

# VG221 Preliminary UI TYBRADLEY

Game Category: Action-Adventure

Genre: Fantasy

Platform: PC

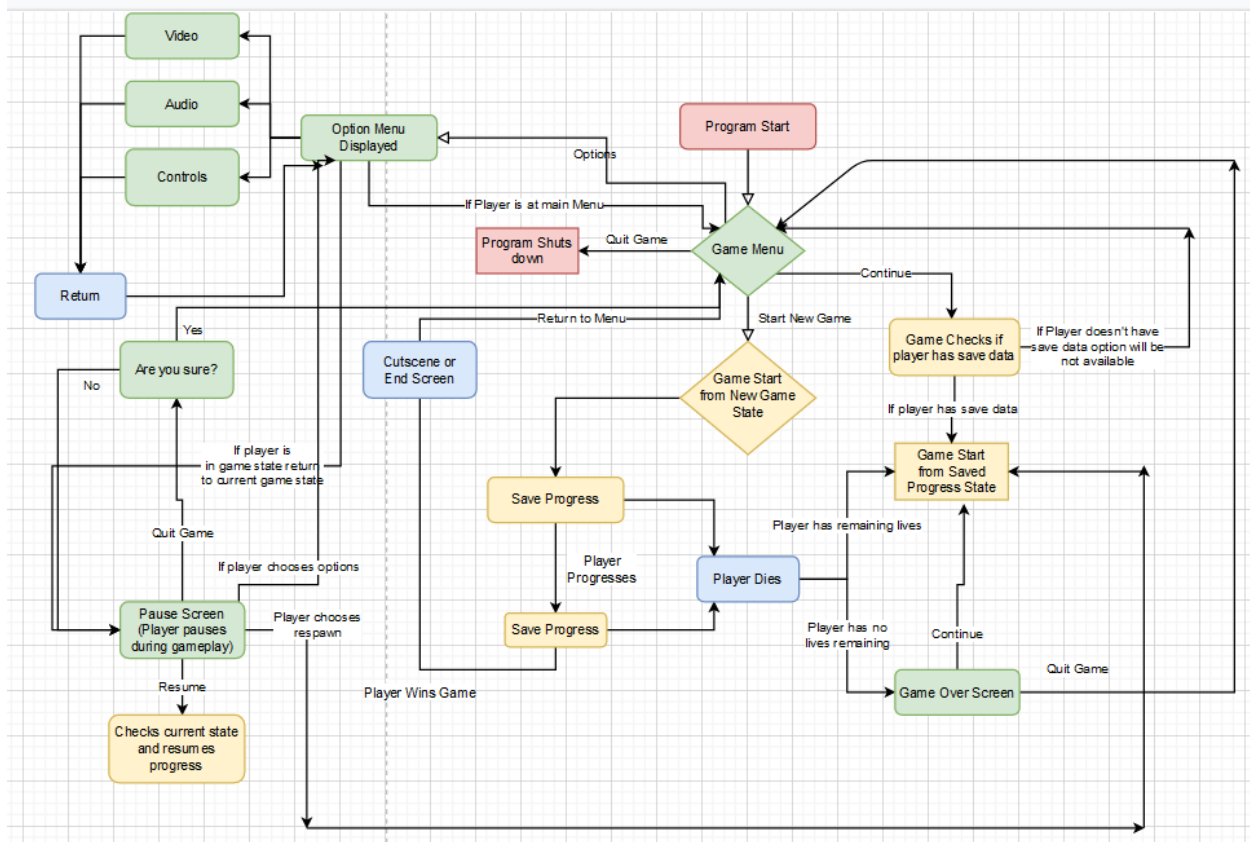
Target Audience: Kids and anyone 12+

Art Direction: Stylized, Modern, Fantasy

## Summary of UI:

*What are the main points of information to be communicated to the user?*

The main points that are going to be communicated to the user are going to be:



**Menu:** Green represents any menu or screen that will pop up for the player. Anything in green is something that will require player interaction to progress.

**Action taken by the Engine:** Yellow represents an action that does not require player interaction and will happen in the background whether the player is aware of it. This color is used for critical checks from the engine to make sure the player is in the right state.

**Action from the player:** Blue represents options that are a direct result from the player's interactions. When the player has done something anything in blue is the direct result.

**Action from Program:** Red represents any action that is not associated with the game and primarily used to indicate game loop start and stop interactions.

The experience that is intended for the user is something that can translate to the user without having to decipher and have things that are easily communicated to the player that makes them able to make the connection. When a player can make the connections without being directly told things it makes them feel smart and incentivises playing. People enjoy the feeling of being smart.

## **Breakdown of UI:**

### **HUD:**

- Health Meter
- Skill Icons and associated cooldowns
- Blood lust icons

### **Menus:**

- Main Menu
- Pause Menu
- Options Menu

### **State Changes:**

#### **Health:**

- Health Full
- Taken Damage
- Health Empty

### Skills:

- Skills Ready
- Skills on Cooldown

### Bloodlust:

- Bloodlust Empty
- Bloodlust Charging
- Bloodlust Ready

### Text:

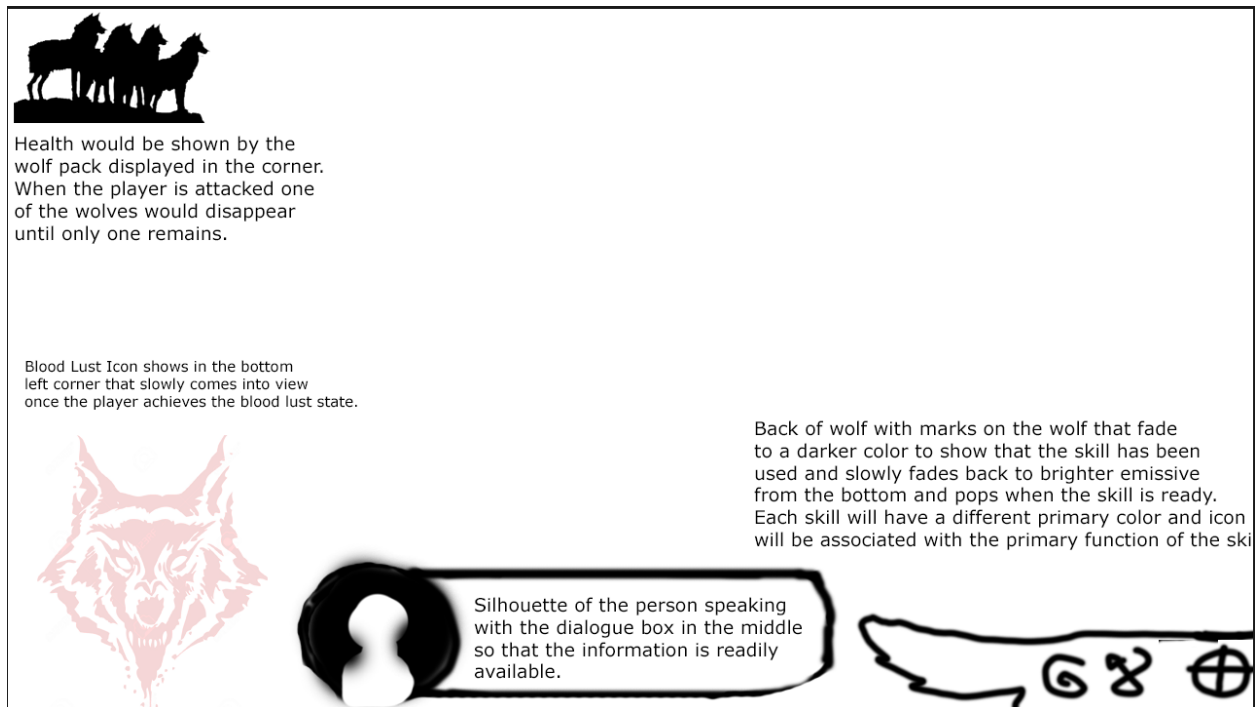
- Text currently in progress
- No Text

### Compass:

- Compass not present
- Compass Present

## **Visual Aid:**

### Rendition 1:



This would be the UI that would be present within the main game. The image has little explanations on it communicating the ideas that I had for each icon.

**Health:** For the health I would really enjoy having it communicated through the amount of wolfs that are present on the screen. When the player gets hit one wolf would fade off the screen or fade off. When the player does not have health, the game would end.

**Blood Lust:** The blood lust icon would be on the bottom left of the screen. It begins in a state of not being seen by the player. When the player begins to kill hunters, the icon becomes more visible until it triggers and pops, plays a sound byte of a wolf growl and becomes emissive while making the border around the screen red. When the effect ends the icon and the red border around the screen slowly fades to a state of non-visible and not being able to be triggered again until it hits 0 visibility where to which it resets.

**Dialogue Box:** The dialogue box would be present on the bottom of the screen. It would pop up when dialogue is currently being fed directly to the player. Any player dialogue that is not directly to the player would be subtitled above the enemy's head.

**Skills:** The skills icons, cooldowns and active states would be shown on the bottom right side of the screen what looks like the wolf's tail. The skills will be illuminated and be lit up and emissive when the skill is ready to be used. When the skill is consumed the icon will grow, flash, play an associated sound byte and then be

greyed out and slowly fade back into the color and then pop with emissive when it is ready to use again. Even with dials and numbers the player will always be spamming the button associated anyways so to give them a visual representation of when they can use the skill again will alleviate that. When the player tries to use the skill when not ready, the associated icon will flash red and grow a bit with a sound byte that lets the player know they are using the associated skill too soon.

## Main Menu Design 1:



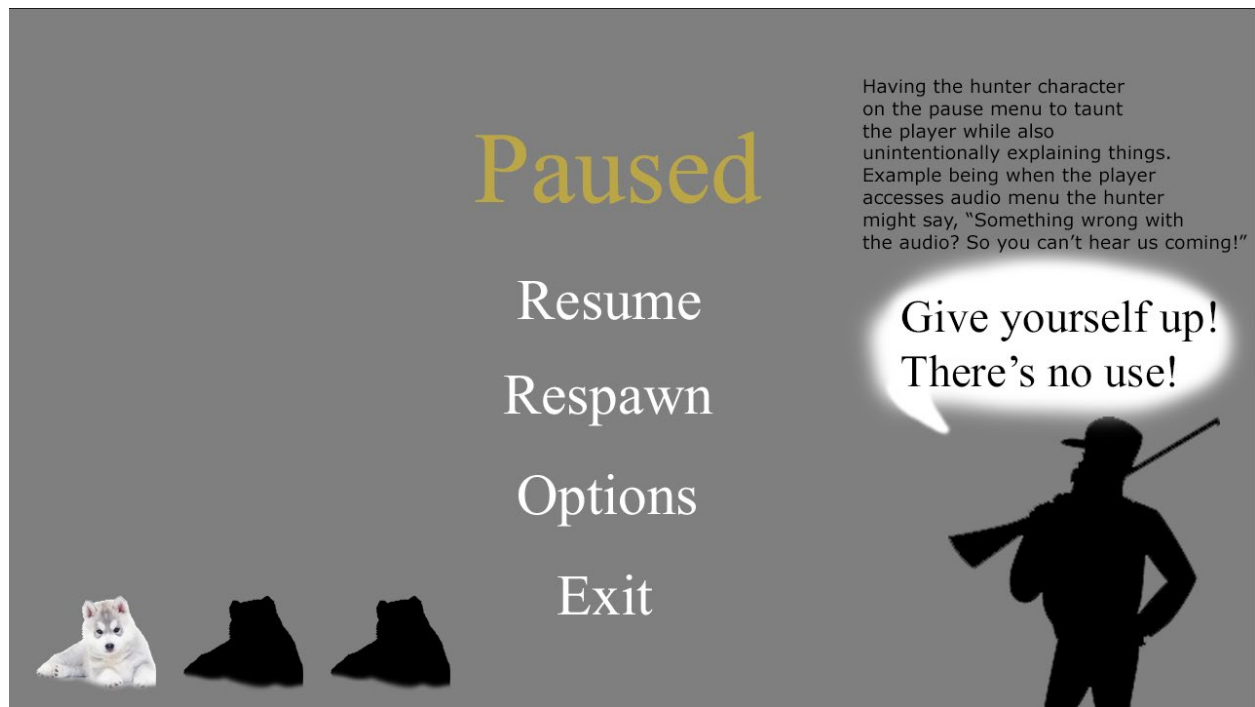
This is the first rendition of my main menu. It is a first pass, but it displays the wolf atop of the hill with the displaying of the forest behind it. I wanted the factory in the background to show the direct contrast between the two sets and shows that there is something going on deeper within the story and to attract the player beyond just the main menu screen. I wanted to have the screenshot be an in-engine video or an actual render of a good-looking set piece.

Another idea for the menu would be to have the multiple wolves on the menu to foreshadow the idea of the pack but have a purple tinge with bubbles that slowly rise and pop in every now and then to get across the idea that this might be a fabricated image until the player realizes that the wolf is dreaming about freedom with the pack. Would be interesting to have the player sit on the title screen and speculate what the overall story would be and what is particularly going on in the environment and the story itself.

Would be neat to see the factory producing dark smoke and have harsh lights and possibly some spotlights in that environment as well to get across that they are escapees or looking for something at the very least. I think that if you can try and translate as much information to the player without directly telling them anything is the goal in the main menu and interest them enough to want to play it. I think that in terms of fonts it is important that you keep it simplistic when it is relating to game text, you do not want to frustrate the player with having crazy dynamic fonts. The important part is the readability to translate the information as clearly as possible because you want the player to spend the least amount of time in menus figuring things out as to disrupt game flow.

I think that having some sort of video playing behind the wolf showing scenes from the game would be interesting, possibly foreshadowing the experience without spoiling the experience. They do not have to be in-game videos of the story but maybe things that the wolf would be dreaming about, which could be videos of what happened prior to the experience or what the wolf wants or wishes.

## Pause Menu Design 1:

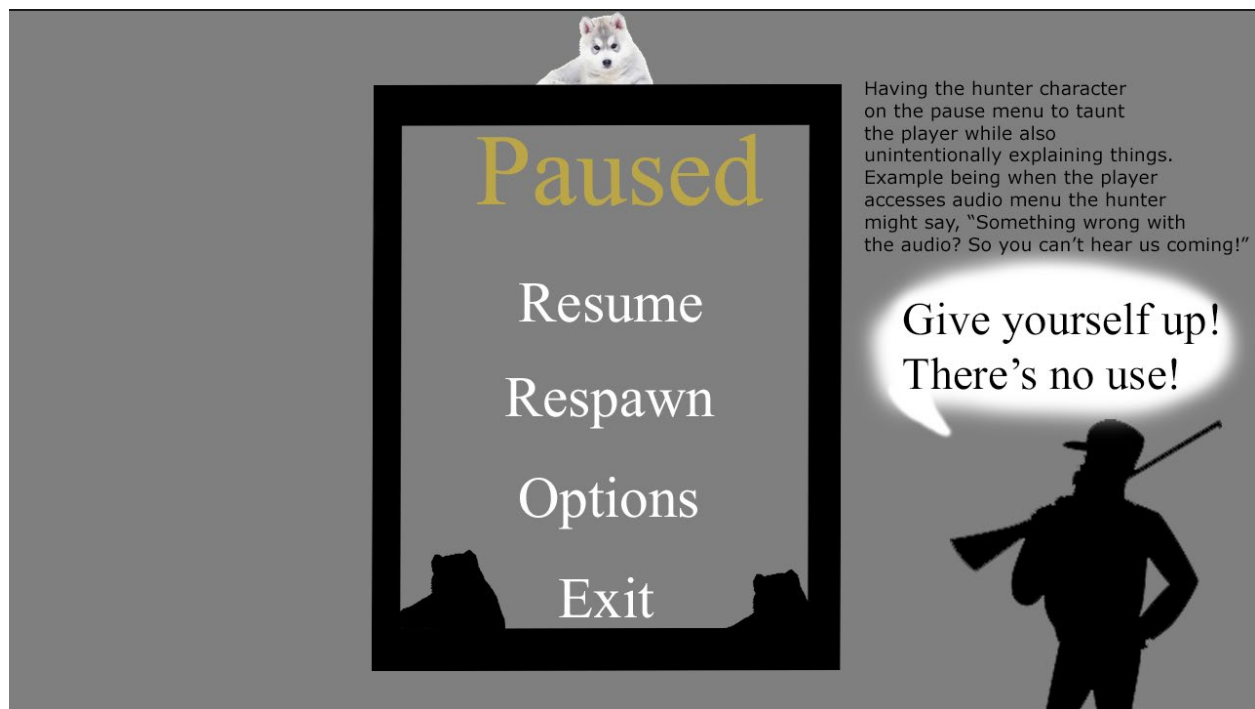


This is the first pause screen design that I went for regarding the game. I was interested in keeping it simple with the faded color over the game itself as a pause to the game. Something to give them a breath if they need to take a break from the action but also to be an aid during gameplay. Following suit with the main menu design I wanted to keep the game font remarkably simple as to not confuse the player with confusing type faces. Anything relating to modifying the game especially options and navigating menus should be kept simple even in stylized games unless a uniform type face is created for the game to use within the menus.

I wanted to have the collectible cubs be on the bottom left corner to have it visible for the player to be easily viewable and readable to the player. Cubs would start in a state that isn't visible for the player to see but when the cub is collected the cub would then be visible so that the player could easily see on the screen which cub they've collected and many cubs are present within the game as well. I think this position is important as well because the game can also translate order without directly numbering them. Players can identify that if they have collected a cub early within the game there is no other cubs before then meaning that they don't have to backtrack in order to collect any more.

I also added a hunter on the pause screen that would taunt the player once they've paused with text bubbles that change every time, they paused scrolling through a list of phrases meant to taunt the player into unpausing. The text would also change depending on the menu that they are browsing within. For example, if the player would go into the audio settings because the game is too loud the player would be taunted by the hunter telling them that if they cannot hear it's more advantageous for the hunter group. I think adding this little tidbit adds a little charm and has the feeling that the Banjo games caught with having Grundtilda, or the Batman games with the thugs taunting Batman before approaching them with the conversations they have. It is smart to have the hunters be an active part of the experience to the lead-up that incentivizes the player into hating the enemies.

## Pause Menu Design 2:

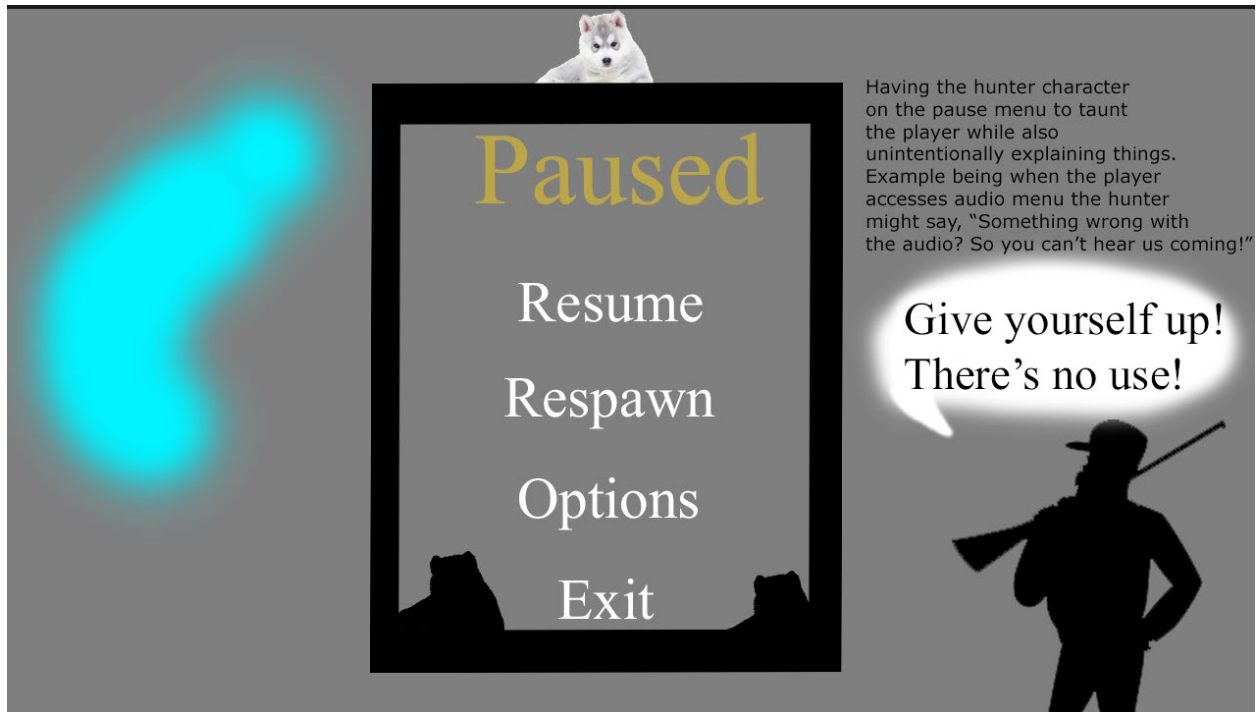


This pause menu design change was to have the cubs be on the border doing cute things around the pause menu to be more dynamic and interesting to the eye. The order can be kept by having them highlighted from left to right for the player to connect order because the standard in the West is to read left to right.



To fill the screen space on the left I think that you could add another hunter or the stats of the player currently so that the information is readily available when they pause and un-pause.

## Pause Menu Design 3:



The change to this version was filling the screen space on the left with the spirit or secondary character. I think it would be interesting to cheer the player back into the game with hints, advice, or encouragement to give some difference and contrast to the hunter's responses.

## Icon Rough Designs:



Inspirations:



*XCOM 2*

*Modern Warfare*



*Halo 3*



*Journey*