Assignment:

While the UI of a game may change from area to area or quest to quest (for example, a character customizer has different options than a battle interface), we're just going to focus on one for your game. Put the player in an active task - This could be a puzzle, a fight, an exploration mission, a race, whatever, as long as the player is engaged in contained goal ("find," "destroy," "earn," "complete,"...). In other words, they're not just standing around in the village fulfilling your "60 Hours In-Game!" achievement.

Once you've put the player in an active task, design the HUD. What information is imperative for the player to know? How much time do they have to study it, and how unobtrusive can you make it?

1. HUD Visual:

Create a mock-up of the screen shown during an active task, showcasing the HUD. Your aesthetics may be minimal or complex, and you may source or sketch/draw your imagery. Be sure to follow the information provided under Level 08's Assignment Focus Area of the website.

Source or create your imagery; background, character(s), etc. Don't forget to match the dimension (2D, 2.5D, 3D) and perspective (first-person, third-person, scroller, etc.) of the rest of your game.

Include elements of the HUD. You can have as many or as few as you want, but I'd be very impressed if use less than two - most games at least have a health meter and directional aid.

Don't forget the enemies! If an enemy is on-screen, there's usually information on that enemy - hit points, health, strength, awareness of you (like in a stealth game)...

2. HUD Descriptions:

Describe the elements of your HUD, and how they're integral to the gameplay. What information is displayed? Why? How does it deliver information to the player in the most efficient way possible?

Part 1: HUD Visual (":Screen" and ":Elements")

The overall "gameplay" visual is provided, including

a) a background or contained space

b) character(s)

c) an active task or goal or obstacle - like a puzzle, battle, item find, etc.

Sourced or drawn HUD elements are clear, well-placed, and clearly have thought behind their use (especially regarding the gameplay visual provided above).

Part 2: HUD Description

HUD elements are described in context, detailing how they are used to contribute to the UI and current gameplay.