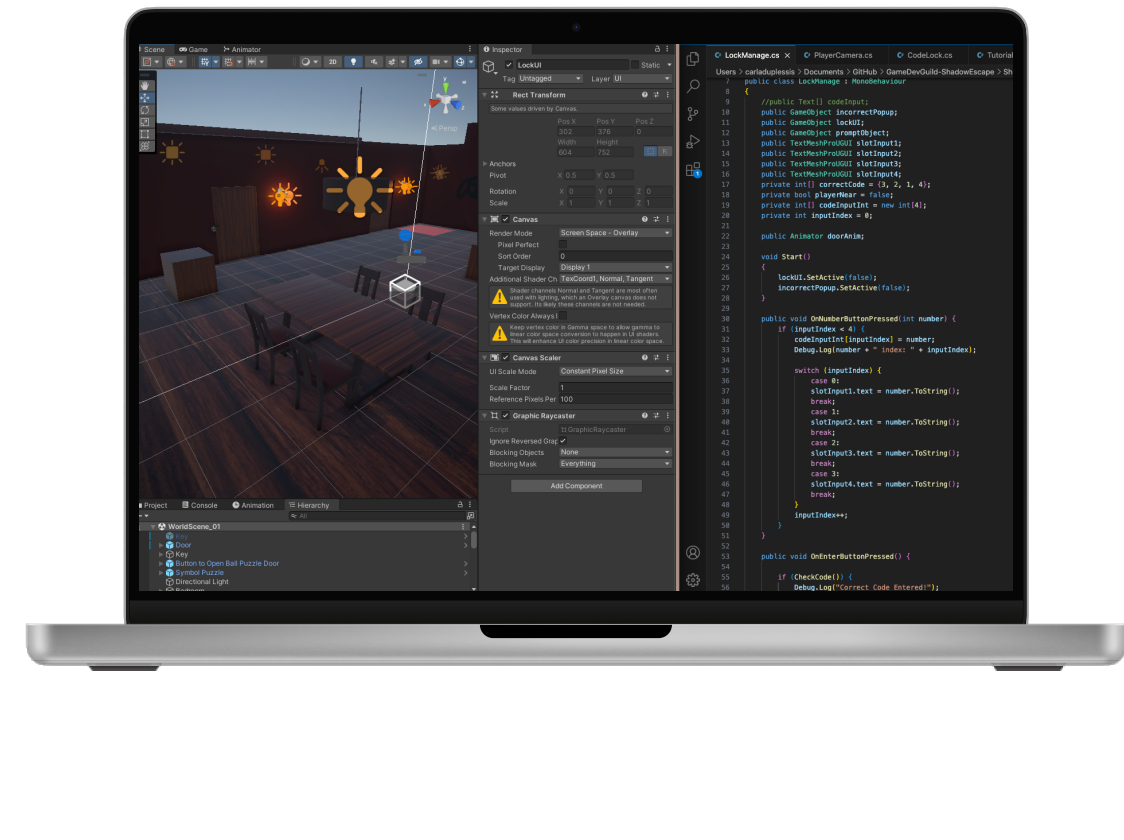




Video Game UI & UX Design

Conducted user play testing to incorporate into game design and UI.

Overview

I worked on a team-based project to design a 3rd-person video game in Unity. The game is an interactive thriller puzzle game working with AI character functionalities, mapping and design of the game environment, player actions, and in-game UI design. Throughout this process, I led the UI/UX design to ensure we met design requirements, I creating interview data for user play testing, and used feedback from test players to iteratively develop the game UI and bugs to ensure the best player experience and consistent UI throughout the game.

Goal

The objective of this project was to develop an interactive game, while including game design functionalities and methods to create a fully-functioning video game.

Roles

Lead UI/UX Designer

Game Developer (C programming)

Tools

Unity, Visual Studio Code (C)

Team

4 Members: UX/UI & Development

Timeline

Jan - May 2025

1

UI/UX Planning

2

UI/UX Design & Scripting

3

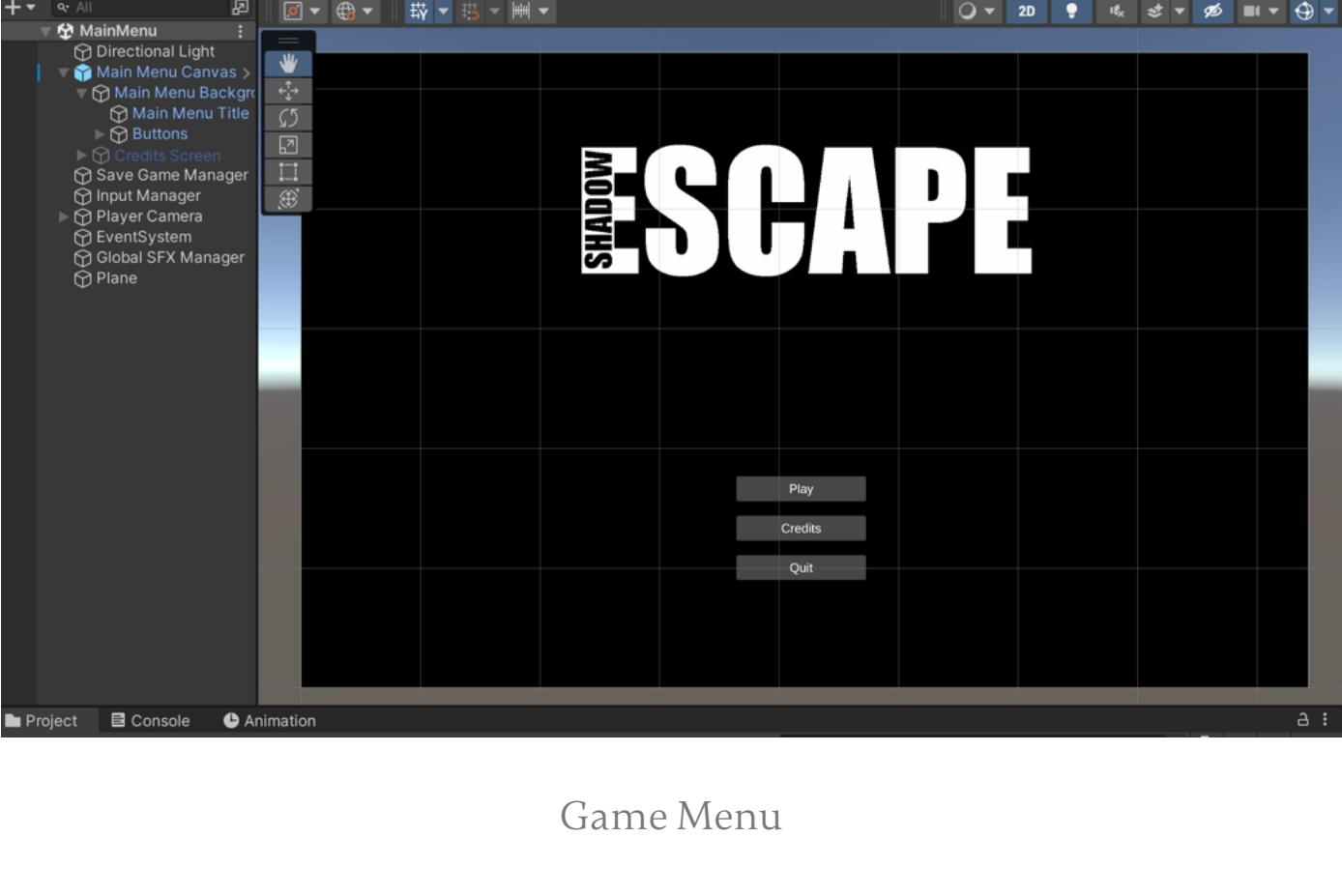
Play Testing

4

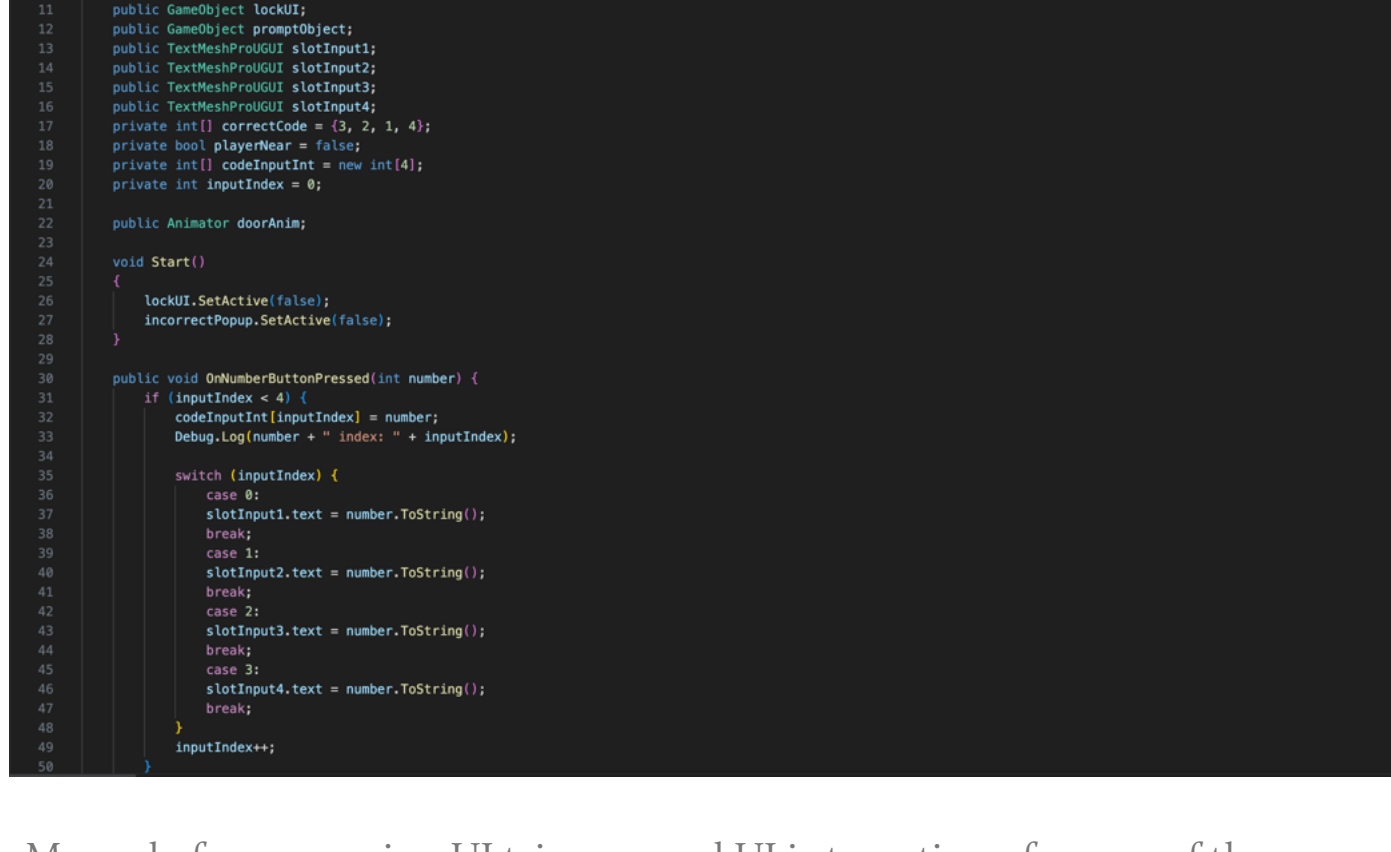
Final UI/UX

UI/UX Planning

Since this is a puzzle game, I started my planning by brainstorming the puzzles and sequence of puzzles that the game player would have to complete, discussing this with my team members to then understand and plan what UI each puzzle would need, including doing a game tutorial and in-game UI popups that would be essential to help the player understand the next steps of the game.



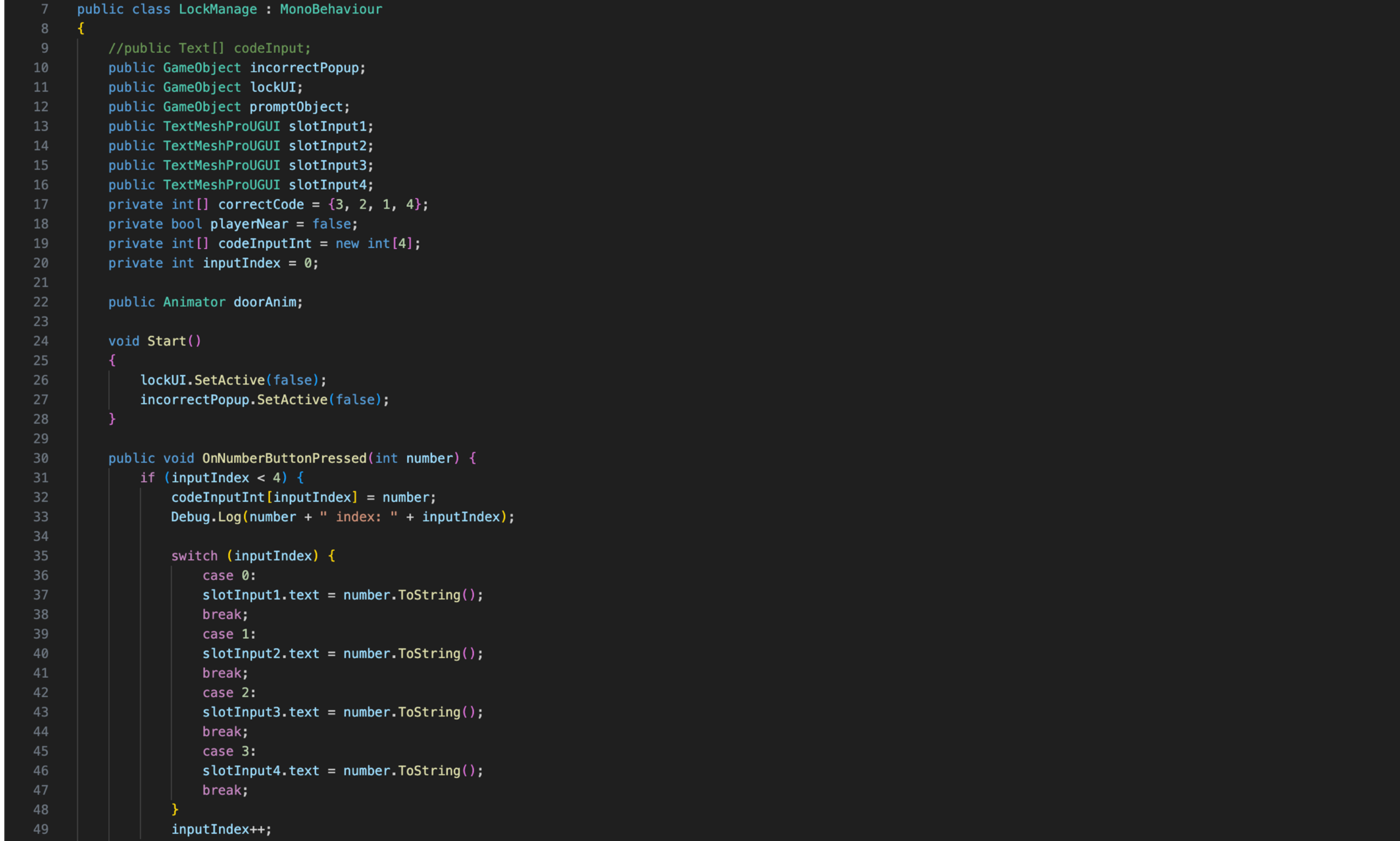
Game Menu



My code for managing UI triggers and UI interactions for one of the game objects

UI/UX Design & Scripting

For the actual implementation, I designed the UI within Unity, as well as doing scripting in C using Visual Studio Code to add trigger and connection functions for the UI. This required me to do a in-depth walk-through of each puzzle in our game, to think about every interaction, UI to match each one, as well as having them all work together to create a seamless gameplay experience.



Code managing a puzzle that requires the player to interact with a lock to enter numerical passcode



Game Over Screen UI Overlay

Play Testing

Upon completing around 80% of our game, we moved into user play testing. For this I created a script and questionnaire for users to give feedback on their game experience. The next part was to sit with players and observe how they play the game, while taking notes of their think-aloud comments.

Play Testing Steps

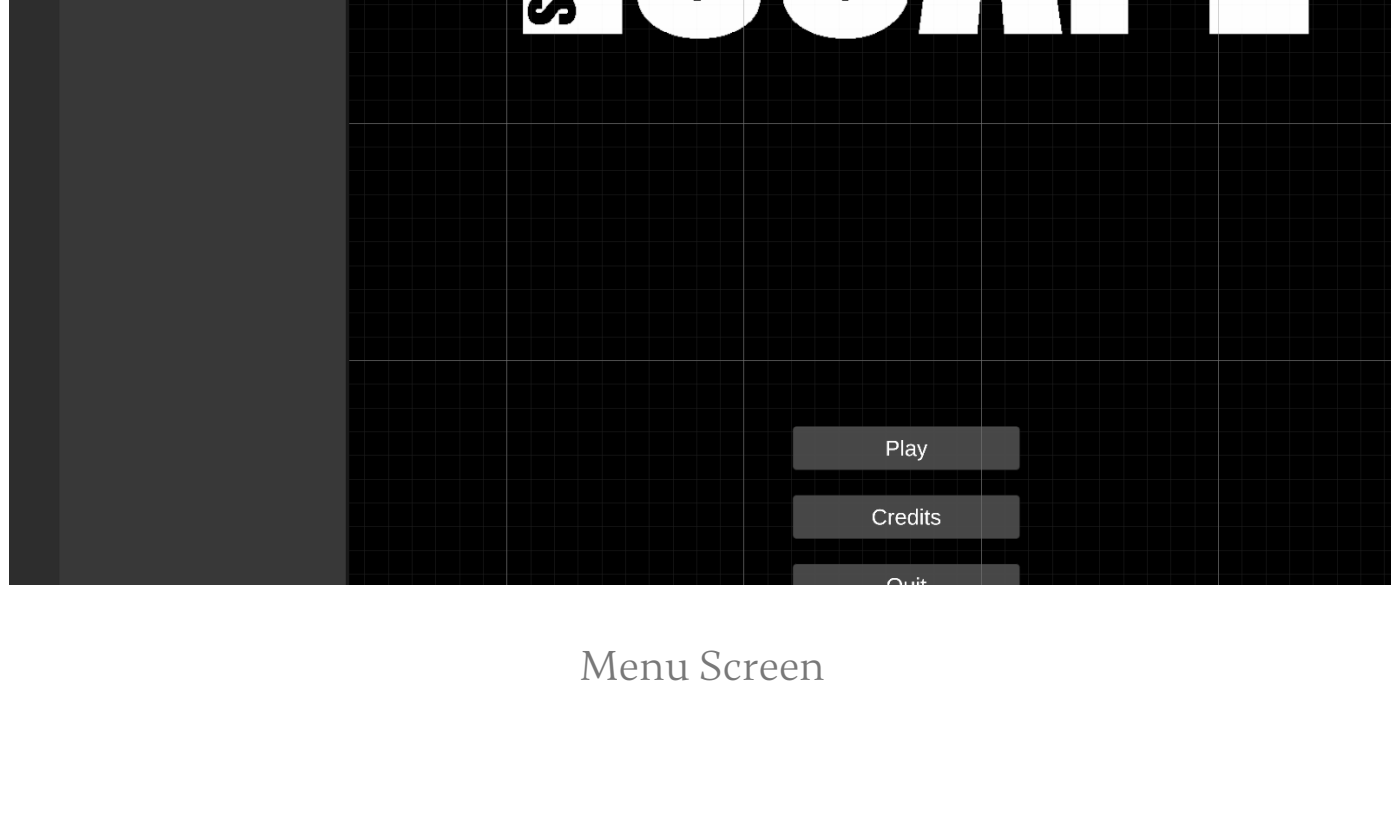
- Developing a play test script and questionnaire for testing
- Conducting play tests with players thinking aloud to express thoughts and give feedback.
- Had players fill out a worksheet for feedback and rating for the game elements.
- Formatted a document to summarize our data
- Analyzed the quantitative data and noted the main concerns and comments.

Takeaways

- Missing UI instructions in some parts of the game, that cause confusion. (e.g. image puzzle)
- Game details and clarity. We observed that some players didn't know what to do next after they solved a puzzle (e.g., they would not expect or know that a new door had been opened.)
- Camera control sensitivity is very high for effective game navigation and movement.
- The ghost follows the specified path and does not interact with the player enough to make it feel relevant

Solutions for Future Development

- Ensuring that the UI is always be clear and visible, and adding all the necessary UI that might be missing
- More consistency and make improvements to the wording of some of our UI elements.
- Lower the camera sensitivity to be lower and test with a mouse so its rotation doesn't make the player uncomfortable while playing the game.
- Add new functionality to the ghost AI to follow the player around the house.



Menu Screen

Final UI/UX & Project Results

In progress.

Results & Project Success

With our current iteration, we are implementing these improvements we have gathered from play tests.