



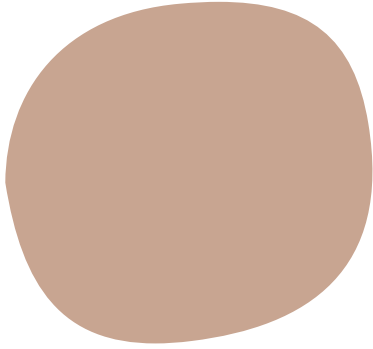
# RPG UI Menus

Adrián Gonzalo Ponce

# Content of the class

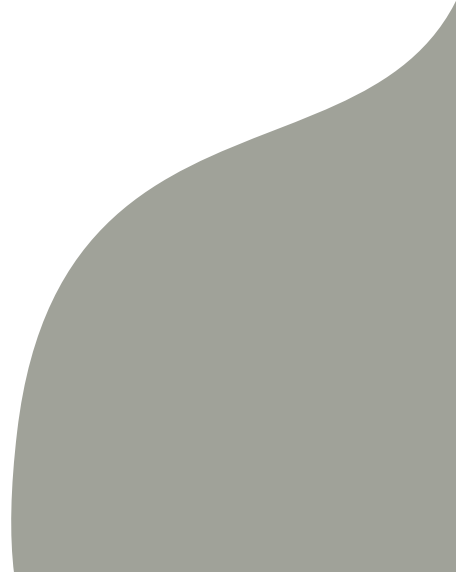
Here's what you'll find in this **Presentation**:

1. What is UI and UX?
2. What different types of UI Menus can be found in RPGs?
3. What kind of information can be found? how is it organized?
4. Visual Design of the UI?
5. How are they controlled?



# What is UI and UX

Kiko superalo



# UI or User Interface



Facilitates interaction  
between a user and a  
computer



UI allows efficient task  
execution or achievement of  
specific target



# Important Qualities of UI design



Simplicity



UI should be designed simple



Tasks should be accomplished by a few mouse clicks



New features only if they add significant value



Consistency

Consistent style

Consistent size

...



Intuitivness



Easy to learn how to work with it



Without putting much effort in it

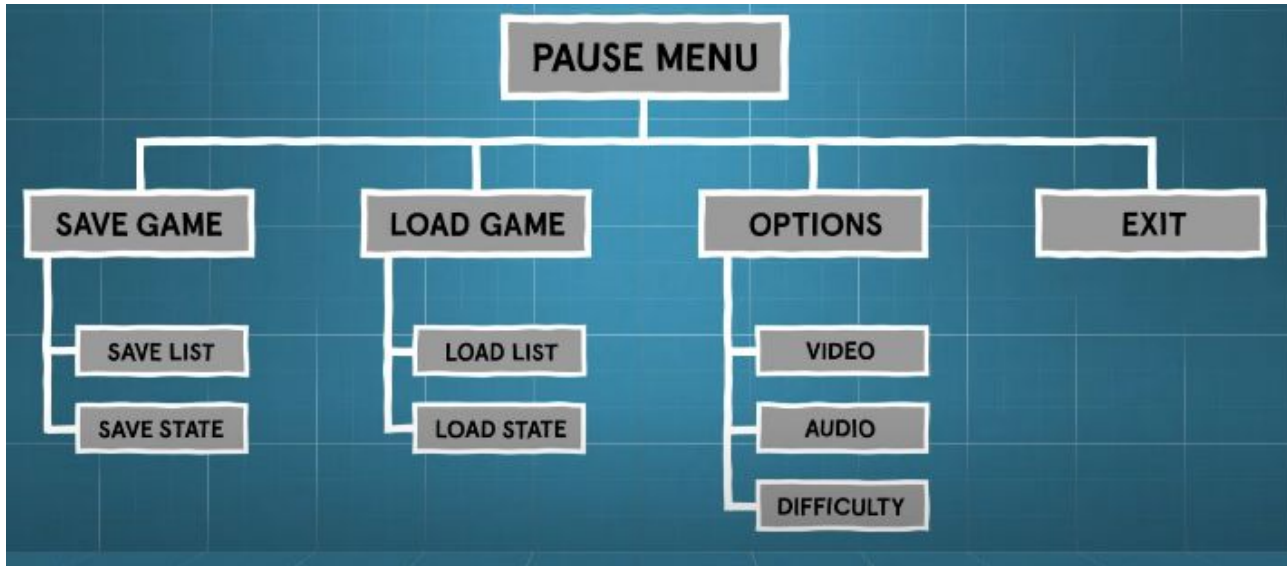


Prevention

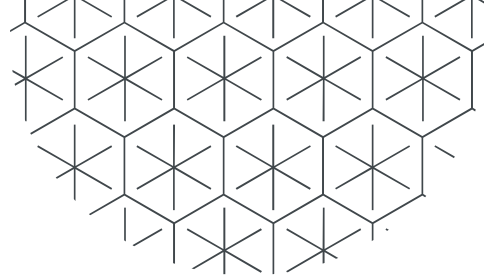
Prevent users from performing inappropriate tasks



# UX or User Experience





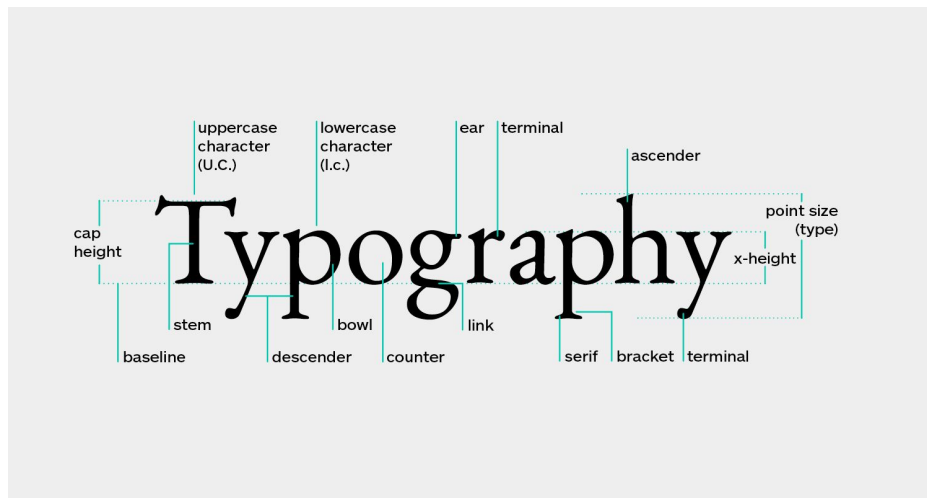


# Good Visual Design for UI

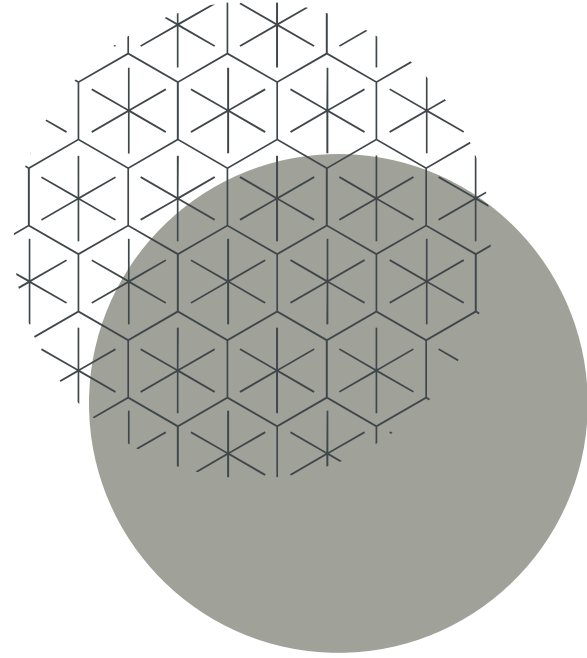
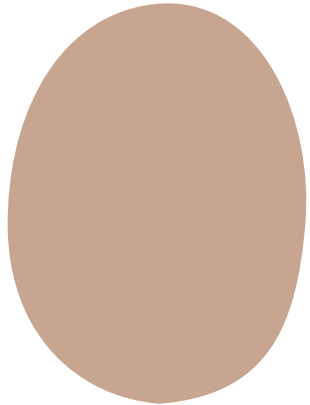
Eso tilin







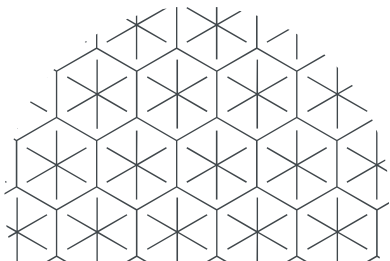
**presenting  
complex  
information in a  
simple way that  
your audience  
can intuitively  
understand and  
act upon**



# Examples









¡DERROTA AL BANDIDO DEL PUENTE!

SECURITY  
CHECKPOINT

PLACE  
ITEMS  
HERE  
AND  
SCRAM

BE  
PREPARED  
x1

LVL  
1

Sofia

DEL EQUIPO

000

000

000







SAVE REPLAY

OK

								
								
SOFIA	YOSIF	PIPISTRELLA	HORATIO	KILLS	WINTER	PEN PAL/Y	YVONNE	HORSE
1▲	0	1▲	2▲	UTILITY	0	0	0	1▲
22▲	8▲	0	0	DAMAGE	0	8▲	0	40▲
39▲	40	36	80▲	HEALING	43▲	24▲	110▲	38▲
24	27▲	7	32	TANK	0	20▲	17▲	20▲



EKANIS ♂

Lo 14

HP



Repertory ♂

Lo 24

HP



32 / 65

EXP



▶ BITE

TACKLE



WATER PULSE

MEGA KICK

PP

17/25

TYPE/DARK



# **What different types of UI Menus can be found in RPGs?**

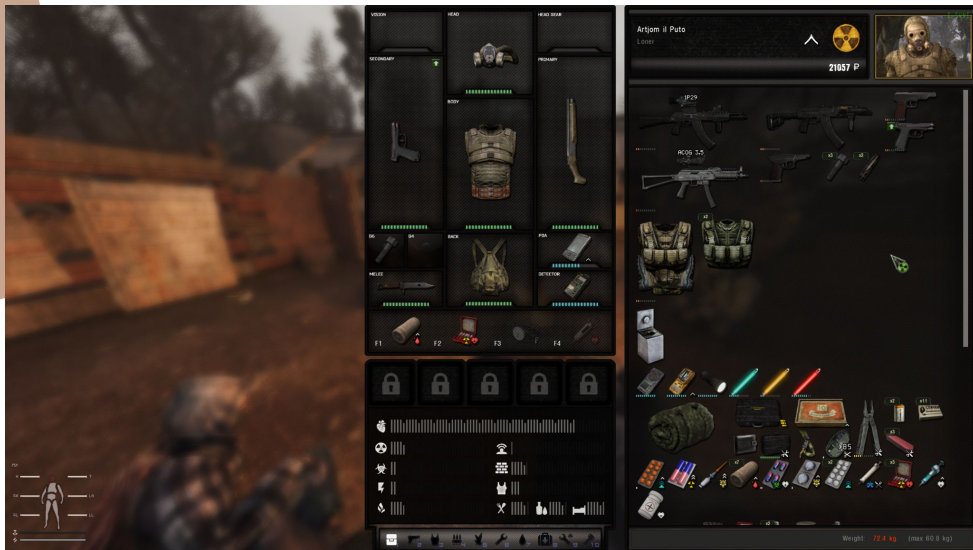
Pau aléjate del zoo porfa

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# Items/Inventory







# Skills/Stats





## Status

Check status

LB<



>RB

Odessa

Covenant Darkwraith+1

Level 125

Souls 289245

Vitality 50

Attunement 16

Endurance 40

Strength 16

Dexterity 26

Resistance 8

Intelligence 40

Faith 8

Humanity 99

HP 1800/1800

Stamina 192

Equip Load 35.5/144.0

R Weapon 1 405

R Weapon 2 340

L Weapon 1 133

L Weapon 2 186

Physical Def. 353(171)

VS strike 353

VS slash 371

VS thrust 351

Magic DEF 292(170)

Flame DEF 273(170)

Lightning DEF 296(172)

Poise 28

Bleed Resist 185

Poison Resist 83

Curse Resist 188

Item Discovery 210

Attunement Slots 4



3/3



10/10



8/8

:Toggle Display :Close BACK:Explanation

88 / 160



9398



## INVENTORY

ALCHEMY

WORLD MAP

LEVEL

38



211/2000



1845 DPS - SILVER SWORD



1336 DPS - STEEL SWORD



450 ARMOR



82 CROSSBOW

5332  
6220 VITALITY0  
101 TOXICITY

+134 % SIGN INTENSITY

100  
100 STAMINA

ADDITIONAL



## DPS - SILVER SWORD

- 837 Silver sword fast attack damage
- 40 % Silver sword fast attack critical hit chance
- 1654 Silver sword fast attack critical hit damage
- 1326 Silver sword strong attack damage
- 40 % Silver sword strong attack critical hit chance
- 2824 Silver sword strong attack critical hit damage
- 0 % Chance to poison
- 10 % Chance to cause bleeding
- 5 % Chance to cause burning
- 0 % Chance to stun
- 0 % Chance to freeze
- 0 % Chance to stagger

TOTAL PLAY TIME 157 Hours  
7 Minutes

[Hold] Rotation



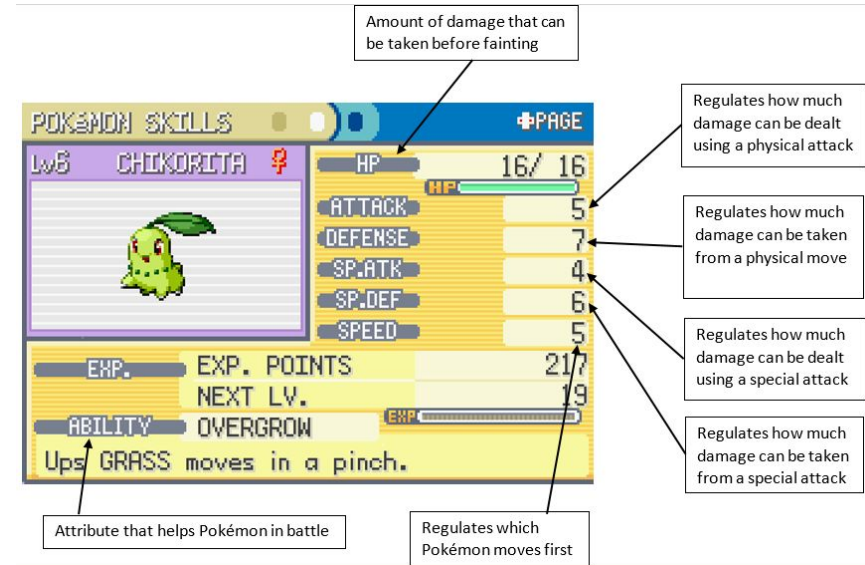
[Hold] Pan

C

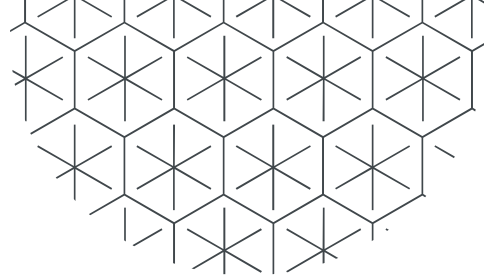
Player Stats



# Status/Party/Team







# Visual Design of the UI

Regalon vago e indisciplinado



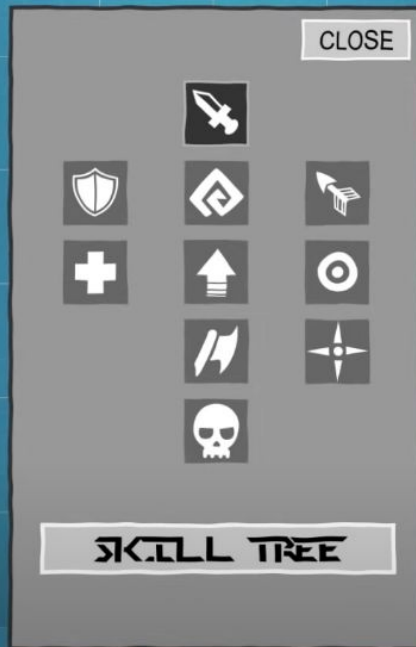
# Typography



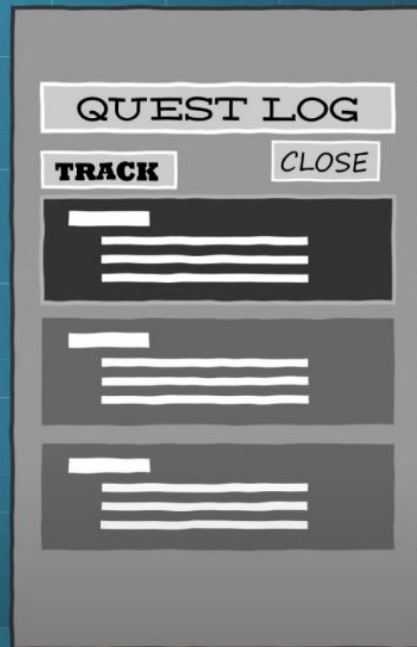
## CRAFTING WINDOW



## SKILL TREE WINDOW



## QUEST WINDOW



# Layout Positioning



## CRAFTING WINDOW

## SKILL TREE WINDOW

## QUEST WINDOW

### CRAFTING

CRAFT

CLOSE

### QUEST LOG

TRACK

CLOSE

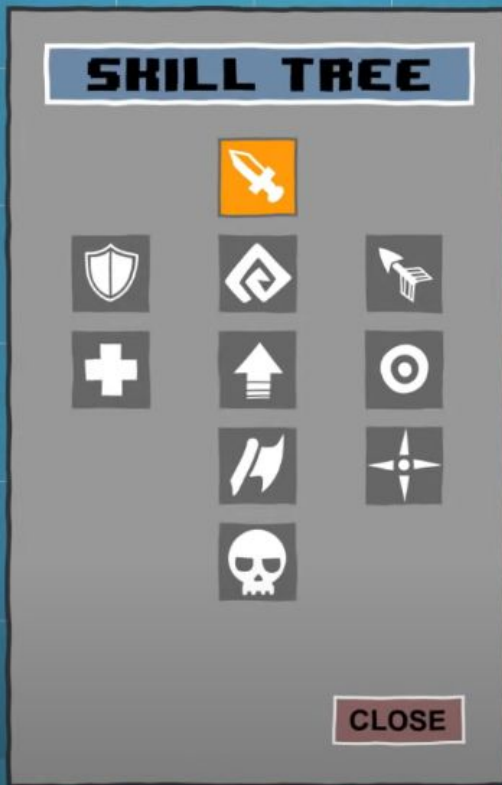
CLOSE

**INCONSISTENT!**

## CRAFTING WINDOW



## SKILL TREE WINDOW



## QUEST WINDOW



## CRAFTING WINDOW



## SKILL TREE WINDOW



## QUEST WINDOW

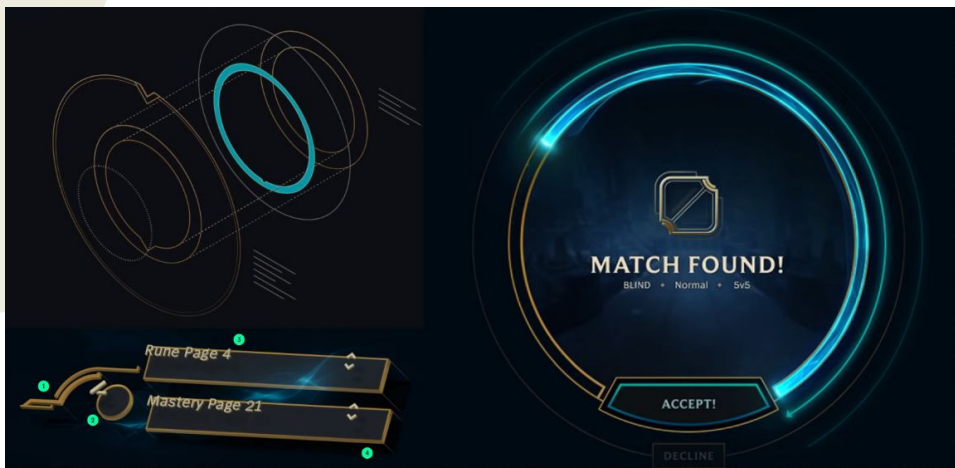


**CONSISTENT!**





Core Thematic



Rules and Guidelines



# HEADER 1

BEAUFORT BOLD // 40 PT // #F0E6D2  
Leading: 42 pt // Tracking: 50

## HEADER 2

BEAUFORT BOLD // 30 PT // #F0E6D2  
Leading: 32 pt // Tracking: 50

## HEADER 3

BEAUFORT BOLD // 24 PT // #F0E6D2  
Leading: 28 pt // Tracking: 50

## HEADER 4

BEAUFORT BOLD // 18 PT // #F0E6D2  
Leading: 14 pt // Tracking: 50

### Header 4 *Italic*

BEAUFORT MEDIUM ITALIC // 18 PT // #F0E6D2  
Leading: 22 pt // Tracking: 25

### HEADER 5

BEAUFORT BOLD // 14 PT // #F0E6D2  
Leading: 18 pt // Tracking: 75

### Header 5 Titlecase

BEAUFORT BOLD // 14 PT // #F0E6D2  
Leading: 18 pt // Tracking: 25

### HEADER 6

BEAUFORT BOLD // 12 PT // #F0E6D2  
Leading: 12 pt // Tracking: 75

### Large Text

BEAUFORT MEDIUM // 16 PT // #A09B8C  
Leading: 24 pt // Tracking: 40

### Medium Text

SPIEGEL REGULAR // 14 PT // #A09B8C  
Leading: 20 pt // Tracking: 25

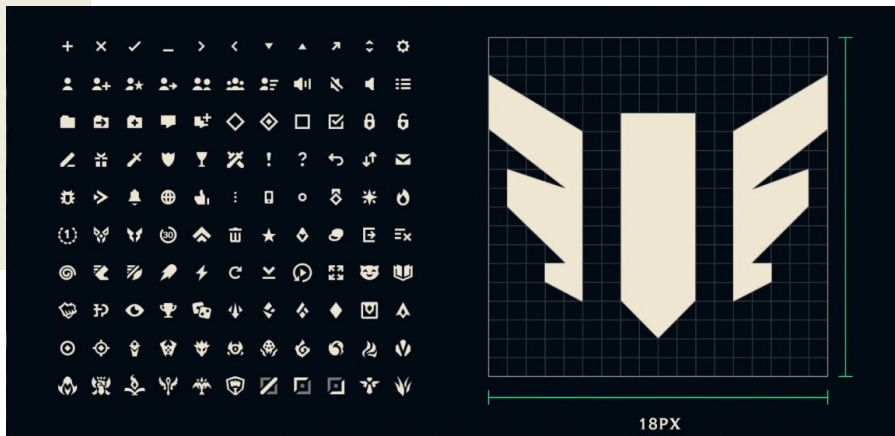
### Small Text

SPIEGEL REGULAR // 12 PT // #A09B8C  
Leading: 16 pt // Tracking: 50

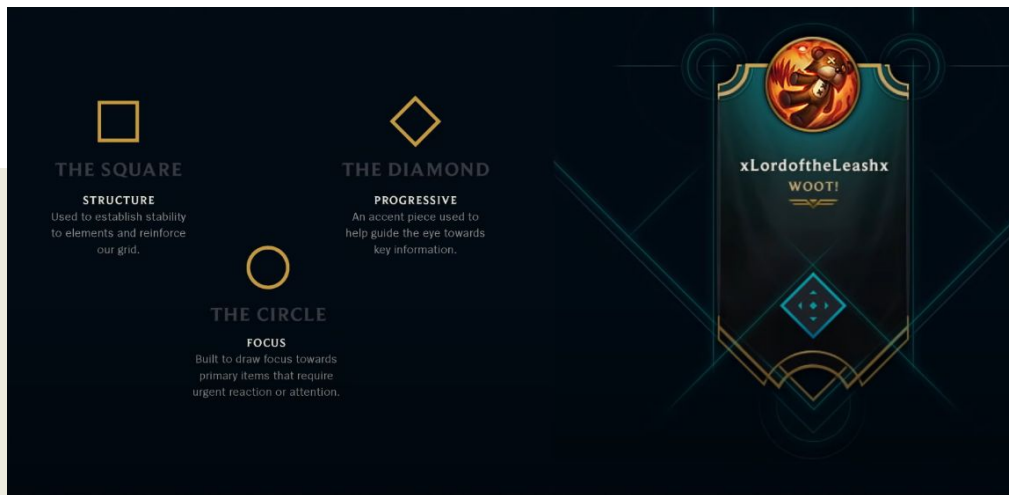
### Gold Link Rest | Gold Link Hover

SPIEGEL // 12 PT // #CDBD91 | #EFE5D1  
Leading: 28 pt // Tracking: 50

## Typography



## Iconography



## Shape Language



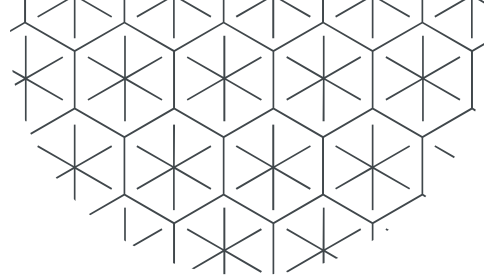
## Color

# Menu Animations



# Fable 3 In a Nutshell





# How are they controlled?

Arnau tutorial en discord



# Controls

## PC

- Mouse
- WASD
- Arrows

## Console/Mobile

- Left Stick
- Arrows
- Touchpad

# AMONG US



ACCOUNT



FRIENDS  
LIST



LOCAL

ONLINE

HOW TO PLAY

FREEPLAY



QUIT