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## CIE214.1 NoCode Analysis Example 1

SAE University College

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# NoCode Analysis

In the interest of ChatGPT (OpenAI, 2023), I wanted to see how it would go writing out and giving me information on our first project. I ended up going through 28 iterations of prompts until I found one that I was really happy with the formatting and the information included. What would have taken me 1 week to do, it took me maybe an hour or 2 being generous.

## *ChatGPT Prompt*

generate a 1200-1500 word written report, analysing SoundDraw.io, Wix and Figma as NoCode tools/platforms that are relevant to Games Design.

Introduction

Define Nocode Definition and applications that it can be used for.

Analyse and evaluate each NoCode tool with the output of: Asset Creation, prototyping, project planning, and documentation. Evaluate the tool on novelty, ease of implementation, benefits/drawbacks on workflows.

Include information on:

Name and category of the tool,

Overview of tool

What problem it solves and why it is innovative.

The target audience, which industries can use this tool/should use this tool.

what liked Features are there (list these in bullet points)

How it can be implemented in your practice.

-no abstract

-no unity

*ChatGPT Response:*

(OpenAI, 2023)

# NoCode Tools in Game Design: A Comparative Analysis

## *Introduction:*

NoCode tools have revolutionised the software development industry by enabling individuals without coding experience to create applications and digital content. NoCode tools have gained popularity among indie developers due to their accessibility, ease of use, and cost-effectiveness. This report analyses three NoCode tools relevant to my skills and interests as a game designer: SoundDraw.io, Wix, and Figma. Each tool is evaluated based on its asset creation, prototyping, project planning, and documentation capabilities. Additionally, their novelty, ease of implementation, benefits, and drawbacks to workflows are discussed.

## *NoCode Definition and Applications:*

NoCode, or "No Code," refers to a category of software tools and platforms that enable users to create applications, websites, and various digital solutions

without writing traditional programming code. These tools utilise visual interfaces, drag-and-drop functionality, and pre-built components to simplify the development process. NoCode has gained popularity due to its accessibility, speed, and lower learning curve compared to traditional programming. “In this sense, no-code is similar to low-code development. The key difference is that low-code platforms use less abstraction -- that is, they incorporate some coding and require some knowledge of programming languages -- and are often used by professional developers within an enterprise IT department (Ferguson, 2021).”

## Analysis of NoCode Tools

### *SoundDraw.io:*

Category: Audio Asset Creation

Overview: SoundDraw.io is an online platform that allows users to create and design custom sound/ music for commercial use (if you purchase the licence). It provides a visual interface with a library of audio elements and effects that can be manipulated and combined to create unique soundscapes. SoundDraw.io is the successor of ecret music. (2018).

Problem and Innovation: SoundDraw.io solves the challenge of creating custom audio assets for games without requiring extensive knowledge of audio mixing, composing or complex digital audio workstations. “Sounddraw’s biggest selling point is its AI music composition tool. This feature is what sets it apart from other music production software. The AI technology allows you to create music compositions without any prior knowledge of music theory or composition. All you have to do is select the genre, instruments, and tempo, and Sounddraw will generate a unique composition for you (NapSaga, 2023).”

Target Audience: Game designers, developers, and hobbyists who need custom audio assets for their games, social media managers, Podcasters, Youtubers. Any Creator. The likelihood of young adults would be a high percentage of users, due

to the new nature of the tool especially with the hype being in the AI generative realm.

### Liked Features:

- Intuitive interface for designing sound effects visually.
- Library of pre-built audio elements and effects.
- Primarily High Quality Wav. Files which are great for Unity Game engine.
- AI Generation. (composition, length alterations, genre, mood, theme, tempo, instruments)
- Emotion grading; Happy, sad, angry, music will be curated to match
- Simplistic editing, even on the 'pro sections'
- 2 supported languages.

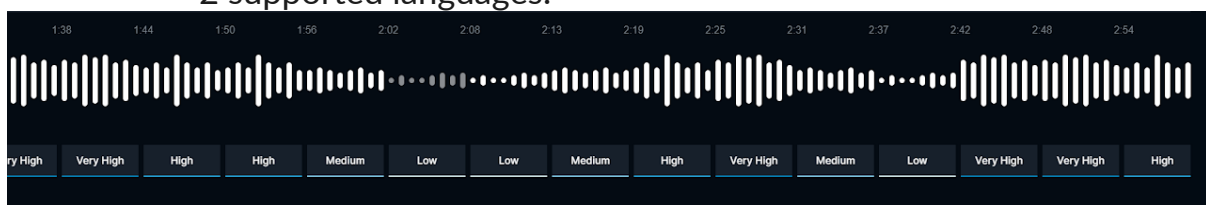


Image of Song showcasing the Energy grading for the editing process. (Sounddraw, 2023)



Image of Song showcasing the "Pro" editing section for the editing process which is an expandable option. (Sounddraw, 2023)

Implementation in Practice: SoundDraw.io can be implemented into my game design by facilitating the creation of unique soundscapes and audio assets tailored to a game's atmosphere and game play mechanics. It streamlines the audio asset creation process, ensuring the focus on the creative aspects of game development rather than technical audio implementation. As this isn't a skill that I possess nor have the bundles of cash to throw as deserving creatives, what

interests me about this NoCode tool is the versatility of being able to generate music that is within the same sound design, but also its user-friendly approach to editing songs. While this software is not free, it could be a really great asset to someone wanting to have the ability to have multiple levels (think 2D platformer), but have their overall sound be similar in tempo, instruments and length. I will actually be using this tool as part of my capstone project due to the nature of having a similar sound design overall, but also have the ability to change the tone of the sound design easily if we chose to go a different direction. For example, I created 50+ 3 minute long music tracks that I can use in my final project and feel comfortable knowing that the sound design is similar due to the consistency of generations. This not only saved me time but money on finding 'maybe' similar assets.

## Wix:

Category: Website design and development category.

Overview: Wix provides an intuitive drag-and-drop HTML5 website builder that allows users to create visually appealing and interactive websites without coding. It offers a wide range of templates, design elements, and features to customise websites according to specific requirements (Zukerman, 2012).

Problem Solved and Innovation: Wix eliminates the need for coding expertise and web development skills, empowering game designers to create professional websites to showcase their games, portfolios, and promotional content. It combines user-friendly design tools with powerful functionality.

Target Audience and Industries: Small Business Owners, Young Professionals, Nonprofit Organizations and Artists and Creatives. As it caters to the creative industries, it would include media such as gaming, film, and creative arts. It's worth noting that Wix's versatility and user-friendly approach make it accessible to people of various ages and backgrounds.

Liked Features:

- Drag-and-drop website builder with customizable templates.
- Extensive library of design elements and features.
- Seamless integration with e-commerce functionality.
- Mobile-friendly and responsive design options.

- Free, to a degree.
- 21 languages supported

Implementation in Practice: As a Game designer I can leverage Wix to create a compelling online presence for their games, showcasing visuals, game play videos, news, and updates. It serves as a hub for engaging with the gaming community and attracting potential players. Wix being a versatile tool, having used it for portfolio work previously, it can be anything that anyone would like. I would consider creating a splash page for any games that I have created in the future (When I have the time to go through all of my projects) This will not only help elevate my current work in my portfolio, if I were to commercialise any of my projects, I could use Wix's commerce to my advantage. As it has pre-made sections specifically for portfolio work it made it easy to keep all of my projects easy to update and add to my showcase reel.



<input type="checkbox"/>	Title	Collections	Source	Created on ↓	
<input type="checkbox"/>	 Copy of Project Title	PROJECTS	Wix Portfolio	January 31, 2023	 
<input type="checkbox"/>	 THE SOLSTICE	PROJECTS	Wix Portfolio	January 31, 2023	 
<input type="checkbox"/>	 GROW	PROJECTS	Wix Portfolio	January 31, 2023	
<input type="checkbox"/>	 EXPERIMENT 3.92	PROJECTS	Wix Portfolio	January 31, 2023	
<input type="checkbox"/>	 SENSORY MUSEUM	PROJECTS	Wix Portfolio	January 31, 2023	
<input type="checkbox"/>	 DO I HAVE EVERYTHING?	PROJECTS	Wix Portfolio	January 31, 2023	
<input type="checkbox"/>	 MOTHER EARTH	PROJECTS	Wix Portfolio	January 31, 2023	

Image of Wix Portfolio tab (Wix, 2015)

## Figma:

Category: Game Design and Documentation

Overview: Figma is a cloud-based design and collaboration platform that provides a robust set of tools for creating user interfaces, visual designs, and

interactive prototypes. It offers a collaborative environment for designers, developers, and stakeholders to work together on game design projects.

**Problem and Innovation:** Figma addresses the challenges of designing and documenting game user interfaces (UI), visual assets, and interactive prototypes collaboratively. It streamlines the design process, enhances communication, and reduces the need for traditional design tools and file sharing.

**Target Audience:** Game designers, UI/UX designers, developers, and teams involved in game design and development. Other stakeholders include: Individuals, Small Businesses and Entrepreneurs, Content Creators, Educators and Students, Nonprofit Organizations and Marketing and Advertising Professionals. Age anyone.

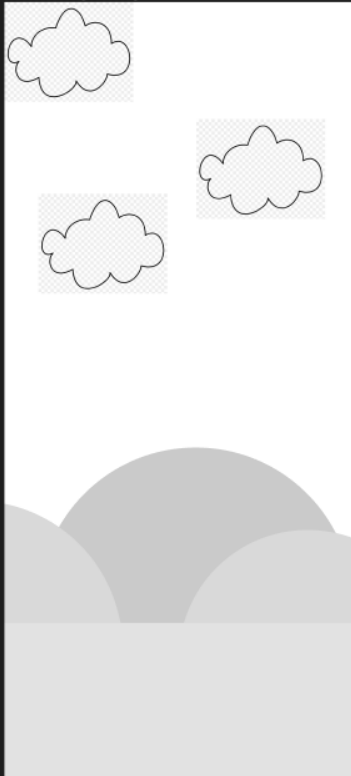
**Liked Features:**

- Real-time collaboration and sharing capabilities for seamless teamwork.
- Powerful design tools and libraries for creating UI.
- Visual assets, and interactive prototypes.
- Integrations with other design and development tools for a streamlined workflow.
- 41 supported languages.
- Online and Offline workspaces available (ie Desktop App and Web Browser )
- Free

**Implementation in Practice:** Figma can be implemented in game design by facilitating collaborative design processes, allowing designers, developers, and stakeholders to work together efficiently. It enables the creation of visually appealing and functional game UI, interactive prototypes, and design documentation, ensuring a unified vision and reducing the potential for miscommunication during the design and development stages. However, what I find to be the most helpful to my process as a UI/UX specialist is the ability to use a plugin (Figma Converter for Unity, 2021) for Unity to transpose the designs into Elements for Unity Game engine as well as the individual art elements. While this plugin isn't explicitly NoCode, it's more LowCode in terms of connecting the dots, it definitely makes the job of communicating ideas from one department to another a lot easier when programs speak to each other nicely.

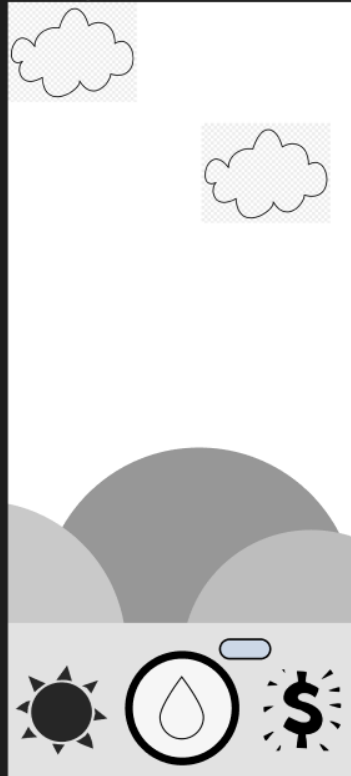


Android Large Background Illustration



The background would be simple in its visual nature, the only things that would/could change would be the clouds as they move across the sky.

Android Large - Generic/Default Visual



This would be the standard Visualisation of the watering button the the player can interact with leaving space for upgrades on either left or right sides.

Android Large - Accessible Button Bar



This Would be the option to add more accessible reach for the user. This would be still visually in style. Taking inspiration from Egg Inc. Where they have one smaller button OR the bar to make reaching things a bit easier.

Left Prototype idea, Right Final product, Grow

SUN RAYS 65.97

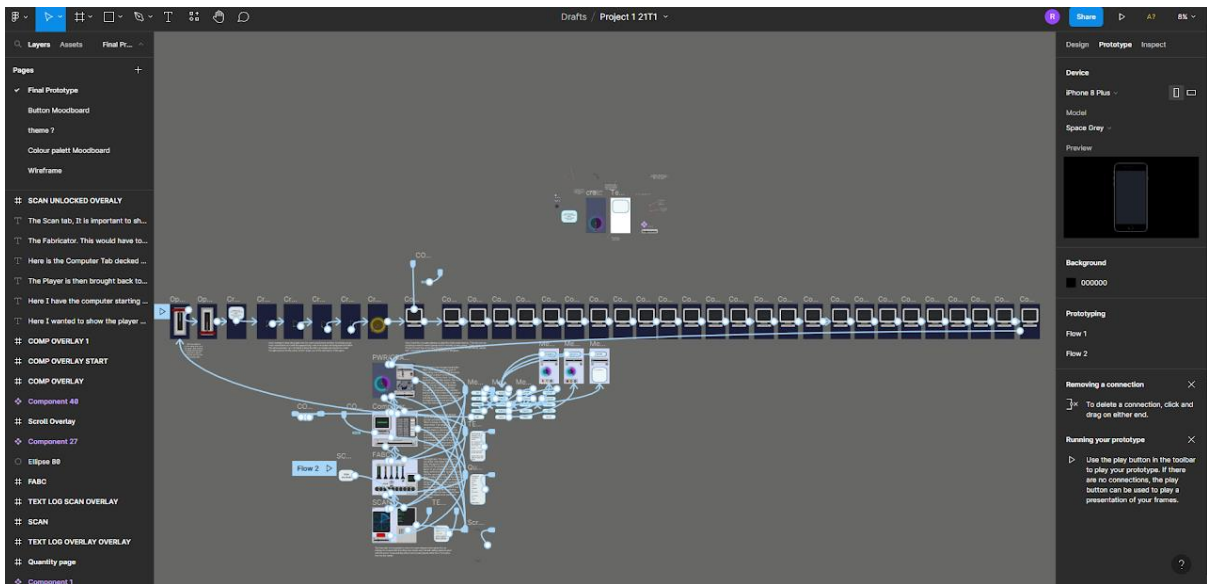
PLANT HEIGHT

5.578



DEVELOPMENT VERSION\_0.1.1

Development Build



Complete Prototype with a wireframe, usable UI elements that can be transferred to Unity, [Crank faedine project for GAD172](#) - Link to prototype

## Conclusion:

SoundDraw.io, Wix, and Figma are three NoCode tools/platforms that cater to different aspects of my areas of game design, including audio asset creation, prototyping, and design/documentation. Each tool offers unique features and benefits, allowing myself and other game designers to streamline their workflows, save time, and bring their creative visions to life more efficiently. By leveraging these NoCode tools, it can enhance my workflows, create high-quality content, and bring their game ideas to fruition with ease. As I grow my tool belt and my skills within the industry, looking to AI and NoCode/Low-Code tools will be a benefit to my career and my workflows.

Word Count: 1542

# Resources

Airtable. (2022, July 15). What is Low-Code? Ultimate Guide for 2022 | Airtable Blog. For the Record. <https://blog.airtable.com/what-is-low-code/>

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Griffiths Nakanishi, D. (n.d.). What Is No-Code? Your Guide on the Movement [2023]. Wwww.nocode.tech. <https://www.nocode.tech/article/what-is-no-code>

NapSaga. (2023, March 19). Soundraw Review: The Ultimate AI Music Composition Tool. Medium; Medium. <https://medium.com/@napsaga/soundraw-review-the-ultimate-ai-music-composition-tool-206e3070593b#:~:text=>

OpenAI. (2023). NoCode Tools for Game Design. Retrieved June 1, 2023, from <https://chat.openai.com/>

Soundraw. (2023). Soundraw. <https://soundraw.io/>

Wix.com. (2015). Wix.com. <https://www.wix.com/>

Zukerman, E. (2012, April 9). Create a Website Easily with Wix (Even the Free Version). PCWorld. <https://www.pcworld.com/article/469728/wix.html>

## Mid Mortem

As I wanted to get an early start on this project I started week 1. Being that the topic is to find tools to improve workflows and creativity I looked into using ChatGPT created by OpenAI, an AI language model as my form of research tool, testing it out, finding information specific to Game design No code tools. Using

tools to make our jobs as creatives easier, faster and more accessible creates the options for different methods of art, and how they are created. It also gave me some good insight into what no code tools that can be used in my industry. I also followed up in a separate conversation thread with ChatGPT about specific tools for specific tasks. Such as Asset creation, 3D model creation, Music and SFX creation. They, it..? the human need to personify something sent me for a loop. ChatGPT gave me some insights into programs that could be used in my tool-belt. Overall the versatility of resources from ChatGPT, while limited in capacity to some degree, was easy to use when it came to prompting. I traditionally find that I have to indirectly find information on google, based on things I want to find. Find association words, and other catch phrases. While ChatGPT is still new, the directness in its prompts still has a very nice feeling about it knowing if you ask a direct question, you will more than likely get a direct answer.

Based on the fact that I was able to generate a written report in a structure that I not only liked but curated to discuss key topics that were interesting to me in my generations with ChatGPT, I will be able to make quick changes as well as expand upon the results as well as find other sources to corroborate. I have no concerns that this analysis will be written well within what I normally produce. If not better in terms of structure. One of the easiest things that I find to do are research based essays, and written reports. This is mostly because in my academic career I haven't had any troubles formulating structures, arguments or finding the correct research. I'm quite confident in my writing skills so knowing that I could use ChatGPT as a jumping point was more of a fun attempt to see what was possible.

I was using my keen research, deduction and technology skills to find tools that I would use, ie, a Audio tool, Website builder, UI development tools. through outsourcing my time writing basic information on my selected tools to ChatGPT, as I was spending time using the no code tools so I could get a good feel and try a good selection of them. I ultimately chose my tools because they were ones that I have either used before because the functionality has already become useful to me, but then also I was looking for a specific tool for audio, because I needed it for another project. So because I had a set criteria of what I needed I was able to spend the time finding the 'right one'. I was a bit concerned about the need or the requirement to reference a source within our reflections, this just feels weird and a bit adjacent to what I would consider a reflection. But if I frame it as a method of testing material and having a particular structure to filter results through I can understand how using a definition could be useful in generating a reflection. For this reason I will be looking closely at the definitions, (Airtable, 2022), and (Griffiths n.d.) from our week 2 class readings, that outline the function and outlines of No-code and Low-code as a way to weed out tools that might Look like a no-code platform. I also took from the new viral sensation word AI generated, as that seems to be all that the tech and creative worlds are really getting into as more AI tools are becoming found by larger groups. As it's

not necessarily a new thing, the idea of AI being a cool and new thing to the general public is eliciting some interesting conversations. It is also creating the space for more of these no-code tools to be created. I suppose in a way it's similar to a rain forest. When a large tree is fell, all of the smaller trees, new seedlings, all compete to fill the gap in the canopy as light is the currency of the rain forest. Like Society, the currency that is available is viral commercialism and fads. So having the understanding of what a viral fad is because of the week 4 reading *Producing New and Digital Media : Your Guide to Savvy use of the Web* by Cohen, James, 2020 , and how it can be closely tied to what is going on in society, it is prevalent that some of if not at least one of the tools that I find are AI relevant.

During my research, I primarily was focused on the functions of my tools, knowing 2 of them rather familiarly I had a good idea of what it was that I liked about them and how I could use them, so I had to really look into my interactions with my other tool that I would be “discovering.” It was after a lot of reading through articles for things like: “best AI generative Text to Image programs”, “Best AI music generators' ”, “Best anything”, you get the point. I spent a lot of time looking through each of these apps, looking at why they were mentioned, what they were listing as the pro’s and con’s, I would consider them for myself and how they could be used. Would I use them? Maybe, Would it benefit my practice? Depends on what the tool is. As I suppose my area is relatively niche on what I like to outsource, I found it difficult to find a NoCode tool that was new to me, but I could also find useful. I spent a lot of time testing the tools as my form of research, because there’s plenty of tools out there that I could have spoken about, but only a few that I would legitimately use. I was so excited when I discovered SoundDraw.io but in the same breath I was a bit devastated, because of the paywall. I really struggled to see the benefit of using it. It wasn’t until I had to make a proper decision, and discussed my findings. Being excited, I shared it with my Team in Final project. I had also found some audio assets on the Unity Asset store. Sort of what I was looking for but not 100%. I ran the pros and cons with them, and they agreed with me that the cost and benefits of sounddraw.io were worth the investment. I know that this isn’t particularly relevant to this project, but the fact that drew the line in the sand was the ability to change the assets created in sounddraw.io that really pushed me to use not only the full benefits of the tool but also use it in the project.

Airtable. (2022, July 15). What is Low-Code? Ultimate Guide for 2022 | Airtable Blog. For the Record. <https://blog.airtable.com/what-is-low-code/>

Cohen, James, 2020, From Viral Videos to YouTubers, Producing new and digital media : your guide to savvy use of the web, Routledge, Taylor & London Group, pp. 139-181

Griffiths Nakanishi, D. (n.d.). What Is No-Code? Your Guide on the Movement [2023]. Wwww.nocode.tech. <https://www.nocode.tech/article/what-is-no-code>

OpenAI. (2023). NoCode Tools for Game Design. Retrieved June 1, 2023, from <https://chat.openai.com/>

## Post-mortem

I feel that as my knowledge increased around using ChatGPT as my research tool, I looked at it with more consideration in my game development skills, asking it quite literally to code C# scripts. I so badly wanted to include ChatGPT as a tool to discuss. However, knowing the definition of what a no-code or low-code tool is, the functionality and intention of use meant that it failed in both categories. This was due to the understanding of the definition that we used during one of the week 2 class readings by Airtable 2022. From this understanding of the difference of definitions I was able to determine what tools were and weren't no-code/low-code tools throughout my research which helped me determine which tools I should be looking for. While there are aspects of ChatGPT as a tool being useful, like report writing, marketing strategy plans, general 'google-able' questions, but the versatility of it is limited in the sense that in order to use this tool fully to a game developer, the knowledge of C# As a coding language it is crucial to know what would actually function in a generated script as well as what verbiage to use when describing the 'problem'.

However, I felt that because I used ChatGPT I was able to test and try multiple different methods of tools as well as different formats quickly. Using it as a platform to launch off of and include more personal touches to each of my tools was something that I felt was necessary. While the report could have been left as an impersonal analysis of the tools, it became more about why these tools were picked and how they were important to your workflow. I think with trying new tools in class, asking ChatGPT and Google a few hundred times, I was able to find some tools that not only will be beneficial to my processes in the long run but it would also be beneficial to talk about in the report. So for that particular reason using ChatGPT as my format-er? and research buddy, I was able to nail down my tools in a way that I felt really comfortable and confident in my choices. I think I ended up changing my mind at least 10 times on which tools I wanted to include in my analysis, using the quick generation of ChatGPT

I didn't feel the need to catastrophize my time because I had changed my mind. I felt that my analysis not only looks at the tools themselves but looking at how to implement different research methods in the future. While I do enjoy the good old try and true, read a book method, it definitely made the process quicker. I would probably try to implement more scholarly research if I were to do it over again, but I am also quite happy with the general quality of the report.

So Discovering the true meaning and plethora of Nocode, it's kind of a gateway. I like to do things easily, and without much deep knowledge. knowing what a no-code tool is, and actively understanding what they function to do, I'll be 100% be using a search for them when I am wanting to create something in the future. Might not find what I need 100% of the time, might need to pay some money, but I think that outsourcing to these tools can be a benefit to my overall work processes.

Airtable. (2022, July 15). What is Low-Code? Ultimate Guide for 2022 | Airtable Blog. For the Record. <https://blog.airtable.com/what-is-low-code/>

OpenAI. (2023). NoCode Tools for Game Design. Retrieved June 1, 2023, from <https://chat.openai.com/>