// Duels HUD QTE

UX Goals:

* Ensure QtE moment is readable
* Ensure QTE moment empowers users and does not alienate.

Design Requirements:

UX QTE Best Practices:

* Should support Adding to Experience versus punishing
* Empower user (i.e. “Choose Your Own Path”)
* Ensure gestures are contextual to in game action responses
* Promote “over the top” cinematic experiences users cannot achieve via normal inputs

UX QTE Things To Avoid:

* Death or Failure that removes user from experience
  + Suggestion: Find other ways to denote “poor performance” such as different cut scenes, and no rewards
* Random QTE combined with death or failure
  + Suggestion: If Death QTE is required, QTE instruction should remain the same
* Interrupting user “flow”
  + Suggestion: Find ways to smoothly transition user into QTE modes

Duels QTE UX Suggestions:

* Improve transition to QTE thru HUD messaging and modes
  + “Danger Incoming Alert” With CountDown
  + Evasion Mode In HUD
  + Allow users to feel they have depleted “cannons” or missiles so as not to interrupt “flow”
* Improve readability
  + Slow down game, and add a cinematic blur or desaturation to game so gestures become more readable
  + Animate QTE gesture icons (idle mode, requesting user to engage or at least try)
  + Add Gesture Visual States:
    - Idle (QTE animates in loop)
    - In progress (User is engaging and we are tracking)
    - Post Gesture Attempt (succeeded or failed)
* Focus on rewards for good performance versus punishment for poor performance (so many studies point to this being more effective way to teach)
  + Reward users with cool cinematic experiences, cash bonuses, achievements