

My name is Xavier Trillo and I was in charge of the UI of our game. Throughout the development of this project, I was responsible behind the ideas and decisions related to how the UI was going to work and I was in charge to make sure they were implemented into our game accordingly. Related to the game, I developed front-end features of the game related to the UI. More specifically, I worked in most of the UI elements seen in the HUD and in the options menu, as well as making sure they worked as intended.

#### Work log:

- Implemented most of the HUD sprites in the game while giving them functionality or/and animations. These include:
  - The Bars for Resources Counters, all of which are updated if the player gets more resources or uses them.
  - The Bars for Ally Unities Counters, all of which are updated if new ally unities are created or if they die.
  - The Main Base Static Healthbar, which is updated if the base receives damage.
  - The Creation Bars that appear when the player wants to build a new ally unit and are updated while the unities are being built.
  - The Radial Creation panel for the gatherer and each building, alongside their respective icons and buttons to create buildings or unities.
- Added a scene for the options menu with the following features :
  - Background music.
  - Options menu title.
  - Fullscreen and Return to Main Menu buttons with audio effects, animations and their respective functionality.
  - Music and SFX volume sliders with audio with audio effects, animations and their functionality.