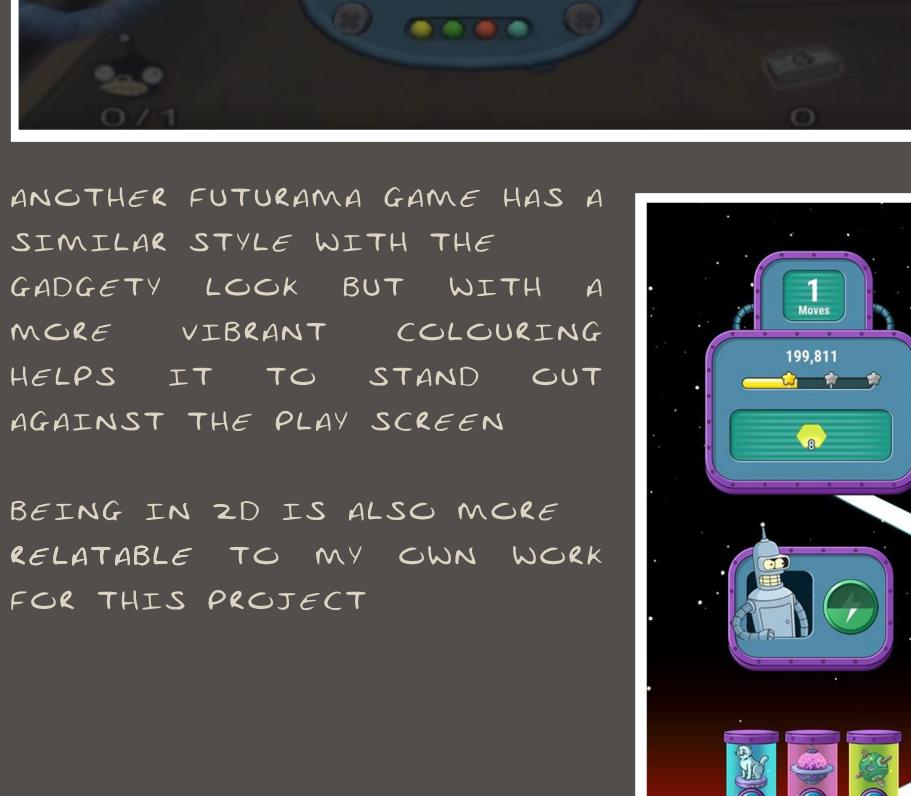
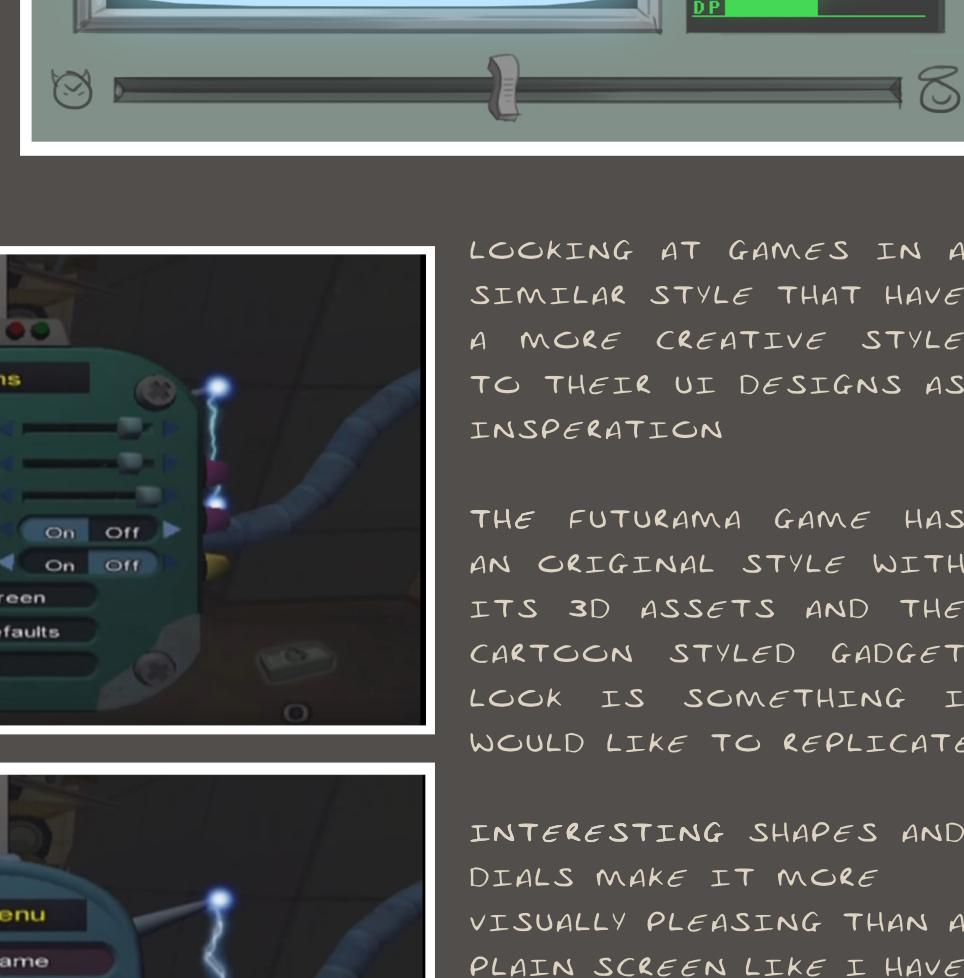
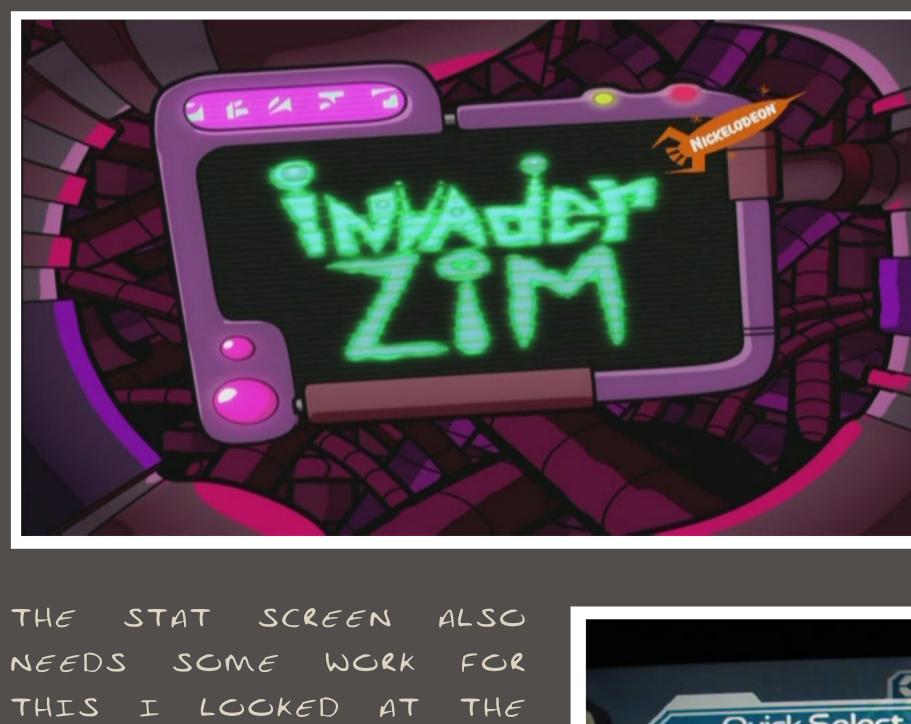


MY CURRENT UI DESIGN IS UNINTERESTING AND BLAND I WANT TO DEVELOP SOMETHING MORE APPEALING WHILE REMAINING EASY TO NAVIGATE THE FOLLOWING VISUAL RESEARCH WILL HELP ME DEVELOP A MORE SOLID STYLE GUIDE TO ADHERE TO



LOOKING AT GAMES IN A SIMILAR STYLE THAT HAVE A MORE CREATIVE STYLE TO THEIR UI DESIGNS AS INSPIRATION

THE FUTURAMA GAME HAS AN ORIGINAL STYLE WITH ITS 3D ASSETS AND THE CARTOON STYLED GADGET LOOK IS SOMETHING I WOULD LIKE TO REPLICATE



INTERESTING SHAPES AND DIALS MAKE IT MORE VISUALLY PLEASING THAN A PLAIN SCREEN LIKE I HAVE BEEN USING PREVIOUSLY

ANOTHER FUTURAMA GAME HAS A SIMILAR STYLE WITH THE GADGETY LOOK BUT WITH A MORE VIBRANT COLOURING HELPS IT TO STAND OUT AGAINST THE PLAY SCREEN

BEING IN 2D IS ALSO MORE RELATABLE TO MY OWN WORK FOR THIS PROJECT



THE STAT SCREEN ALSO NEEDS SOME WORK FOR THIS I LOOKED AT THE MENU SCREENS FOR THE RATCHET AND CLANK GAMES CREATED BY INSOMNIAC I LIKE THE BLUE AND WHITE FUTURISTIC VIBES AND INTERESTING SHAPES USED TO FRAME OBJECTS

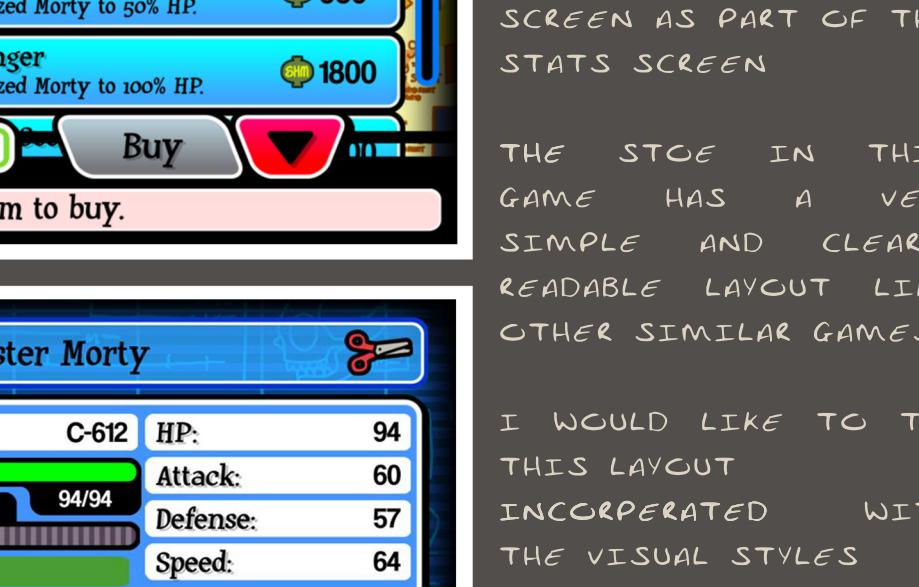
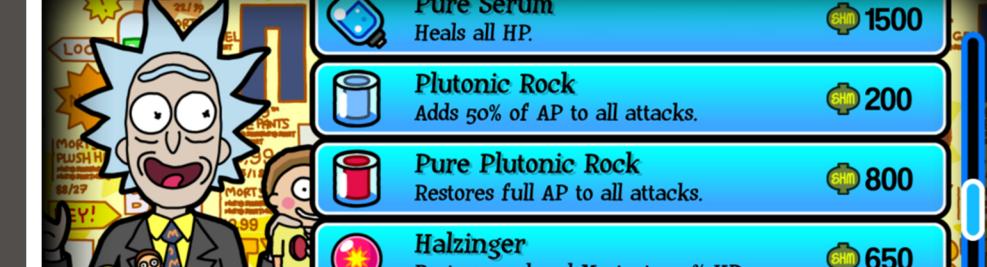
THE HEXAGON TEXTURE AND LINES BREAKING UP THE BACKGROUND MAKE IT LOOK MORE LIKE A SCREEN AND I WILL TRY TO REPLICATE THIS IN MY NEXT ITERATIONS

SOMETHING LIKE THIS WILL BE A VAST IMPROVEMENT FROM THE DRAB SCREENS I HAVE CREATED SO FAR



VISUALLY SIMILAR TO THE PREVIOUS GAME IS THE ART FOR THE INVADER ZIM NICKELODEON SHOW

A NICE EXAMPLE OF A SIMPLE YET INTERESTING DESIGN THAT IS ALSO VIBRANT AND UNIQUE



LASTLY I LOOKED AT THE RICK AND MORTY GAME FOR INSPIRATION ON HOW TO LAYOUT THE STORE AND POSSIBLY THE CHARACTER CUSTOMISATION SCREEN AS PART OF THE STATS SCREEN

THE STORE IN THIS GAME HAS A VERY SIMPLE AND CLEARLY READABLE LAYOUT LIKE OTHER SIMILAR GAMES

I WOULD LIKE TO TRY THIS LAYOUT INCORPORATED WITH THE VISUAL STYLES DISCUSSED ABOVE

THE CHARACTER SHEET HERE MIGHT BE USED LATER IN DEVELOPMENT IF IMPLEMENTING DIFFERENT ATTACKS