Sign in here!

fsu.devlup.org/signin

UI Design

DevLUp FSU GBM #10

November 14th, 2024

Welcome!

Next Few Weeks

Date	Week #	GBM Title	Secondary Event	Presenter
29 Aug	1	(No Meeting)	Involvement Fair	
5 Sep	2	Intro to Club and New Club Project		Club
12 Sep	3	Intro to Game Design		Chris
19 Sep	4	Intro to 3D Game Dev in Godot		Dion
26 Sep	5	Intro to 3D Modelling in Blender		Jake, Parker, Emma
3 Oct	6	Blender Animations		Ares
10 Oct	7	Blender Materials		Parker, Jake
17 Oct	8	Pixel Art		Ares, Emma
24 Oct	9	Tile Maps		Jake, Ares
31 Oct	10	Spooky Game Night Social	CANDY FOR ALL (No Candy)	Jack Skellington
7 Nov	11	Writing for Games		Emma, Chris
14 Nov	12	UI Design		Emma, Jake
21 Nov	13	3D Math		Dion
28 Nov	14	Thanksgiving Break		
5 Dec	15	Goodbye Chris Social		Chris
12 Dec	16	Finals		

Next Wednesday: **Talk with PlayStation Career Manager**

Talk with PlayStation about their Summer Internship Program!

NEXT WEDNESDAY 4PM ONLINE

Link will be sent out soon on discord

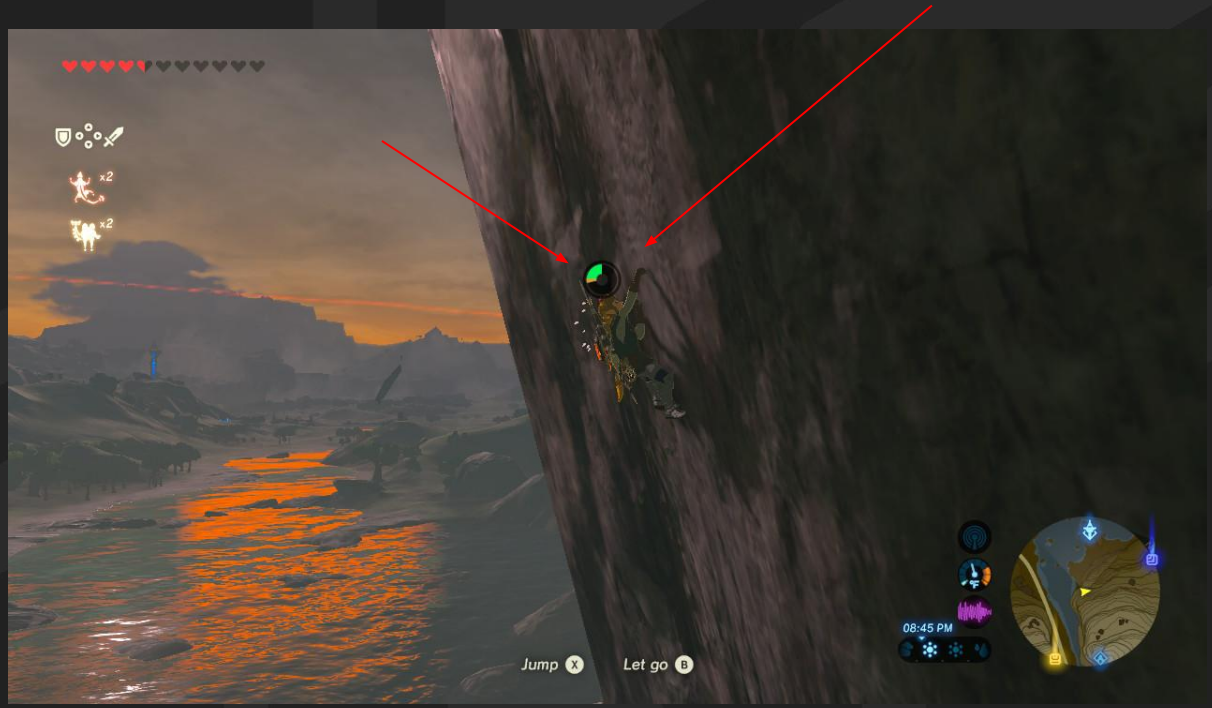
#👀showoff **recap**

What exactly is User Interface in Games?

- Game UI is a broad category that includes on screen gameplay elements like health bar and abilities, as well as menus and systems like an inventory or skill tree
- Video games have common on screen UI components that help players navigate, find information, and accomplish goals
- Signify to the player different game mechanics, player and environmental conditions, and progress

How is the UI separated in this image?

Now there is a new piece of UI on the screen 😮



There are two types of UI in Games

- Persistent
  - Stays on screen throughout gameplay
- Conditional
  - Only appears when the player needs to see it

Conditional UI is the real MVP

Nearly all the UI in Eldin Ring is conditional

Images from: https://youtu.be/0NxM_P5Ds7Y?si=TMTlpbQRfAm57_it

Why Conditional UI

- We need to think about what the player needs to see at a certain time
- For example, does link really need to know how many rupees he has during the final boss fight with Ganon?
- No!

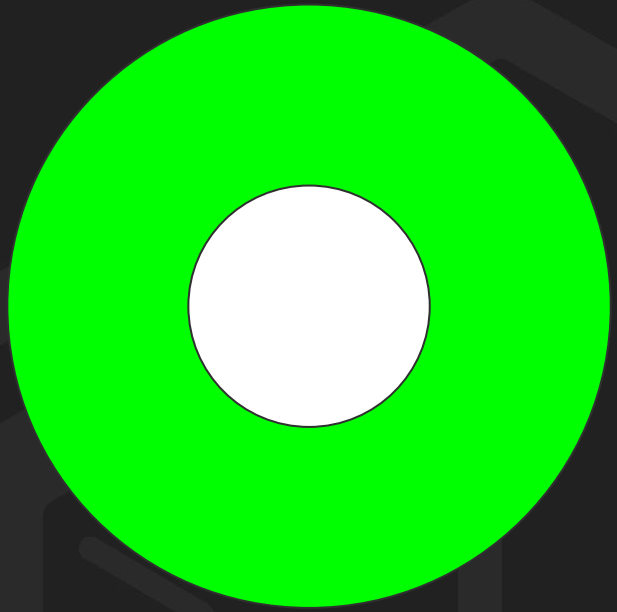
Let’s look at an example of innovative UI

One common function in games is stamina

- Conventionally stamina is shown as a green bar that goes down when the player performs strenuous actions like sprinting or climbing

Breath of the wild took this bar and made it a conditional

Circle



And instead of in the corner, they put it right on top of the player

This Stamina Wheel is an AWESOME Piece of UI

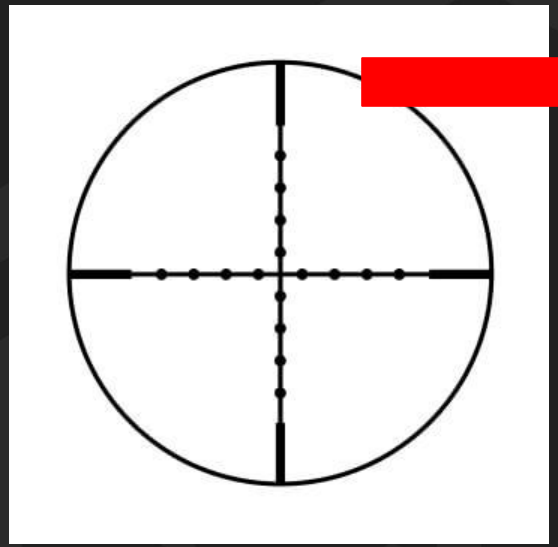
- When you are using stamina, it’s right in your eyeline
- When upgraded, it stays compact and unintrusive
- Appears sleek and streamlined

These techniques may seem obvious in hindsight, but this isn’t the traditional way stamina is visualized.

https://youtu.be/yGkG3VGWtls?si=sWoFs_wn01Nlki7g <- Video geeking out on breath of the wilds stamina wheel

Aiming in FPS Games!

Crosshair/Reticle



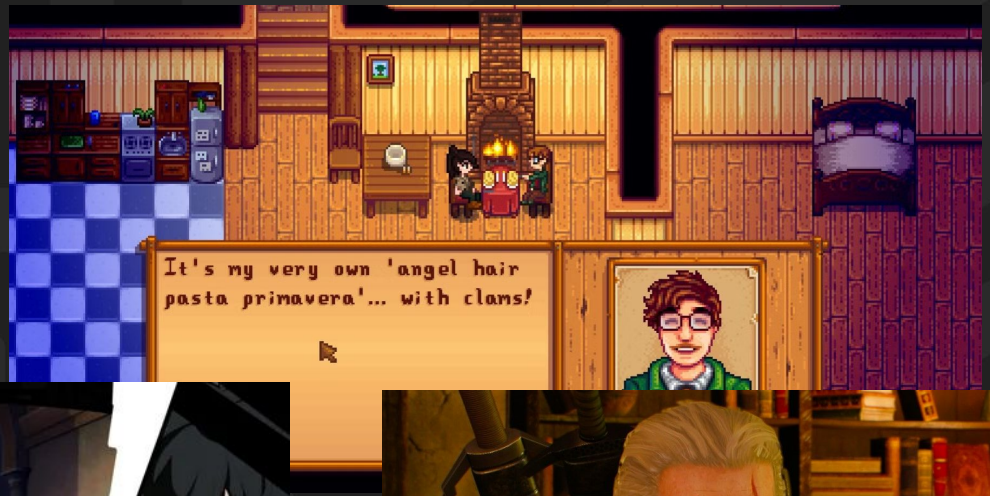
It can be simple, or more complex, sniping, punching, mining, depends on task

What about dialogue?

- Dialogue is a very important aspect of UI in more story based games
- How do you want to display your dialogue? What does your genre generally use?
- Do you want to have a choice menu? How do you want to display it?

In a lot of pixel games, there's usually a more detailed version of the person when you talk to someone

Types of dialogue in your favorite games



Things to consider

- Clear Character Indicators
- Readable Text and Font Choices
- Choice Indicators (Morality, special side quests)
- Pacing and Speed Control
- Subtitles and Accessibility Options
- Emphasis on Tone and Emotion
- Ambient Dialogue Integration (NPC chatter or background conversations)

Nobody is going to read that.

CULT OF THE LAMB
Heretic Edition
Play
New Save
New Save
New Save
Back
Delete Save
A Accept
B Back

Not Paused.
(Seriously! It's not.)
View Players
Server Commands
Settings
Disconnect
Close
Select

Menus

MINECRAFT
Déjà vu!
Singleplayer
Multiplayer
Texture Packs
Options...
Quit Game
Minecraft 11w49a
Copyright Mojang AB. Do not distribute!

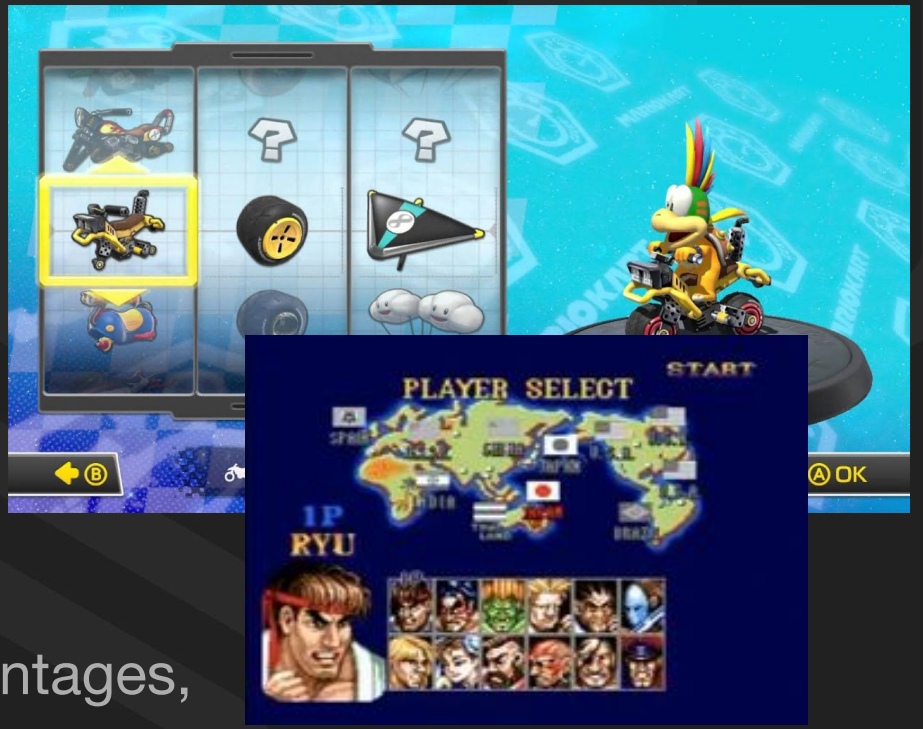
Who Cares About the Menu?????

- Main Menu
  - Helps you choose between a new or saved game
- Inventory Screens
  - MINECRAFT, and many other games, v important
- Pause Menu
  - Can get to settings, pauses the game, save the game
- Settings
  - Helpful for obvious reasons, change controls, make multiplayer, etc.
- TECH TREES!

Character Select and Power ups

Character Select

- Allows player to fully see the Character and any advantages Or power ups they might have
- How do you indicate the selected character?
- What are the abilities and advantages, Names give a face and depth to the character
- Skins, powerups, upgrades?



You Got a PowerUp!

Another important part of game Progression is to indicate when a Character has power-upped or Leveluped, this can be achieved in A variety of ways

- Flashy colors/ sparks
- Sound effects
- Stacked visuals/animations

BE CONSISTENT WITH YOUR CHOICES

UI Design Activity!!

- Your group will be given a game with systems and mechanics
- It’s your job to design intuitive UI for these systems
- Describe how it will look and behave, then draw out what it will look like on paper
- Iterate! Improve on your ideas to make them more streamlined and intuitive to the player!

Exit Survey:

Fig. 1: *Homer dislikes exit surveys.*