

# Video Game Designs

While working at **Ganymede**, a mobile Free-to-play game developer in Sunnyvale, I worked on creating the user experience for a multiplayer co-op game that would work on Mac & PC desktops as well as on iPhones, iPads and other media devices. As with other mobile games I've worked on, I used a paper prototyping method for the initial layout in order to help me work out an effective and appropriate design for the UX software engineers.

After this basic rough draft was approved, I began the next phase which was to sketch a much more comprehensive layout that included all facets of the game. I began this prototyping cycle in order to test assumptions. The goal of this phase is one of the most important parts of UX design, because it is to test whether or not the designs fit the **writers vision**. This is a low-cost, easy-to-throw-away format that won't waste the valuable time of developers and engineers.

Once the paper prototype phase was completed, I created a much higher quality rendition of all the elements in the game including the characters (**when requested**), backgrounds, architectural structures, text treatments, etc., I then created a player fidelity animatic demo/storyboard, and helped the engineers implement working UI.

Sketching out thumbnails of each and every individual screen is one of the most integral parts of the UI design process. I never begin to create the finished artwork into a vector/photoshop creation until most, if not all of the preliminary details have been completely approved. This not only insures a proper and functional navigational flow, it also greatly improves the users experience for an enjoyable and synchronous mobile game experience.

