

Agenda:

- What makes a UI good?
- What makes a UX good?
- Understanding color coding and design
- Layouts
- Dos and Don'ts of Map Design
- Logic behind making something fun (Visually)
- Sprites and Design
- Game Design Specifications
- Best Practices to Create UI Element

Not everything works for mobile screens.

for inspiration depending on game:

<https://www.gameuidatabase.com/>

<https://interfaceingame.com/games/?platforms=mobile> :search a ui for a similar game.

icons:

<https://thenounproject.com/>

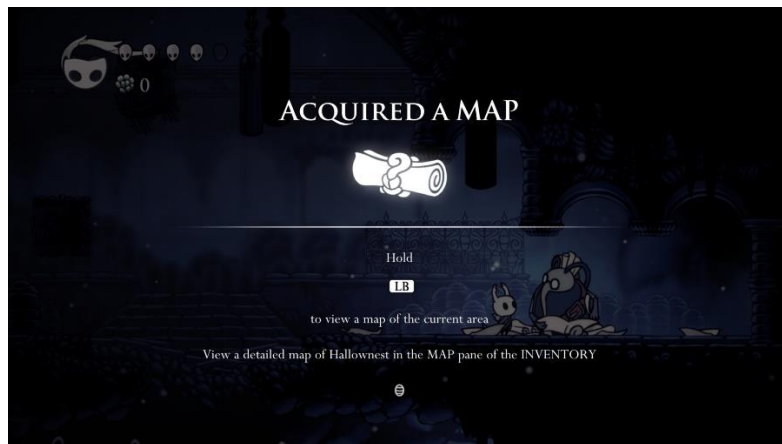
1- What makes a UI Good:

<https://interfaceingame.com/games/hollow-knight/>

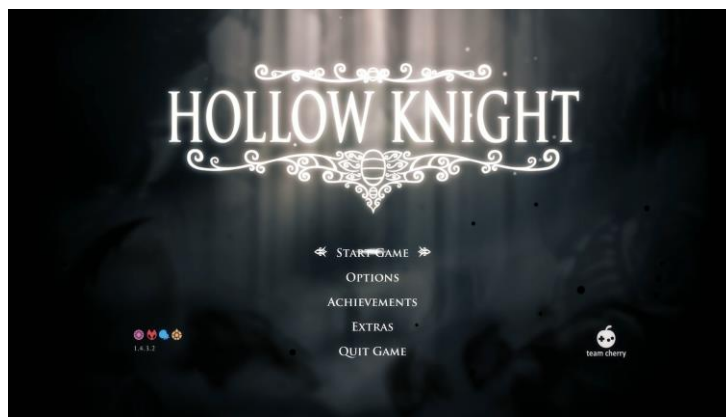
One of the greatest (3people) Indie games made is hollow knight, earning revenue of over 30 million Dollars in the first year of Its release(With most of its playerbase being on PC.)



Giving expectations by having pre set slots, making the player anticipate filling them.



Glorifying item acquisition, making it pause the game until the user prompts to continue, making each item acquired have a sense of worth.



Everything is clear and compact, check in more with the link.

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But hollow knight is one of a kind, lets look at something more simple.

<https://www.gameuidatabase.com/gameData.php?id=1311>

Subway surfers:

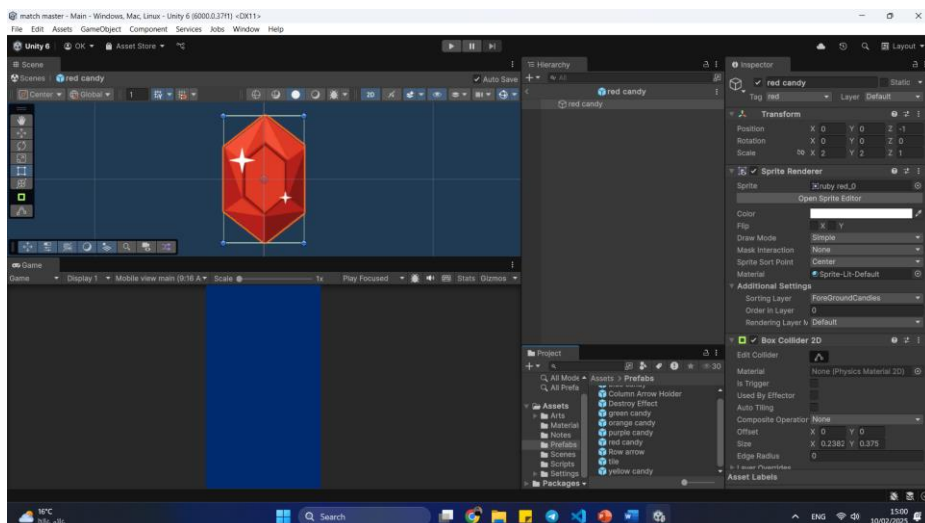




When creating elements for a game, make sure to make them bit by bit

A sprite should be created from multiple layers, maybe we would want to use one of those layers for something else.

For example:

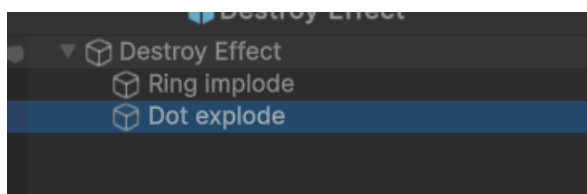


This gem asset is a full gem, which is well made and clean

But its better to have it made with multiple layers, first the outline of the shape( which ofc you did first but did not include in the figma for obvious reasons)

The sparkle on the gem should be its lone asset as well to reuse.

So if I wanted to make an explosion effect for the gems, I can have specific ones for each one.



but now I have a standard one.

## 2- What Makes a UX good?

Like regular UX design in anything, consistency and simplicity is key. For games, the UX is how easy its to understand what everything does, what do they belong to and what happens when you click them.

Setting a color pallete is very important and it should match the theme of the game. Good for interfaces <https://flatuicolors.com/>

Good for experimentation

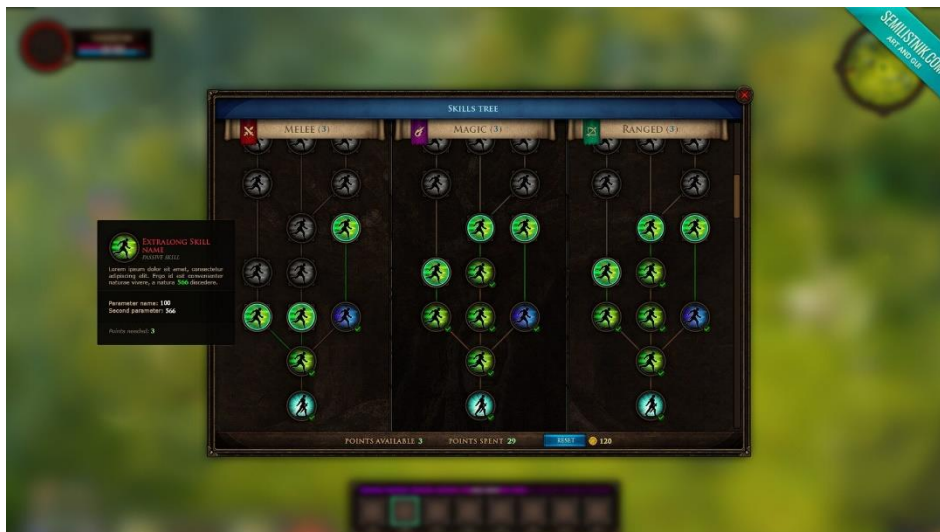
<https://paletton.com/#uid=1000u0klllaFw0g0qFqFg0w0aF>

User Flow Diagrams.

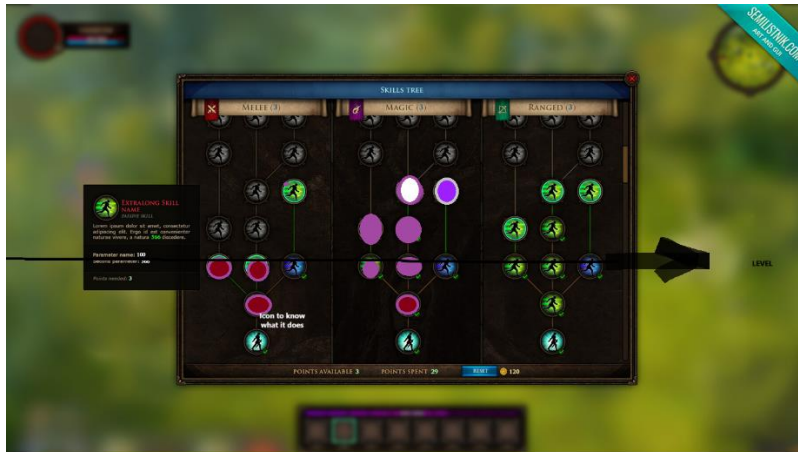
Great video: <https://www.youtube.com/watch?v=sc3h5JXtlzw>

## 3- ColorCoding and design

Drawing correlation between things is key for games, player usually may need to process a lot of information quickly, so the coloring and icons are very important for example:



This does a couple things right. Bro also somehtings wrong, It created good separation between trees, having it clear to understand how things follow with its tree structure, But, obviously this is an unfinished example, each trees abilities should have specific colors according to tree, the rows in each tree if needed should have a level requirement on the side of the ui, and the color for available but not yet acquired abilities should be be different, and and indication of what the skill does with an icon and something that indicates that you can hover on the skill or click it to know more, so something more like this.



not the best but u got

the idea

A great website for getting icons/ideas of which is: <https://thenounproject.com/>

#### 4-Layouts

You need most of the information to be visible to the user

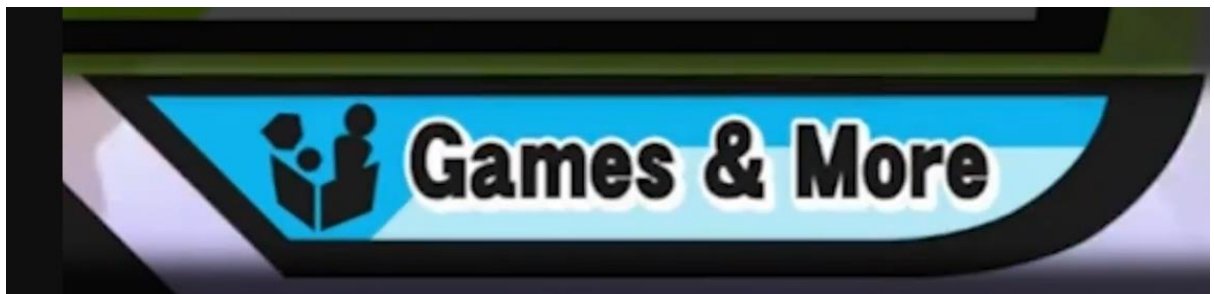
You want the menus consistent and clean(not cluttered), even if u need to make more menus its better than having a really cluttered one .

smash bros 4:



Seems good at first and unique





But what is this?, what does include, its not descriptive



It also got a ton of things inside it, making it required to do many clicks to find what you want, maybe you could say it's a strat to get people to explore everything, but it ends up hurthing the menu more, new players may feel lost and older players will feel its tedious to go through these menus.

- 5- Dos and donts of Map design(lets explore it some other time.)
- 6- Logic behind making something fun (Visually)( lets explore it some other time.)
- 7- Sprites and design : <https://www.youtube.com/watch?v=D5BcoOCLur4>  
I believe the video will explain it better than I could for explaining the concept, also covers some of the previous points.
- 8- Game Design Specifications( need more information and study around it to talk about it to give somewhat cohesive information)

## 9- Best practices to create a UI Element.

- a. A step by step creation( break down any element u create into individual pieces)
- b. Break down menus when you need to ( information should be easily accessible and each menu should contain not too much information)
- c. Colors indicate everything, every part of the game should be related to similar parts, For example Enemies are red as well as their health bars, elements to adapt to updates.
- d. Design the flow, how things connect together how purchases are made how abilities are acquired
- e. Express grandeur, If something is pivotal its should have that sense, it can be represented by having a certain effect, size or glow and more.
- f. Find your style, don't try creating something that goes completely against your style, experiment with different styles, find where you make well.

Some more important things for the motion of the game:

Responsiveness: Clicking feels fast and effortless.

Intention: Focus towards action and pathways when needed, A button that does something the user should know/do should be visible.

Awareness(advanced):elements adapt according to their location, for example, follows the cursor.

Consistency: establish familiar behaviour with having consistent motion and colors.

Intuition: elements are stylized to fit the game and feel natural.

References:

<https://www.youtube.com/watch?v=sc3h5JXtlzw> (Great video with ton of valuable information.

<https://www.youtube.com/watch?v=D5BcoOCLur4> Amazing to understand a couple of key concepts about the process( you can ignore 3d things)

<https://www.youtube.com/watch?v=HwdweCX5aMI> (only first few minutes)

[https://www.youtube.com/watch?v=bE\\_ZuNp1CTI](https://www.youtube.com/watch?v=bE_ZuNp1CTI) (good design, bad design)

[https://www.youtube.com/watch?v=xeVH\\_8H1L80](https://www.youtube.com/watch?v=xeVH_8H1L80) (could be useful for understanding how someone thinks when designing for a mobile game)

<https://www.youtube.com/@GMTK/playlists> amazing for everything related to games( prolly advanced but great for someone to watch and understand some things).

## Thank You