UI/UX Portfolio

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Note-
Some of these are truly bad designs.
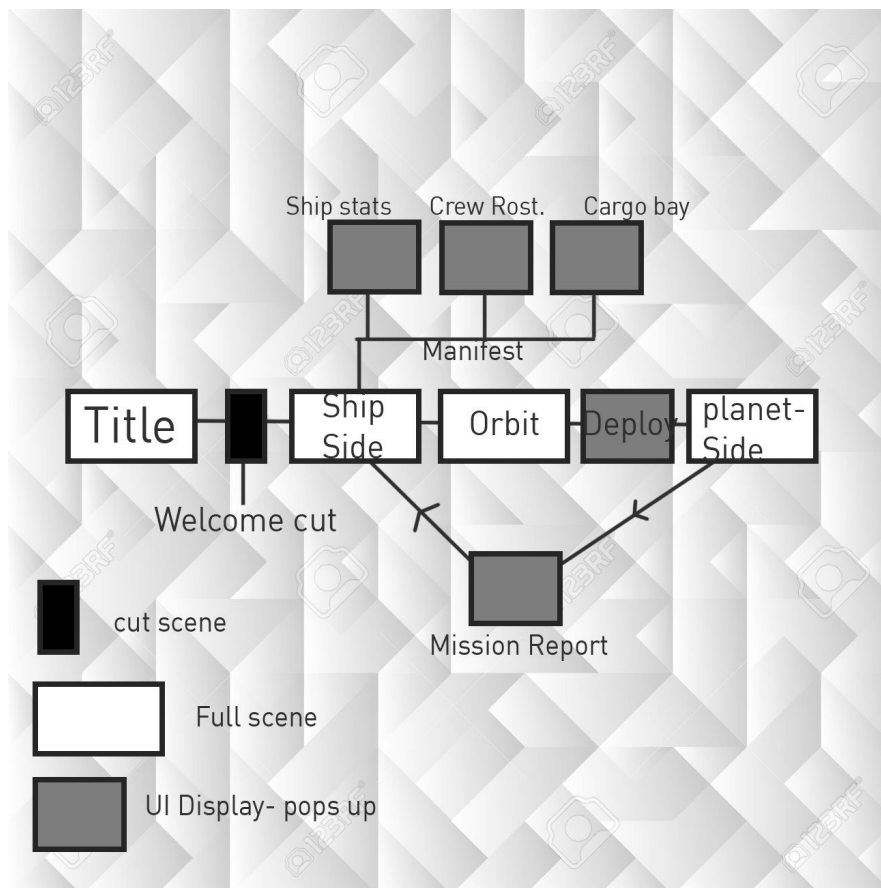I firmly believe it's important to fail early and fail often.
I hope to give you a complete picture of my work by showing you my failures along with my successes.

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.
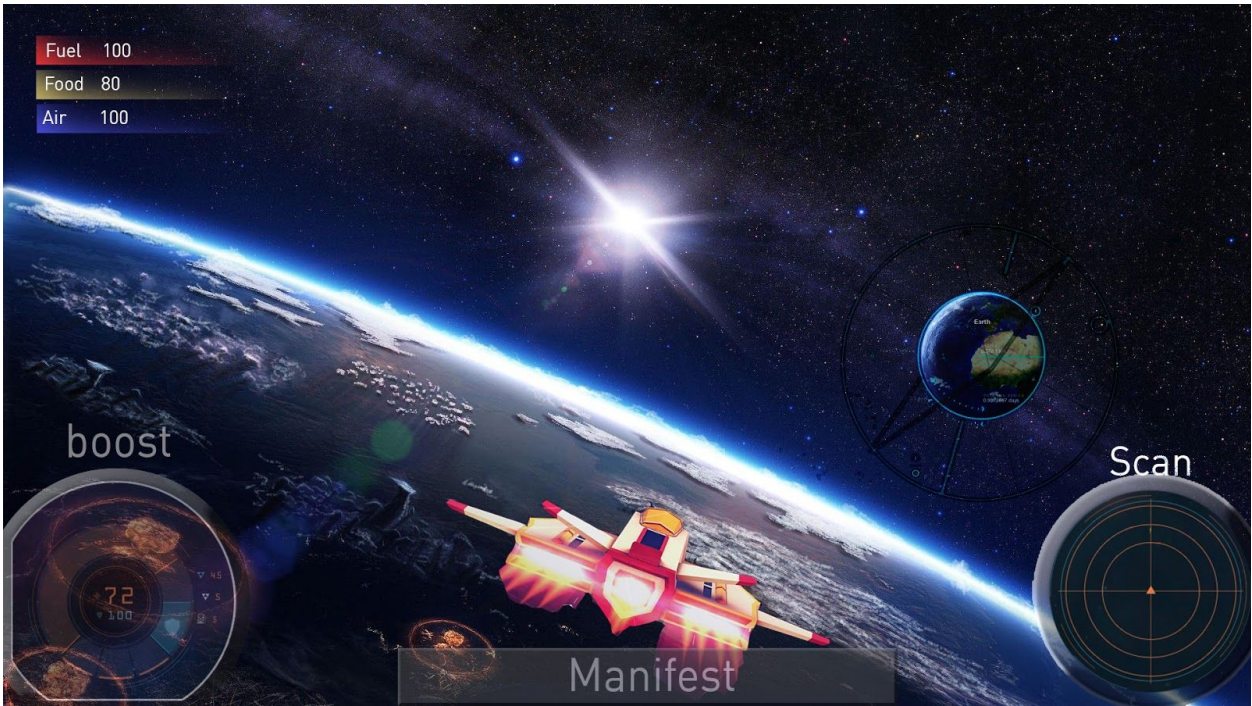
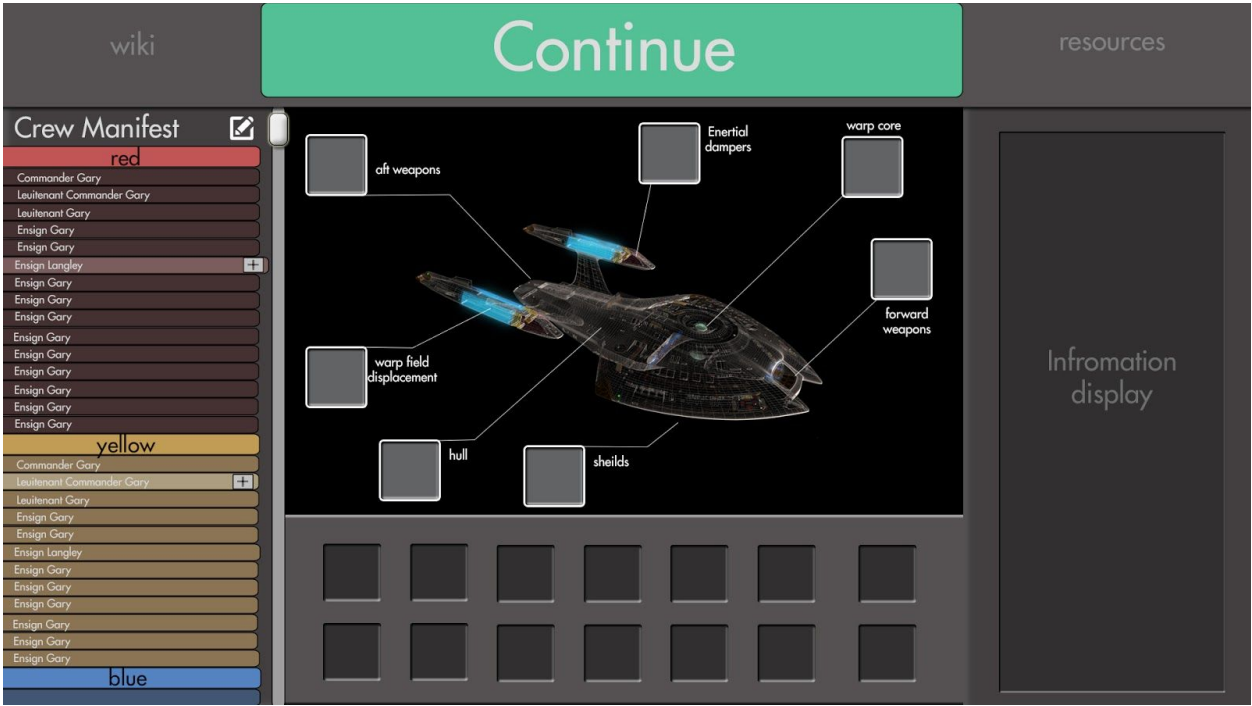Scene Layout plan (mostly accurate)

Title

Opening Menu

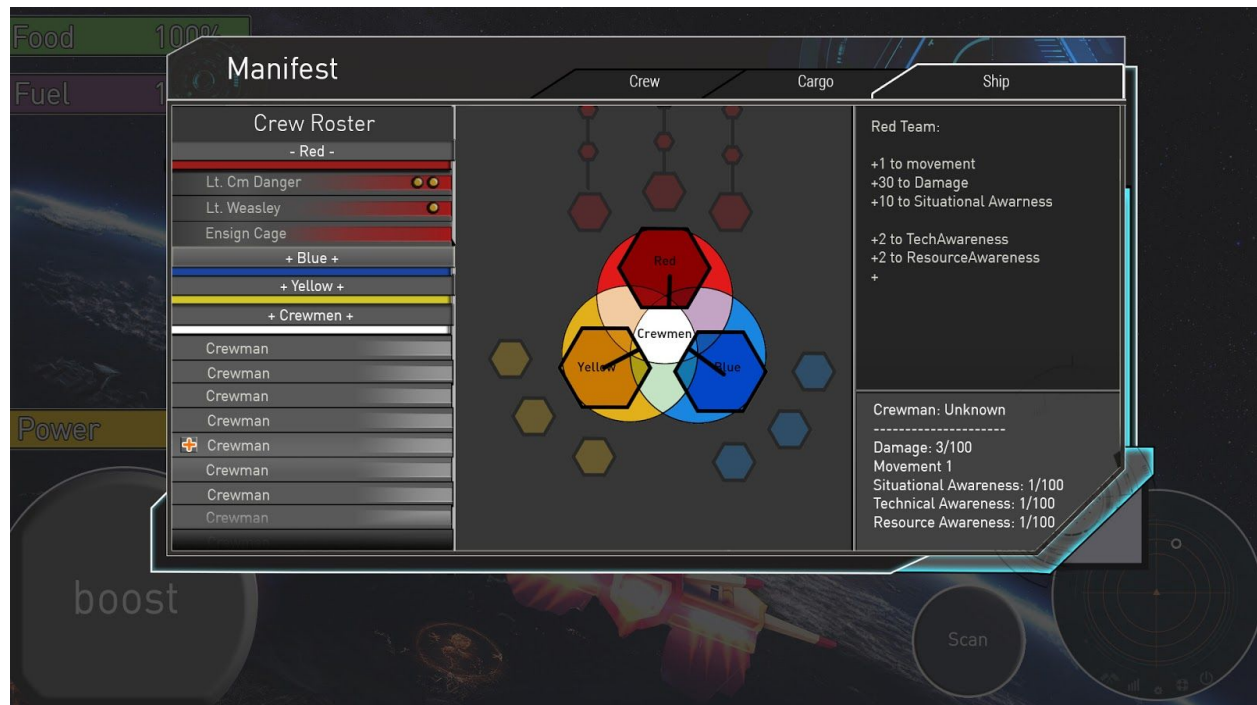## Ship Side

Ship Manifest
Version1

Unit Upgrade
Version1

wiki   **Confirm**   **resources**

Crew Manifest ☑

red
Commander Gary
Leuitenant Commander Gary
Leuitenant Gary
Ensign Gary
Ensign Gary
Ensign Langley ⊞
Ensign Gary
Ensign Gary
Ensign Gary
Ensign Gary
Ensign Gary
Ensign Gary
Ensign Gary
Ensign Gary
Ensign Gary

yellow
Commander Gary
Leuitenant Commander Gary ⊞
Leuitenant Gary
Ensign Gary
Ensign Gary
Ensign Langley
Ensign Gary
Ensign Gary
Ensign Gary
Ensign Gary
Ensign Gary
Ensign Gary

blue

For incredible bravery and nearly certain death by snu snu Ensign Langly is promoted:

Defender   **Ranger**   **Striker**

Ranger:

Increases Ops Intel

Leuitenant: + 10%
Lt. Commander: +20%
Commander: + 40%

Infromation display

Ops Intel Increases troup knowledge of their surroundings.

Increased ops intel can result in discover of:
Enemies
Resources
Civilisations
crash sites and more.

Version2

Food   100%
Fuel

Manifest   Crew   Cargo   Ship

U.S.S. Archemeties

U.S.S. Archimedes

Hull Plating

Ship Hull

Ship hull was all about something with stuctual integrity. Drag and drop items

If there was something selected this would then talk about all the awesomeness about that item

Sheilds

Then here

Would be a line and all the stats it effects!
+100% ro win chance
+20 to super cooliness
+1 to agility

Hull Plating

-Dorsal Phin often refered to as the ships wenis
-Radionic Polarization
-Quantum Forged hull plating

Sensors

Power

boost

Scan
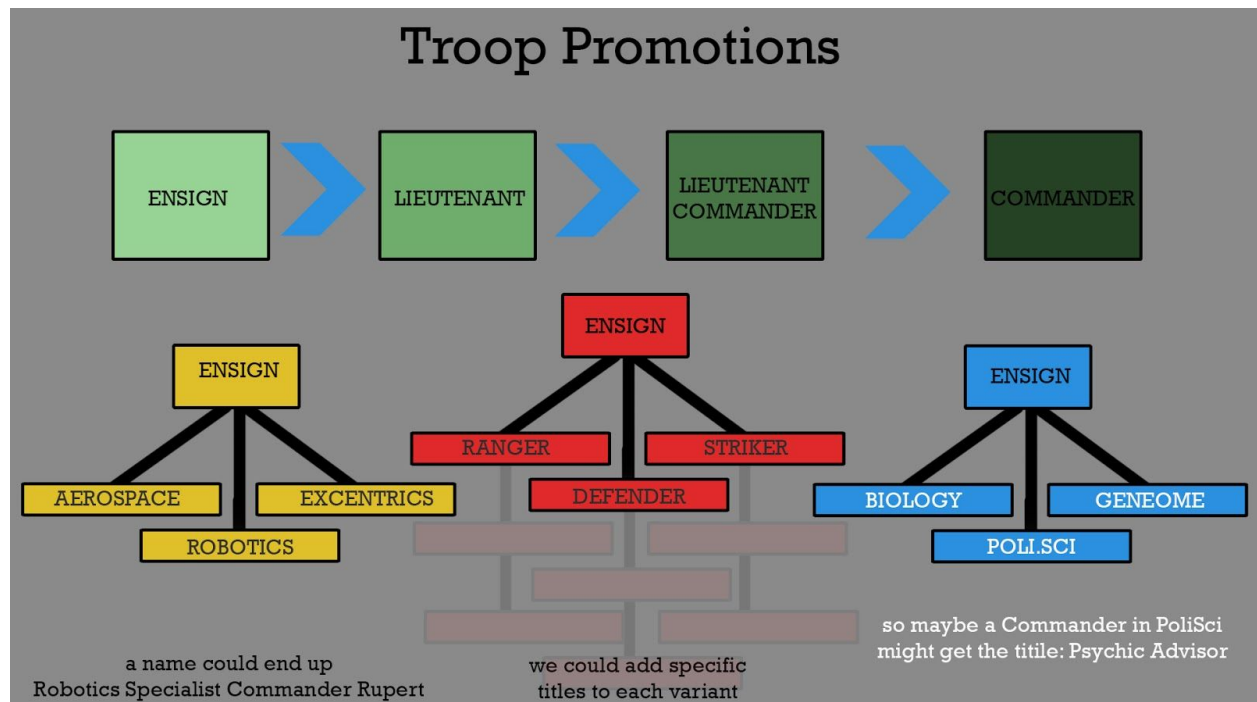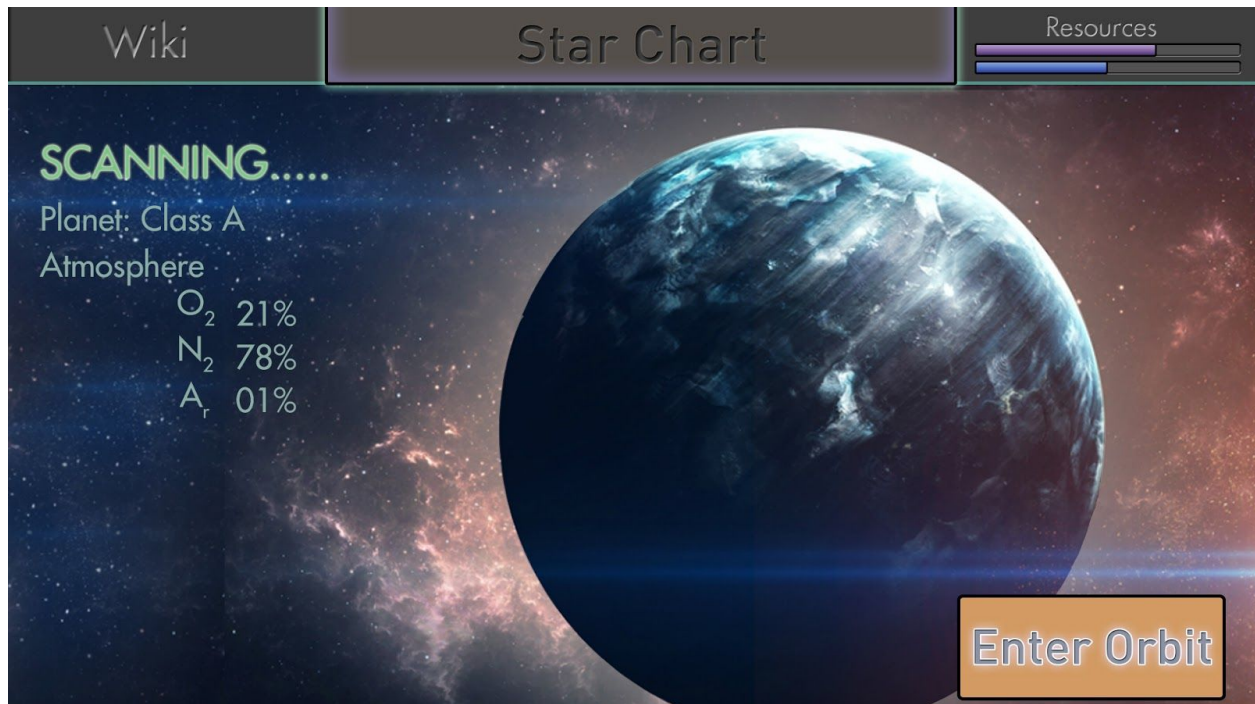
Crew Manifest

Unit Upgrade Explanation:

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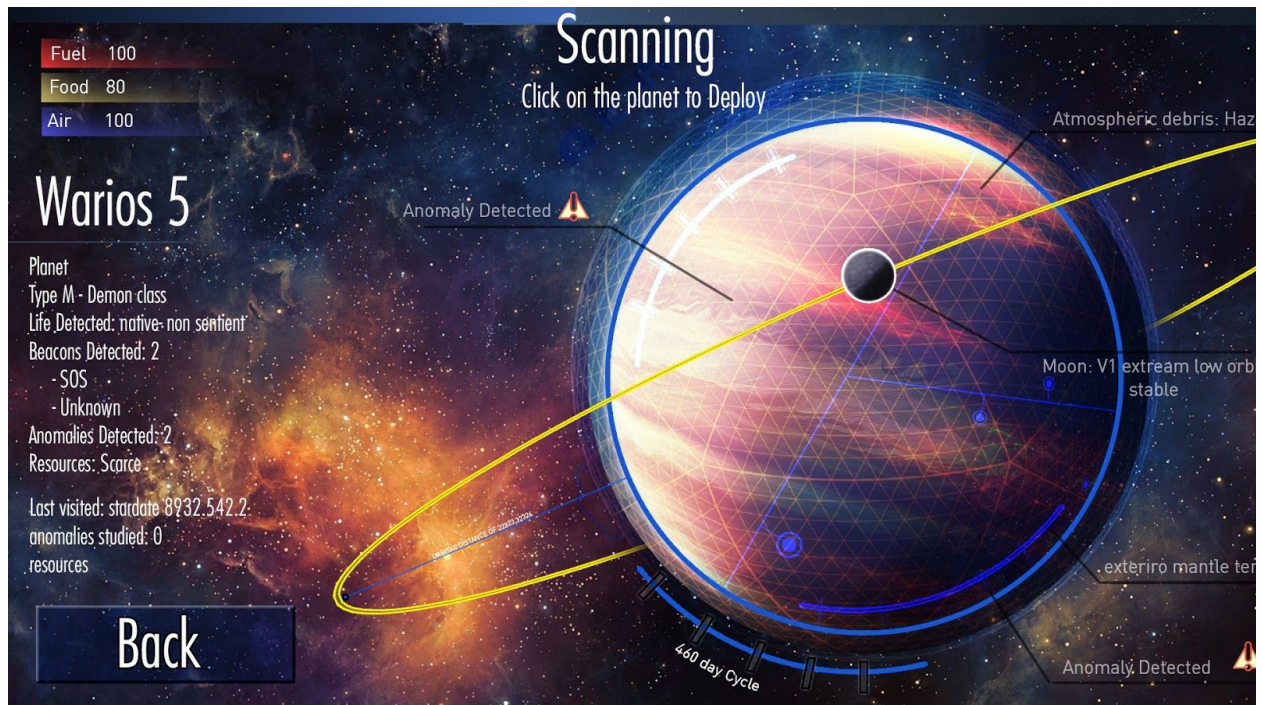
I will attempt to explain all of this as we go.

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.
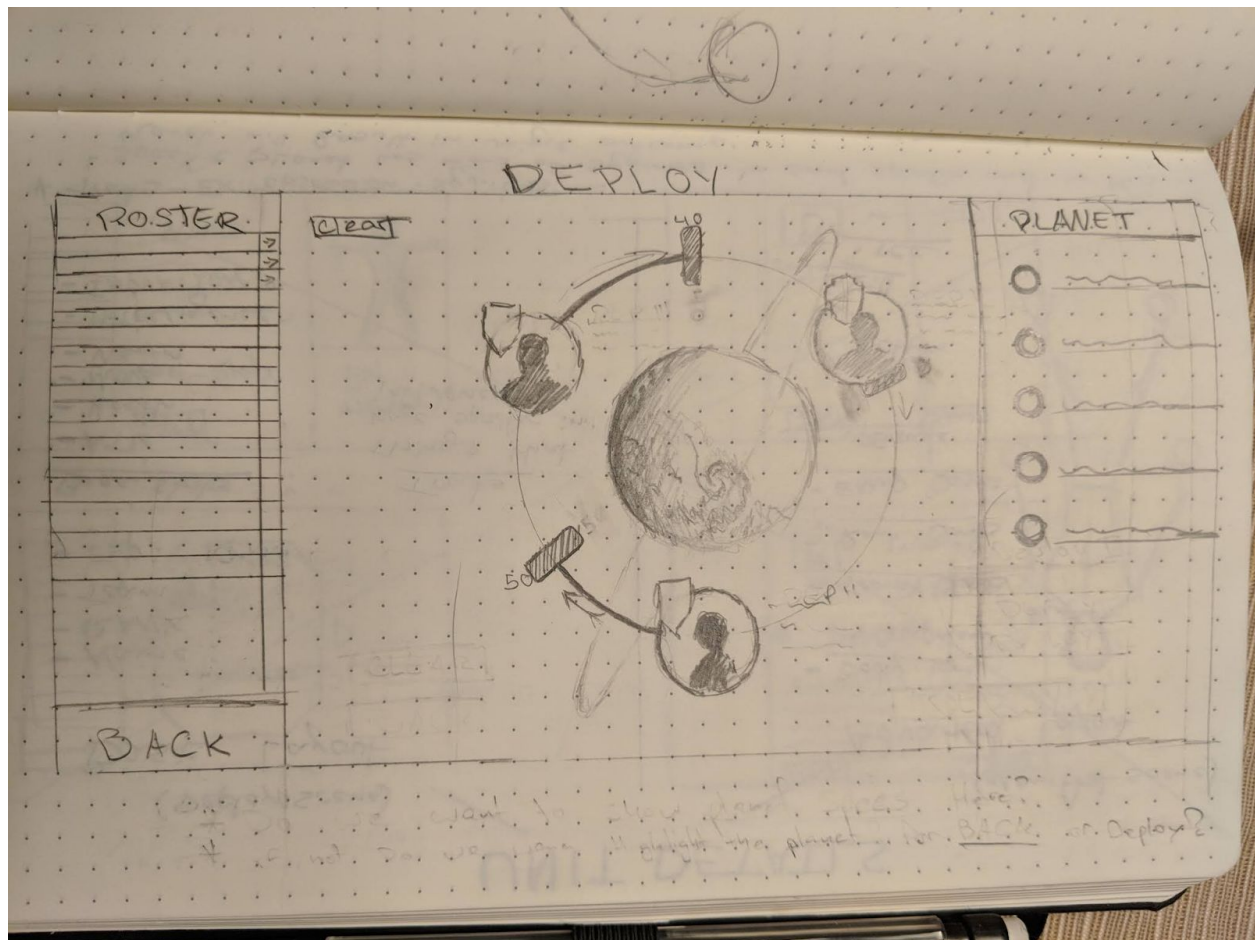
Version2

Exploring planet detail layouts

Deploying
Version1

Deploying crewmen, Each captain has a number of crewmen in his party.
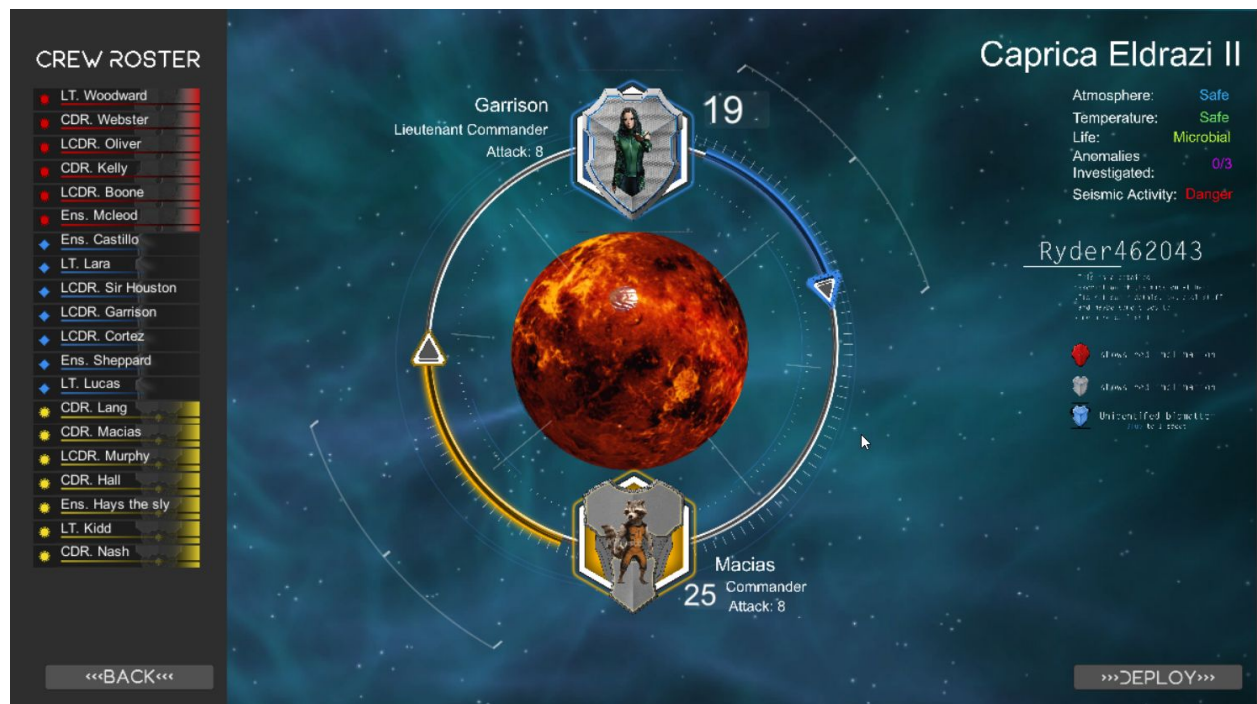
Sketch of scene

Combined the planet scene and deploy scene. Sliders next to each portrait can be dragged to set their party count.
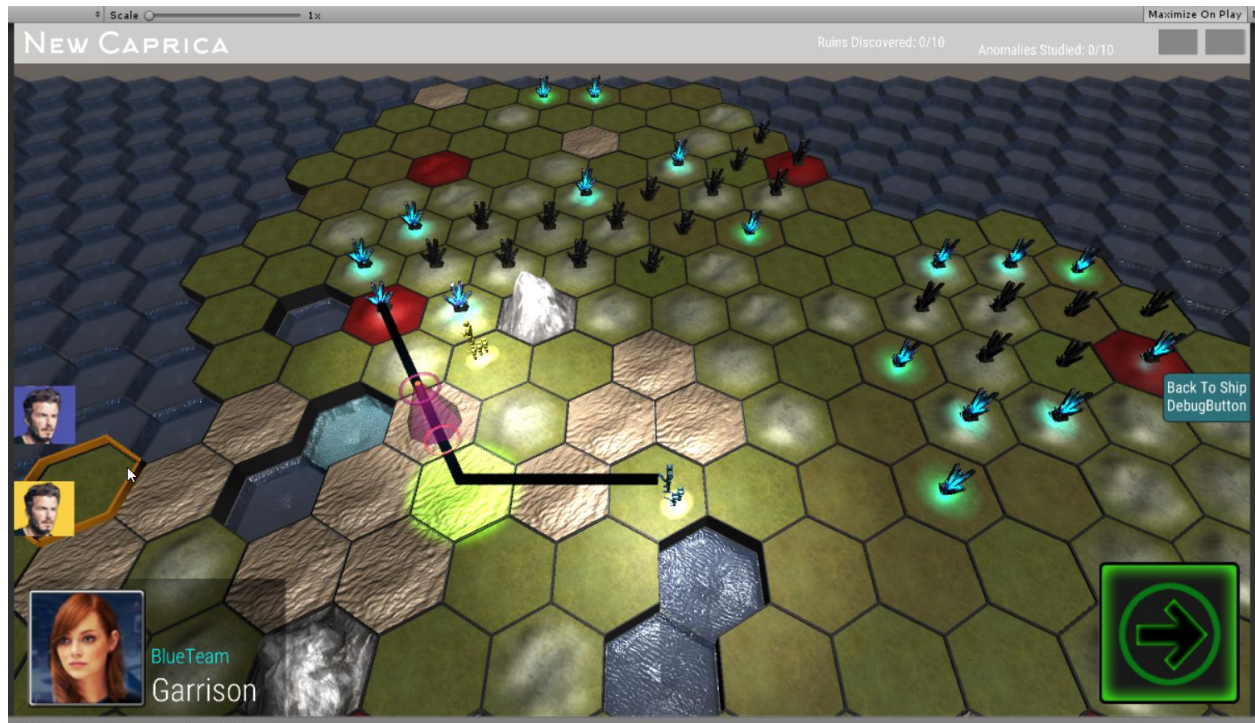
Actual Current Scene in Unity (WIP)

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 planet 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.

PLANET SIDE SCENE WIP

Still in early development

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