Graphic Design Activity

1. Important elements
   1. Core
      1. Names of cheese/font
      2. Start quiz button
      3. End quiz button
      4. Feedback for correctness
   2. Supportive
      1. Score tracking
      2. Timer
      3. Color (orange for prompt vs. yellow for answer field)
   3. Extraneous
      1. Advertisements
2. My sketch of game

Chart, histogram

Description automatically generated

1. One sketch emphasizing size

A picture containing shape

Description automatically generated

1. One sketch emphasizing color

Application

Description automatically generated

1. 3-4 sketches involving fonts

Whiteboard

Description automatically generated

Graphical user interface

Description automatically generated

1. Exploring proximity in design
   1. My designs for cheese or font revolved around making each font/cheese its own level/screen, instead of the overly boring grid format we see in the current game. As a result, proximity isn’t as much of a concern as there are only ever 3 or fewer elements on the screen. If working with the original design, however, I would try to have a format where the cheese/fonts get grouped with their correct category after I answer, that way I can try to identify patterns moving forward.
2. Analysis of Among Us
   1. Color
      1. The vibrant color palate in Among Us combined with its cartoonish style made for a very enduring visual appearance. It was flashy and attractive, yet was also functional as to not get boring after a while.
   2. Size
      1. Among us does a good job of sizing elements relative to their importance. For example, the setting and map buttons are smaller than the report/use/kill buttons. While settings and map could be important, they tend to be used more so when the game is at a slower pace, whereas report/use/kill are used to react to crucial events in the game
   3. Font
      1. Perhaps this is where Among Us is arguably weakest. While certain elements (“Total Tasks Completed”, “report”, “use”) have a handwritten font that is related to the aesthetics of the game, the primary text in the game (player names and room name) are in a formal type. While the legibility of this design choice can be seen as a strength, the juxtaposition against the stylized text gives the game an unfinished look.

Graphical user interface, application

Description automatically generated