

UI/UX Portfolio

Jonathan Cattarin

Away Team (Personal Project)

Game I'm developing in Unity.

Basic Concept: Travel the stars, send crew down to planet to explore, they find things and level up.

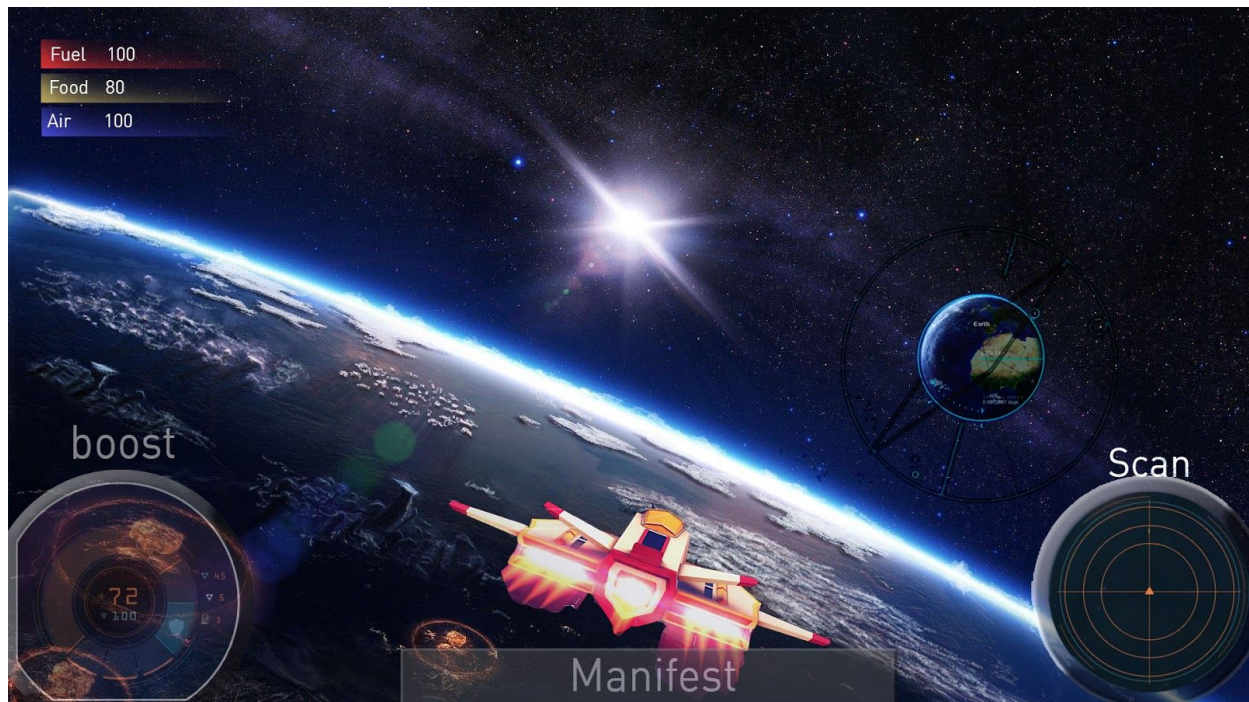
Title



Opening Menu



Ship Side



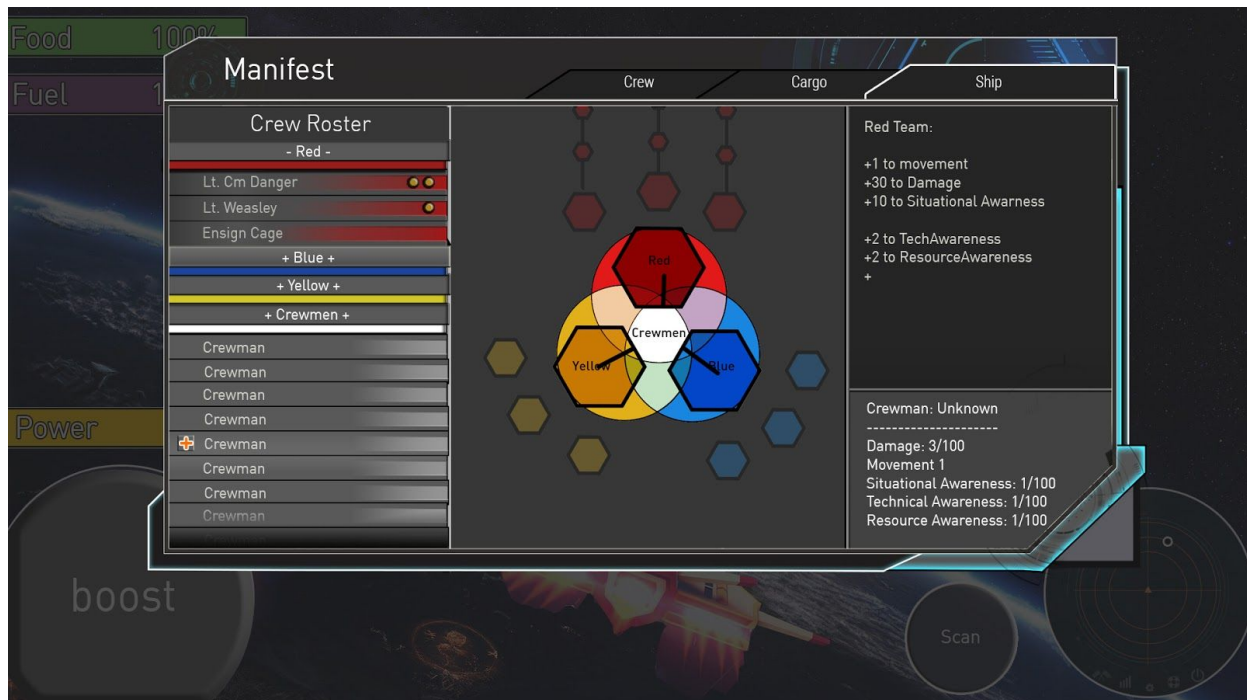
Ship Manifest

Version1

Version2



Crew Manifest



I admit my color choices were not the best here.

Orbit Scene

Explanation: This scene proved to be especially challenging and I am fairly pleased with my iterations and current solution.

Its Objective is to show the player: The crew roster, the planet info, deploy information.

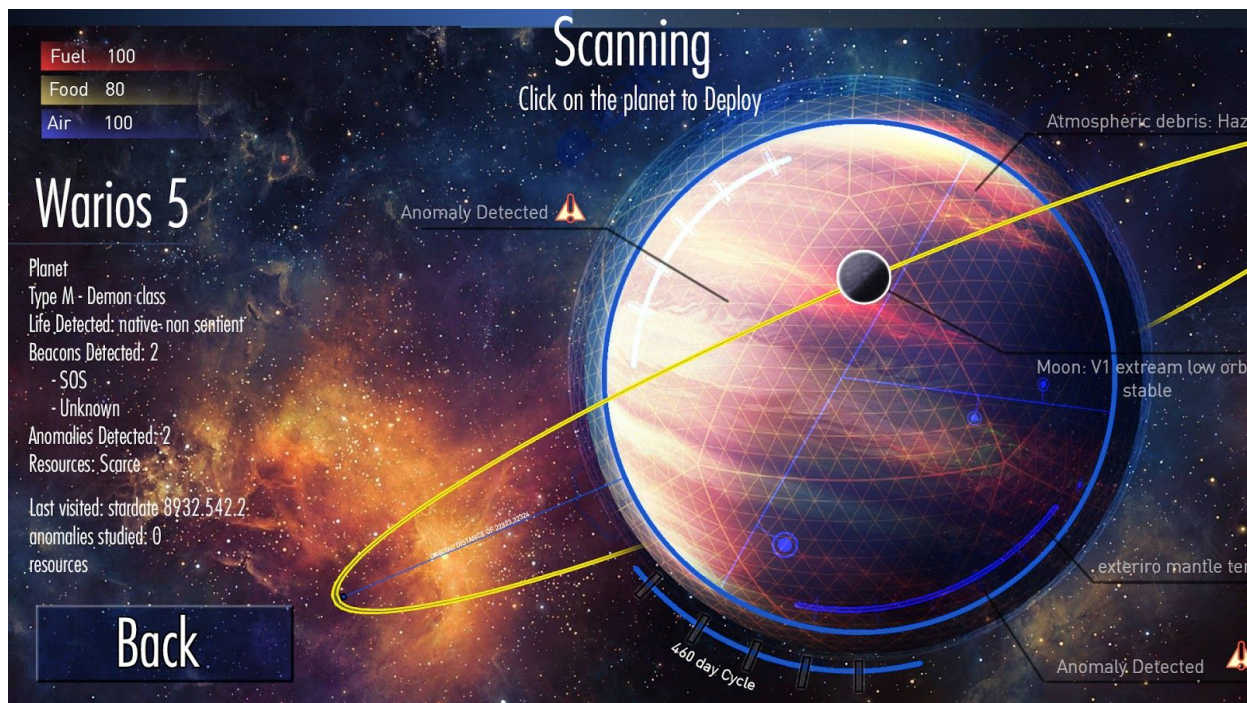
I will attempt to explain all of this as we go.

Version1



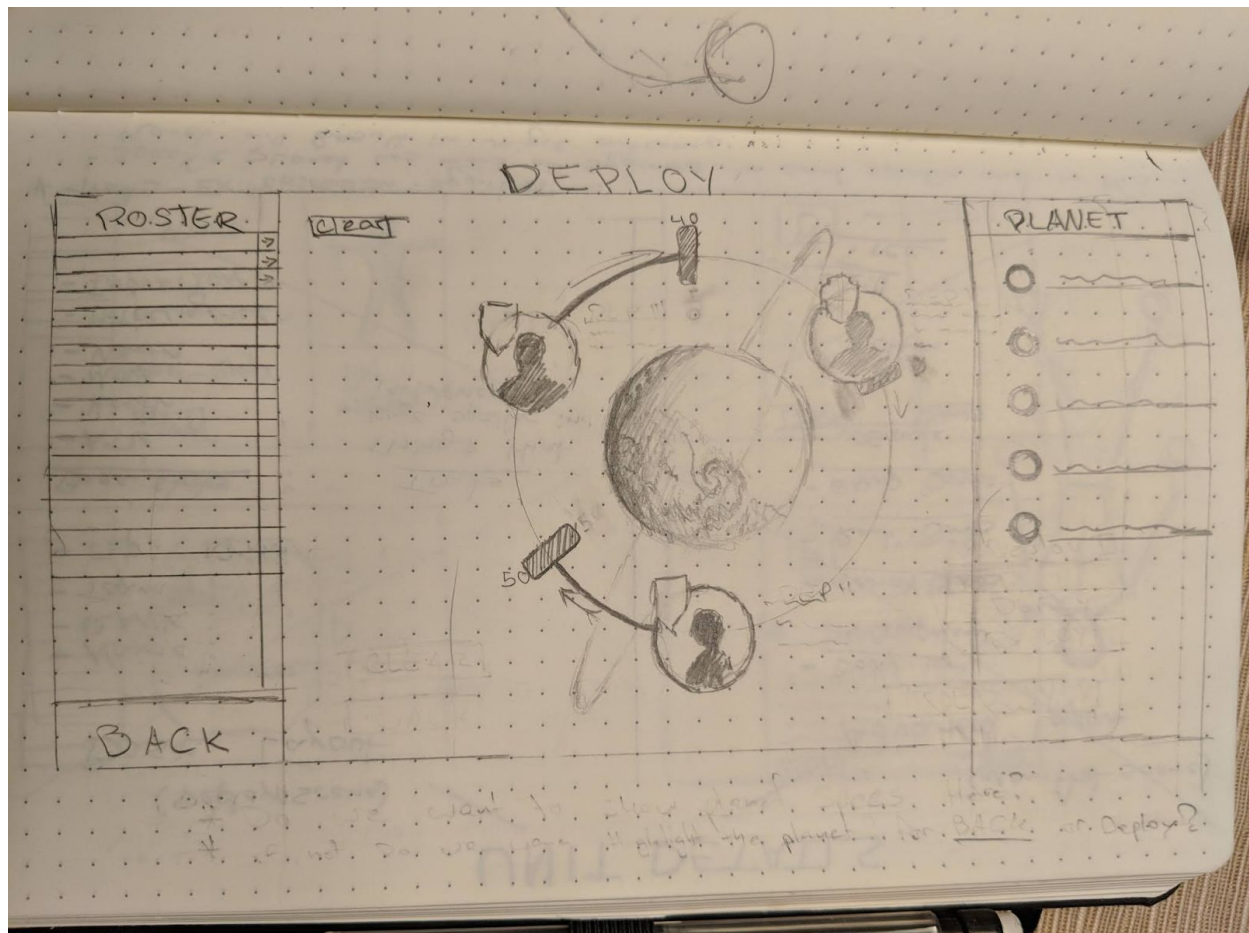
I originally planned to separate this scene into two, the scan scene and deploy, however this created an issue- The player would be forced to jump back and forth between planet info and deploy info to make educated choices on who to deploy.

Version2

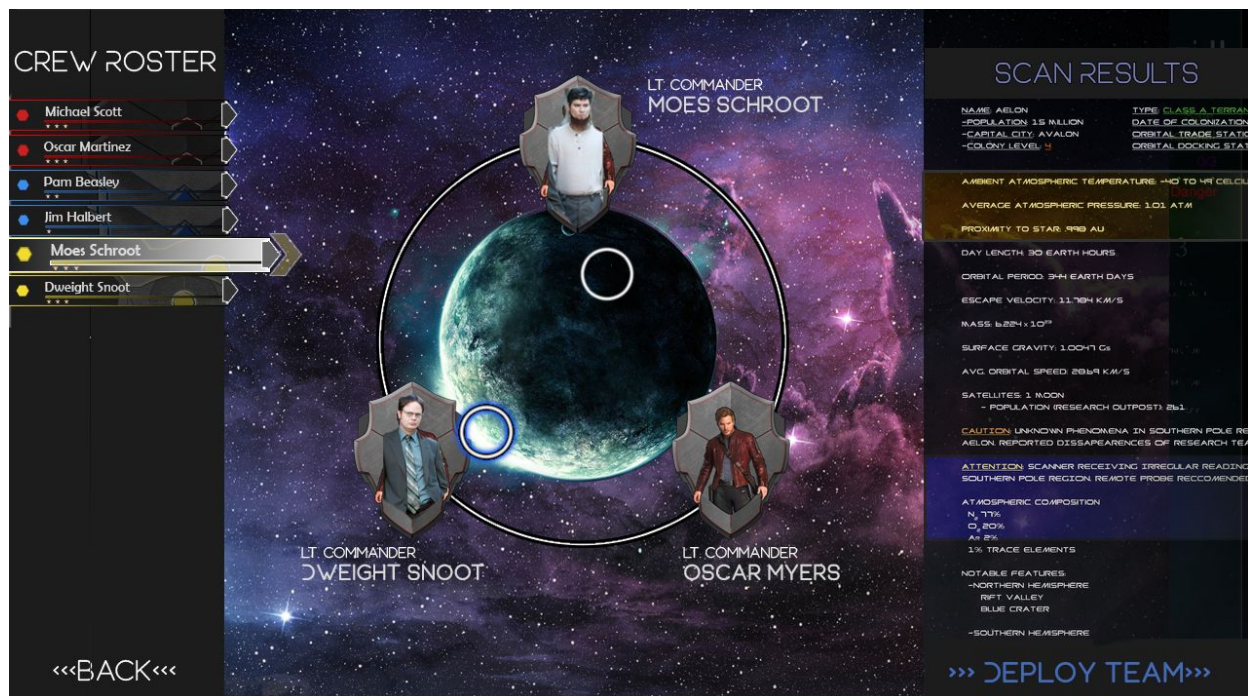


Deploying

Sketch of scene



Combined the planet scene and deploy scene. Sliders next to each portrait can be dragged to set their party count.



Actual Current Scene in Unity (WIP)



I am pleased with this layout because it accomplishes several goals in one scene.

With minor explanation the player will see all the critical info for the Away Mission. Planet details on the right, all crew members on the left and as they click to deploy the center images change

to reflect the units currently selected for deployment. The only part that requires explanation is dragging arrows to set party strength. Video of mechanics coming soon.

Fin

