UI/UX Design Document

Overview

This document will describe the operation of all interfaces and menus. For further details, useful folders and documents will be linked below:

- [Flowchart of interfaces](#) (Wireframes)
- [References](#)
- [UI Sushi (Folder)](#)
- [UI Penguin (Folder)](#)
- [Figma Prototype](#)

UI/UX Rules

Before uploading any assets, contact the departmental lead or the Game Design department for any corrections to be made

Maintain constant communication between Design and 2D Art departments, especially between UI/UX Designer and UI/UX Artist.

Contact a Programming Lead for any features to be implemented

Table of Content

1.0 General info

- **In the linked table**, the team can **observe the aesthetics** of each button **and read how it works**.
  Subsequently, by **continuing in this document**, it will be possible to **find its application within the game**.

- **Game Background:** There is a fixed background in the game with a pattern that changes with the chosen theme (Sushi, Penguin, Sweet, ...).

Legenda

Inspector paramters: **+placeholder**
SFX: **+placeholder**
Animation: **+placeholder**

2.0 Main Menu

Once the **game** has **opened** it will be introduced with a **cartoon** graphic **style** menu.The **interface** in the **center** of the screen **presents** a selection **button** to **choose** which **level** has to be played, on the **bottom** part is located the **start** button that directly lets the **player** get into the **latest** level **unlocked**. Still on the **bottom right** side of the **screen** can be found an **icon** that once opened will **show** the **roster** of **skins** that are **available** in game and can be **unlocked** via multiple ways like by **achievements**, using **coins** or even by collecting **stars** while beating the various types of levels. On the **bottom left** of the screen there is the **icon** for the **option** where the player can manage the **music**, **sound effects** and **vibrations** of the game plus the chance of **changing** the **language** of the game itself based on the player **preference**. Another small detail that the **home** screen does show are two **icons** on the **middle right** side of the screen:

- ~~Icon for the **daily reward** that can be **claimed** after every 24/h reset;~~

- ~~Icon to **gain** extra **coins** by watching **ads**.~~

2.1 Main Menu Buttons

- **Game Title**
- **Start Button**
- **Options Button**
- **Skin Button**
- **Level Button**

3.0 Options/Settings Menu

In this menu, players can manage the **music**, **sound effects** and **vibrations** of the game. ~~plus the chance of changing the language of the game itself based on the player's preference.~~

Players can access the listed settings:

- **Music:** On/Off (By Clicking)
- **SFX Audio:** On/Off (By Clicking)
- **Smartphone Vibration:** On/Off (By Clicking)

~~In addition, players can change the game language.~~

3.1 Options/Settings Menu Buttons

- **Music Button**
- **SFX Audio Button**
- **Vibration Button**

3.2 Options/Settings Menu Icons

- **Menu Title**

4.0 Pause Menu

Screen that opens in Overlay when the pause button is clicked. Here players can change some settings, quit the current level or restart it.

4.1 Pause Menu Icons

- **Menu Title**

4.2 Pause Menu Buttons

- **Stages Button**
- **Restart Button**
- **Resume Button**
- **Music:** On/Off (By Clicking)
- **SFX Audio:** On/Off (By Clicking)
- **Smartphone Vibration:** On/Off (By Clicking)
- **Shows Automatic Hint: On/Off:** (By Clicking)

5.0 Skins/My Sushi Selection Menu (Overlay)

In this menu, players can change the skin of the main character by clicking on the desired skin (if unlocked).
Skins can be obtained in the shop menu.

5.1 Skins Menu Buttons

- **Skin Buttons**
- **Back Button**
- **Exit Button**

5.2 Skins Menu Icons

- **Menu Title**

6.0 Level/~~Puzzle~~/Themes Selection Interface

The **player** can get **access** to all the **levels** inside the game by **pressing** the **Level Button** that is shown on the **center** of the **Main Menu** screen. Once **opened**, there are going to be **three options** that the play can **interact** with:

- **Level**: Here the **player** can **choose** the **difficulty** of the **levels** that they want to **play**. Each **section** has a total **number** of level **available**, it will start from the **beginner difficulty** and by **progressing** it will unlock the other four types which are the **intermediate**, **advanced**, **expert** and **master**;

- **Themes**: In this **section** the player can **unlock** new levels with the **skin theme** based on different **countries** around the **world**. Thirteen are based on **countries** while 2 are based on **Christmas** and **Halloween**. All of them have **exclusive skins** for the **pawns** and for the **music themes**.

6.1 Level Selection Menu Buttons

- **Level Category Button**

    - **Beginner Button**
    - **Intermediate Button**
    - **Advanced Button**

- **Themes Category Button**

    - **Sushi Theme Button**
    - **Penguin Theme Button**
    - **Sweet Theme Button**

- **Back Button**

- **Skin/My Sushi Button**

7.0 Levels List

Once the difficulty has been chosen, the player accesses a list of levels belonging to that category (Beginner, Intermediate, Advanced).
Levels will appear locked if they have never been completed, except for the first one which is always unlocked.
To access a specific level, the player only needs to click on it.
If the level is locked, the player will not be able to access it.
Once all levels in one category are unlocked, the next one is unlocked.

7.1 Levels List Icons

- **Difficulty/Category Icon**
- **Total Levels icon**

7.2 Levels List Buttons

- **Level Button**
- **Locked Level Button**
- **Start Button**
- **Back Button**
- **Skins Button**
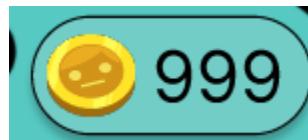
8.0 Shop Menu (Optional)

In this menu, players will be able to purchase new Hint points and all skins unlockable in the game through coins.
(Skins are however obtainable by continuing through the levels.

8.1 Total Coins

The Shop menu also shows all coins obtained by players through an indicator at the top of the screen.

9.0 In-Game HUD

The in-game HUD consists of a series of icons and buttons.
The icons show some useful data, while the buttons allow you to activate and access specific functions.

9.1 In-Game icons

- **Best Moves**

- **Moves Counter**

- **Flowers**

- **Current Level Indicator**

- **Tutorial Banner (Only in the first level)**

9.2 In-Game Buttons

- **Skins Button**
- **Hint Button**
- **Reload Button**
- **Undo Button**
- **Pause Button**

10.0 Win/End Menu Overlay

This screen appears when players complete the level.
An inscription is shown indicating the achievement linked to the number of flowers/stars (Perfect, Great, Good), the crown if the level was completed without undo, and the skin in use.

This screen also contains the buttons required to restart the level (restart), move to the next level (resume), and the button to return to the level selection (stages).

Next to the skin icon there is also a small button to change it instantly.
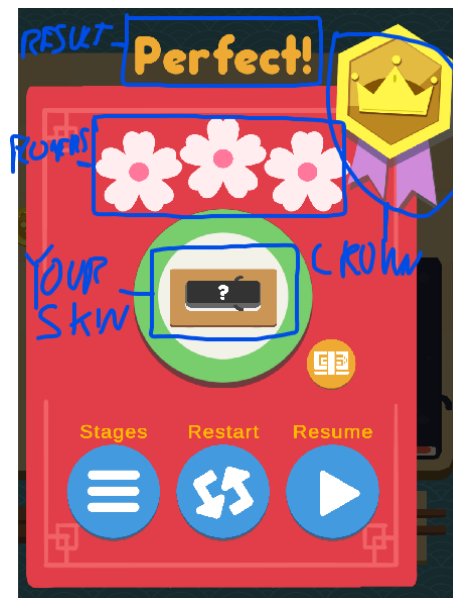
Feedback System

10.0 UI/Menu Animations

10.1 Main Menu Sushi tape Animation

In the main menu, there is an animation in the lower central part of the screen.
The animation has as its main subject a moving tape that moves pieces of sushi from one side of the screen to the other.

+PlaySushiTapeAnimation

10.2 Background: Clouds Animation

In Background there is a looped animation of a group of clouds moving from one side of the screen to the other.

+PlayCloudsAnimation

10.3 Overlay Transition/Animation

The tab/interface will in fact have to appear falling from the top towards the center and then stop perfectly in the center of the screen.

+PlayOverlayAnimation