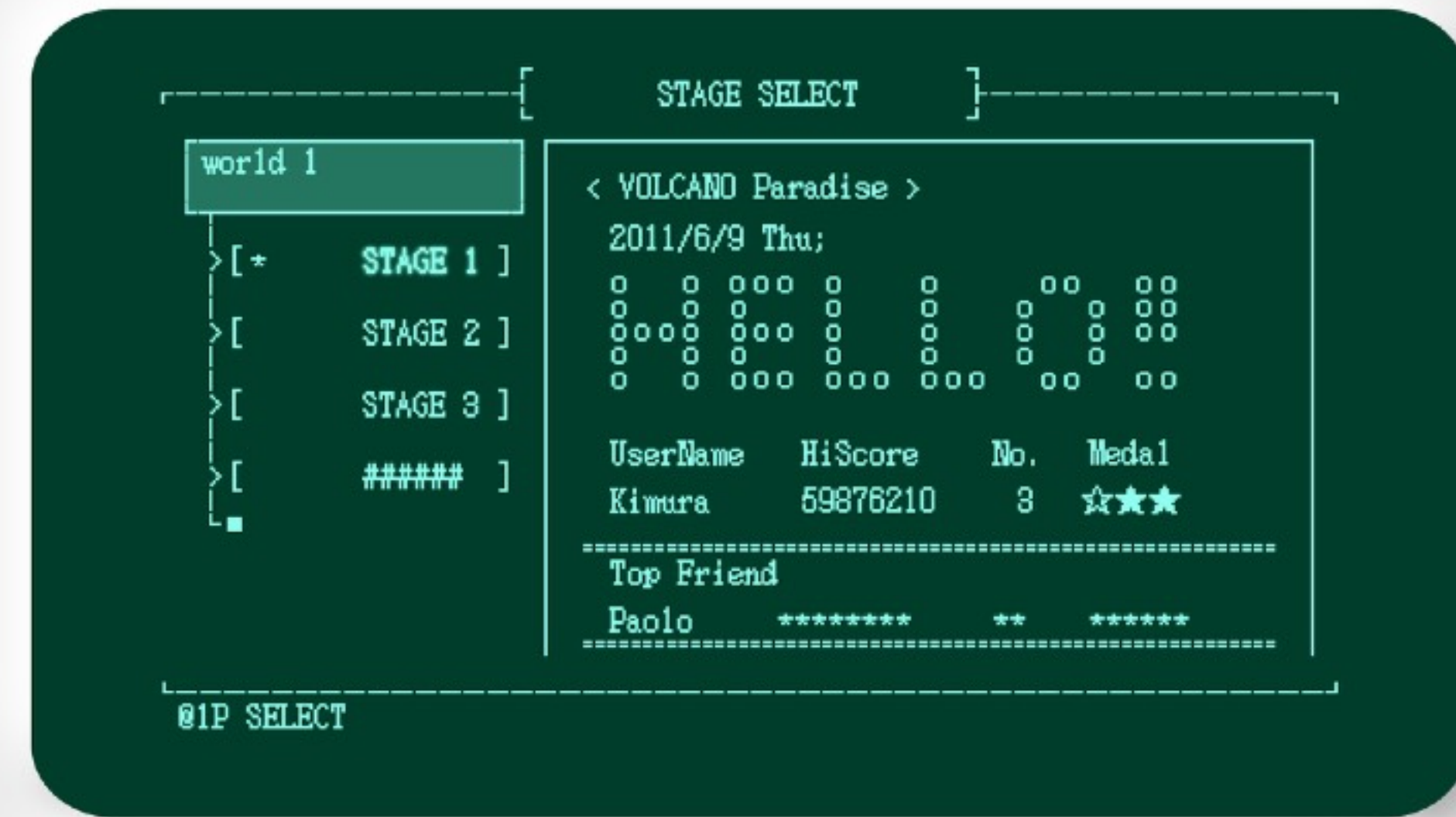
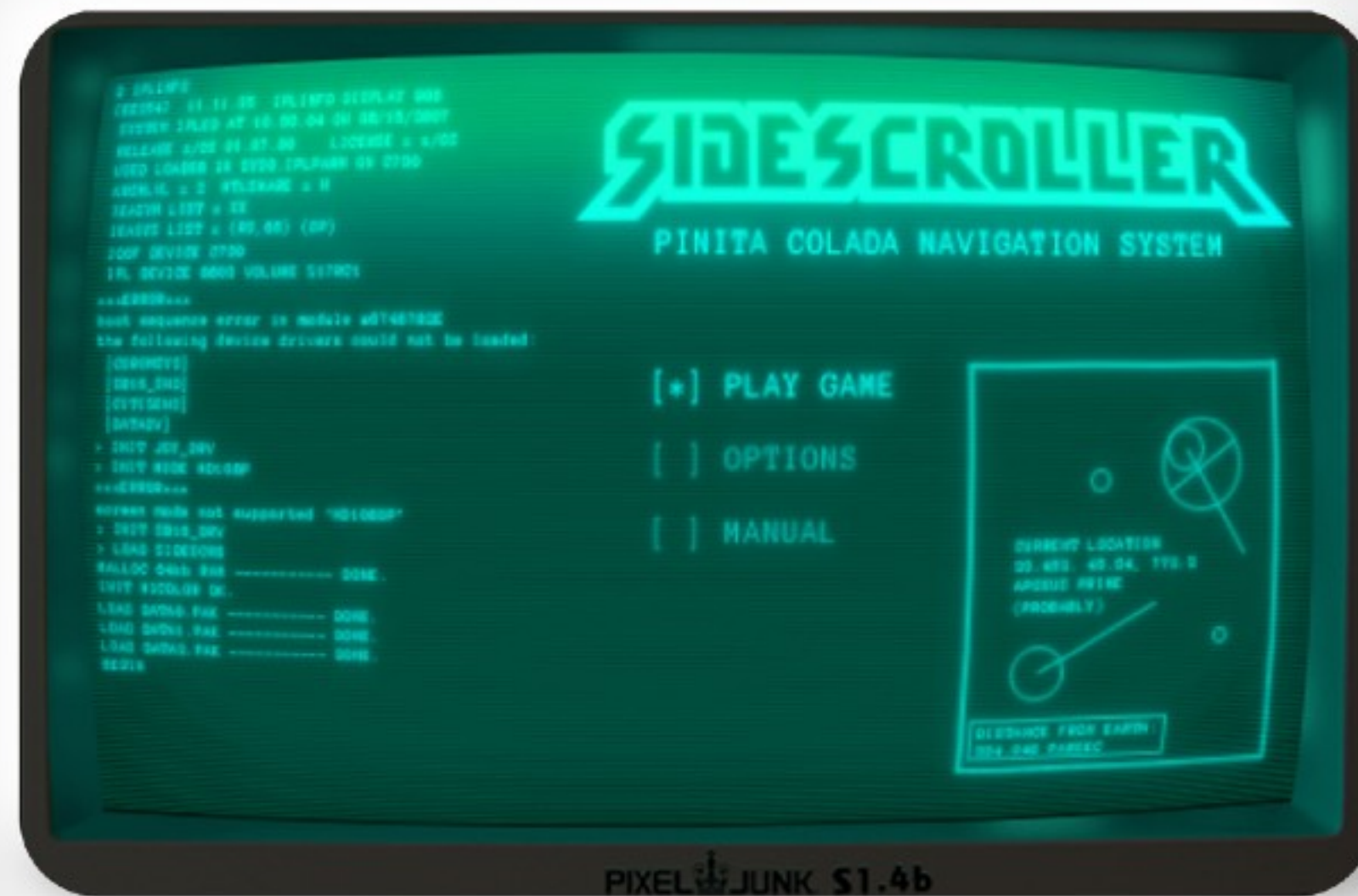
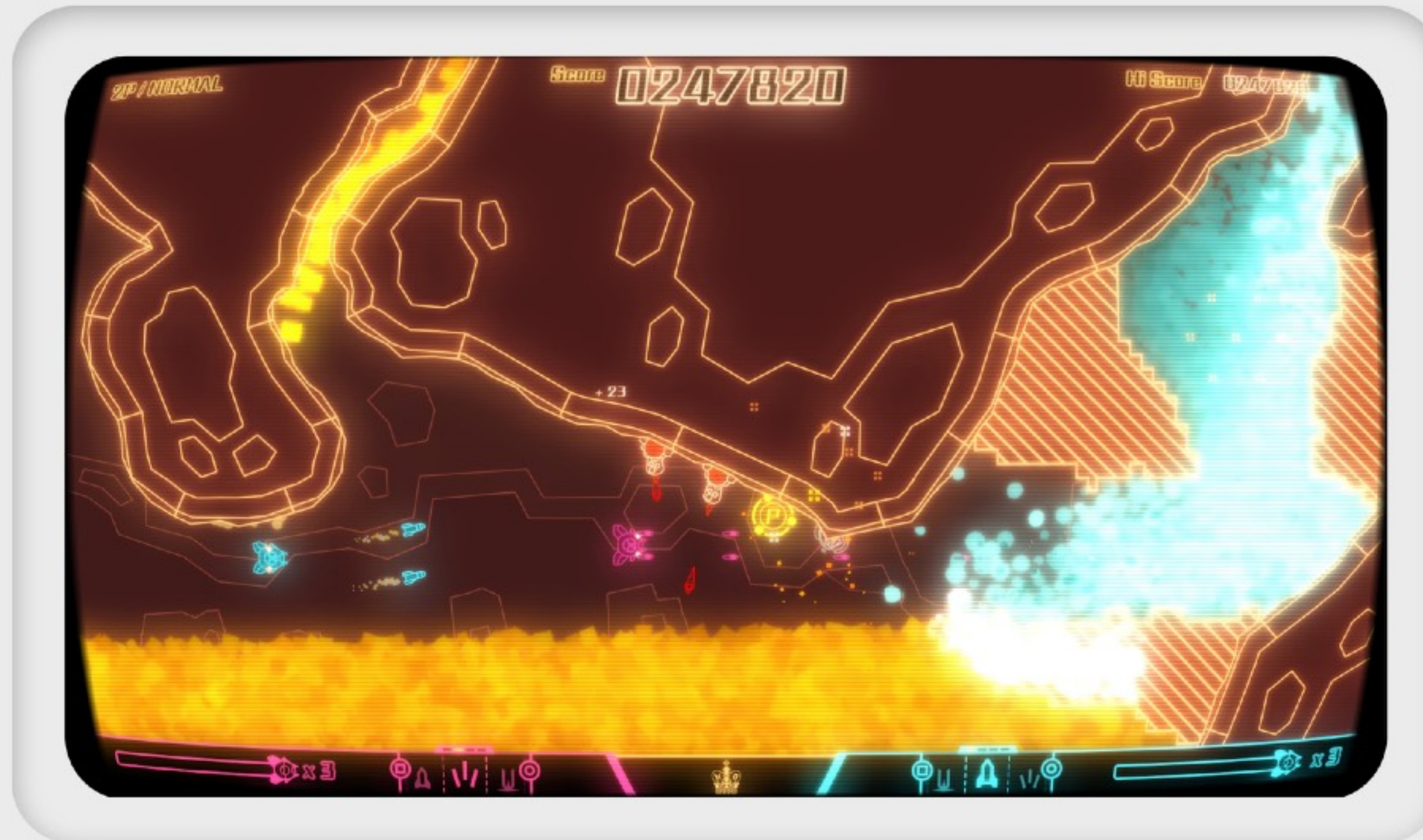


UI/ Concept

I created various UI concepts before the game image was decided. I made the images like science fiction or using fonts of old consoles.



UI in Game



In game, I created icons, numbers, parameters, score, animations of when the icon appear, switch to the next screen, result screen or etc. My concept image was to creat a simple screen with font without using extra icons or informations as much as possible.

You can see on Youtube → [Go to Youtube link](#)

Concept Animation



Game Start Menu



The concept of "SideScroller" was the old PC screen in the 1980's or old concle game of Japan, like "Space Invaders". Follow the concept, I did not use icon so much, mainly created with letters and animation. I made all of UI, Animation of Game Menu, Icons and Direction of game image. For example, switching to the next stage, how to move when Result or Option appear, Top screen, how to disappear the Icon in game, etc.

Start Menu Concept Animation

