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My Assets

My logo has two crossed swords in the middle and has text saying Rampage. Rampage is my company's name. Where I used this asset in the game menu is the background of the buttons. My company name is coved in the menu but when the player presses the new or load button, the buttons should disappear, and my company name should then be seen.

The new game button I designed is a blue round edged rectangle and has some shading done to it to look like it has some depth to it. The new button is the first button that is listed because the person playing the game will need to start a new game before they can load a previous game, therefore it only makes sense to list it first.

The loading button I designed is a red round edged rectangle and has some shading done just like the blue button. I put this button first on the left side, so the player doesn't have to search where the load button is.

The game settings button is another rectangle button but this one has gears on it to symbolise options/settings list, it also has a purplish background. The settings button is right beside the login button and quit button.

The exit game button is a rectangle button with a black arrow in it. The arrow is supposed to symbolise leaving the menu. The background colour for the button is light brown. It's the last button on the right.

The login button is the only circular button that is mainly coloured black. Its also a button that's supposed to be a clothing button, so because of that there is red thread in the middle of it. It's between the load and settings button.

The 3 backgrounds I designed have one thing in common and that thing is, the gradient tool. The first background is blue going to white, the second background is black going to white, and lastly the third background is pink going to white. I used all of them in the menu by adding them to the background. The pick back ground overlaps all the other backgrounds and the blue overlaps the black background.