

// Duels UX Solve: Control

UX Concerns:¹

- Players have a hard time understanding ideal way to control the game.
- Players expectation on control they have over aspects of the game are rarely met.

Validity - **Critical**:²

- The core of the game revolves around players understanding how to control gameplay and feel empowered while doing so.
- Internal Data has proven this issue does exist.
- If users cannot perform well, and do not feel empowered they are less likely to perceive the game in a positive manner.
- Users who do not perceive the game well, are less likely to share the game with others and/or monetize.

Solution Pillars³ -

- Force users to validate they understand the various aspects of control outside of live gameplay.
- Reinforce proper control paradigm in other aspects of game.
- Provide users with context around controls that are automated to keep player expectation in line with what game delivers.

Solution [1] Process [Resources Required: Design, Art, Engineering] :

- **System: FTUE HUD-**
 - When introducing controls to user, game needs to fully pause, scrim needs to darken screen by alot. The most viewable items should be instruction and any UI or game elements related to that instruction.
 - During this time lore should be presented to the player, that we need to do a “system check” before we fully engage.
 - **Game should not unpause or remove scrim until user has completed full interaction validation on:**
 - **Proper placement of hands:**
 - lore: “Alright Pilot, time to find your optimal controls...”
 - show hand holding device, highlight proper interaction areas on image, and mirror highlighted areas on actual HUD
 - Detect user is in valid areas , remove prompt of hand holding device.
 - **Proper movement of reticule:**
 - lore: “Now lets test our targeting systems”
 - show hand holding device, and show animated movement of thumb, moving a dot
 - lore: “Use one thumb at a time to control the targeting system”
 - lore: “The system will optimize right or left hand controls based on which thumb you use”
 - show reticule in middle of screen
 - lore: “move the reticule to the left of the screen”
 - upon validation, “now move the reticule to the right of the screen”

¹ **UX Concerns:** These are focused issues the document will identify, quantify, and solve.

² **Validity:** A scale on how serious the ux concern is in relation to product success. [**Critical** : Proven via internal research [UR and/or UX group], part of core ux loop, will most likely affect product profitability, **Medium**: Concern in relation to other similar products, research and future scalability, part of profitability loop, could affect product profitability, **Low**: Has not been proven, part of product, affects UX].

³ **Solution Pillars:** Each solution should lend itself to supporting these. Three to Five should be sufficient.

- lore: reticule systems fully online and compliant

- **Cannons (swap cannons and missiles):**
 - lore: “Verifying weapon systems..”
 - lore: “Pilot we need to validate your cannons are functioning”
 - update hud to cannon mode
 - lore: “move your reticle and target this holographic enemy”
 - upon validation reticule is over “enemy”, “keep your reticule targeted on enemy until your cannons run out”
 - fire cannons
 - lore: cannons fully compliant, auto switching modes for cool down

- **Missiles:**
 - lore: “Pilot as your cannons recharge, missiles will come online”
 - lore: “Let’s validate missiles are working as intended”
 - update HUD to missile mode
 - lore: move your reticle and target this holographic enemy
 - upon validation reticule is over enemy and thumb is still down, “keep your reticule targeted on enemy until you get a full lock”
 - fill up lock slowly, flash when complete, fire missiles
 - lore: “missile systems fully online and compliant.

- **Auto Pilot:**
 - lore: “Good work Pilot, all systems are fully online and compliant”
 - lore: “Auto Flight mode is now online, focus on taking these guys down and I will keep you on path”
 - achievement pop “systems ready”
 - lore: “Prepare to engage... [countdown]”
 - remove scrim, start game.

- **System: Intercept:**
 - Intercept becomes the “validation user is ready” that re-enforces controlling a reticule in game. (below is just an example but anything that matches this core principle is ok)
 - User is instructed to hold engage button to begin
 - Engage button is where normal reticule control is
 - Begin Satellite loop
 - “Target acquired..”
 - “Hold to engage”
 - Fill targeting element around plane as user holds (re-enforces hold until fill is complete)
 - “Engaging...”
 - Start Game

- **System: HUD**
 - Clearly show HUD switching modes
 - Clearly show user context around weapons switching (cannons over heating, missiles needing time to reload)
 - Ensure visual mode representation does not appear interactable
 - Give user live feedback on performance during modes
 - Focus on camera views that emphasize weapon system vs piloting (see how CSR, takes users to sideline view during gameplay)

- **System: Controls**
 - Provide user with “joystick” like skin, just the visual will help users understand how the game controls
 - Note: Important to understand its the visual perception that will help users perceive controls easier.
 - Provide user with option for floating or fixed controls
 - Provide user with sensitivity controls , most twitch games allow these settings as it is near impossible to tune ideal controls for every user and every device. (i.e. Modern Combat allows sensitivity, and aim sensitivity)

- **System: Idle**
 - Replace thumb animation with full context of user holding device.

- **System: Loading**
 - Include tip on “how to control game” (alot of games who have complex controls will often design a load screen to display controls as user waits)
 - Maybe display this particular load screen for “x” number of times

- **System: Achievements:**
 - Give user achievement for “System Check Complete”