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GDD 3100

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Immersive UI

A colorful squares with different colors

Description automatically generated

A colorful squares with different colors

Description automatically generated

* Selected Theme
  + I chose my UI game to be restaurant-themed; you can see this in the title screen, where the font colors for all the texts are not too bright, and the instructions button is designed to look like a menu. The level itself is brighter and more colorful because it takes place in a kitchen things are about to get messy.
* Changes needed to be made to the game world and UI:
  + Make backgrounds more designed.
  + Make sprites for enemies and players.
  + UI indicators for which condiment weapons you’re currently using.
  + Visually affecting enemies when they’re hit.
  + Making UI (in general) more noticeable in the build of the game.