

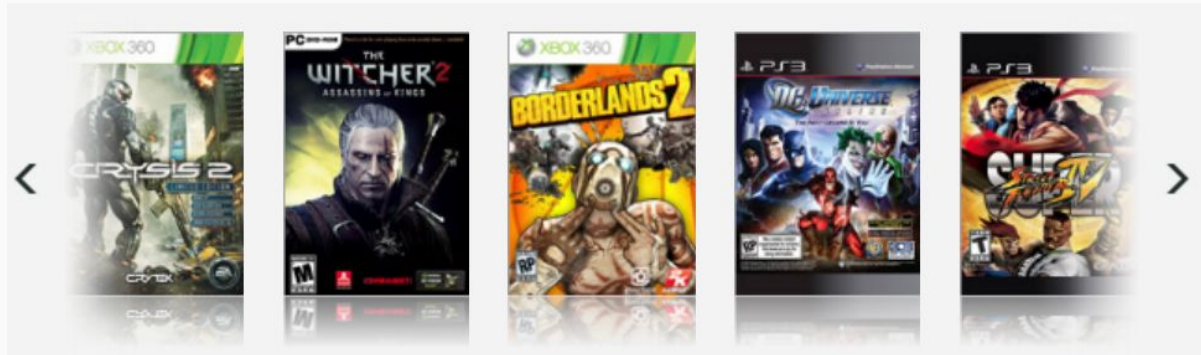
Game Dev: Intro to UI

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User Interface in video games

- It is rarely well done
- Normally assigned to junior developers
- Only generic library used: [Scaleform](#) from Autodesk



Work in groups: Identify the **atomic** UI elements in this screen



Work in groups

- Discuss within your team how would you structure the code
- Draw the UML (digital for screen sharing)
- Think of an extensible system (we will keep adding UI elements later)
- Be clear about inherency and the use of **virtual**
- Each team will show up their structure
- You will have to code your own structure and keep updating it until the exam

Homework

- Upload your UML to the campus before next class
- Each team member will have to create its own code but with the same structure