

2D for Games 1: Qweek Assignment

Assignment 35 %

For this assignment you will pick a style and make a game UI in that style. Use techniques so you can easily change the colors and sizes. This assignment is about learning to see and analyze a style, applying that style and showing you understand certain photoshop techniques. You will create your own UI, do not copy or take on from the internet!

1. READ THE ASSIGNMENT

Every document needs to be 1920x1080px or 1080x1920px! Except the Brush.Psd (1024x1024px)

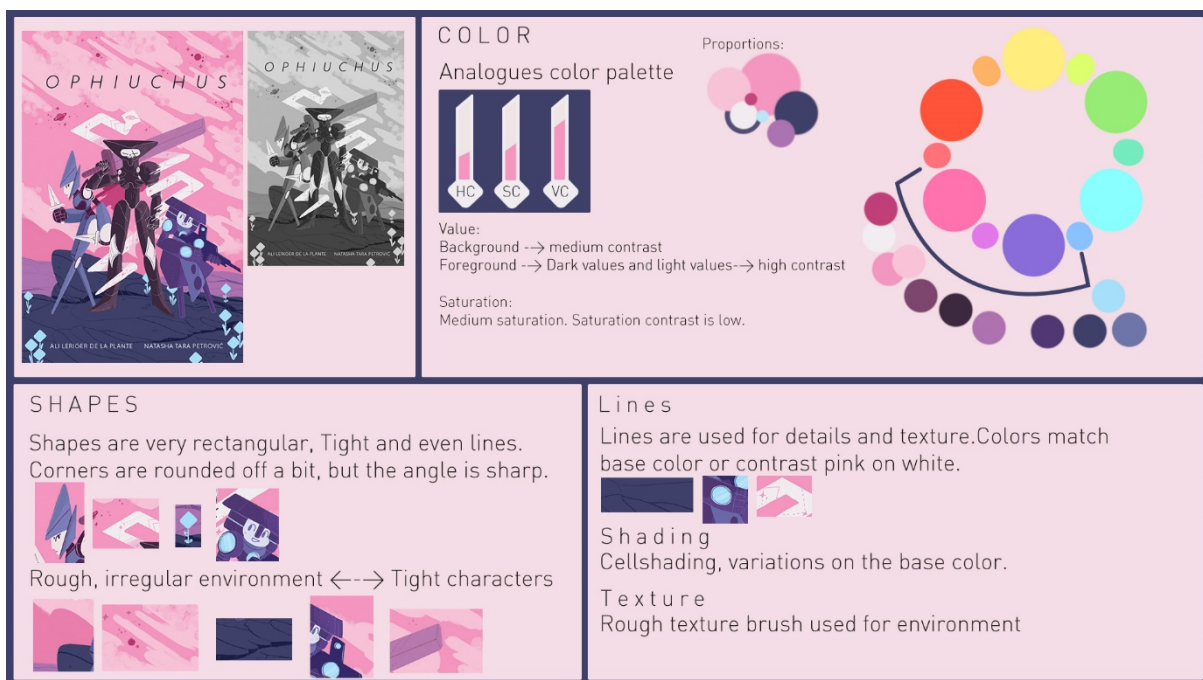
2. Analyze your chosen style

-> **Styleguide.psd**

-> **Styleguide.png**

You pick a style from the folder called "Style folder". You can not pick your own style; you pick from the folder. Discuss all the principles you saw during class. These principles are: line, shape, colour, gradient,... If, for example, there are no lines, you don't have to discuss them.

Present this in a nice and readable document. Don't add too much text, but make sure it is clear you know what you are talking about. If you give this document to someone, they have to be able to understand the style from your document.

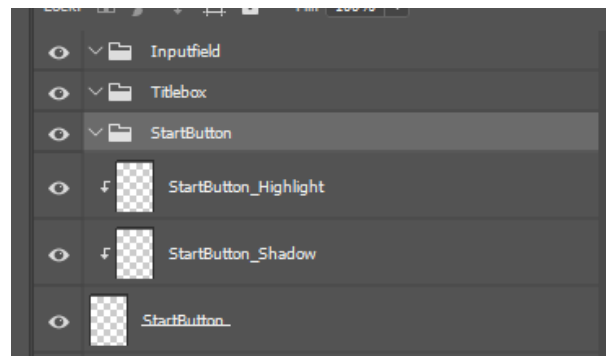




3. The UI elements: what elements do you need?

- > **Main.Psd**
- > **Assets.png**
- > **Brush.abr**
- > **Brush.psd**

The text in **bold and red** is what you need to name main the layer/folder, if you add a clipping mask for f.e. shadow , give it a good name. F.e. Startbutton_shadow



1. A title box -> **Titlebox**
2. 2 variations of a button, one normal. One clicked-> **Button_01 / Button_02**
3. Start button -> **StartButton**
4. Health/mana bar -> **Bar**
5. You need to pick a fitting font; this can be any free font available in Photoshop or from the internet. (if you pick one from the internet make sure it is free to use, read the restrictions) -> **Font**
6. Toggle button, on and off state -> **ToggleOn / ToggleOff**
7. Toggle Arrows-> **ArrowLeft / ArrowRight**
8. Checkbox -> **Checkbox / CheckboxCheck**

9. Close Button -> **CloseButton**
10. Settings button -> **Settings**
11. Variety off symbols: music, energy/magic , coins, health, sound,.. (at least these 5, you can add more if necessary, name them accordingly)
12. Return arrow-> **Return**
13. You will have to make 1 brush(more info at the below)-> **Brush**
14. Count bar (f.e. to put score in)-> **Counter**
15. Input field -> **Inputfield**
16. A frame that can be rescaled -> **Frame**
17. A background(can be very simple, don't start painting a landscape) -> **Background**

Brush: you will have to export the brush to an 'abr' file. Also save the photoshop file where you made the brush. This way we can see you made the brush yourself.

The image above is an example. You fill in these elements however you want, according to your style. The theme is also separate from the style, if you want to make a UI that fits a pirate game but your style doesn't have pirates that is fine, as long as the style fits. For example, you can use a golden coin instead of a diamond as symbol.

When making these elements, keep in mind that you want to be able to change the colors easily

4. Color variation

->Main.Psd

-> ColourVariaton.png

You will take all your elements and give them a new color palette. If you used the right techniques this will be easy to do so. Still keep the color theory in mind, don't just assign random colors.



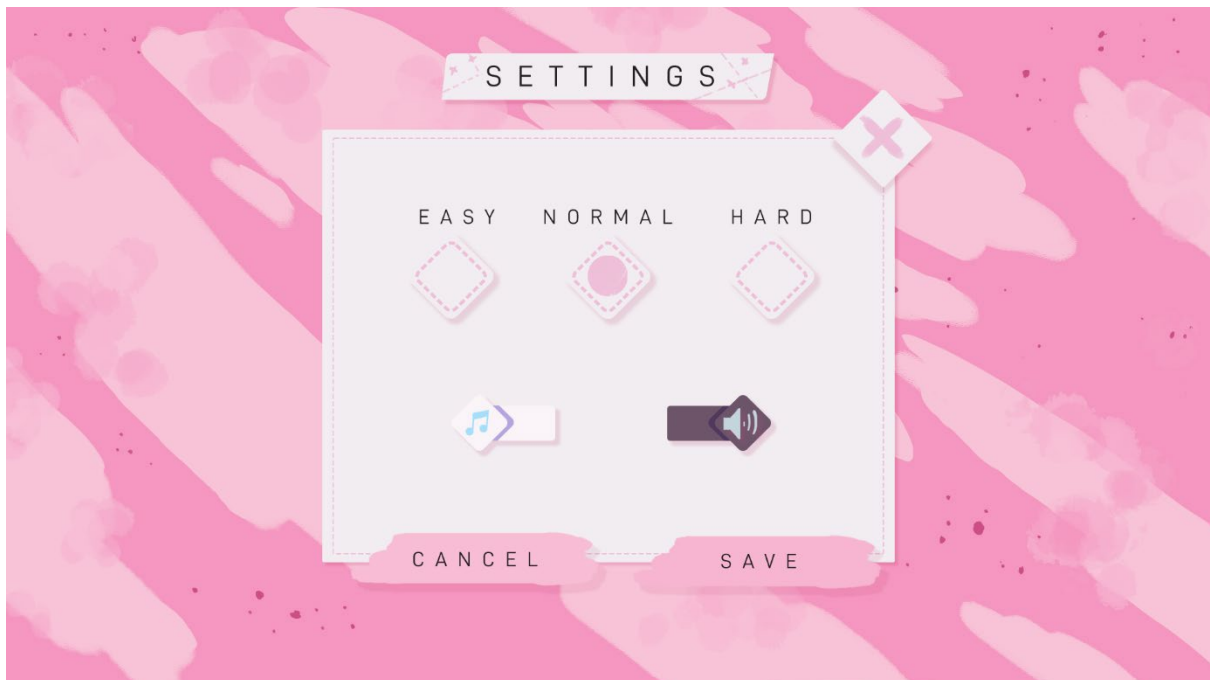
5. Examples

- >Main.Psd
- > Example_01.png
- >Example_02.png
- >Example_03.png

Make 3 examples with your UI elements. 1 title screen, 1 settings and 1 other.



Title screen



Settings screen



other

Hand in before the deadline on Leho (1 pt.)

Hand in a .rar file of the main folder with the following naming convention:

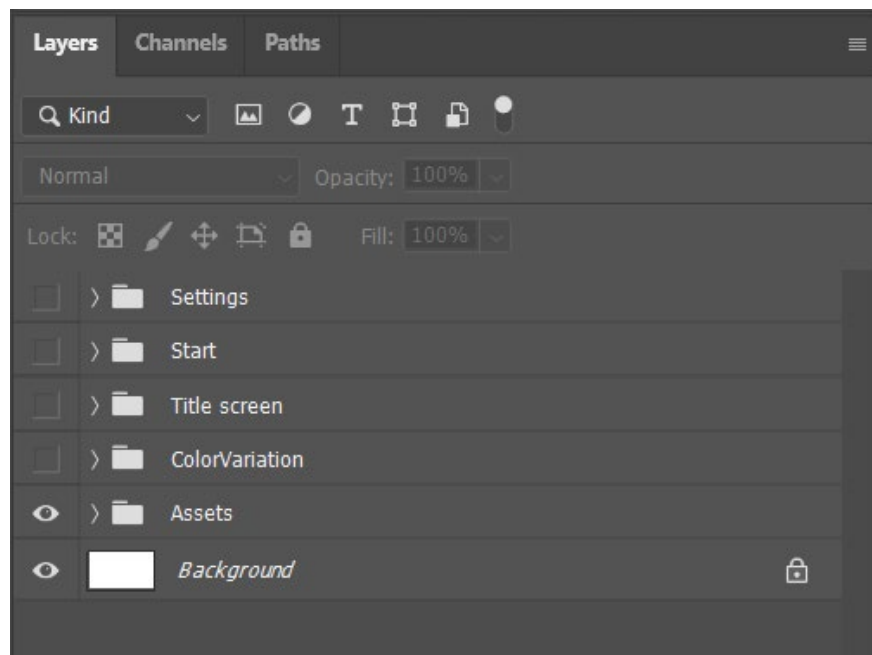
YourClassgroup_FamilyName_Name_Q_Assignment.rar

Ex. 1IGP13E_Cena_John_Q_Assignment.rar

What is in the main folder :

- | | |
|--|-------------------|
| 1. Styleguide.psd | 6. Example_01.png |
| 2. Styleguide.png | 7. Example_02.png |
| 3. Main.psd -> Put everything in this file
(use folders per png you need) | 8. Example_03.png |
| 4. Assets.png | 9. Brush.abr |
| 5. ColourVariaton.png | 10. Brush.psd |

Examples on next page



Example: folder is Main.psd

