



## UI/ Top Menu

Game Start Menu



Start Menu Concept Animation

The concept of "SideScroller" was the old PC screen in the 1980's or old console 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.



# SIDESCROLLER

THE SIDE STORY

PLAY GAME













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*PLAY GAME*

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## 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.

