

DES206 – User Interfaces and User Experience Portfolio

Human Testing by Hannah Bellamy

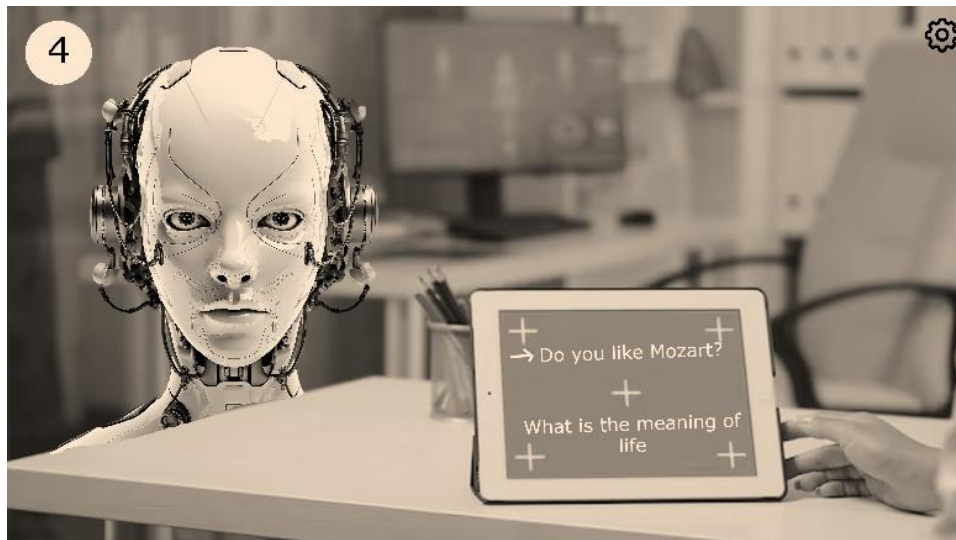
Game Idea

Genre: Puzzle Simulation

Platform: PC

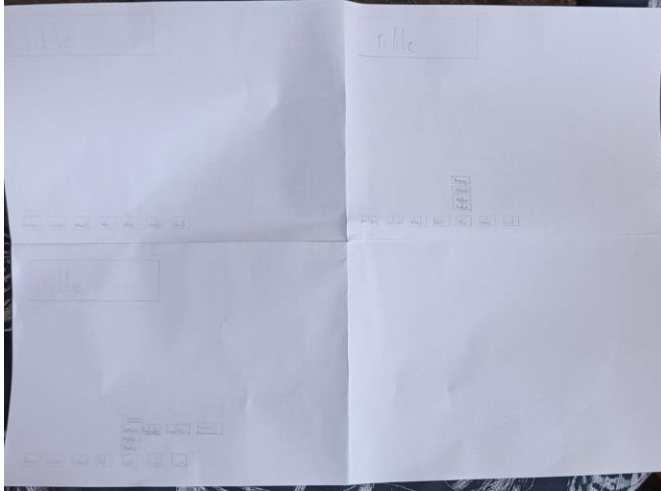
Human Testing is a puzzle-simulation game for PC, similar to the style of *Papers Please*. The player takes control of a Doctor who works as a robot tester at a facility that produces robots. In a clinical setting, the player will have to ask each robot a series of questions before picking a judgement: fit for sale or send for reprogramming. They will have to test a certain number of robots each day over the course of 5 days, after which they will receive an ending depending on how they did and what information they gathered from the robots.

Representative In-Game screenshot:



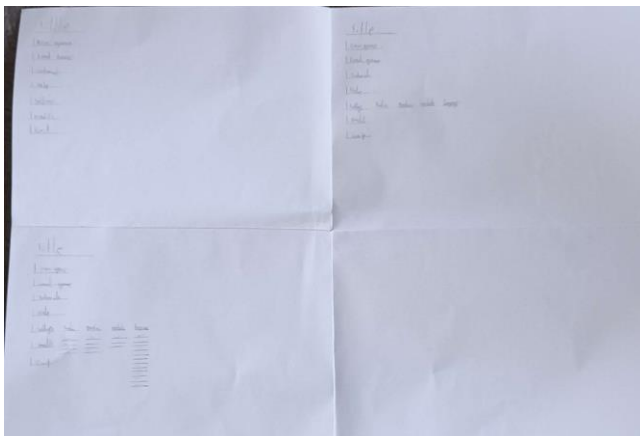
Wireframes

1.



Opinions varied for the first design, 3 participants stated they disliked the placement of the menu whilst 2 others said that they liked it. One participant suggested that for the 3rd pathway; instead of the options being in individual boxes, they should all be encapsulated into one larger container. Another participant suggested that the sub-headings in the 2nd pathway should be in a container – not just the 3rd pathway. One participant suggested that the menu options should be at the top of the page underneath the title and extend down – as they thought it looked bad and distracting being at the bottom and extending up.

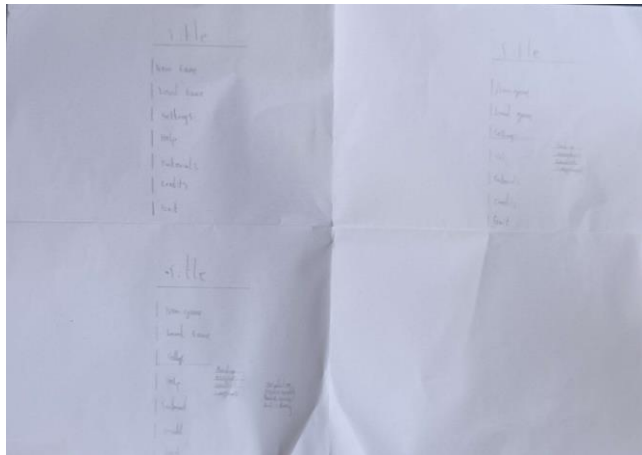
2.



All participants disliked this design. Critiques were: the text is too small, there's too much whitespace, text on the 3rd pathway particularly look too cramped, everything is bunched up into one corner. A

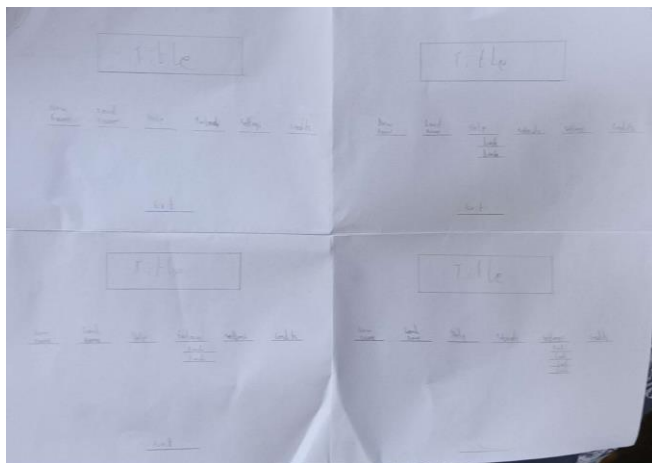
suggestion received was to have the dropdown in the centre of the screen to cover more of the white space and give everything else more room to breathe.

3.



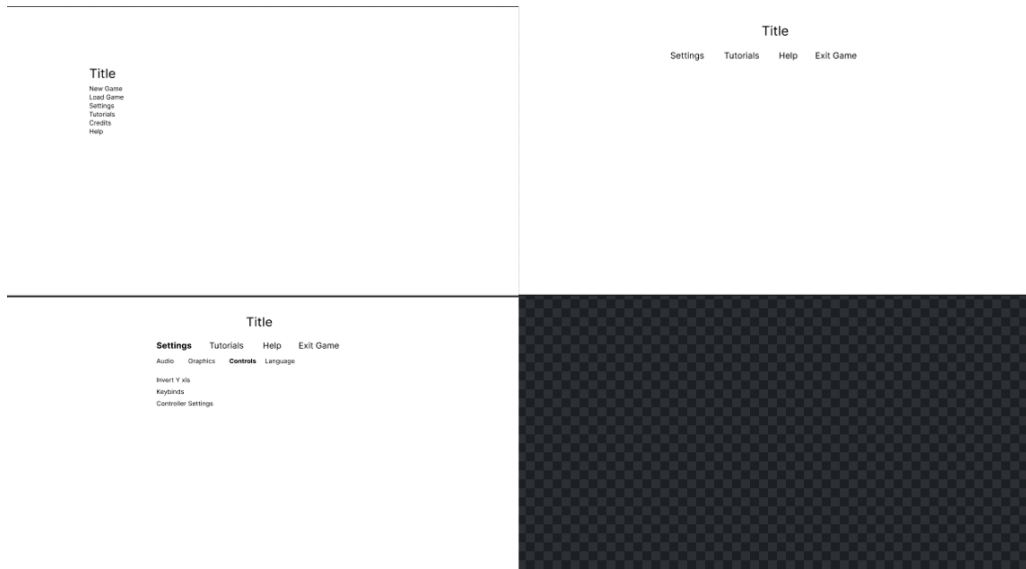
Most participants did not like this design. Numerous participants stated how it felt too squashed and that there needed to be more space for things to be spread out over. One participant stated how their was too much white space on the left on the 2nd and 3rd pathways when the everything extended out to the right, making it feel unbalanced. Another participant stated that it felt weird that the text was left aligned when the headings and title were at the centre of the page. A participant suggested that an animation could work for the 2nd a 3rd pathways if the mouse hovered over a particular heading and then the sub-headings appeared.

4.



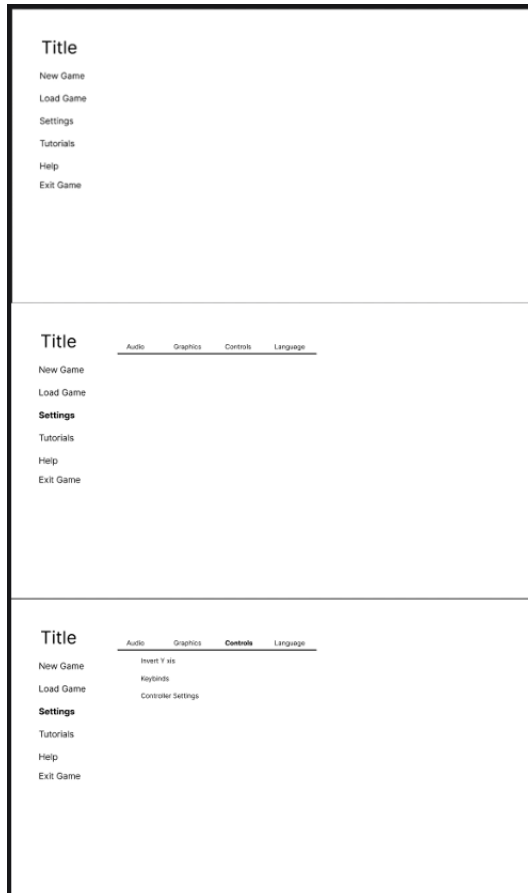
Most participants liked the 1st pathway of this design, one suggested the headings be moved further down to make it feel less top-weighted. The main critiques were in regard to the sub-headings in the pathways being too cramped and close together.

5.



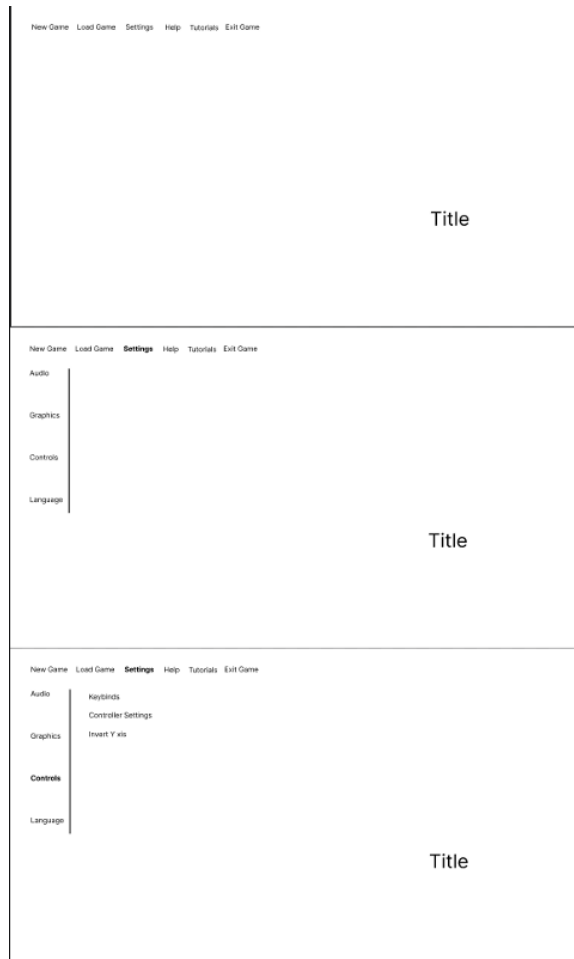
Participants liked the 2nd and 3rd pathways of this interface – they didn't like the first screen as they stated it felt too cramped, and made the rest of the page look empty. One participant stated that the text was too small. Suggestions given were to make more space between the headings on the first screen and to move it so it was equal distance from the top and the side of the page.

6.



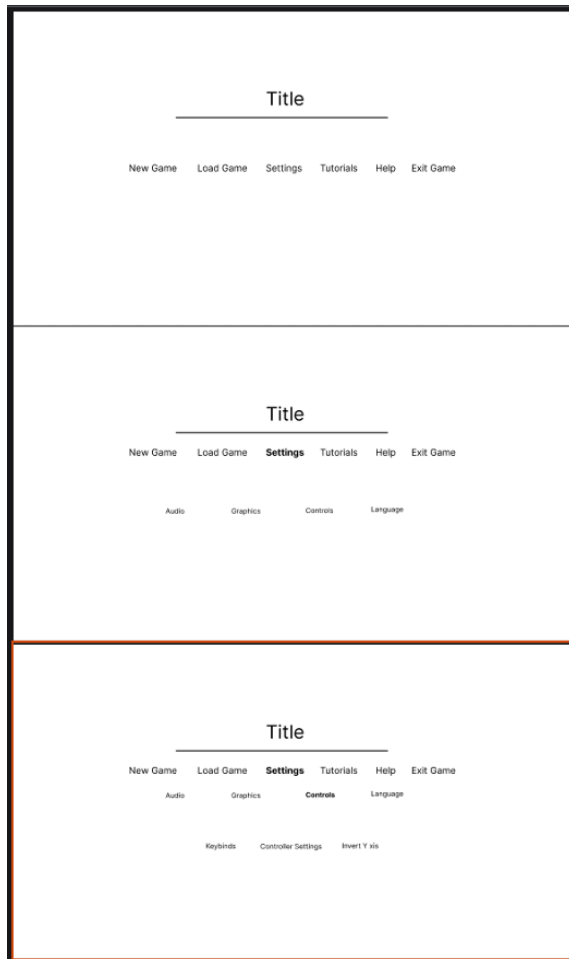
Participants liked this design the most. They stated that it felt cleaner with the 2nd pathway headings being separated rather than coming out from the main headings, unlike the other designs. One critique was to move the 2nd pathway subheadings to the centre of the screen to cover more of the white space. Another critique was that the title did not stand out enough.

7.



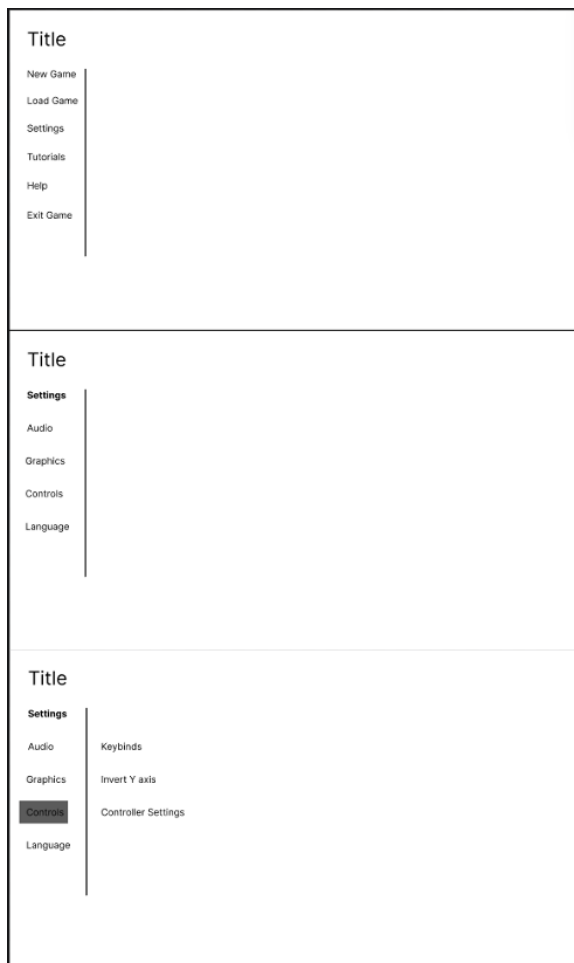
The main critique on this wireframe was that there is too much white space. Most participants noted that they liked the overall positioning, but the headings and pathways could be of a larger font size to increase readability. One participant stated how the 3rd pathway options looked unaligned as they didn't match up to the 1st and 2nd pathway headings. One participant suggested that the title would perhaps look better being in the top right. Another participant said that the main headings were too bunched up into the top left corner and would benefit by being further away from the edges of the boundary.

8.



All participants stated how they did not like how the headings moved up as they went through the pathways. They suggested that there be no movement of the headings between the pathways as it was too distracting. Participants also stated how the text on the 3rd pathway was too small and hard to read. Participants also stated how in the 2nd pathway, there was too much empty space surrounding the 2nd pathway sub-headings. One participant stated how the style was out of ordinary and that the line underneath the title was too short – they suggested it be extended so it reached the ends of the headings beneath. Another participant said they think it would look better if the text was left aligned on the left-hand side of the screen. They also said how this design looked like it would be for a console game, not a pc game.

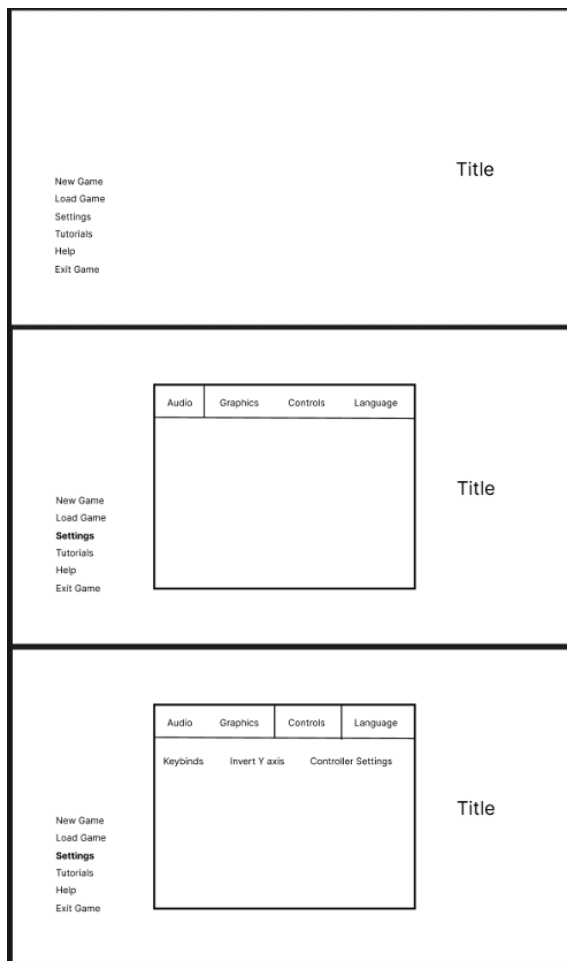
9.



Participants liked the main headings disappearing and just showing the selected heading and the subheadings. Most participants stated how the title did not stand out and blended in with the rest of the menu headings. Suggestions were to increase the title font size and have a bigger gap between it and the headings below, as well as increase the font size of the headings as they were hard to read for some participants. One participant stated that it seemed that the line went too far down and should cut off just above the 'Language' heading. Another participant stated that there was too much space between the options on the 3rd pathway and that they shouldn't be the same size as the other headings. Another

suggestion was to have the subheadings on the 2nd pathway be indented underneath the 'Settings' heading. The box which would show when selecting a subheading was not well received by participants, it was said to look very '2000s' and hard to read as it was black text on a dark grey box.

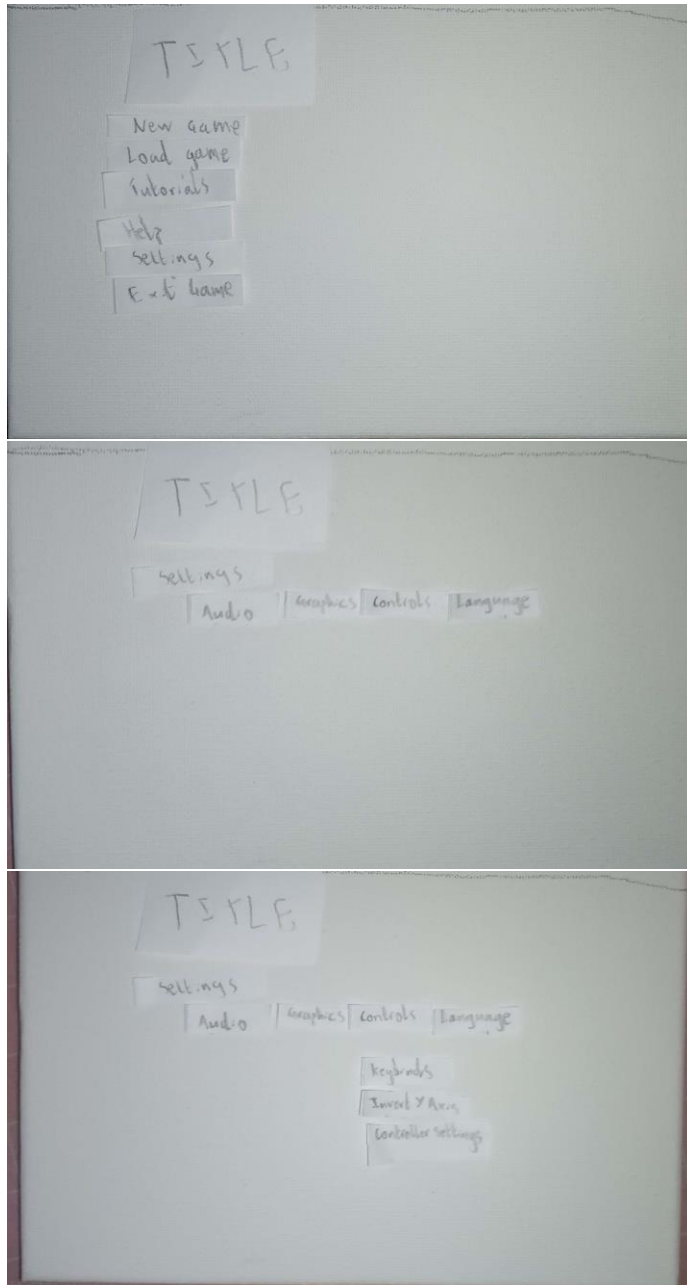
10.



Participants liked the pop-out-box format of this menu. Some participants liked the title being on the right, but others stated it would look better if instead of being centre aligned; it was at the top or the bottom of the page, still on the right side of the screen. One participant suggested that the 1st pathway be centre aligned. Another participant suggested that the 3rd pathway be vertical instead of horizontal and that each individual setting be separated by its own box. They also suggested that there should be

lines separating all the subheadings in the 2nd pathway, and just have the box highlighted to indicate which one has been selected.

Paper prototype

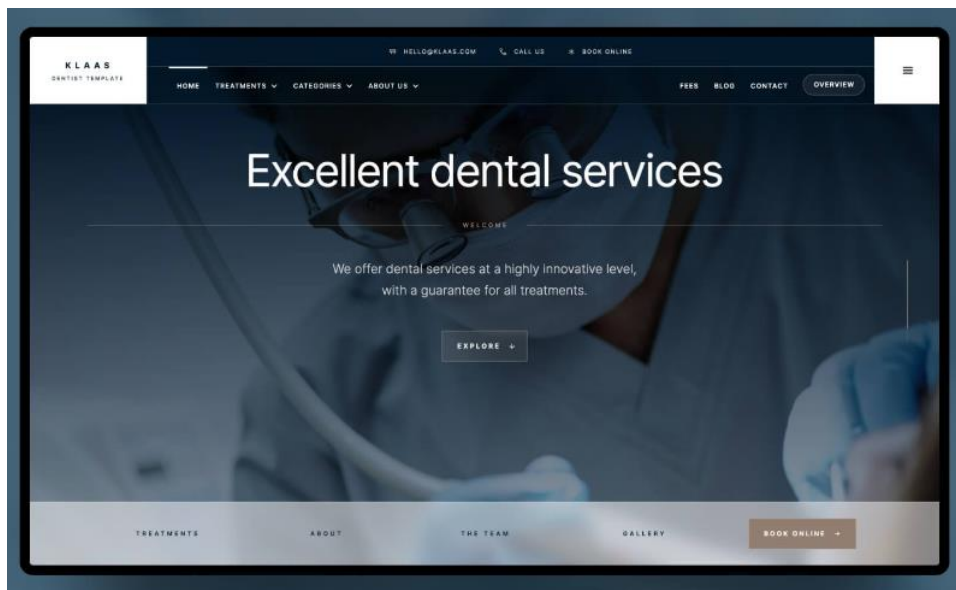


Participants liked the size of the title as it stood out from the rest of the text, but they did state that the rest of the text should be smaller as it felt like it dominated most of the screen. Participants liked that the 2nd pathway was just the settings but stated how there should be a back button. Participants also suggested that the 3rd pathway be in a container and left aligned.

Process of Creation

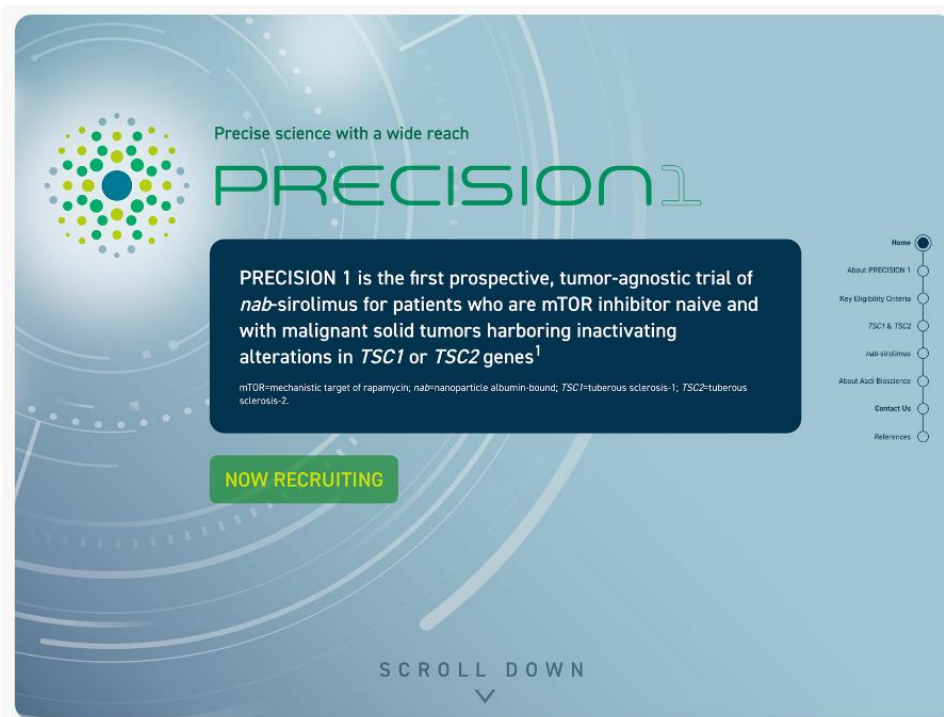
I started by looking at other designs for medical and clinical websites.

[Template for a dentists website](#)



This website had a very minimal and delicate design with the thin lines and gradients which I wanted to take from.

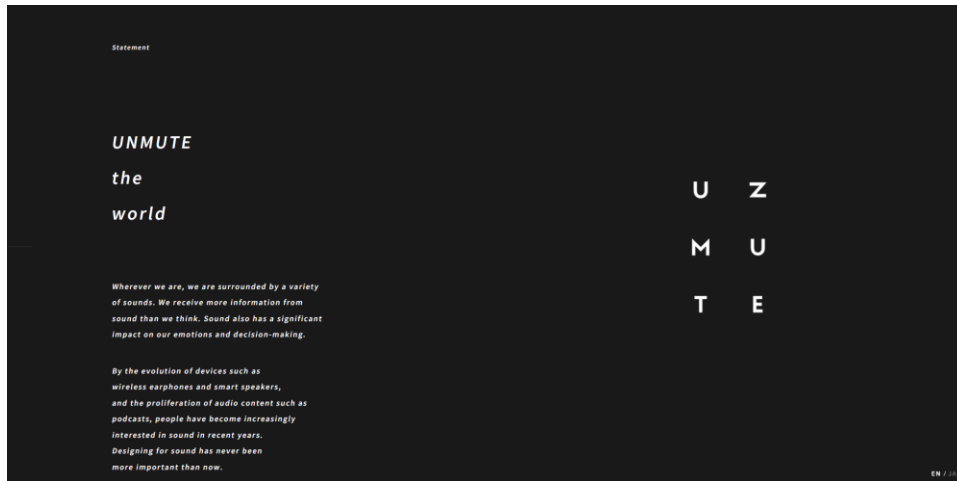
[Precision 1](#)



This website looked dated but the font for the title seemed like it would fit very well within the context of my game. I could not find the exact font for my final design but it helped me look for something similar.

I then looked more broadly for other websites which had minimalist designs with limited elements.

[Unmute](#)



This website had the title on the right side and all of the text left aligned on the left, this layout stood out to me.

[FiDO](#)



This website had very thin lines and a two tone colour palette using gradients of the two colours into white. I wanted a similar feel for my game as it felt very professional yet simple.

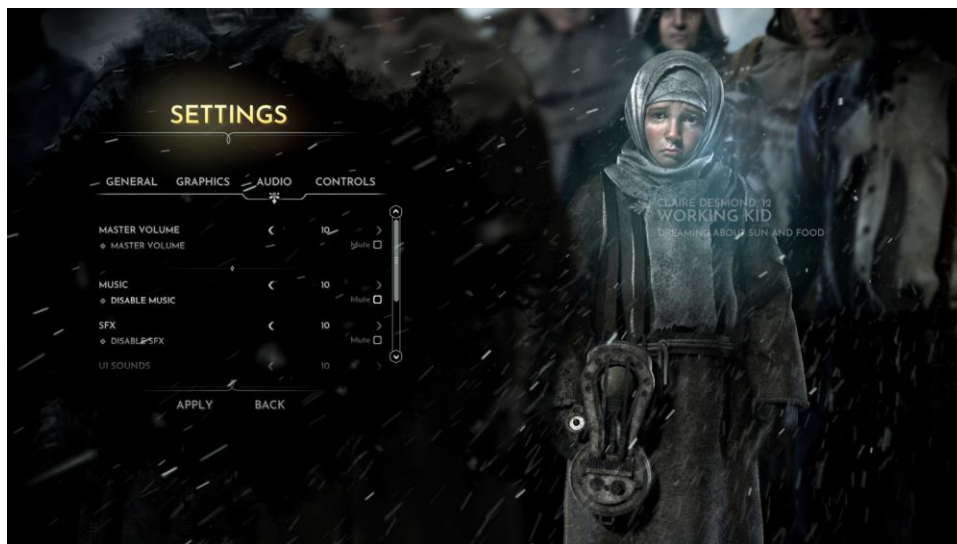
I then moved onto looking at specific video game menus.

The Outlast Trials



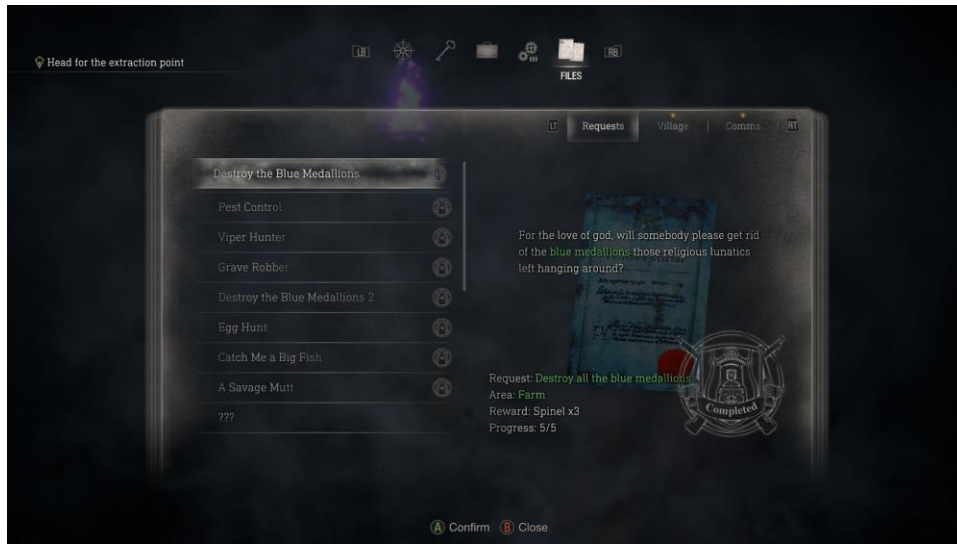
The Outlast Trials has similar themes to my game, so I took inspiration from its menu to aid my own design choices – the font in particular. I could not find the exact font so instead looked for something similar.

Frostpunk



The Frostpunk UI is very minimal with sleek lines – it's compact and leaves room on the right side of the screen for a visual, all elements I took for inspiration.

Resident Evil 4



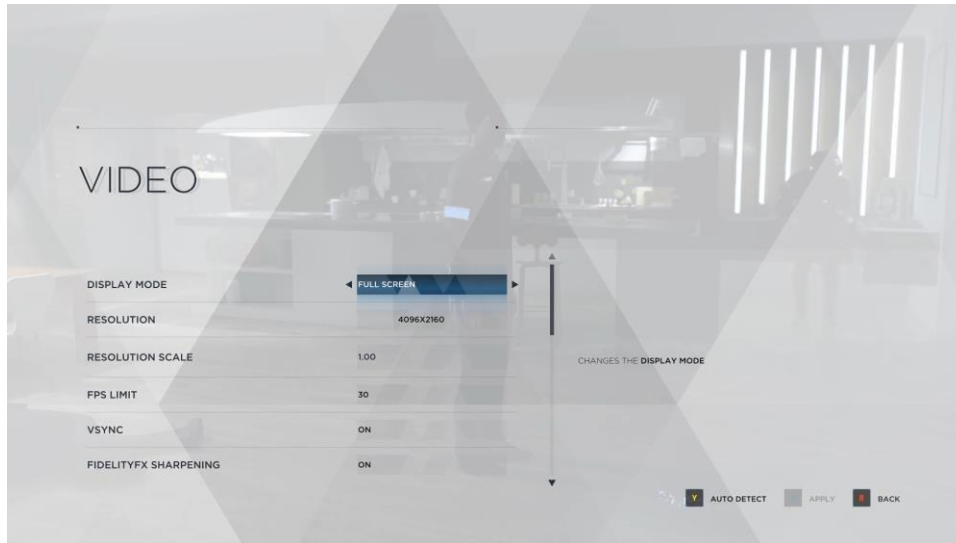
I had the idea of having an animation into the 2nd pathway which would switch from looking out a window to down at a clipboard on the desk. The clipboard would look something similar to this Resident Evil 4 screen. However after doing some research, I decided to steer away from any animations as according to Cooper in About Face: the essentials of interaction design (2014), 'motion and animation must always be used sparingly and judiciously'. Instead I took from the colouring of the grey gradients around the edge of the book container.

Half Life 2



Half life 2 has a simply yet effective main menu that uses in-engine footage to render the picture for the main menu – it also has the settings on a pop out menu. Both things I took inspiration from.

Detroit Become Human

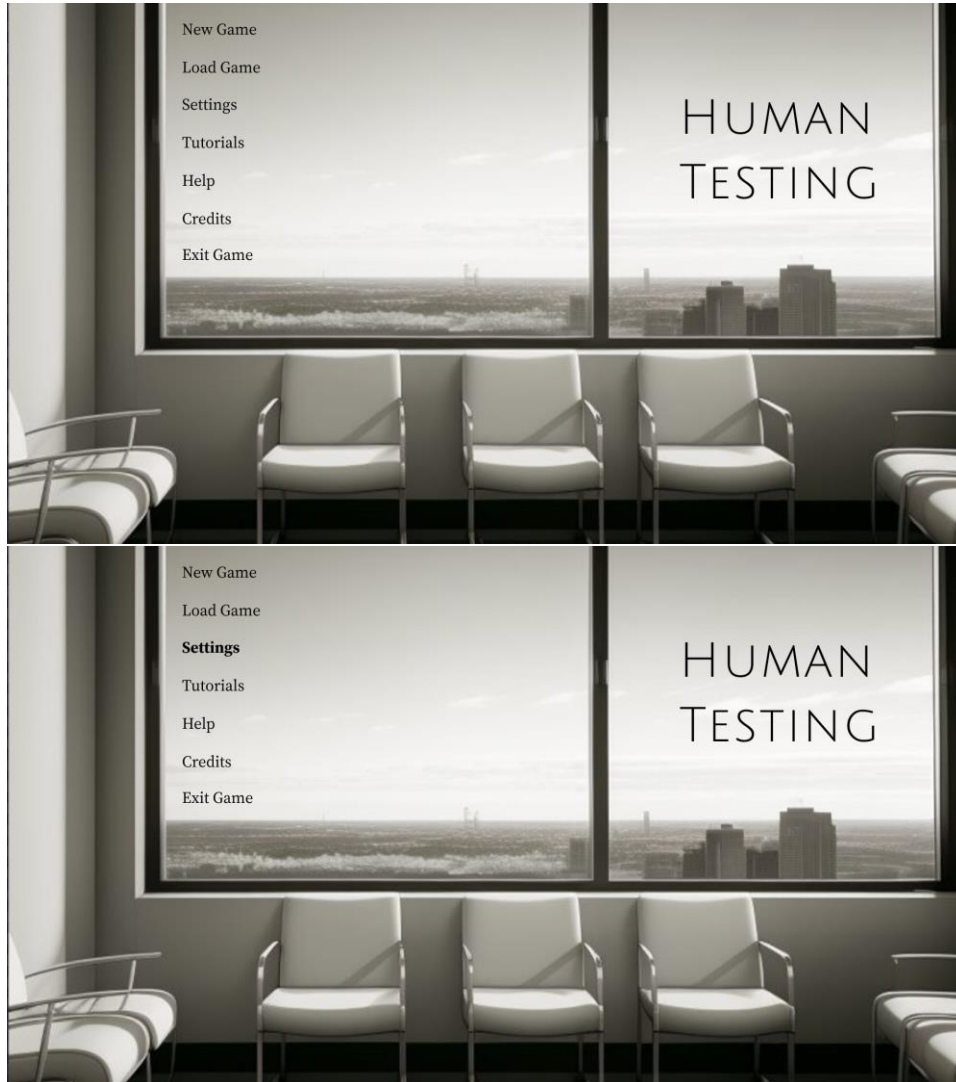


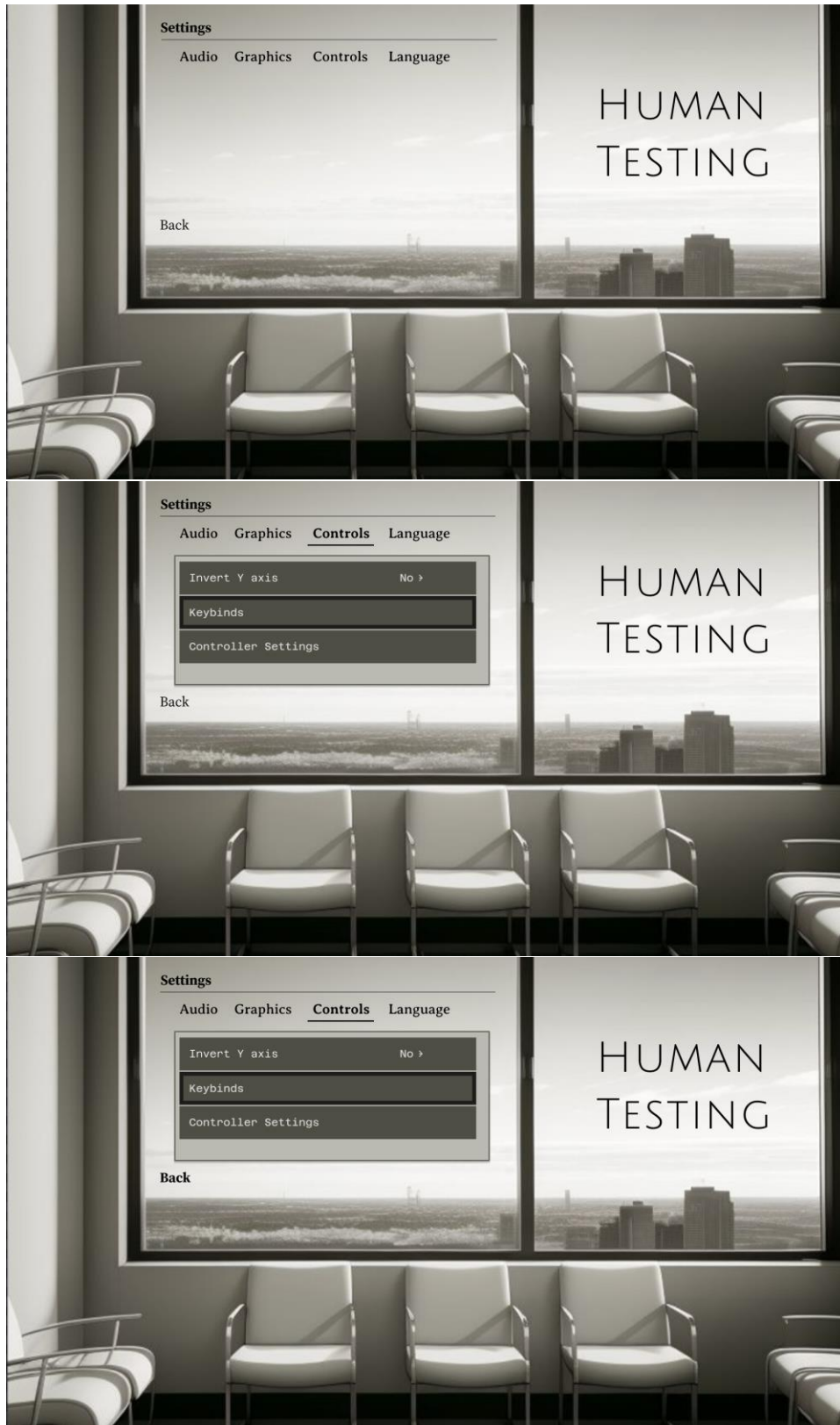
Detroit Become Human as a game is similar in premise to my game, it's UI reflects the robotic themes within the game through the font and colouring.

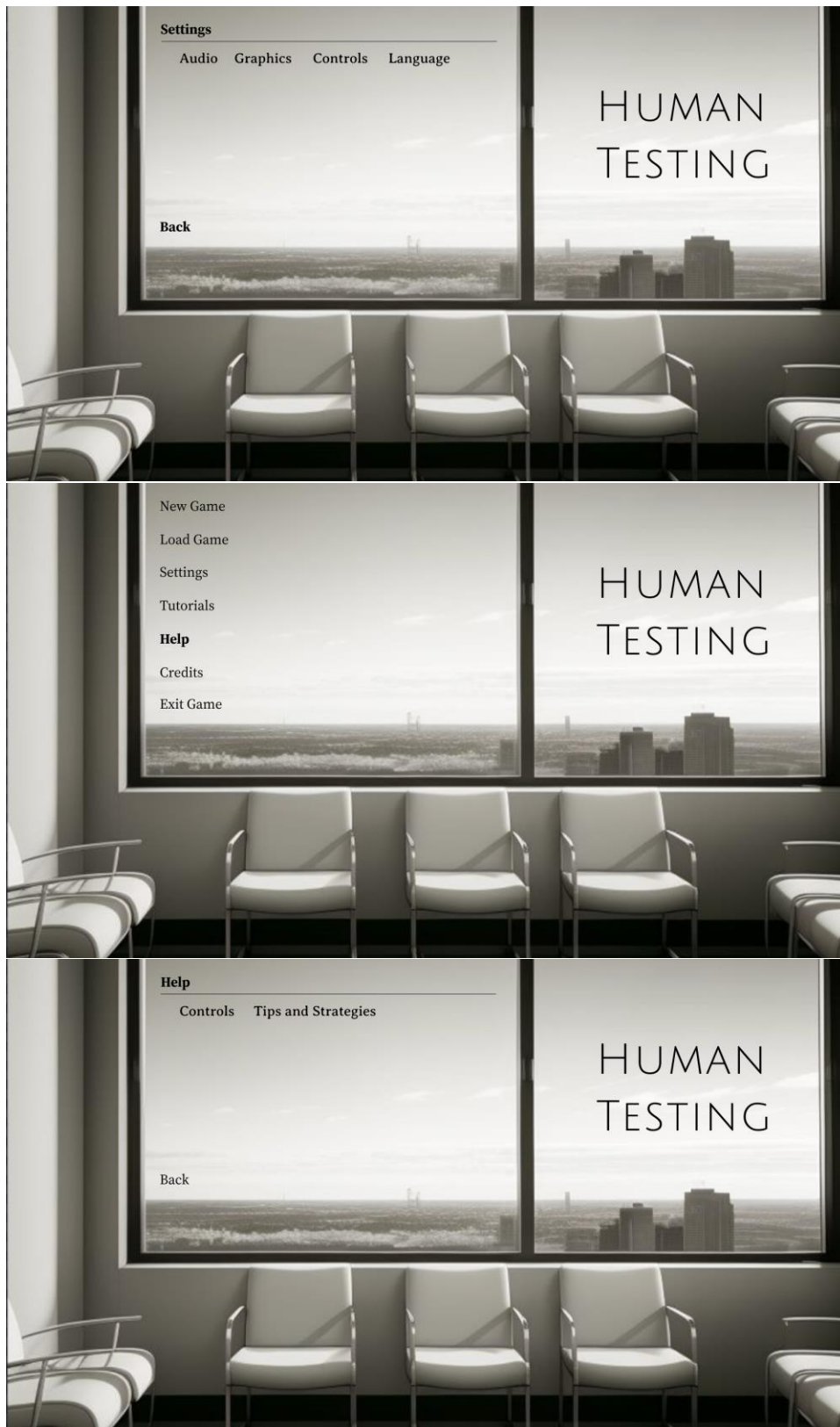
Next I moved onto looking for specific fonts to use. One journal on the Personality of Cleartype Fonts by Shaikh (2006), stated that serif fonts were seen as more traditional in personality – this is the feel I wanted to aim for through my design so I decided on serif for the main and subheadings.

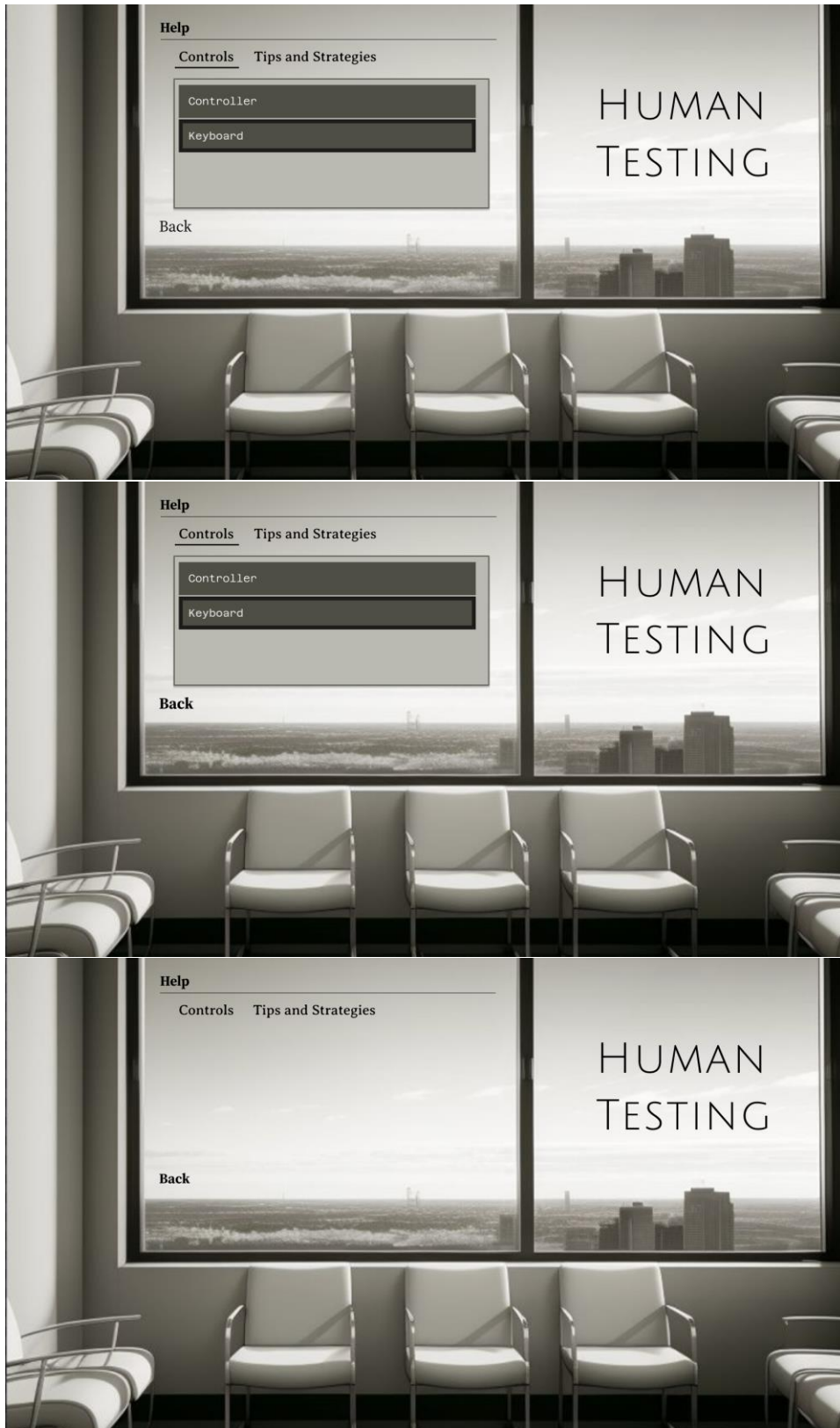
Research into different types of serif fonts led to the finding from [adobes fonts site](https://adobe.com/fonts) that source serif 4 was used often for headlines, therefore I used it for the main headings.

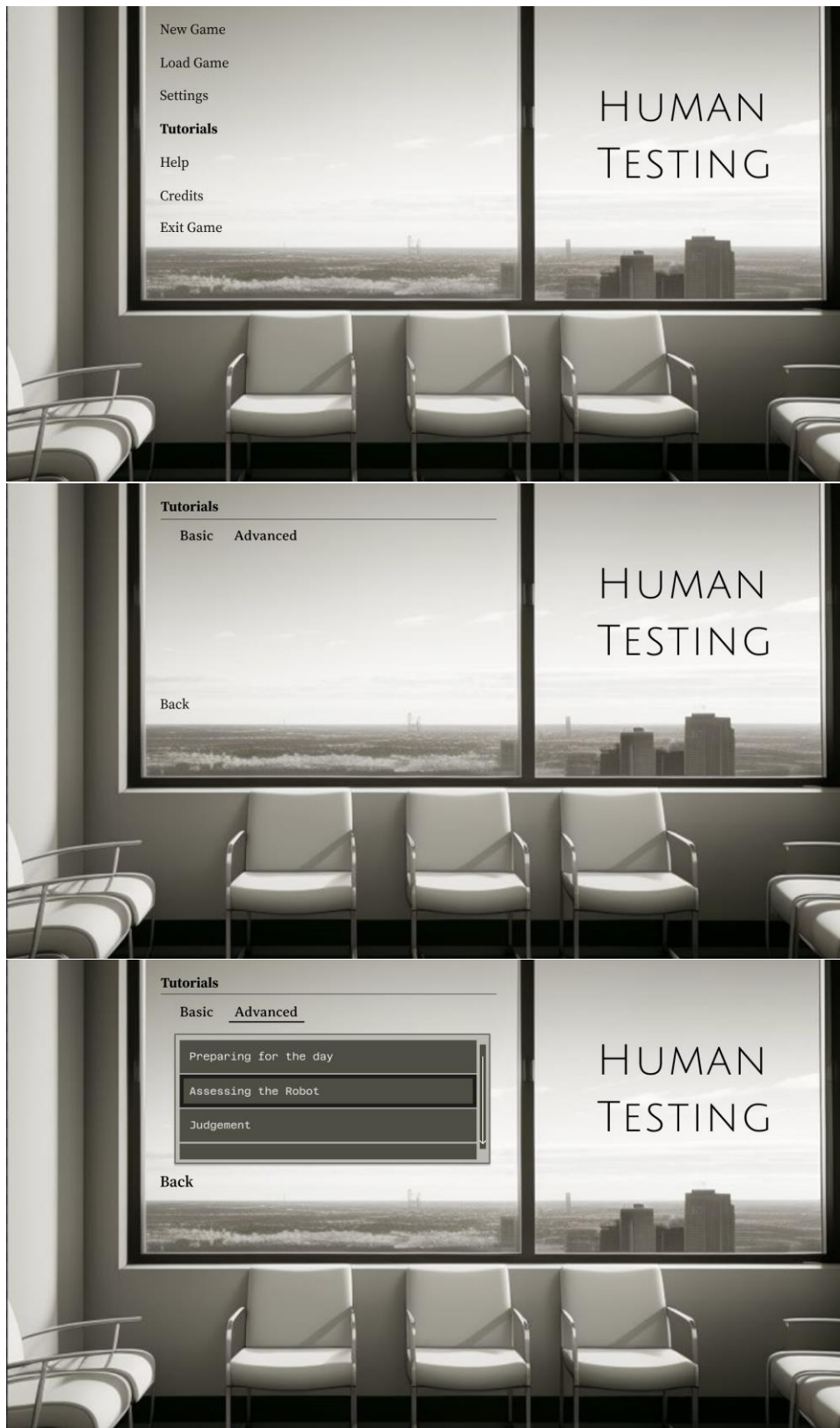
Final Design











Justifications

Benyon in Designing user experience (2019) notes how hierarchical structures should be kept as a sequence, rather than a network in order to minimise any chance of a user getting lost or confused with the UI. Due to this, I kept it so the user only ever has to go 1 layer deep, all they need to do is press the back button and they will be right back at the main menu.

Williams in The non-designer's design book (2015) says that proximity indicates the importance of relationship between objects – so every object should be aligned with the edge of another. I ensured I followed this in designing my work. Also in that book, it was said that repetition in typeface strengthens connection – therefore I decided to make the headings and subheadings have a similar font (both in the serif family) whilst having the options and extra text as well as the title in a different font to distinguish them. The last principle I took from the book was that contrast can be used by having a background box and changing the font colour.

In UI is Communication by McKay (2013), it is said that 'users often scan a page using an arching pattern. Starting in the upper left corner and ending in the right'. I kept the title always visible to the right of the page and all the pathways would be read in that arching pattern as they are navigated.

I decided to left align the main headings towards the left hand of the scene and fit them within a container created from the window, I chose this placement as it was most liked from my wireframes. I ensured the size of the font was readable and evenly spaced as per the criticisms from my 5th wireframe. I aligned the title to the centre of the second container on the right hand side of the screen as the title being on the right side was a positive from my wireframe testing.

For the second pathway, I made it a second screen where the main headings (aside from the one selected) disappear – to go back you simply press the back button at the bottom of the container to keep that ease of sequence. I added a line below the settings as well as making it bold to signify it is higher on the hierarchy, it is in charge of the section. The first subheading under the second pathway is indented from the main heading to further signify it is lower on the hierarchy.

The selected subheading on the third pathway is indicated by a line under the subheading. A box pops out with a slightly darker background and a darker outline – I did this as this was the preferred format from my wireframe testing. The selected option within the container is further outlined with a dark outline.

Julius Sans One is the font I used for the main title as it was similar to the two fonts I identified within my inspiration. For the options on the third pathways, I used the Azeret Mono font as it looks like typewriting and fits in with the general theme of my game. I also made the text white to make it further stand out against the darker colour of the container.