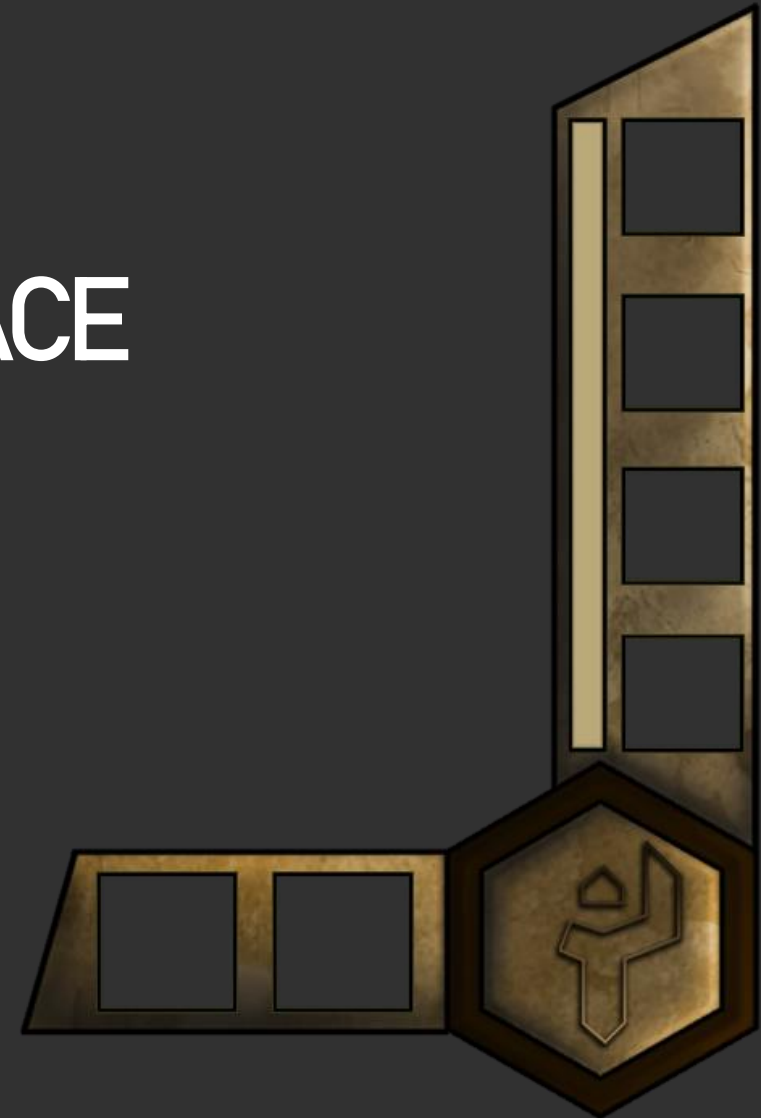


GAME DESIGN DE INTERFACE

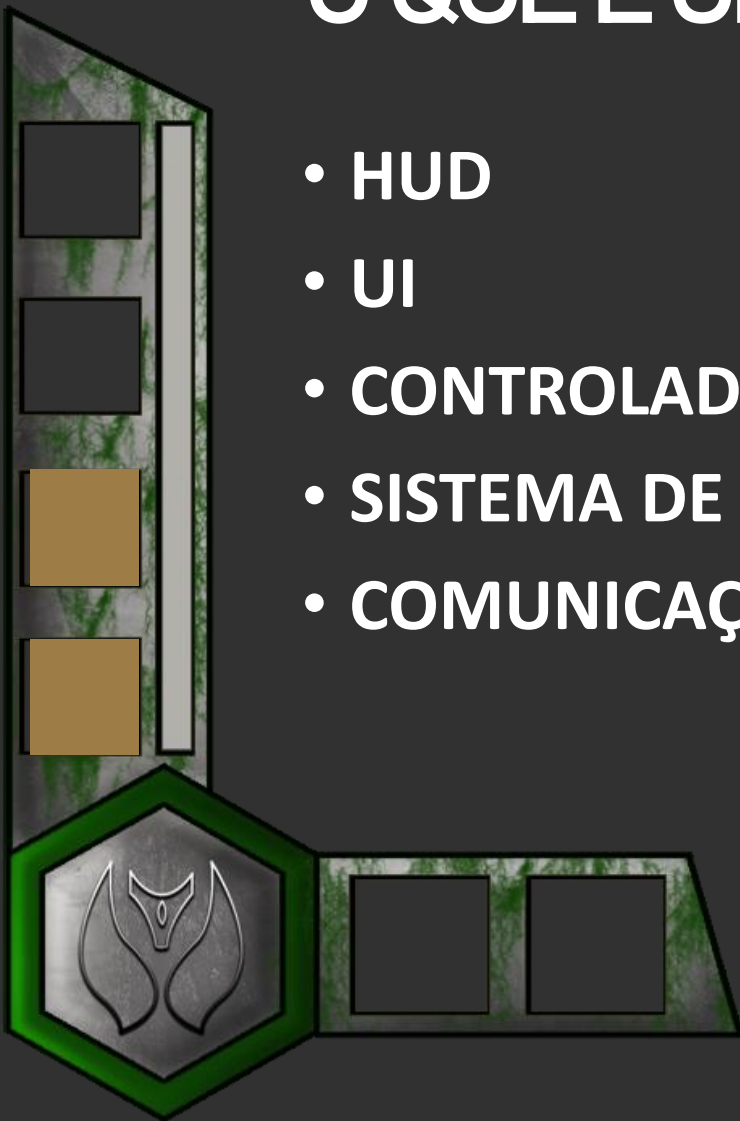
O VISUAL É TUDO!





O QUE É UMA INTERFACE?

- HUD
- UI
- CONTROLADORES
- SISTEMA DE MANIPULAÇÃO DE PERSONAGENS
- COMUNICAÇÃO DE INFORMAÇÕES



9440 HIGH SCORE 9440





1P

34200

ON I

50000

2P

3600



Evil Ryu

K.O

82

Violent Ken



SUPER

 4/10

04:40

Gniz has o 

Gamer'saur



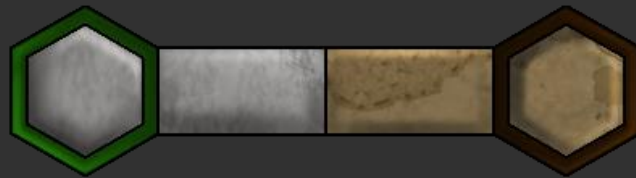






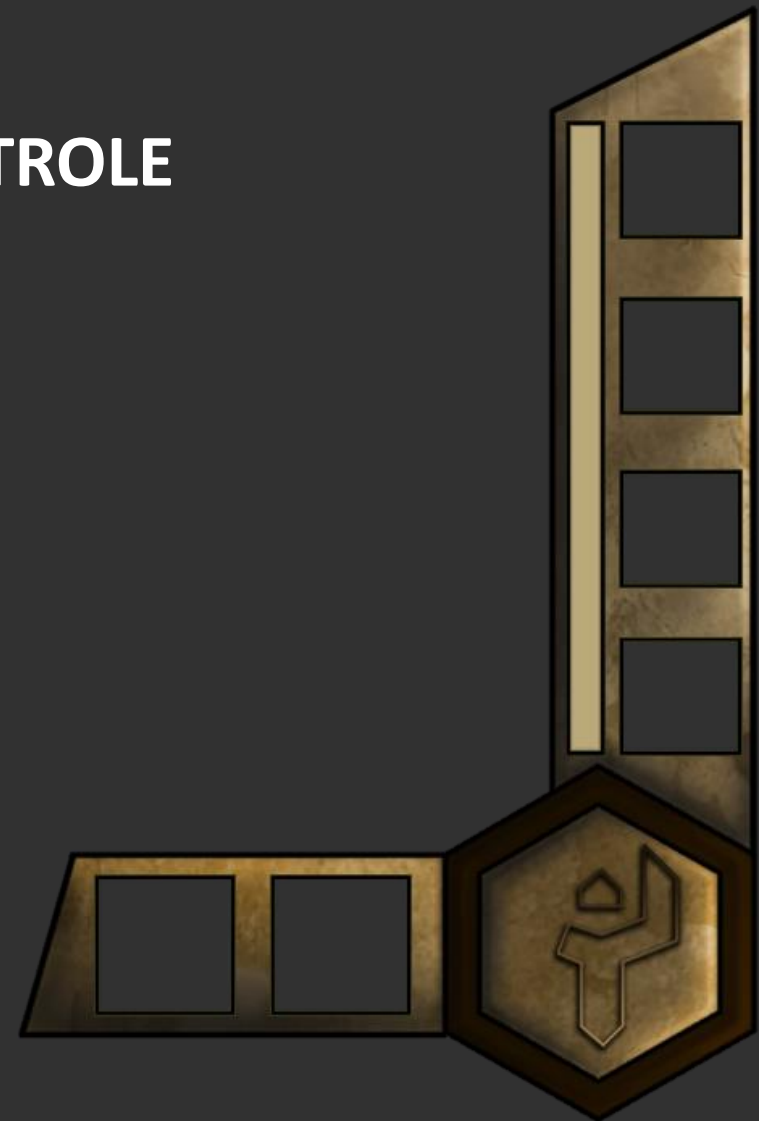
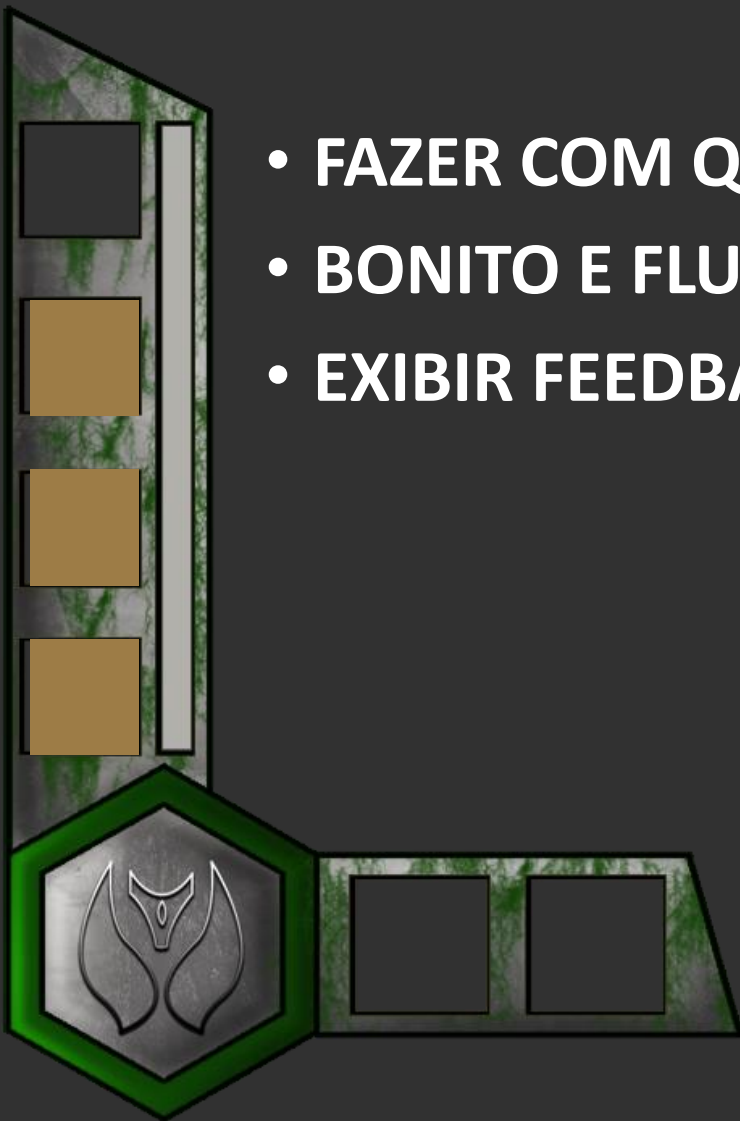


022



OBJETIVO DE UMA INTERFACE?

- FAZER COM QUE O JOGADOR SE SINTA NO CONTROLE
- BONITO E FLUÍDO SÃO DUAS QUALIDADES
- EXIBIR FEEDBACKS



King CHH
MaPu FC
1604

1882

Time left:
0:40

4/4
Fireball
lvl.3



Next:



4
MAX:10

