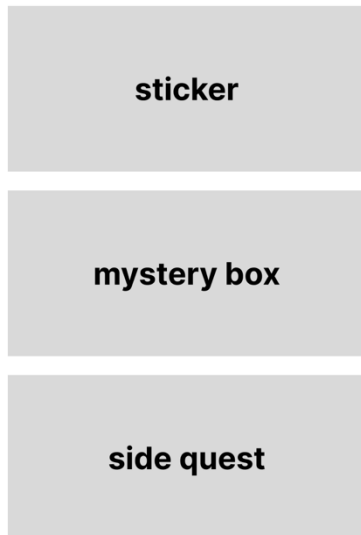


Boardgame App Design iteration:

I've updated parts of the board game app design, including the question page and home page, based on feedback. These changes improve the UI and UX, and they also support future development more effectively.

Initial version:



Feedback:

Before moving into the Hi-Fi design phase, I believe we overlooked a few key elements — specifically, the rule book and possibly a digital dice roller to support the gameplay experience.

What I plan to do:

I would like to add two placeholder buttons to the design for now:

- One for the Dice Roller
- One for the Rule Book

Iteration 1:



What have I changed?

I reduced the size of the blocks and added two buttons at the bottom of the page. This way, players can easily identify them without confusing them with the main game components.

Feedback:

Based on feedback from the stakeholders, they suggested removing the digital dice roller. They felt that including it in the app might reduce the physical engagement and overall appeal of the board game experience.

What I plan to do:

I've decided to remove the dice roller feature and will no longer include it in the digital app and the design. After considering stakeholder feedback, we believe keeping this part physical preserves the board game's charm and player engagement.

- Remove the digital dice page and button.

Iteration 2:



What have I changed?

I've removed the dice rolling button and reduced the width of the rulebook for a cleaner layout.

Feedback:

It might be a good idea to switch from columns to a grid layout. This way, you can also fit in the free sticker function more clearly, making it easier for users to find the button, since they might otherwise overlook it or get confused if it is on another page.

What I plan to do:

I'm planning to improve the layout and usability of the app by making a few key changes:

- Switch to a grid layout for a cleaner and more organised design.
- Remove the free sticker function from the other pages.
- Place the free sticker feature on the home page to make it easier for users to find and use.

Iteration 3:



What have I changed?

I've designed the grid layout and integrated the free sticker function directly into the page for better consistency. The design is now in high fidelity.

Feedback:

Checkpoint 11 Feedback with Jan & Stan 08-05-2025



Esmaeil Tajer, Kourosh K. a month ago

Today, I presented the prototype of our group game project to Jan and Stan. Here's the feedback I received:

Feedback from Stan:

I like the design of the question section – it's clear and effective. However, the rulebook at the bottom of the homepage feels too large. It might be better to replace it with a smaller rulebook icon at the top of the page for a cleaner look.

Feedback from Jan:

I really like the overall design and the question section. The concept is great, but the homepage could be improved by letting the user choose an action first, then providing a clear explanation of the action before moving forward if it's the correct choice. You're on the right track, but there's still some room for improvement. Overall, it's looking really good!



Describe what goes well according to your teacher, what you should pay more attention to and what is your next step to achieve the learning outcomes...

Post feedback

What I plan to do:

To improve the user experience, I'm planning to make two key updates to the interface—one for better access to the rulebook and another for clearer game selection feedback.

- The rulebook will be moved to the top of the page as a smaller, non-intrusive element that users can open when needed.
- A Select button will be added at the bottom of the page to confirm the game choice.
- When the user presses the button, a border will appear around the selected game.
- This visual feedback confirms the selection before allowing the user to proceed.

Iteration 4:



What have I changed?

I've updated the UI with some interaction improvements:

- Moved the rulebook to a new position and replaced the text with an icon for a cleaner look. It's now placed next to the "Select Action" label.
- Added a selection button at the bottom of the page.
- When a user selects an action:
 - The selected action is displayed.
 - A blue border appears around it to indicate selection.
 - The user can easily change their selection by choosing a different option.

Feedback:

This design and layout are good for now and should be sufficient for current use. It can be updated or enhanced with new images in the future if needed for different versions.

Reflection:

After several iterations focused primarily on UX, I discovered that using a grid layout works well for buttons in games. It not only improves visual structure but also enhances usability. Through refining the mobile app UI, I also learned how to better consider user behaviour, especially how to make selections more intuitive and ensure users feel comfortable while navigating on mobile devices.

First and final version of the App:

