

UI Design V1

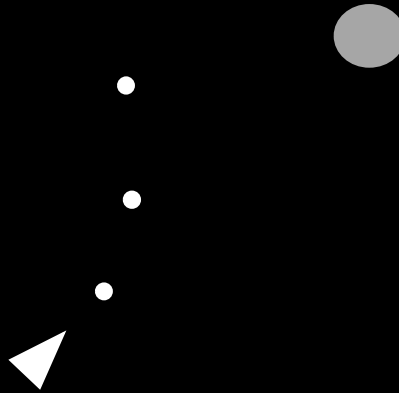
Basic “Bar” UI Design

Player needs to be able to see how much of whatever resource they have available.

It is also cool if they can see how many bullets the ship has in its bank so they know it isn't cheating.

Maybe we also add a timer? This UI design will only focus on the bars.

One bar in each corner telling the user the levels of resources. The good thing about this one is that it is easy to add in more info to the respective panels if we want more stuff. Bad thing is it is kind of obstructive and not all in one place.



Ship Bullet Bar

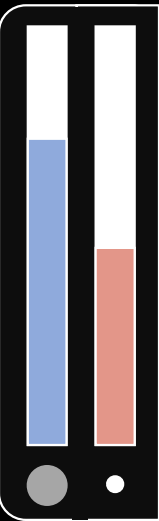
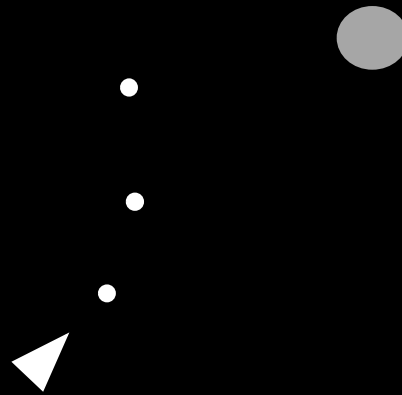


Player Asteroid Bar



Combined “Bar” UI Design

This version combines the bars into one panel. Takes up less space and uses symbols instead of text to describe what each bar is.



Integrated UI Design

In this version the bullet bar of the ship is represented on the ship itself. I think this kind of thing is usually better. Nobody wants to be staring at bars all day. Put the info in the game.

As an example I have the bullets as little rectangles next to the ship that go away as the ship shoots. This is fine but idk how it will scale with more bullets. Just an idea.

Ideally I would like to do something similar for the player but seeing as they don't have a physical game object and are just clicking, it may be hard.

