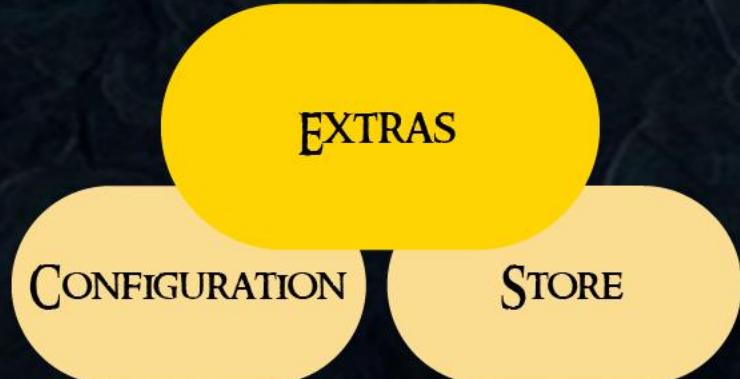
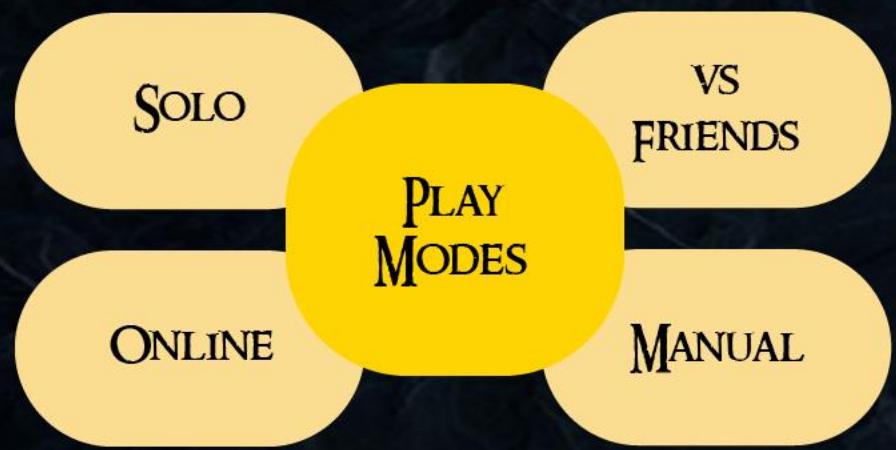


DECAY OF KINGS

UI - HUD

PLAYABILITY



BASIC PILLARS OF THE UI

DESIGN OF THE ELEMENTS DIRECTLY RELATED TO THE SETTING OF THE GAME WORLD.

EASY TO UNDERSTAND AND WITH THE NECESSARY INFORMATION OF THE PLAYER

THAT IT FULFILLS THE NECESSARY FUNCTIONS WHEN PLAYING.

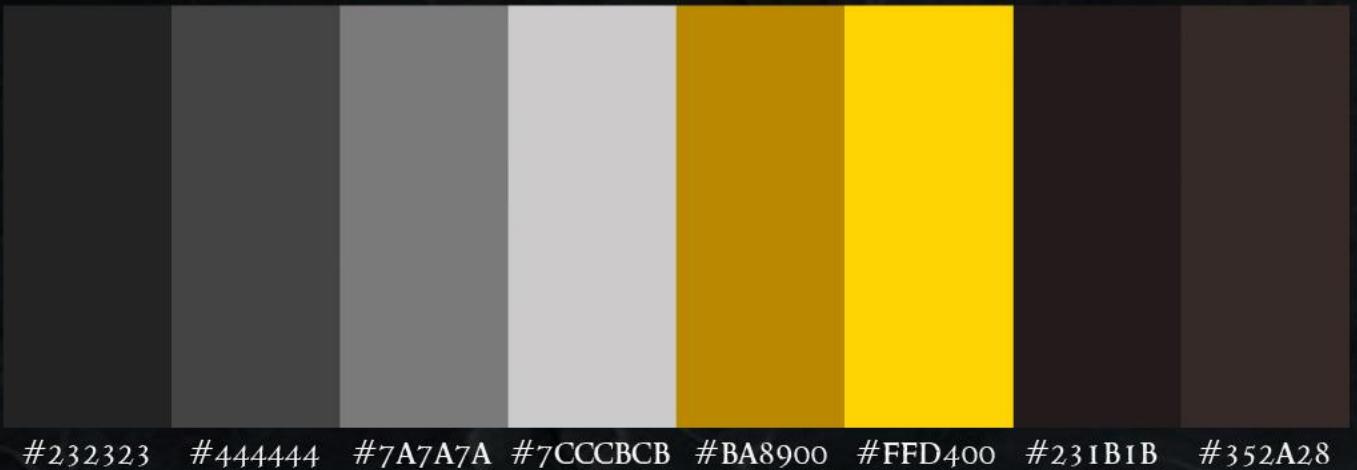
CONSISTENT DESIGN IN TERMS OF RANGE OF COLORS AND SHAPES. ALL ELEMENTS CORRECTLY INTEGRATED.

UI DESIGN

BEING A BOARD GAME THAT HAS BEEN DIGITIZED TO BE TAKEN TO OTHER PLATFORMS, WE HAVE CHOSEN TO USE A NON-DIEGETIC INTERFACE. BY NOT NEEDING TO INTEGRATE THE PLAYER INTO THE GAME WORLD, OUR UI SHOWS THE NECESSARY INFORMATION TO MAKE THE GAME EXPERIENCE THE BEST POSSIBLE. THE UI DISPLAYS INFORMATION SUCH AS USERNAME, LEVEL, AND IMAGE. AS WELL AS THE CARDS YOU HAVE, THE MONEY YOU CAN SPEND AND THE PIECES YOU HAVE LOST.

DECAY OF KINGS CHOOSES TO USE A META UI, IN 2D THAT INCLUDES WHAT IS NECESSARY FOR THE DEVELOPMENT OF THE GAMES AND THE BEST POSSIBLE PLAYER EXPERIENCE.

PRIMARY COLORS



SECONDARY COLORS



COLOR PALETTE

THE PALETTE IS MAINLY COMPOSED OF GRAY, YELLOW AND BROWN TONES.

THESE ARE USED BOTH FOR DECORATIVE OR BACKGROUND ELEMENTS AS WELL AS FOR IMPORTANT ELEMENTS SUCH AS CARDS OR THE BOARD.

SPECIFIC COLORS HAVE ALSO BEEN USED THAT REPRESENT A CERTAIN CHARACTERISTIC WITHIN THE GAME.

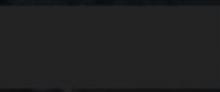
IN THIS CASE THEY HAVE BEEN USED TO DISTINGUISH THE PLAYERS AND FOR THE CATEGORY OF THE CARDS.

RINGBEARER MEDIUM

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj
Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt
Vv Ww Xx Yy Zz



#FFFFFF



#232323



#FFD400

Ringbearer Medium

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj
Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt
Vv Ww Xx Yy Zz



#FFD400

TYPOGRAPHY

THE FIRST TYPEFACE IS THE ONE SHOWN IN THE GAME AND IS USED WITH DIFFERENT COLORS TO HIGHLIGHT IT AND MAKE IT EASIER TO READ, TAKING INTO ACCOUNT THE BACKGROUND COLOR.

THE SECOND IS USED IN THE TITLE OF THE GAME AND THEREFORE ONLY HAS ONE COLOR.

CHARACTERS

THESE IMAGES REPRESENT THE DIFFERENT CATEGORIES OF TOKENS AVAILABLE TO THE PLAYER.

THE SAME CATEGORY IS REPRESENTED BY A SYMBOL AND A COLOR, FOR EXAMPLE, THE WARRIOR'S TOKEN IS REPRESENTED BY THE SYMBOL OF THE AX AND THE COLOR BLUE.



KING



WARRIOR



HUNTER



HEALER



MAGE

BLUE TEAM



RED TEAM



TEAMS

PLAYERS ARE DISTINGUISHED BY THE COLOR OF THEIR TOKEN.

THE USER IS RED AND THE ENEMY IS BLUE.



TOKENS

THE GAME TILES HAVE BEEN CREATED WITH 3D MODELS WITH A CIRCULAR SHAPE.

THE TEXTURES USED ARE ROCKY TO GIVE IT A WAR AND MEDIEVAL STYLE WHILE MAINTAINING THE COLOR PALETTE.

TO INDICATE WHAT TYPE OF TOKEN IT IS, THE IMAGE OF THE CHARACTER HAS BEEN PLACED AT THE TOP OF THE TOKEN.



PANEL

THE GAME BOARD, WHICH IS SQUARE IN SHAPE, IS 8 BY 8 SQUARES.

IT IS DARK IN COLOR AND THE BOXES ARE OUTLINED WITH GRAY LINES.

THE COLOR OF THE SQUARES VARIES THROUGHOUT THE GAME, INDICATING TO THE USER WHICH PIECE HE HAS SELECTED AND WHERE HE CAN MOVE IT AND / OR ATTACK WITH IT.

IT IS THE MAIN ELEMENT OF THE GAME AND IS WHERE THE CAMERA FOCUSES THROUGHOUT THE GAME.

CARDS - SHAPES

THE CARDS ARE MADE UP OF A SET OF SQUARE AND RECTANGULAR FIGURES.

LEVEL



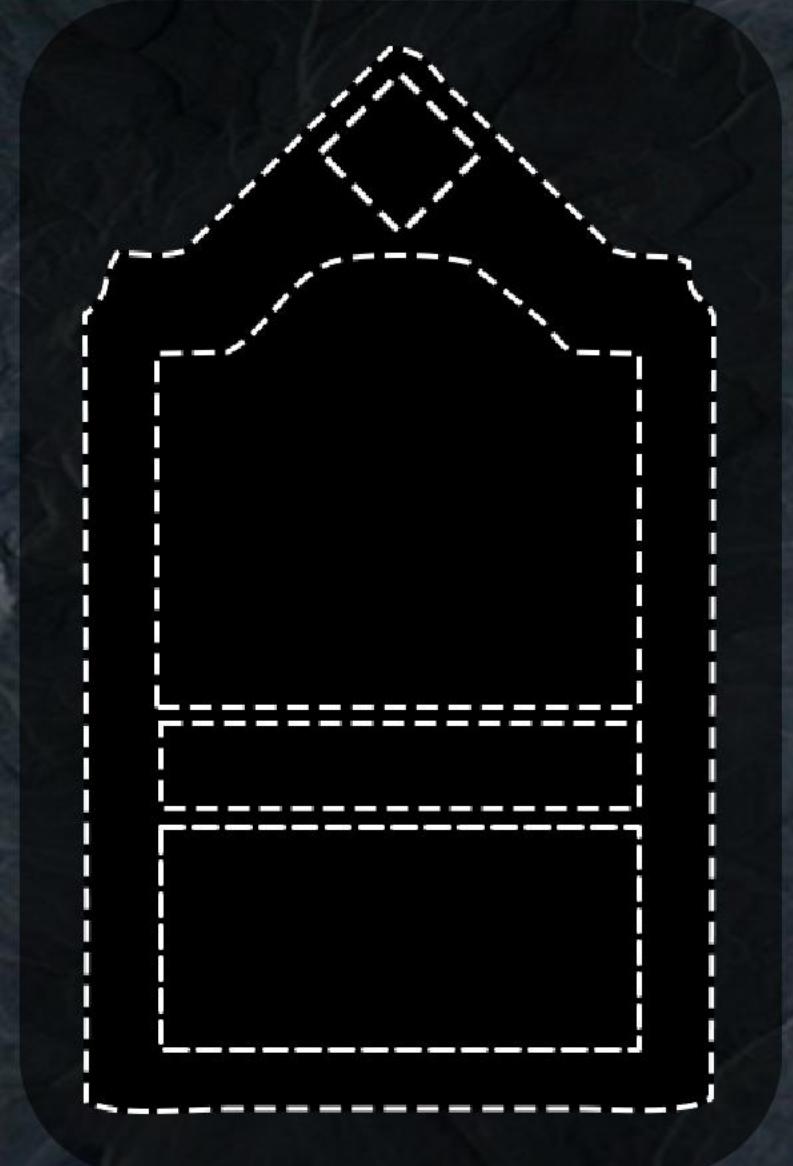
PHOTO



TYPE AND TITLE



DESCRIPTION



LEVEL



TYPE AND TITLE



PHOTO



DESCRIPTION

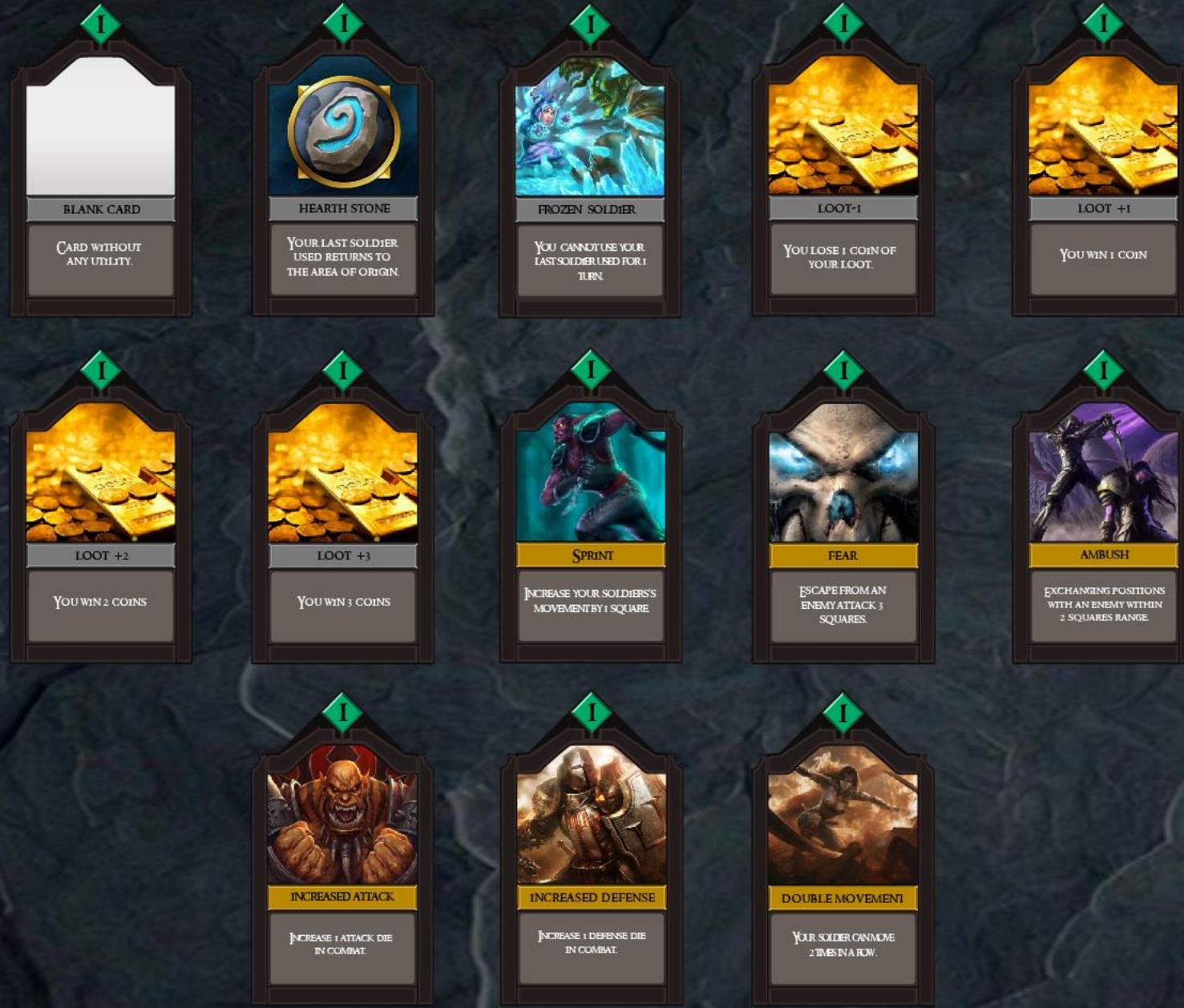
XXXXXXXXXXXXXX
XXXXXXXXXXXXXX
XXXXXXXXXXXXXX
XXXXXXXXXXXXXX

CARDS

THE GAME'S FONT IS USED FOR THE LETTER, AS IS THE MAIN COLOR PALETTE.

IT ALSO USES COLORS FROM THE SECONDARY PALETTE THAT REPRESENT THE LEVEL OF THE CARD.

THEY ALSO HAVE A DECORATIVE PHOTO.

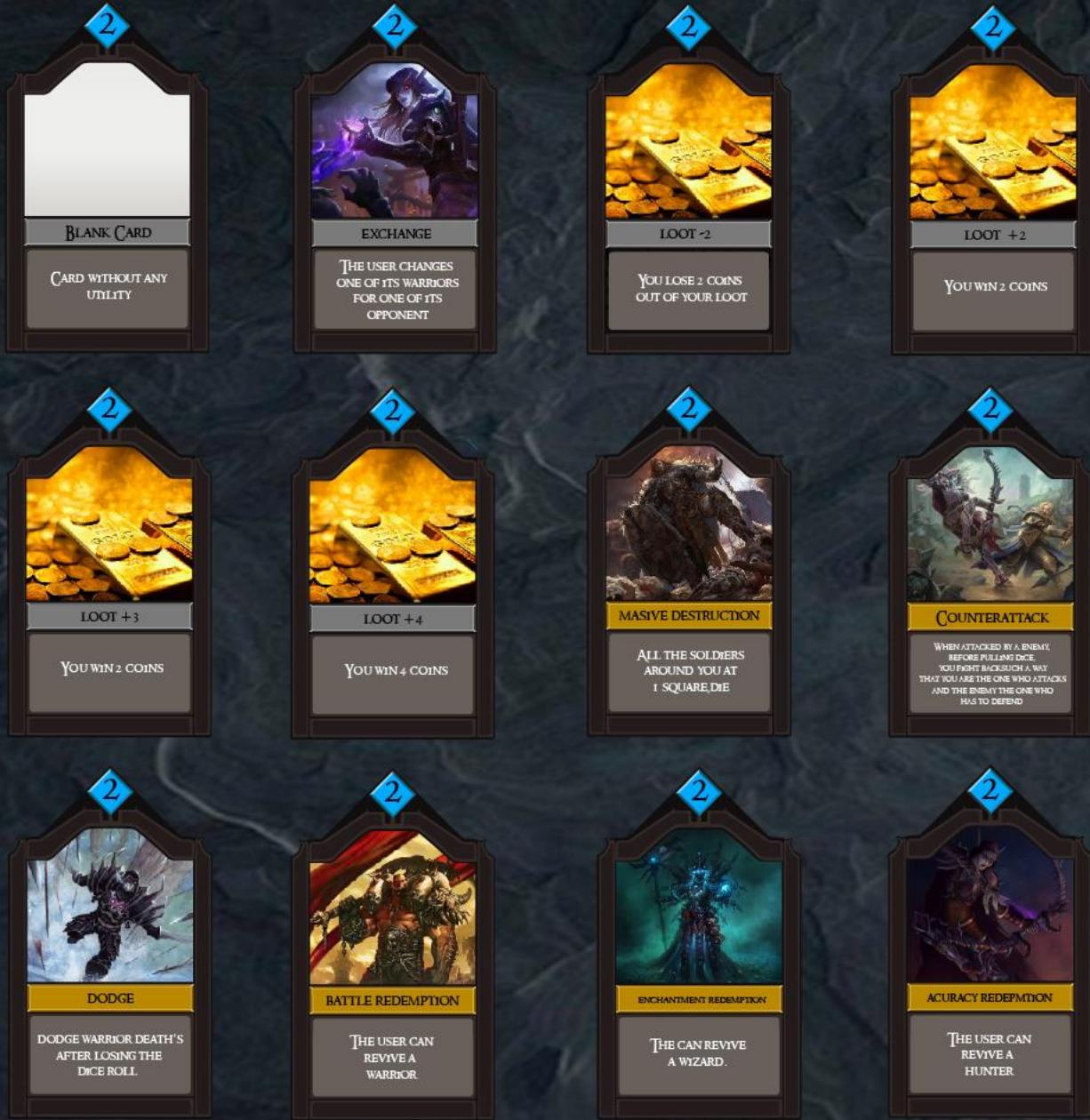


CARDS

THIS IS THE LEVEL I CARD COLLECTION.

IT IS DISTINGUISHED BY THE COLOR OF THE UPPER DIAMOND, WHICH IN THIS CASE IS GREEN.

TO DISTINGUISH BETWEEN THEM THEY HAVE AN IMAGE ACCORDING TO THEIR DESCRIPTION.

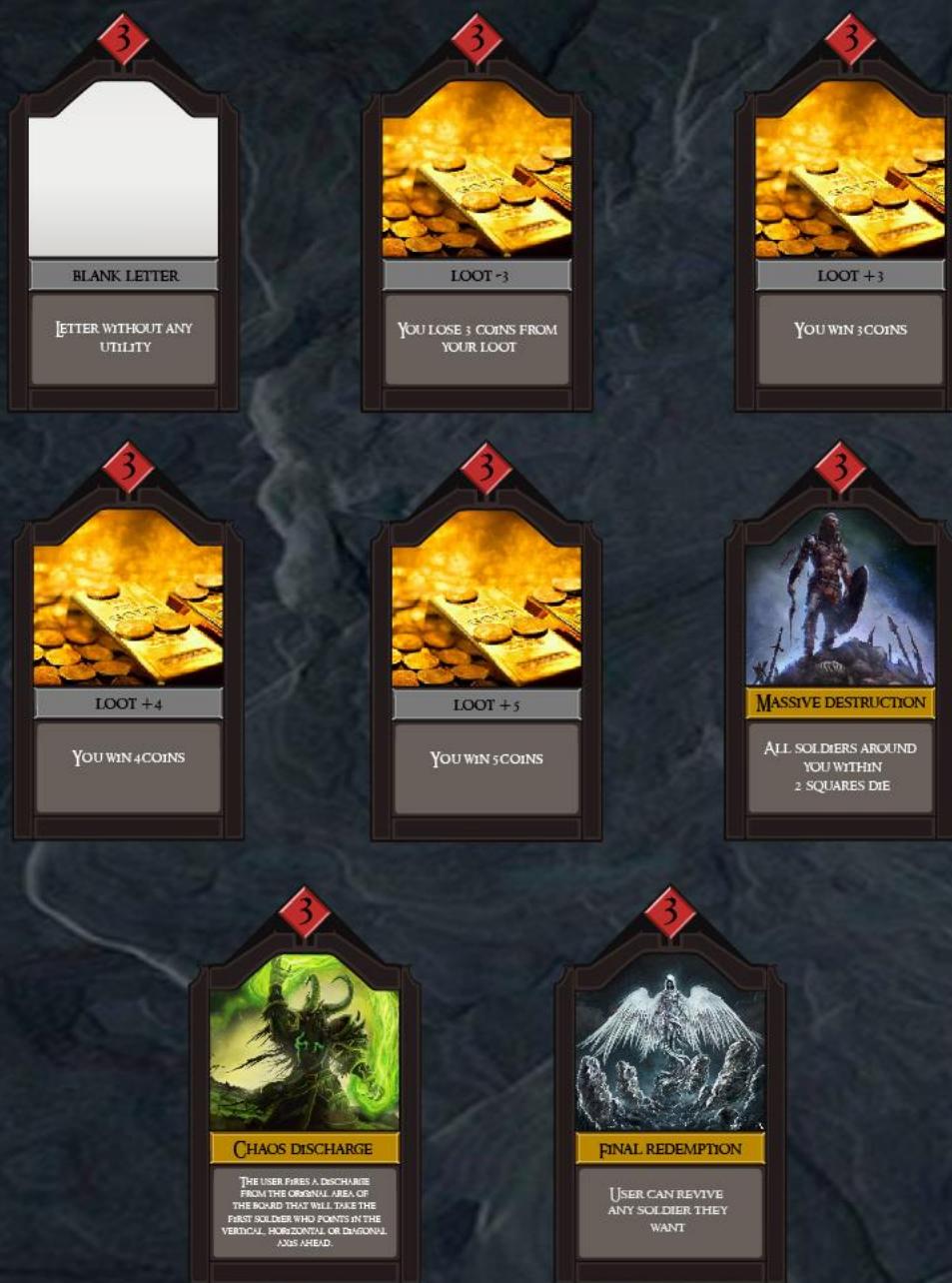


CARDS

THIS IS THE LEVEL 2 CARD COLLECTION.

IT IS DISTINGUISHED BY THE COLOR OF THE UPPER DIAMOND, WHICH IN THIS CASE IS BLUE .

TO DISTINGUISH BETWEEN THEM THEY HAVE AN IMAGE ACCORDING TO THEIR DESCRIPTION.



CARDS

THIS IS THE LEVEL 3 CARD COLLECTION.

IT IS DISTINGUISHED BY THE COLOR OF THE UPPER DIAMOND, WHICH IN THIS CASE IS RED.

TO DISTINGUISH BETWEEN THEM THEY HAVE AN IMAGE ACCORDING TO THEIR DESCRIPTION.

FRAME



LEVEL



USERNAME



USER - SHAPES

TO REPRESENT THE USERS WE HAVE
LARGELY USED SIMPLE FIGURES.

TO DECORATE THEM A BIT WE HAVE
COMBINED CIRCULAR AND SQUARE
FIGURES.

IN THE CASE OF THE
USERNAME, A MORE COMPLEX AND
ABSTRACT FORM HAS BEEN USED TO
MAKE IT STAND OUT MORE.

FRAME



LEVEL



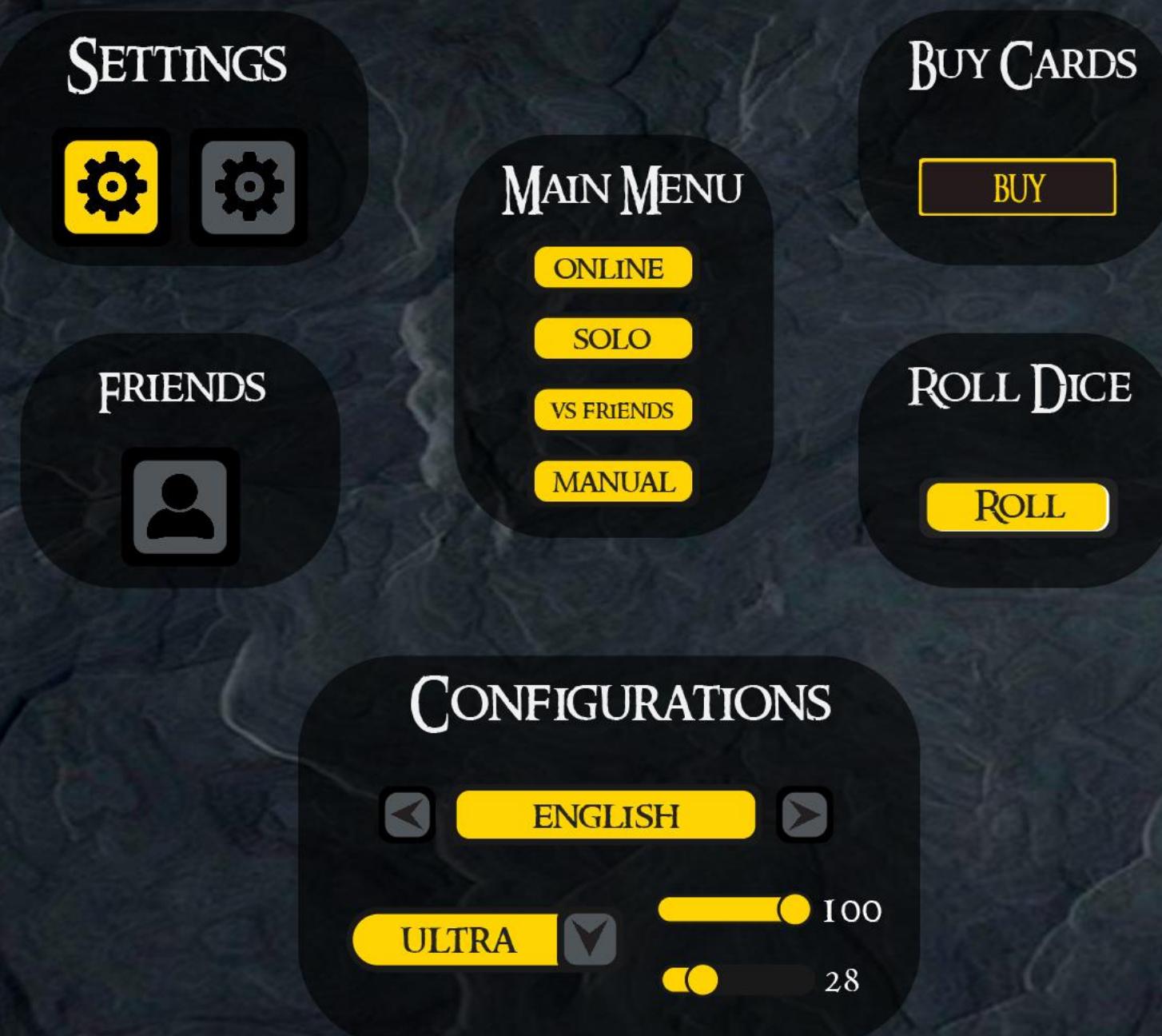
USERNAME



USER - MATERIAL

THE MATERIAL USED IS DARK ROCKY TO GIVE IT A WAR AND MEDIEVAL STYLE.

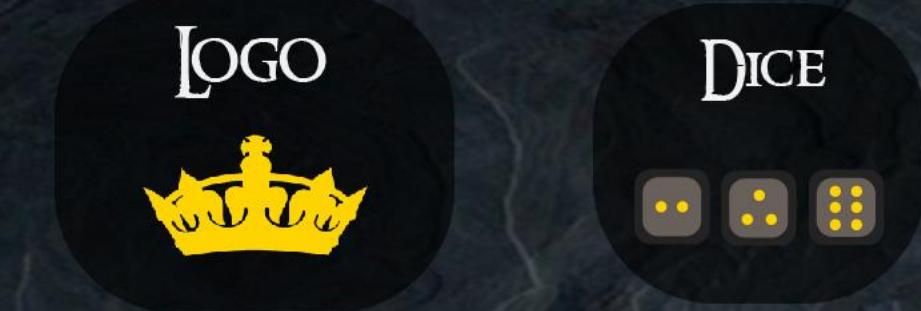
IT ALSO HAS DECORATIVE ELEMENTS WITH PRECIOUS ROCK MATERIALS IN MORE VIVID COLORS, SUCH AS RED AND BLUE.



BUTTONS

THEY USE THE FONT AND THE MAIN COLOR PALETTE OF THE GAME.

MOST HAVE A SIMPLE SQUARE SHAPE.



ICONOGRAPHY

WE HAVE DIFFERENT ICONS BUT THEY ALL HAVE SIMPLE SHAPES TO MAKE THEM EASIER TO INTERPRET.

THE COLORS USED ARE THE SAME AS THE COLOR PALETTE AND USE BOTH PRIMARY AND SECONDARY COLORS.

GAME



Decay of Kings

ONLINE

SOLO

VS FRIENDS

MANUAL





Decay of Kings



Decay of Kings

COMPRAR
1.000 Ⓛ



Decay of Kings

COMPRAR
2.000 Ⓛ



Decay of Kings

COMPRAR
3.000 Ⓛ

1.000 Ⓛ

II



ROLL



YOU GOT HIM! MOVE YOUR WIZARD AND KILL YOUR ENEMYS ARCHER

I I 2 2 2 2 3





Decay of Kings



1.000

I I



ROLL



SKINS

CARDS

COINS

FEATURED

HEROIC PACK



20\$

MITIC PACK



30\$

EPIC PACK



50\$

DAILY DEALS

BASIC HEALER



5\$

BASIC WARROIR



5\$

HEROIC WARROIR



10\$

MITIC ARCHER



15\$

SETTINGS



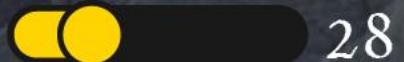
ENGLISH



MUSIC



SOUNDS



VOICES



QUALITY

ULTRA



HDD



AUDIO

BACKGROUND
MUSIC



AMBIENT
SOUNDS



CRUSHING
TOKEN



VOICES OF ENCOURAGEMENT



BUSSINES MODEL



TRADITIONAL MODEL

UNIQUE PRICE



VIRTUAL VERSION

FREE PC/PHONE/TABLETS



IN-GAME SHOP

APPEARENCE MODIFICATIONS

RISKS AND HOW TO MITIGATE THEM

- ASSESSMENT OF THE OPINIONS AND PROPOSALS OF THE PLAYERS.
- CONTINUOUS UPDATES OF GAME CONTENT.
- CONTINUOUS UPDATES IN TERMS OF FUNCTIONALITY.

