

STARBREEZE DESIGN TEST

Tools used: Photoshop / Adobe XD

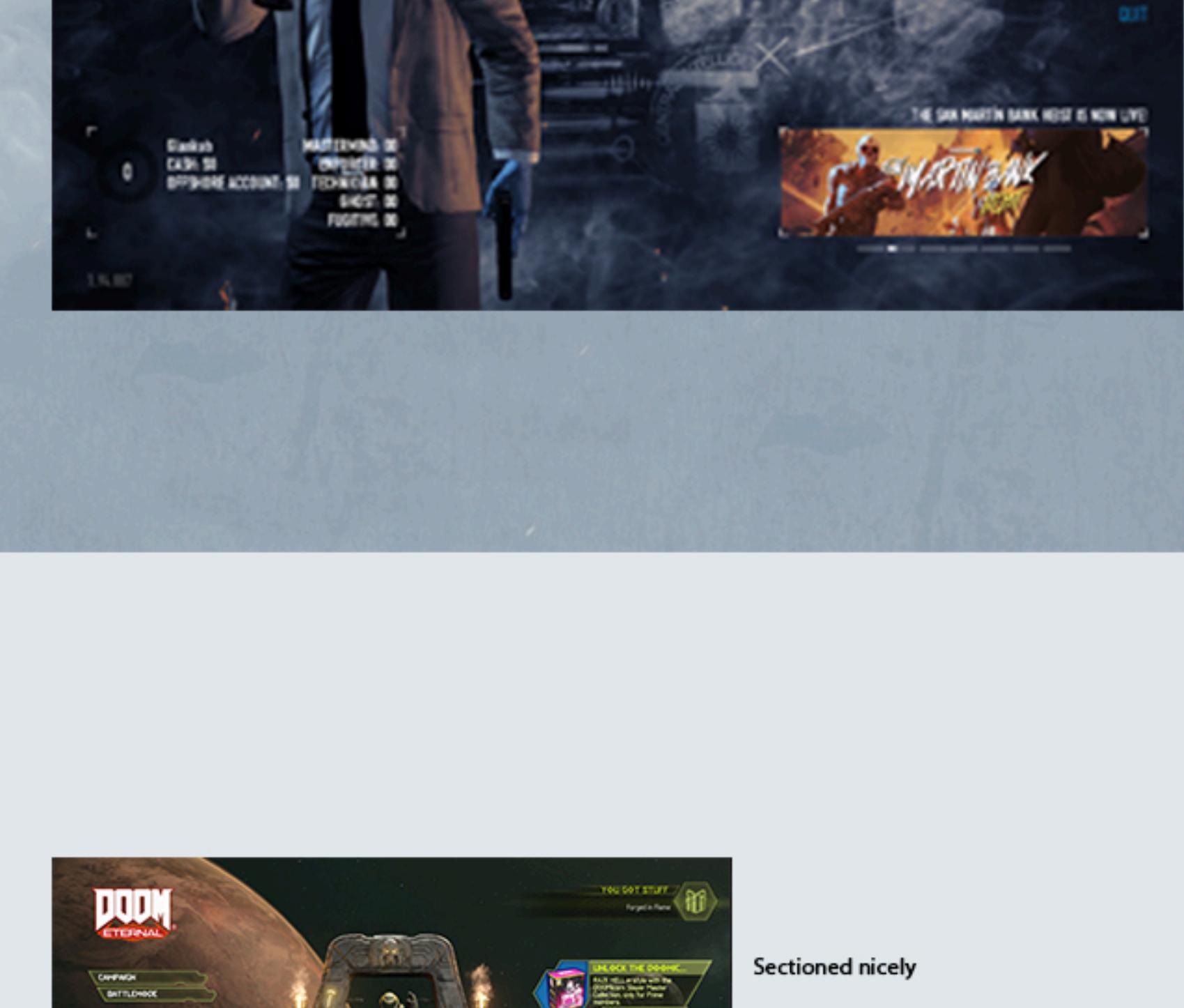
/ THE CHALLENGE

Remake the main menu for Payday 2, a game that can be played both on PC and console. Players have expressed that the information is difficult to read, and that the current experience is hard to understand for beginners.

/ THE OUTCOME

A main menu with a clearer information hierarchy, sorted by the prioritisation of the players needs, and promoting the DLC's. With a focus on readability, usability and desirability, the new main menu should have a less cognitive load, guide the player, and not denote their flow.

/ HOW IT IS TODAY

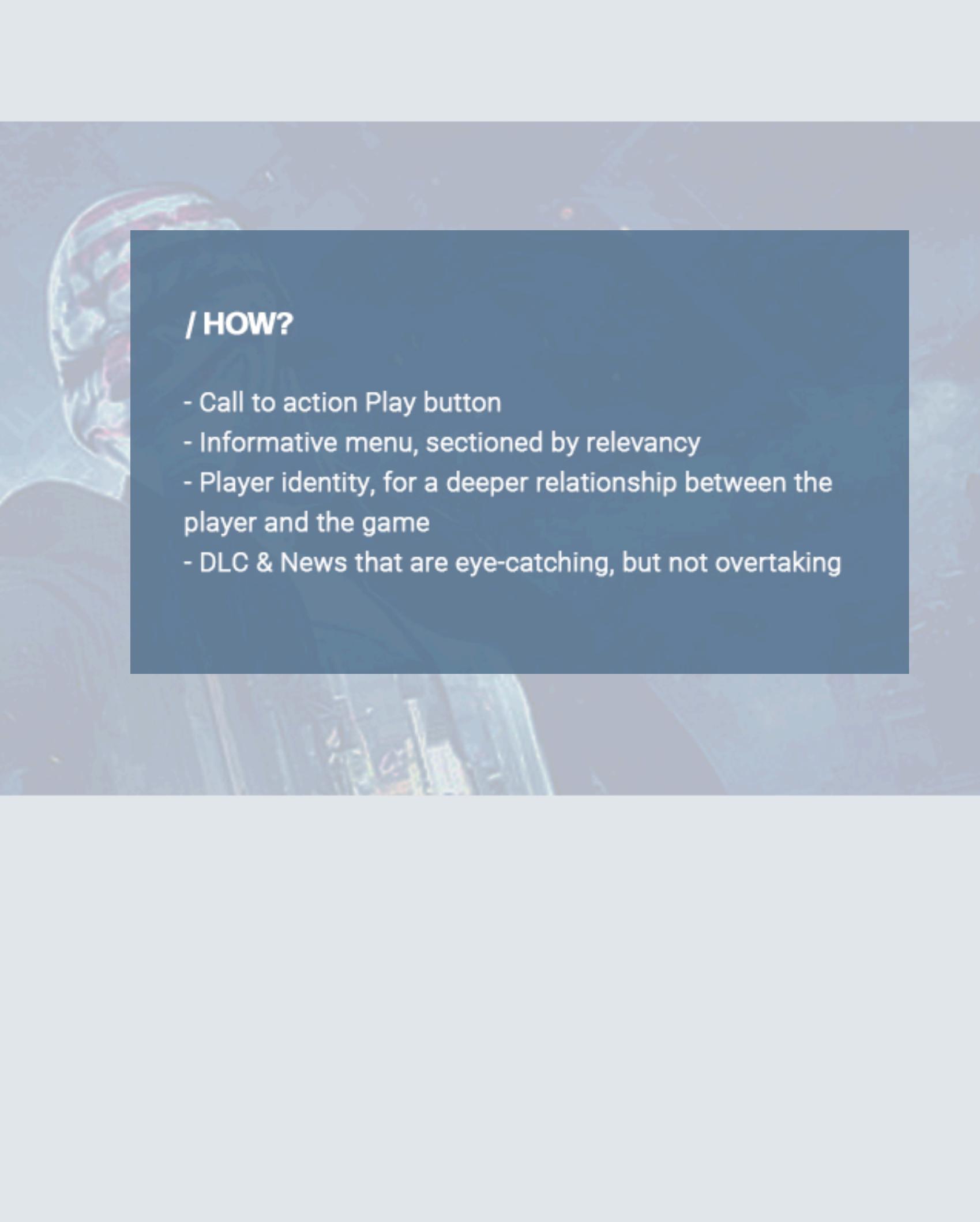


RESEARCH & ANALYSIS

Methods: Heuristic analysis / competitor analysis / desk research

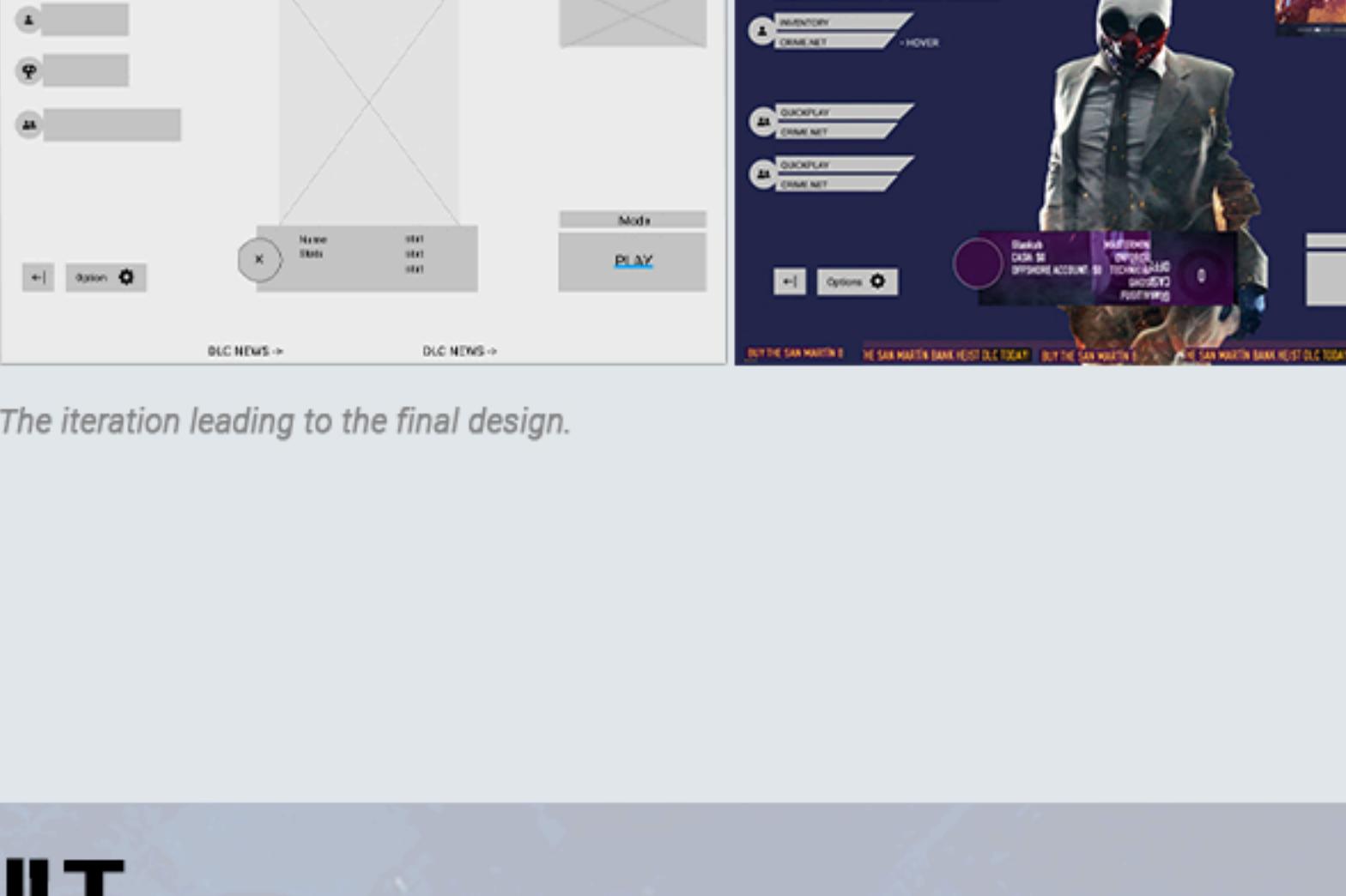
/ WHAT HAVE OTHERS DONE WELL OR NOT?

Comparing to other games that are similar; cross-platform, FPS with profiles and statistics, recurring elements can be found. The clearest button is play, the menu is sectioned by relevancy, readable text, and easy to interact both with a controller, and a mouse.

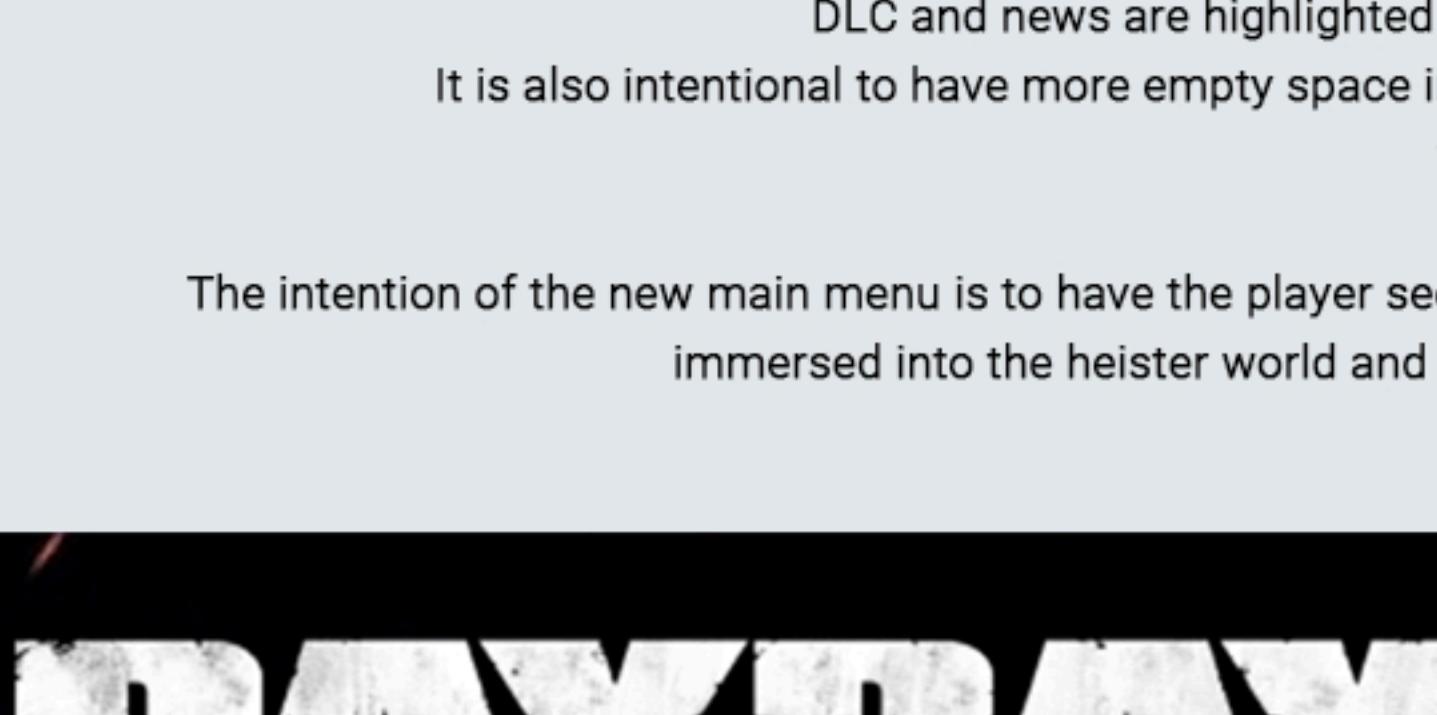


/ HEURISTIC ANALYSIS

- + Payday 2 keeps a strong thematic language, providing the player with a "heist" feeling, focusing on the players character.
- Payday 2 is not very readable, and the text could have a distinct background for better readability. There are a number of choices adding to the complexity, hindering the player to make an informed choice. The proximity of the elements (example: hover is not by the hovered item) increases the cognitive load of the player further. This makes the experience frustrating for onboaders, console users, and is not flexible for power players.



EXPLORE & REFINING

Methods and tools: Sketching / low-fidelity prototyping / Focus group
Wireframing mixed fidelity / Figma

One of the iterations. Was not chosen due to a lot of space being taken up. I did not see this screen being adjustable with future features/elements.

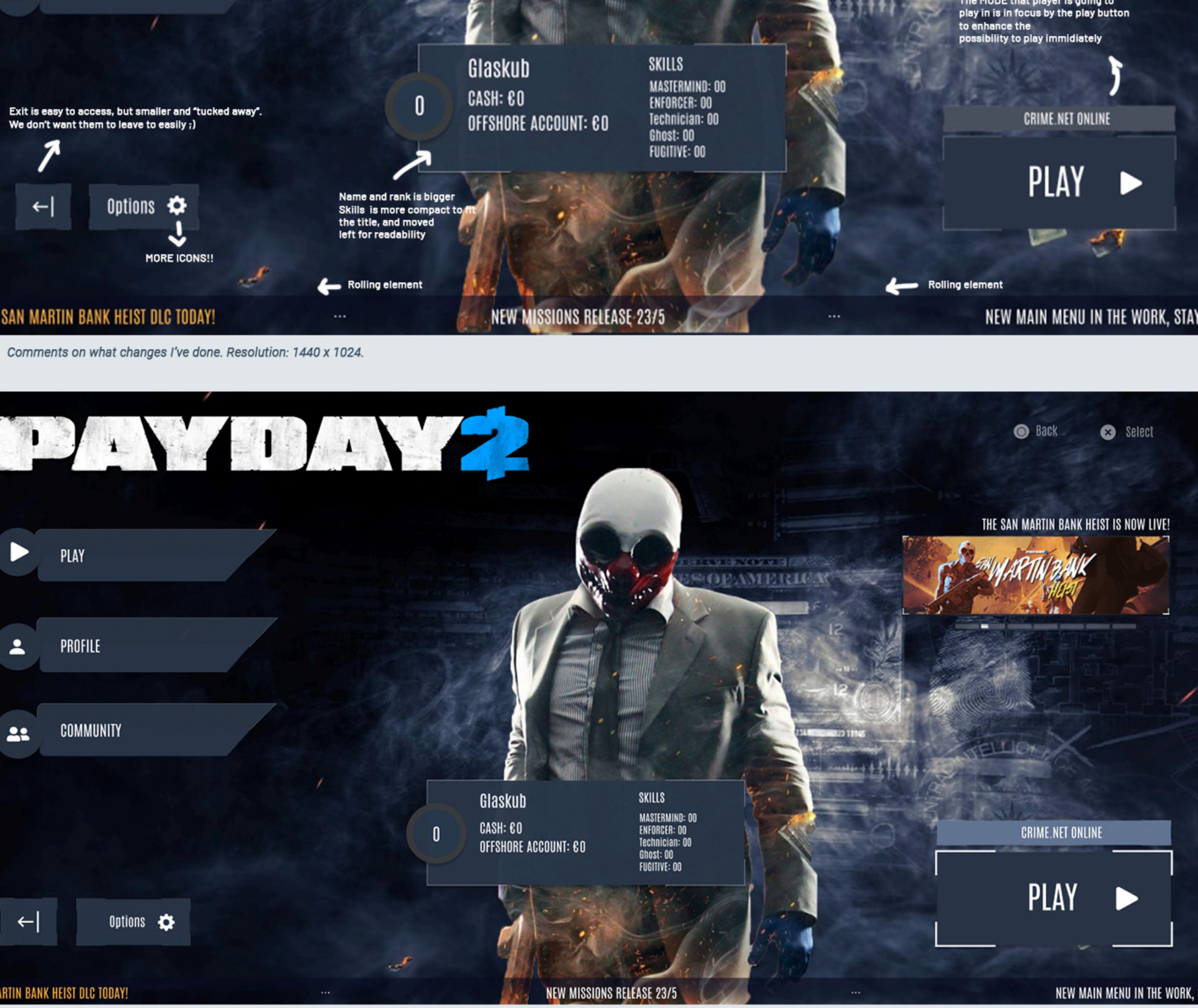
It was designed with console as main focus.

/ DESIGNING

I explore and refine the design with sketching, wireframes, and mockups. To progress further, I used what I learned from my research, and I talked to 3 friends that are hardcore players to gain further insights and ask questions about the usability and readability.



The iteration leading to the final design.



Thank you!

/ MARJANA DRAGICEVIC