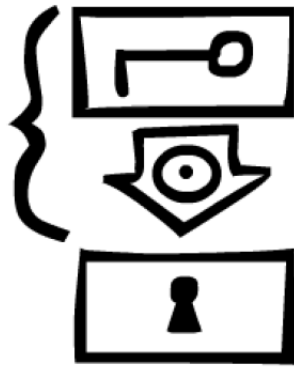


COPPER STONE SEA
presents



The Key Tax

UX Flow Diagram

The user's journey through the various game screens



Introduction

This document is made to envision the player's various journeys through the UI of a game. This includes the menu's and options surrounding the gameplay, as well as exiting the game and the game ending.

The final iteration in this document describes how the final flowchart looks like, using the menu's and options actually present in the game.



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Player Assessment

The target audience for the Key Tax is:

- ▶ 14+ players of all genders
- ▶ Moderate+ first-person gameplay experience
- ▶ Interested in puzzle-focused gameplay rather than competitive or reaction-based gaming
- ▶ Players who enjoy elements of surreal or satirical comedy.

Player flow guidelines taken from research:

- Keep track of what the player **knows** and can be **reasonably expected to know** (target audience)
- Keep haptic interface in mind when creating user flows.
- Keep in mind what players **want to do** and **how fast they want to achieve it**. (Amount of steps)
- Have some form of confirmation whether a player really wants to quit.
- Unskippable tutorials might enhance the story but obstruct player flow.
- Make sure that features are listed under clear submenu labels. Having level select only after 'New Game' might not make complete sense.
- Try to avoid loading screens as much as possible.

We are looking to create a UX flow that provides the player with information when they need it, but also hide away information when it is not requested.

For this reason, we shall hide certain game information under a button press. This makes it so that the player has a completely clear overview of the game screen while playing, but game progress information is never too far away.

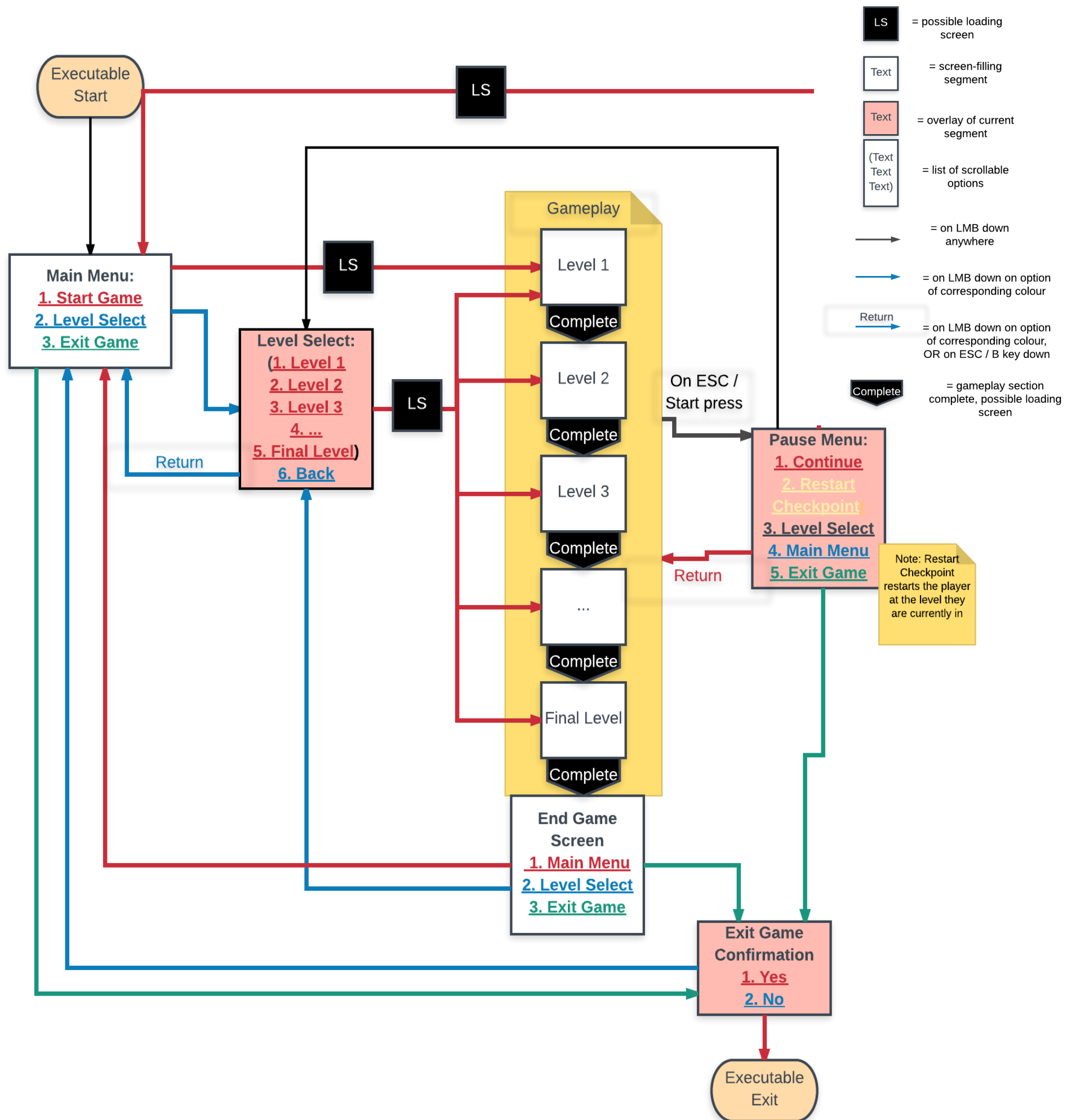
Testing guidelines:

- Test how players explore the UI and understand the various possible player journeys.
- Test **how fast players understand** what is in front of them.
- During testing, **ask the player where they would go next**. (Empathy)

Edge Cases

- Alt+Tab
- Software crash
- External intrusion (moving away from keyboard)
- Idle but not away from keyboard

Iteration 3



Changes & Description:

This iteration of the flowchart is what we finally ended up putting in the game. At this point of writing, no end game screen is implemented yet. This has been planned for the last sprint.

- Pause game menu now has "Restart Checkpoint" and "Level Select"

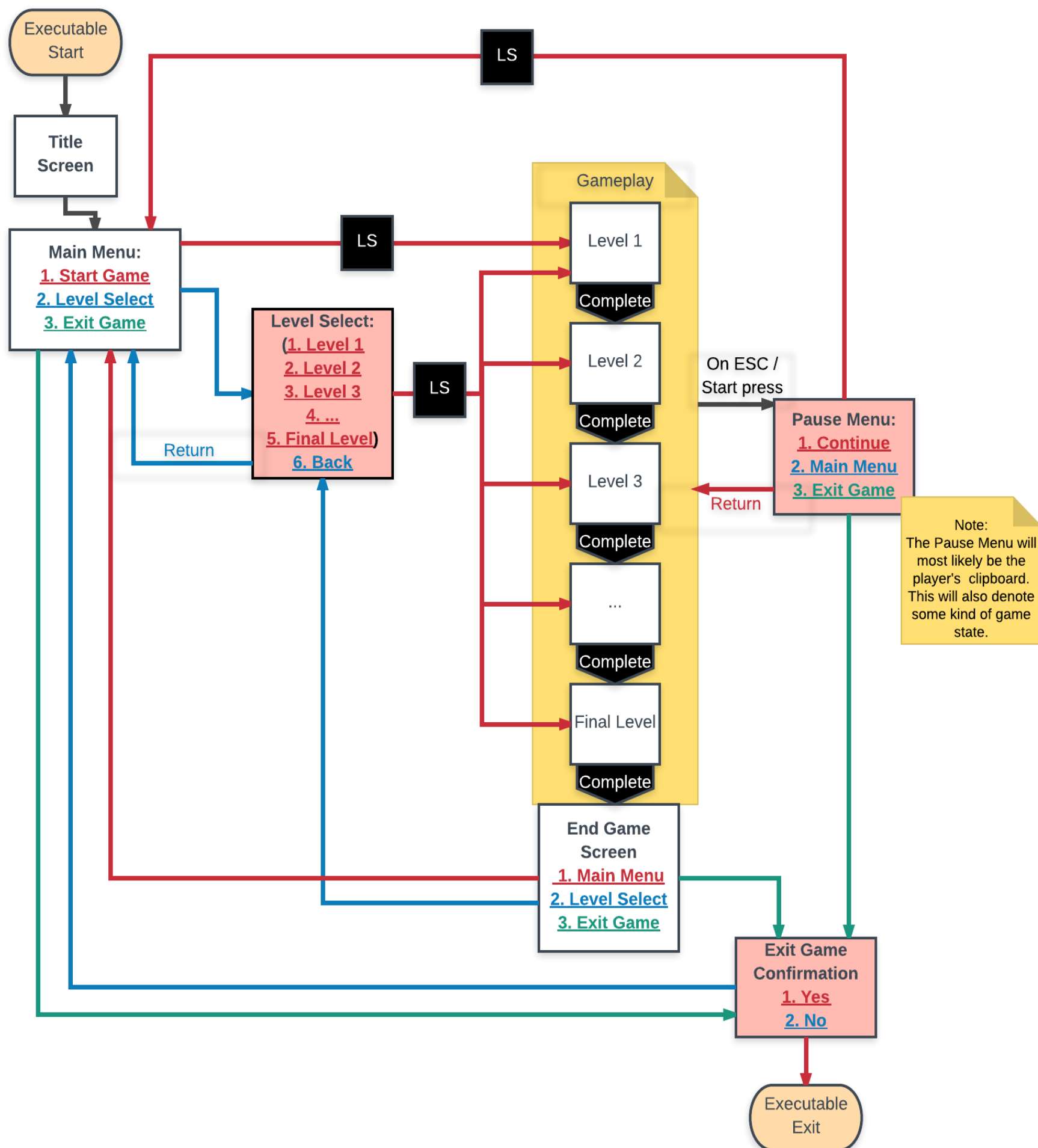
The reasoning behind these additions is that players or reviewers of the game might decide to quickly swap between levels they'd like to replay or skim over again. We wanted to provide access to level replay/selection as soon as possible, and a slightly more cluttered menu was the price to pay for this addition.

The End Game Screen also provides a Level Select option for the same reasoning.

Recognisable level names will be added to the level select screen as soon as our game flow is complete.



Iteration 2



Changes & Description:

This iteration of the flowchart has been improved for readability based on Alan's feedback. It has been provided with a key to indicate which icon means which action, and uses colour coding to signify a player's decisions in their journey.

- Possible loading screens

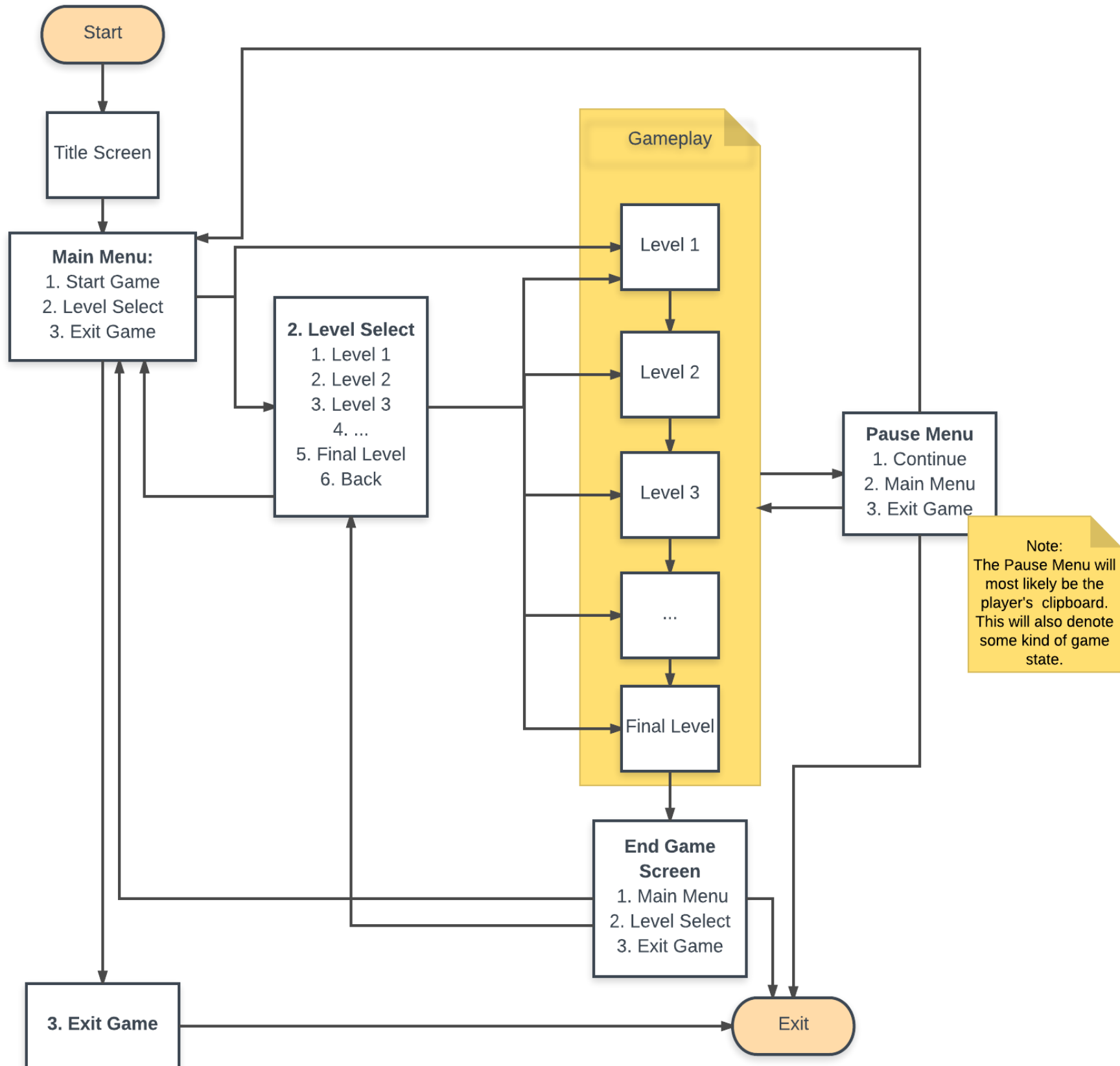
These have been added to signify any full-screen interruptions of the player's journey that are not part of their intended goal.

- Indications for menu overlays

A player's journey is reset in their mind upon entering a completely new screen. This means that using overlays will not only signify the player they are in a bigger menu, they will also be more inclined to still return to a previous menu.

Menu overlays in the game will be displayed by a **blurred background** or **white encasing of menu options**.

Iteration 1



Description:

This first draft of the UX Flow Diagram encompasses basic player journeys and describes which options are available from each journey. The chart was created before any mention of gameplay was made, but the following decisions were informed as such:

- Level Select

We have opted for level select over a saving system as this helps prevent some development issues, as well as a level select system being necessary for successful IGF submission.

- End Game Screen

Since the game is supposed to be relatively short, a main menu button will be created to reset the player's journey at the end of a game.



Reflection

Making these flow diagrams helped tremendously with my insights of how players use a product and how to craft a useable, professional journey toward the most interesting points of gameplay.

Alan's feedback has given me insight on heuristics and semiotics for developing menu's, such as submenu's, full-screen journey resets, bread crumbing and player memory and affordances in menu's.

I feel like I have a clear grasp now of what it means to create a complete player journey around and including gameplay.