aspects of the game’s direction, Wizards of the Coast and its representatives plan to maintain a high level of involvement and oversight of the production process. This is to assure the highest level of quality, financial returns, and adherence to the Wizards of the Coast vision as possible. Essentially our involvement would be to keep the product in line with the goals and vision of the larger company.</p>
<p>How in depth are you looking to go for the multiplayer aspect? And will the Multiplayer aspect be maintained by our team or your team?</p>	<p>Wizards of the Coast is highly interested in fleshing out the online possibilities of this product. Our analysts see a high level of market profit potential, and given our tight-knit and widespread fanbase we feel an online component would be positively accepted by our fanbase and thrive off our community’s cohesion, and even serve to strengthen and further our existing fanbase.</p>
<p>Do you want the team to implement DLC and/or micro transaction capabilities into the game?</p>	<p>Wizards of the Coast is highly interested in the potential for an online marketplace and for expanded content. Our customers have shown high interest in collectibles and physical expansions and products beyond the initial games they originally purchased, so we’re confident this would transfer into a highly successful and lucrative online market environment. This would also allow for continuous expansion of the initial product’s</p>

	content, extending product life and user satisfaction.
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CONCLUSIONS

1. Wizards of the Coast has intentions for high levels of involvement with and quality control/micromanagement of the project
2. Wizards of the Coast expect a finished product with production and quality levels matching or exceeding their existing successful products, and have set high bars for expectations.
3. Wizards of the Coast are heavily invested in the idea of an online community and marketplace, as they feel it will have be highly successful considering the existing community and fanbase.
4. Wizards of the Coast already have intentions to expand the game beyond the initial product with extensions and after-products such as DLC, and micro transactions.

V. Personas

Primary Persona-



Primary Persona - Tom Karpak The Disillusioned Defense Attorney

Age - 32 **Job** - Defense Attorney
Abilities - Debate, observation of case details, critical thinking, financial competence
Career Goals - Attain prominence in his firm, pay off college debt and mortgage, win as many cases as possible, secure a comfortable income
Life Goals - Get married, attain social acceptance and self-fulfillment
Tagline - "Everyone deserves a chance"
Needs & Frustrations - Becoming disillusioned with his firm's business practices and his clients, dissatisfied with his social life, feels lost in the bustling reality around him. Yearns for more meaningful connections and harbors a desire to make sense of the chaotic world around him.
Game Experience - Has played video games casually and occasionally in the past, but has found less and less time for them as the years go on. Is interested in virtual experiences that aid him in connecting with others, and generally desires a meaningful experience as a reward for his time investment into a game should he choose to play one.

Secondary Persona-



Secondary Persona - Lisa Garfuglio The Struggling Student

Age - 21 **Job** - College Student

Abilities - Study Methods, Time Management, Medical Comprehension

Career Goals - Become a successful physician

Life Goals - Overcome her mental illness, attain social acceptance, give back to society

Tagline - "I want to make the world a better place"

Needs & Frustrations - Struggling financially to pay for her college education alongside the other costs of living on her own. Also struggles with the effects her mental illness has on her academic, social, and personal life. Feeling weighed upon by the difficulties of the adult world she's assimilating into.

Game Experience - Is very familiar with video games having grown up with them and having played them since a young age. Enjoys fun online multiplayer sessions with friends, but has been waiting for a game to challenge her and somehow interact in a beneficial way with her real life. Would also appreciate a game that realistically represents the struggles of people with mental illnesses, and similar real life afflictions and struggles that people go through.

VI. Use Cases/Scenarios

Written Use Cases

Use Case Name	Severing Connections
Goal	Sever the negative connections and their elements
Description	The player observes the connections to the elements of their surroundings, at which point they can identify negative influences and their sources and through a mini-game sever those connections.
Actors	The player, NPC's, online players
Preconditions	Player has started playing game and has acquired Severance ability.
Main Success Scenario	<ol style="list-style-type: none"> 1) The player zones into the connections around them in the game, displaying a grid around the level and its inhabitants. 2) The player finds and observes the negative connections stemming from and controlling the "enemies"; they are highlighted on the grid 3) The player must target the negative connections, and, using the manipulative powers of their mind, sever the connection of the negative element to the NPC 4) With some of their negative connections severed, the NPCs are able to transcend to a heightened perspective further beyond themselves, expanding the constrictive web of connections that tie down the game's inhabitants. At this point the enemy will peacefully stand down.
Extensions	3a) The player could sever the connection a number of ways. A slicing mechanic gameplay screen could be employed to let the user attempt to find and destroy the visually evident negative

	connections. The player could also be required to enter the connection line, observing its source to provide commentary on the nature of such negative connections while allowing for an understanding of those connections that allow the player to disentangle their adversaries from their harmful web. Finally, to free the enemy, the player would have to dissolve all connections keeping the enemy anchored to the physical realm and their perceived reality, at which point they would enter a transcendent state and stand down in
Postconditions	The player has helped/saved their enemies by vicariously entering their mind, observing its elements and comprising connections, and freeing the mind from those (negative) connections.

Use Case Name	City Travel/Energy Distribution/Analysis
Goal	Allow the player to travel across, donate energy to, and/or analyze the city's connections.
Description	When the player "Astral Projects" out of their body, they traverse a grid of connections comprising a modern city. This will act as the game's map, from which the player can choose a new location to travel to or interact with. The player can also switch to "Transference" mode to highlight and choose an organization/charity/cause to donate "energy" to, an in-game representation of real-life currency. Finally, the player can identify negative connections, create missions for others, and create spaces for discussion in the online "Observance/Analysis" mode, which will act as an in-game discussion platform of real life issues through which users can communicate their shared concerns and ideas.
Actors	Players, "Astral Project" Map Screen, Real World
Preconditions	Player has and is playing game, player has unlocked Astral Project abilities and features, online functionality, community collaboration,

	<p>cooperation with real world organizations, in-game currency system (optional microtransaction market) to fuel in-game “energy” donation economy</p>
<p>Main Success Scenario</p>	<ol style="list-style-type: none"> 1) Player enters Astral Project menu, dematerializing their bodies by phasing into the surrounding connections. 2) Player can choose from the Transmission, Transference, and Observance sub-menus. 3) Player completes action in appropriate sub-menu, each of which utilize a grid map of the city with different color schemes, options, and information depending on the function/sub-menu being used. 4) Player exits Astral Project menu and enters back into real-time gameplay.
<p>Extensions</p>	<p>2a) Transmission = Transportation Transference = In-Game Economy Observance = In-Game social network</p> <p>2b) In offline mode, only Transmission is available</p> <p>3a) Transmission – Consists of a grid map over the game’s city. Breaks the map into color coordinated nodes over different locations across the city. The colors and matching categories allow the user to navigate the map’s location based on function, such as main story quests, side quests, shops, etc.</p> <p>3b) Transference – The online in-game economy, fueled by online market microtransactions and gameplay. This is where the player decides to expend accumulated “energy”, or in-game currency, by browsing a real grid-map of actual locations and choosing participating charities, startups, and other causes the player would like to donate their energy to. The player would have sorting options to sort through all the possible recipients, as well as interactive menus and information to let the player choose their location and energy donations.</p>

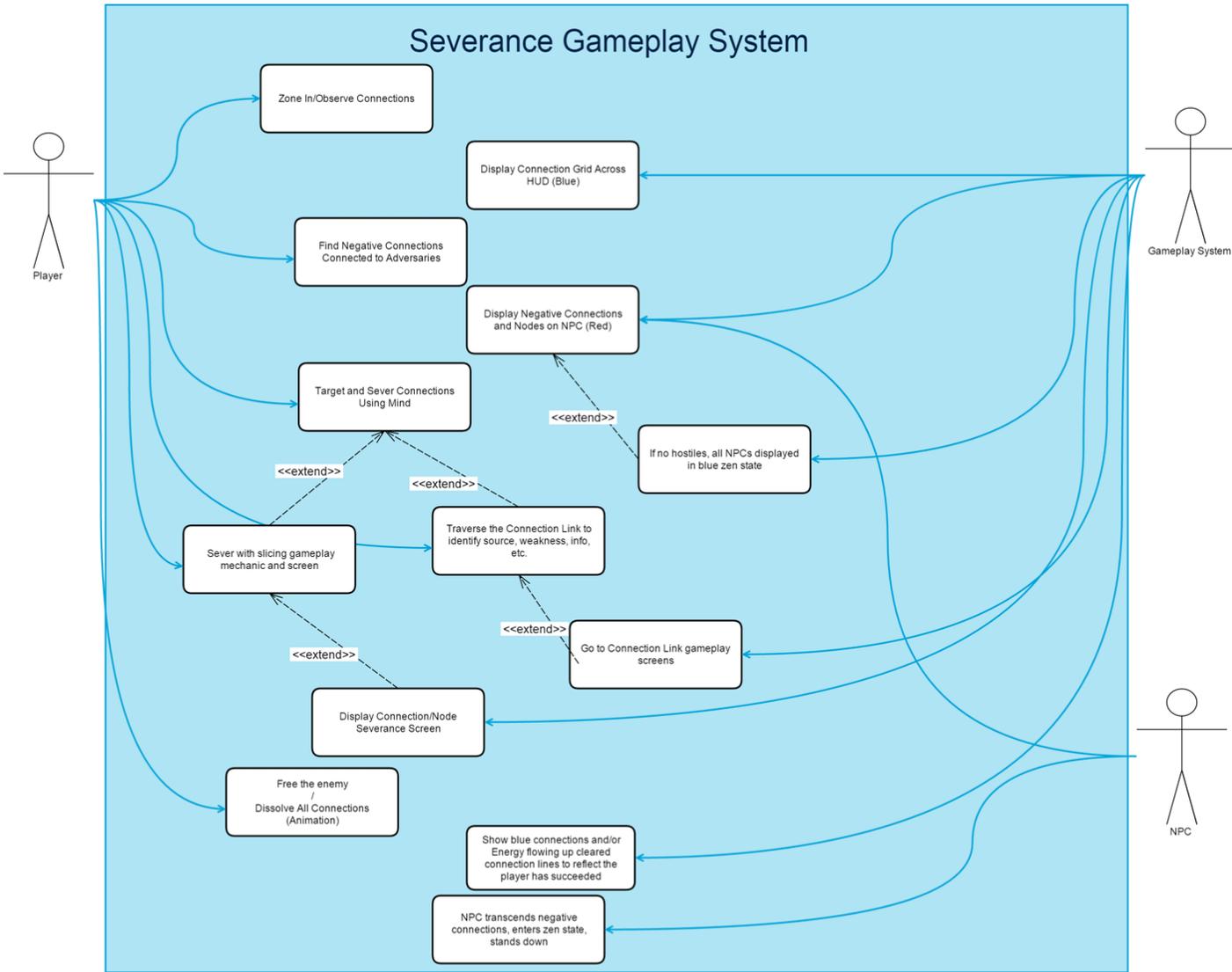
	<p>3c) Observance – The design elements for this Astral Project feature are uncertain, but could consist of more reality-based grid maps that allow players to map the negative influences they feel need addressing in their own communities and locations. However, to free the discussion from the limitation of location, there could also be “Spaces for Discussion” that exist outside the connections similar to a social World of Forms to discuss the current state of affairs and hopefully create new ideas (or “blueprints”) as a result. This would imbed players in a type of networked forum, defined by emergent gameplay that aims to interact with and benefit reality in increasingly impactful ways as the game evolves. For instance, players could coalesce to create a blueprint of a solution for a raised issue, and other players can view and aid that specific blueprint with their energy to create a sort of “petition and transmission” crowdfunding for ideas, whether they be social, economic, political, or personal.</p>
Postconditions	The player utilized the Astral Project features to travel, donate, and/or discuss.

Use Case Name	World of Forms Blueprint
Goal	To fill the current World of Forms blueprint with sufficient energy/materials/connections to create the in-game (and possibly real life) idea it represents.
Description	The player receives “blueprints” from their forays into the World of Forms, the non-real realm of imagination and potential that exists outside the World of Connections/reality/etc. To bring the blueprints, or their ideas, into existence, the player must collect the energy/materials/connections needed to bring the idea into tangible existence.
Actors	Player, game resources, WoF Blueprint system

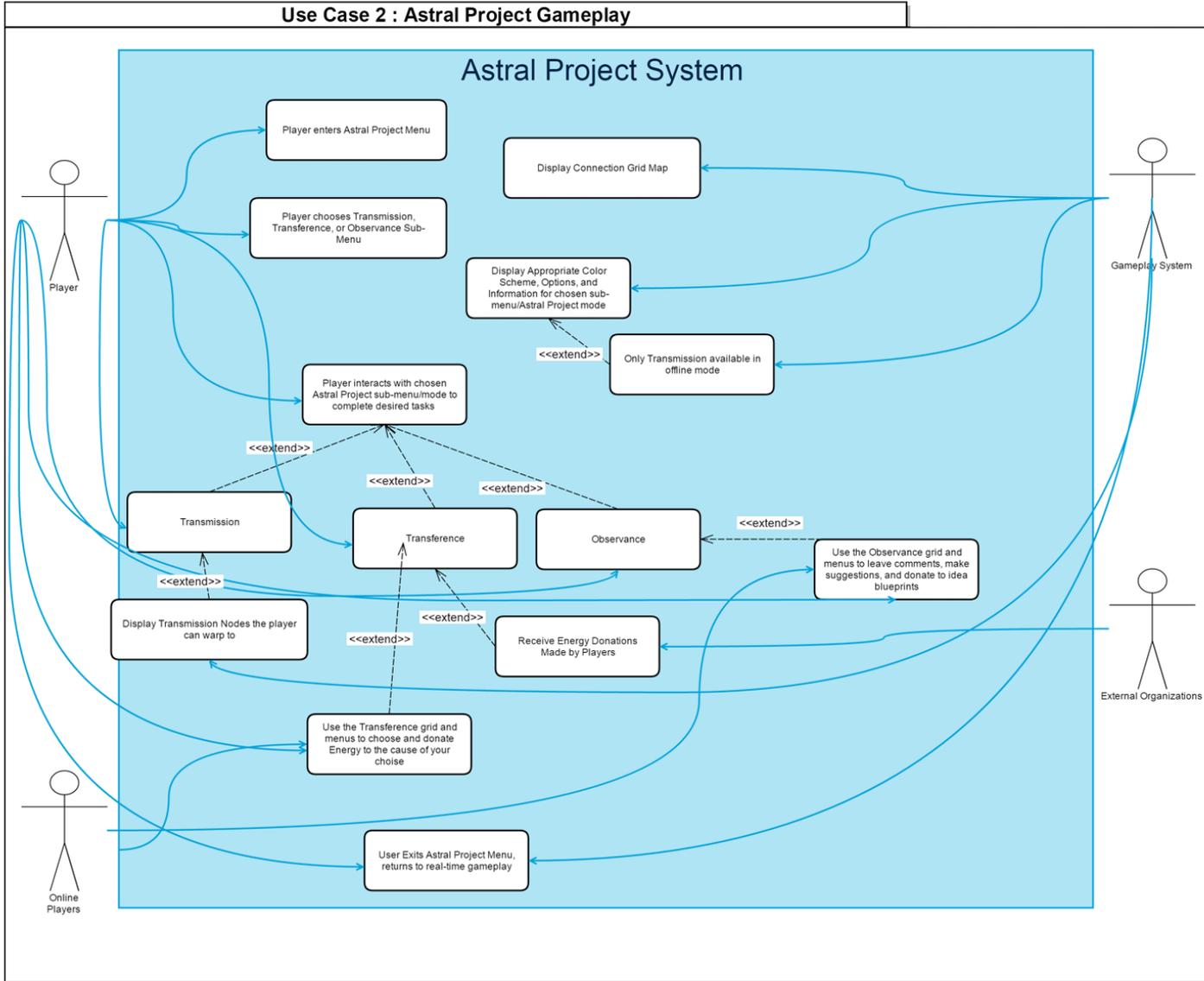
Preconditions	The player is playing the game (either online or offline), the player has unlocked the World of Forms and Astral Project in game
Main Success Scenario	<ol style="list-style-type: none"> 1) The player opens the World of Forms menu 2) The player chooses a blueprint 3) The player sees what energy/materials/connections are still needed to complete that blueprint 4) The player finds these elsewhere in the game 5) With the appropriate resources, the player is able to bring into existence the idea contained within the blueprint
Extensions	<p>3a) In online Transference mode, the blueprints will be user created startup ideas. The resources will be in-game Energy currency, and a blueprint will be actualized when the player-set energy requirements for that blueprint are met, much like crowdsourcing and petition quotas.</p> <p>3b) In offline story mode, the blueprints require in-game materials and connections the player has to find through gameplay and exploration, at which point the player will gain the ability to create whatever idea/tool/ability is contained within that blueprint.</p>
Postconditions	The user realized the potential of their ideas through the construction of in-game and real life representations of those ideas through player-produced "blueprints".

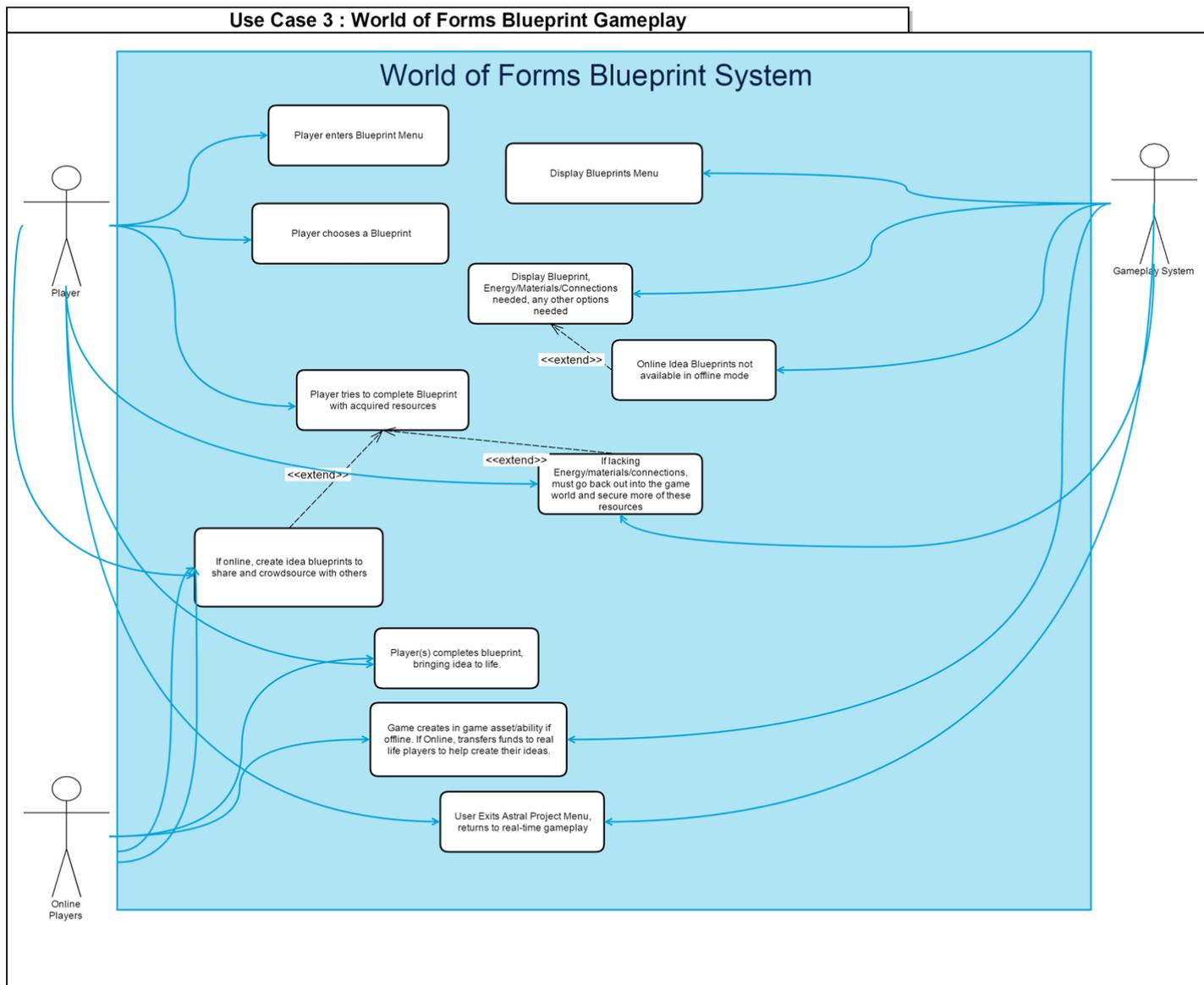
Use Case Diagram

Use Case 1 : Severance Gameplay



Use Case 2 : Astral Project Gameplay





Use Case Scenarios

UCS1 - Severance

- 1) The player zones into the connections around them in the game, displaying a grid around the level and its inhabitants.
- 2) The player finds and observes the negative connections stemming from and controlling the “enemies”; they are highlighted on the grid

- 3) The player must target the negative connections, and, using the manipulative powers of their mind, sever the connection of the negative element to the NPC
- 4) With some of their negative connections severed, the NPCs are able to transcend to a heightened perspective further beyond themselves, expanding the constrictive web of connections that tie down the game's inhabitants. At this point the enemy will peacefully stand down.

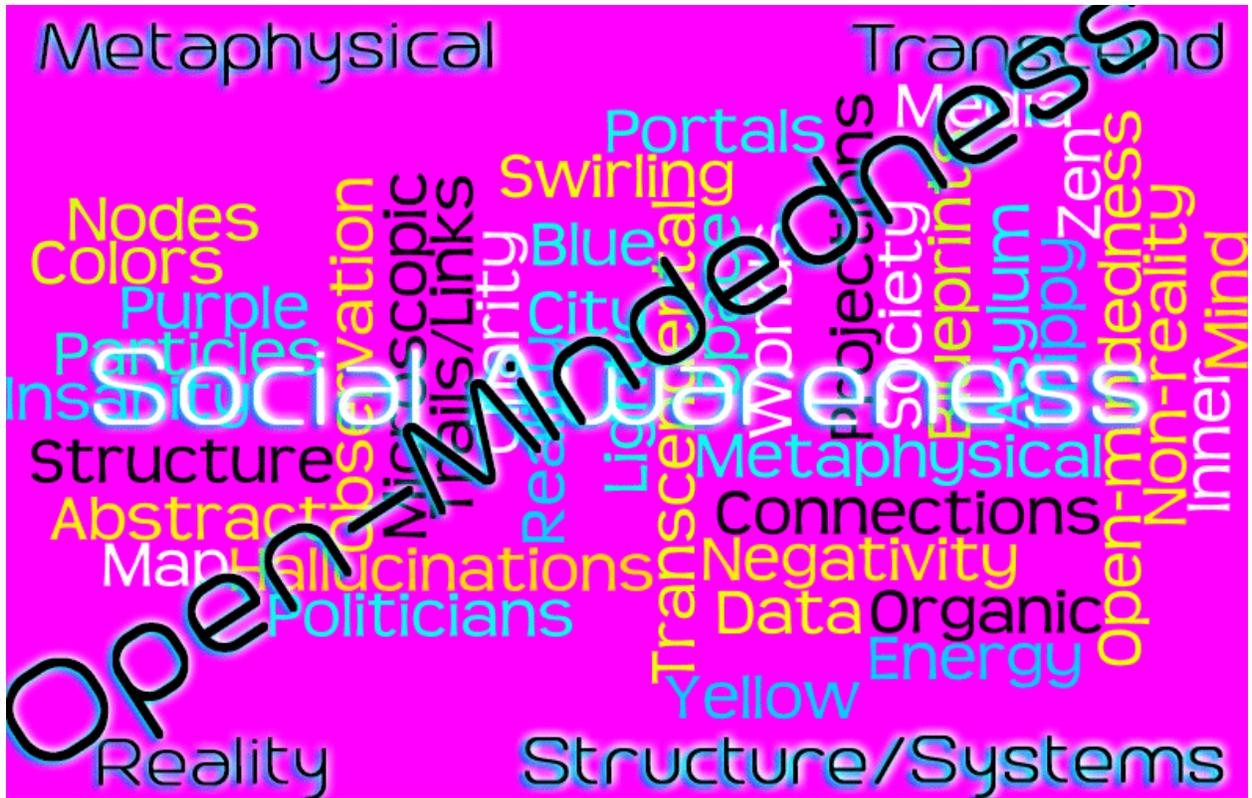
Andrew Mackowitz, a 23 year old recording artist and gamer from Wisconsin, wakes up on October 23, 2015 at 10 A.M. to play the new game he got last night- Astral Project. He hasn't gotten far but at least has acquired the base ability in the game- the manipulation of outside elements with the player's mind. One of these abilities is the Severance gameplay ability. Pressing Right Bumper to observe the surrounding, the player's character goes into a sustained Zen trance and the array of endless connections connecting all of reality is visually represented on the screen as an interconnected grid of connections mapped over the HUD/screen. On closer inspection, the Observe ability has uncovered the negative connections stemming from the minds of a local politician and his bodyguards also in the room with Andrew's character during that particular level. Upon scanning and identifying the negative connections stemming from their mind, represented as red nodes and connections rising from and tied to the adversaries' minds, Andrew goes into Severance mode by pressing Left Trigger to focus on the corrupt politicians before him that threaten him and the city. Upon traversal of their Connection Link the player learns of the origins of their greed, spawned from not only the personal desires for pleasure and the power to overcome death and uncertainty, as well as pressure from a system of similarly corrupt politicians, CEOs, and world leaders, but also from a lineage of human greed engrained in each politician's ancestral history that reaches back to the primitive, self-centered needs of mankind. Once observed and understood, Andrew gains the ability to manipulate these connections, and perhaps line them up to be cut. Andrew also uncovers how deep this web of lies goes in the political system, and realizes the need to destroy their media output hub located somewhere in the city, as their media assets act as a machine to spread negative connections and lies, a machine which must be dismantled and/or restructured. Once this link is identified and understood, the player aims their Severance ability with the left and right analog sticks (left stick to move the aiming line, right stick to rotate it for precision). Once aimed, Andrew pressed Right Trigger to sever the negative connected nodes, and continues to sever negative connections until those observed are erased from the politician's mind through mental restructuring. At this point Andrew can "Free" the subdued politician and his guards, severing the connections bounding them to their miniscule, closeminded perception of reality. At this point they are able to traverse their true connections, as evidenced by the blue surging energy visible trailing outside of themselves through their newly freed connections without constricting nodes close to the self. The NPC's enter a Zen state, no longer concerned in subduing Andrew's character, and as a result Andrew has completed the scene.

VII. Word Lists

World Lists

World List - Diverge				
Open-mindedness	Metaphysical	Space	Mind	Society
Connections	Reality	Non-reality	City	Portals
Blueprints	Particles	Energy	Yellow	Purple
Blue	Insanity	Asylum	Swirling Colors	Projections
Data	Nodes	Hallucinations	Light	Negativity
Politicians	Media	Map	War	Charity
Transcendental	Trippy	Zen	Inner Worlds	Microscopic
Observation	Trails/Links	Abstract	Organic	Structure

World List - Converge				
Theme-	Open-mindedness			
Metaphysical	Structure/Systems	Reality vs Nonreality/P otential/Ide als	Social Awareness	Transcendental

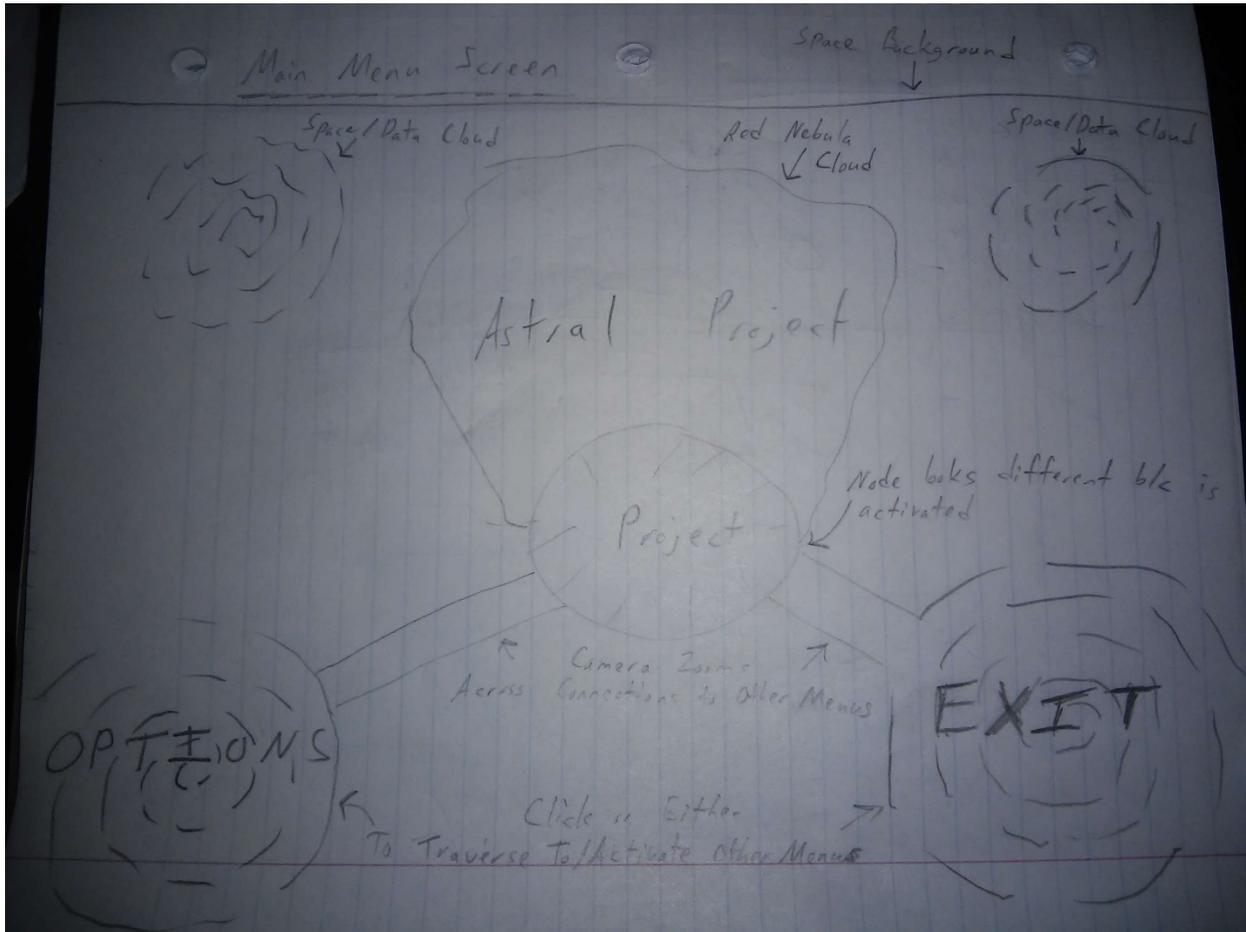


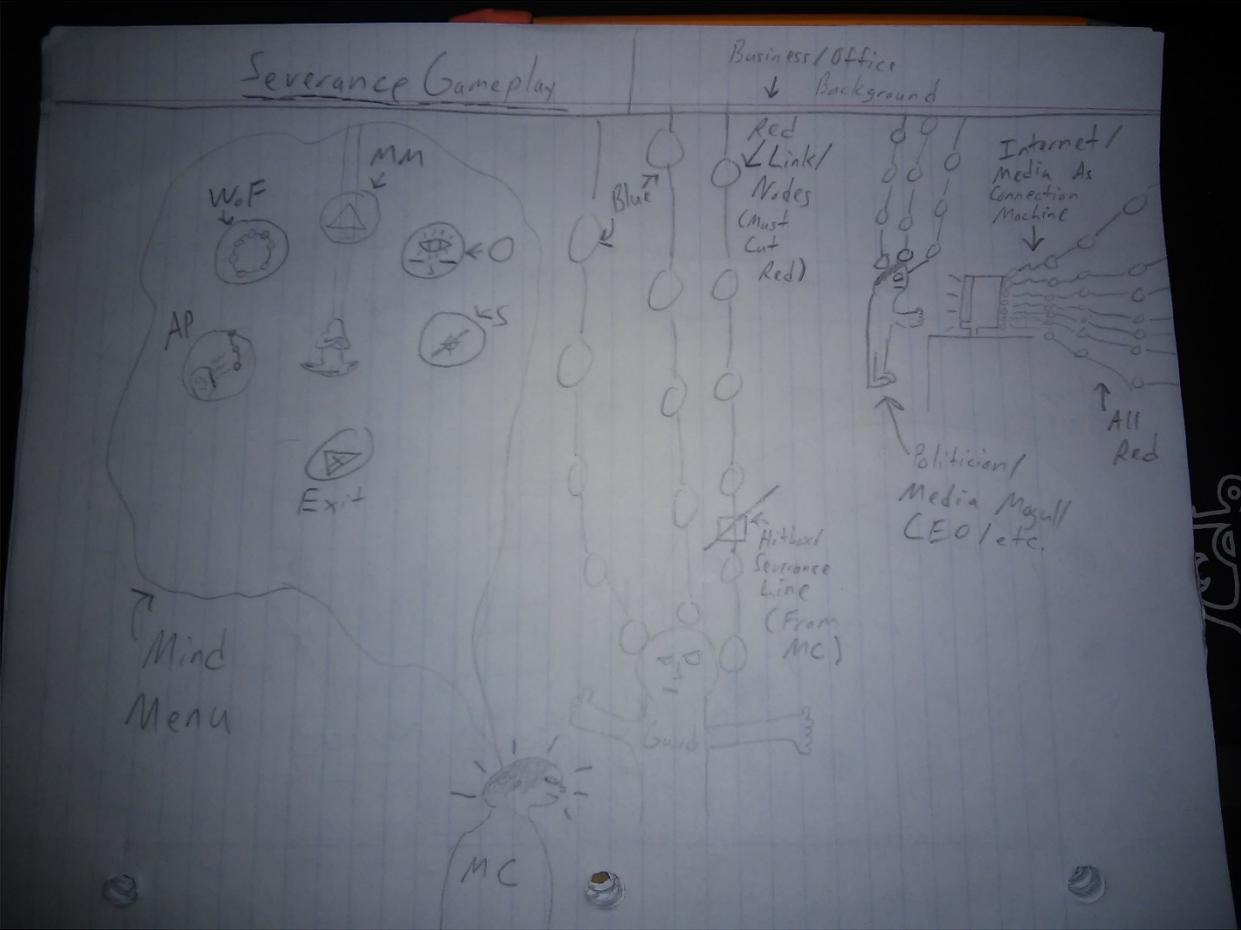
VIII. Mood Boards

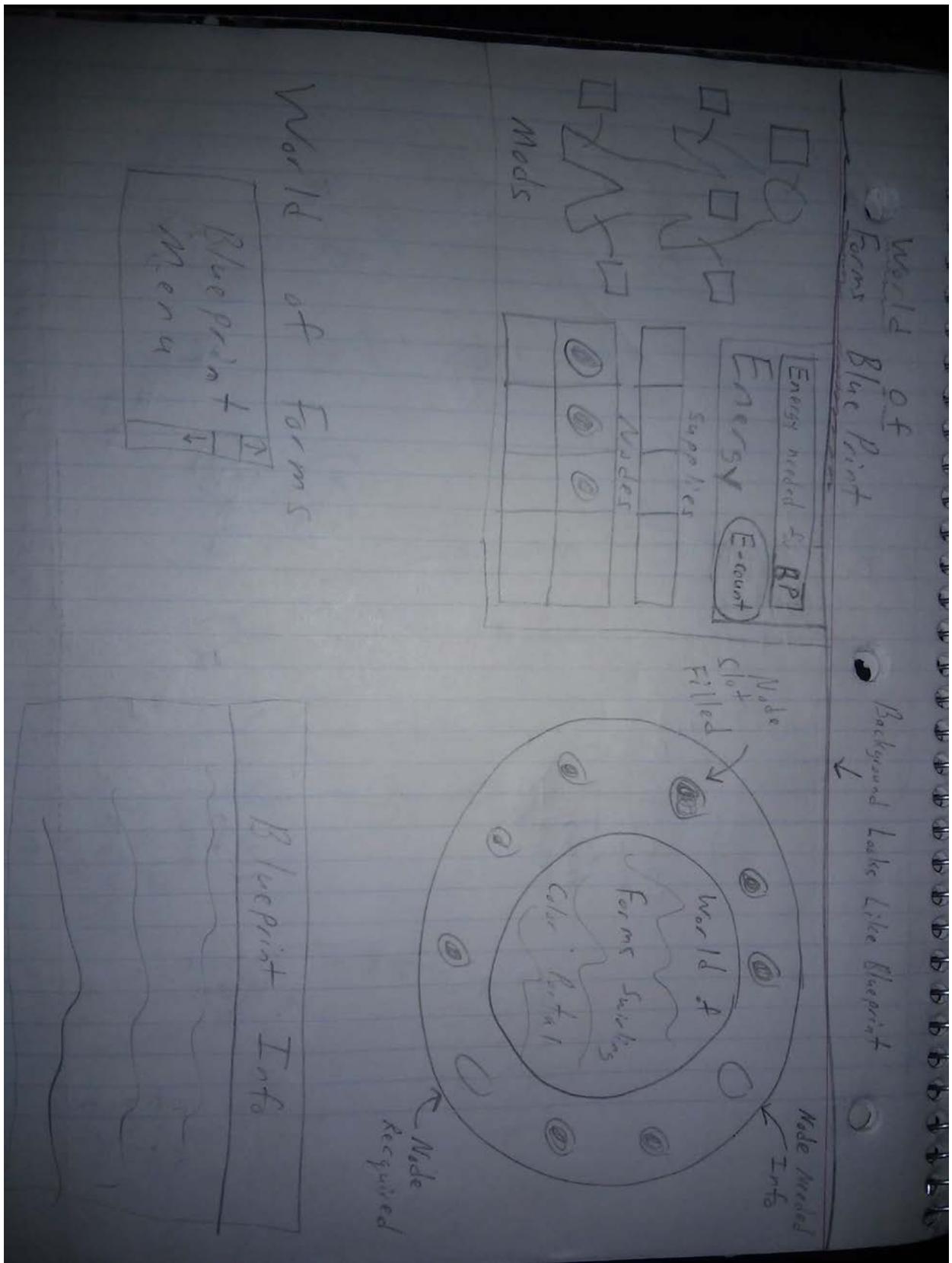


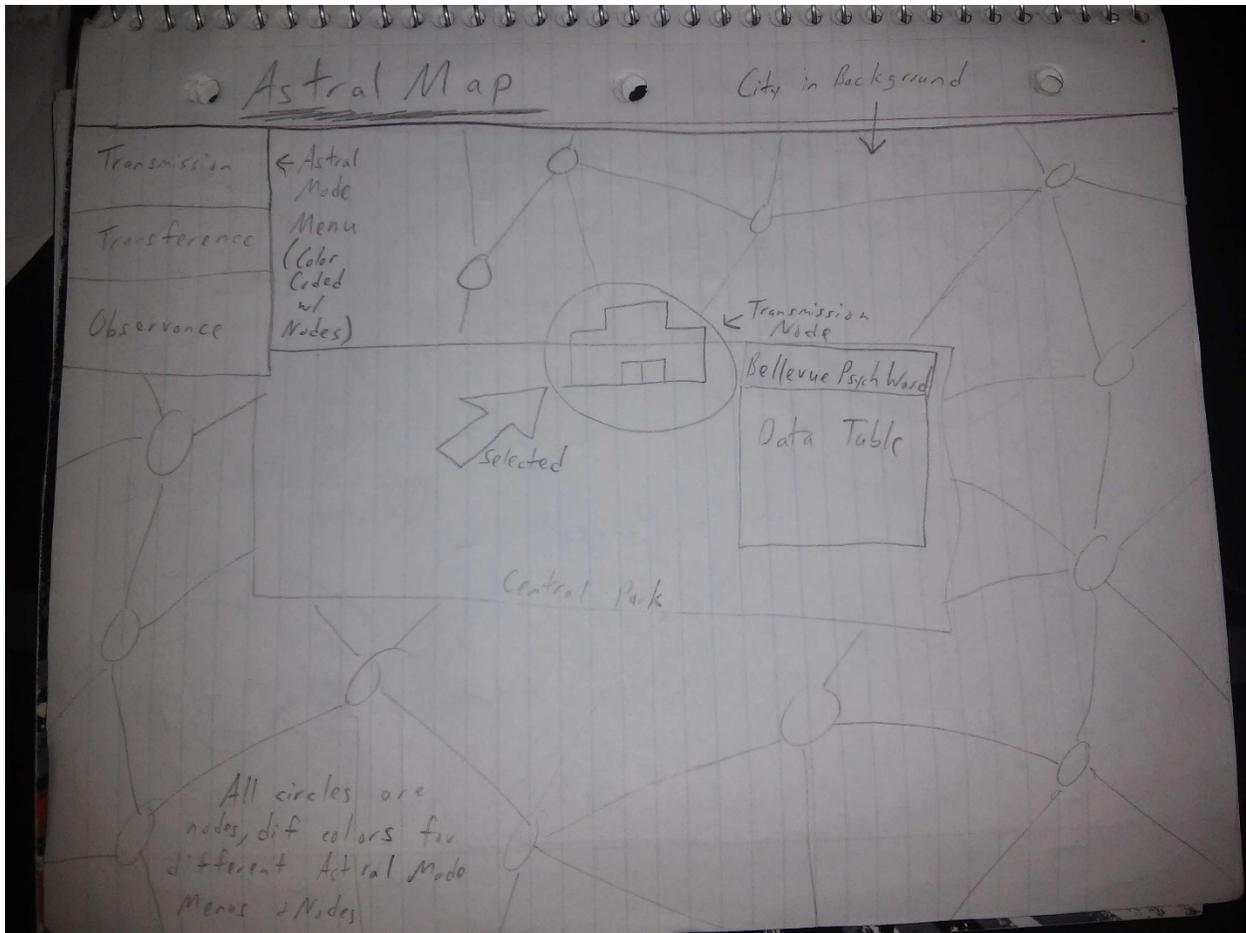
IX. UI Sketches and Wireframes

UI Sketches









X. Usability Test Report

Usability Test

Usability Test Report			
Test subject name: Tyler Gerber			
Test subject description: Roommate/ Game Design Major			
Usability test question	Subject response	Learned from response	How it applies to game
1. How do you feel about the map system?	It still looks pretty busy color wise. Looks cool, but not really sure what to do.	Very busy color layout. Needs clarity	Need to solidify a color scheme and work it to my advantage to clarify the very busy menu screens.
2. How do you feel about the Severance gameplay/Power selection screen?	It seems like the gameplay would work fine, but the UI mockup isn't clear at all about the specifics of how the gameplay would work.	Very unclear, too sparse (?)	This mockup needs a lot of work. It barely gets the basic idea across. Need more UI elements to make it clear from the screen what the user is doing and needs to do.
3. How do you feel about the World of Forms Blueprint UI?	It looks cool, but again I have no idea what I would be doing on this screen.	No directions/recognizable UI elements	Need to add some type of UI, directions, and inventory to make it clearer what the purpose of the screen is and what the user is supposed to be doing.
4. How would you add the "Observance" AP mode (aka the online community) to the existing AP map UI?	It could be split up into different parts, or be handled on a different screen entirely.	An online community feature may be too difficult to fit to a physical map.	Adding sections to the "Observance" AP mode would make for greater possibilities and less confusion. The map idea can stay, but other ideas are also needed.

Usability Test Report 2			
Test subject name: Peter Fitzpatrick			
Test subject description: Friend, avid gamer, New Media major			
Usability test question	Subject response	Learned from response	How it applies to game
1. How do you feel about the map system?	It's definitely interesting. It looks like there's a lot going on, but I have no idea what everything means. Needs labels and more UI elements.	No guidance at all, very unclear, needs more UI elements.	Instruction, labels, and good visual communication are important in all UI endeavors.
2. How do you feel about the Severance	I'm a big fan of MGR:Revengeance so I think	Needs some type of HUD/UI elements to	Again, a lot needs to be added to make this screen

<p>gameplay/Power selection screen?</p>	<p>the idea is really cool, but I had no idea what was going on from the screen. There has to be some sort of HUD or UI element to let the viewer know what they're doing, especially with all the different powers this guy has.</p>	<p>communicate the complex gameplay elements to the user. No HUD isn't working.</p>	<p>comprehensible. Power selection screen, node selection UI, etc. all need to be added.</p>
<p>3. How do you feel about the World of Forms Blueprint UI?</p>	<p>I couldn't tell that you would be interacting with this screen from the layout and elements. Very unclear what the user is supposed to be doing.</p>	<p>No directions/recognizable UI elements.</p>	<p>Need to add some type of UI, directions, and inventory to make it clearer what the purpose of the screen is and what the user is supposed to be doing.</p>
<p>4. How would you add the "Observance" AP mode (aka the online community) to the existing AP map UI?</p>	<p>Not really sure since I'm not a network guy. FFXIV makes great use of towns as communication hubs. It's difficult to tell how the non-physical interaction would work. Maybe a forum?</p>	<p>Community would benefit from physical (in-game) meeting points as well. Make it a digital forum.</p>	<p>Need to find a way to balance and maintain the interpersonal and solitary aspects of the online community. Need to think about the most efficient way to foster discussion, communication, and change through novel gameplay and UI elements. So add spaces (WoF?), forum, and unique ways to interact with (irl) reality, such as the connection mapping and idea blueprints.</p>

Usability Test Conclusions Report		
Usability test question	Learned from response	How it applies to game
1. How do you feel about the map system?	Needs more cohesive and affective color scheme. Less clutter, more clarity to what's going on.	Add Instruction, labeled elements, clearer UI. Make background image black and white – there are already far too many colors. Fix color scheme.
2. How do you feel about the Severance gameplay/Power selection screen?	Completely unclear what's going on. Very unprofessional looking. Needs UI and HUD elements.	Add Mind Menu power select screen to make it clear what the user's powers are and that they're using them. Add more HUD and UI elements, clarifying the user is supposed to be severing negative connections.
3. How do you feel about the World of Forms Blueprint UI?	Users again had no idea what was going on. Needs clearer UI elements, labeling, more elements.	Add more labels, instructions, and UI elements. Too sparse, not engaging or clear what's going on. Add an Inventory menu to show nodes are being added to the blueprint and the user will receive something from completing the blueprint. Take nodes out to make it clearer there are nodes missing. Add a blueprint selection menu.
4. How would you add the "Observance" AP mode (aka the online community) to the existing AP map UI?	Users desire physical interaction spaces with their social games. Could benefit from a multifaceted approach to social networking/gaming.	Add a forum. Add physical spaces in the World of Forms where users can meet and interact. Try to make as engaging, multifaceted, and as conducive to real life social benefit as possible.

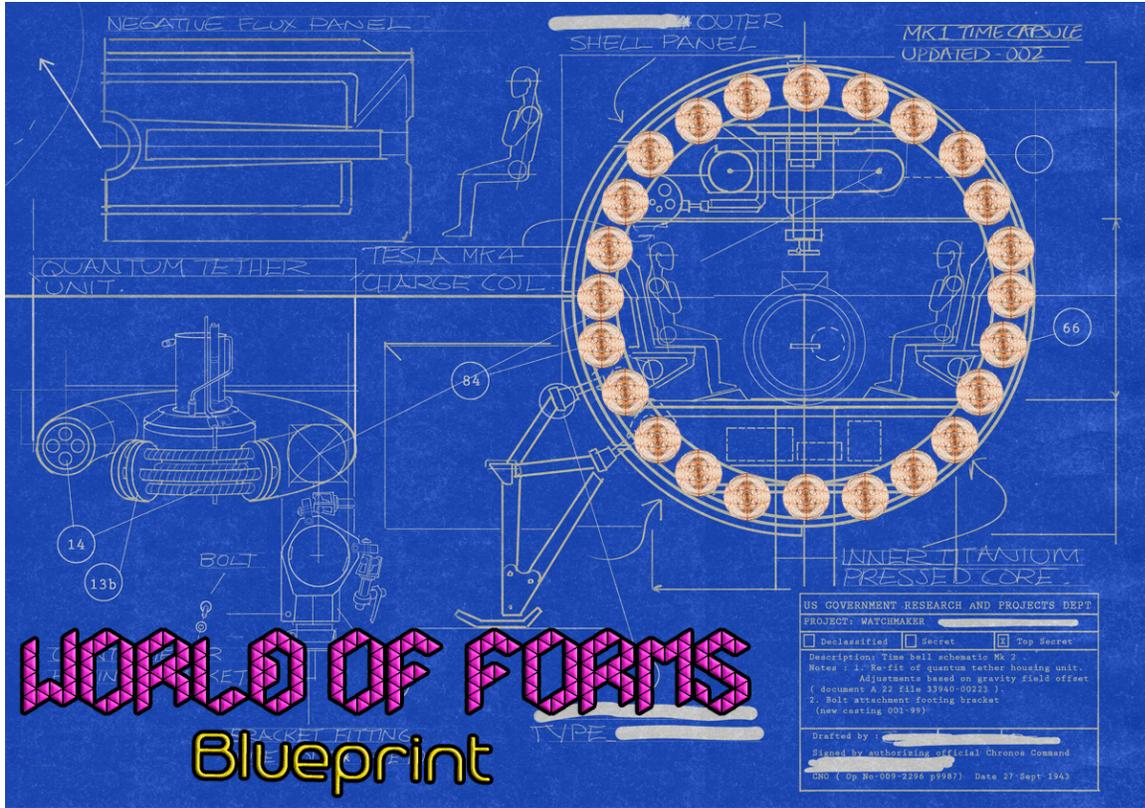
XI. Rough Mockups

Rough Mockups

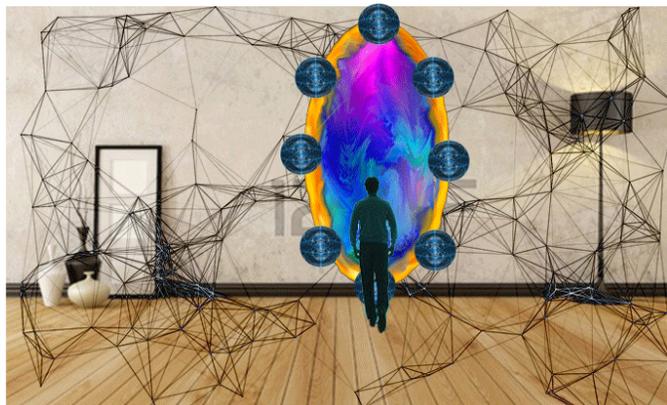
Main Menu



World of Forms Blueprint



World of Forms Portal



Astral Map City Grid



Severance Gameplay



XII. Critique Report

Critique Report		
Category	Critique	Actions to Take Based on the Critique
Visuals	Inconsistent Visual Style/Color Scheme	Worked to keep the colors down to a recognizable base of 3 primary colors – blue, yellow, and purple.
	Too busy	Lowered number of colors present at a time
	Not enough/Unclear	Worked to make a more consistent layout and visual style across pages
Layout	Too cluttered	Made visual elements have their own space and emphasis
	Unclear	Added UI/HUD elements and descriptive text
	Inconsistent	Worked to make a more consistent layout and visual style across pages

XIII. Final Mockups

Final Mockups



