HUD Components

<u>**Must-have Mechanics:**</u>

- Charging meter for ranged projectile weapon
  - Don't do anything with cross-hair
  - Probably a horizontal bar at the bottom of the screen with some space that charges up
  - Specific thing: Hold Range weapon projectile longer than maximum charge
    - If continue holding down past max
      - Kind of like a Halo Plasma Pistol
        - Noise conveys zero to maximum charge (gun shaking and red)
- Health Bar
  - In Chunks or Singular?
- 4 total slots for consumables and equipment
  - Conveyed as slots that are keybound
  - Barebone: 4 Boxes numbers 1, 2, 3, 4
- Different looking slots (our icons), which will live in the 4 total slots if selected
- Need 3 more slots that hold
  - Q
  - E
  - Shift
  - *Could also include right-mouse button/V (for melee)*
- Some kind of task (Title of Dungeon)
  - Xenoblade Chronicles 3D golden arrow?
    - No compass arrow, don't want to give player the layout dungeon
  - Large Icon at Top of Screen
    - Front and centered?
- When you kill something, XP is not a physical thing
  - Need something on HUD shows player collected certain amount of XP
  - Could be same thing as floating damaged number
    - Challenge: 3 Types of XP
      - All at the same time
      - Focus on decluttering
- Currency (Only 1 Kind)
  - Same thing for Currency as XP, need to find way to show player obtained it
  - Could just show it in shop or pause screen
  - Whatever the case focus on <u>decluttering</u>
- When player uses an ability or consumable that has cool-down must show
  - Greys then has timer
  - Try something unique beyond classic fade-to-full effect
- When player gets hurt, an indicator showing which direction took damage in (like CoD)
  - Can make minimalistic if for scope or decluttering
- Strength Milestone Skill (Revenge)
  - When player takes damage ability charges up
  - Can then consume those charges of the ability to release an explosive charge of damage
  - Charge determines damage amount and radius size
  - When activates ability makes a sphere/lightning bolt get off the weapon and sear through/connect to enemies in the radius and deals damage to them
  - Specific charge meter for Revenge Skill
    - Above ability slot? Does it need to be big? Probably not.
- Perception Milestone Skill (Clairvoyance)
  - Clairvoyance State
    - When fully charged have x amount of seconds to slow down charge
      - If use partial amount x
      - Can charge back up to 6 when
      - Mana bar
    - Also bar above/below ability slot?
      - Can learn where to put it through playtesting
- Agility Milestone Skill (Dash)
  - Two types of upgrades
    - Increase amount of charges for dash (like to 2 or more)
      - Need something that conveys this on HUD
      - Basically OverWatch
    - Cooldown meter reduction
    - When completely upgraded:
      - Cooldown meter reduction maxxed
      - Dash amounts
        - Must see cooldown meter recharge (2-3 seconds)
        - Also must see how close next dash is to being ready
- Glide
  - Need a charge meter/reverse charge meter for that
    - BoTW?
    - Or more traditional bar/reverse-bar?
    - Appears only when using glide
- Some of our Passives will have Internal Cooldowns
  - When player takes significant damage OR below 20% health
    - Clairvoyance state will activate temporarily
      - Can't happen again for another 20 seconds

- Need something on HUD to show when cooldown comes off (top-right?)
    - Same icon for passive, maybe fades then fills?
- To declutter show icon ONLY when proxy/passive is triggered
    - Could not hide any of them if they fit screen

Skill Trees In Relation to HUD (Missing Info):

- Need 3 Experience Bars/Shapes
- When open skill tree, should see amount of XP you have in each tree
    - Have to show this with HUD somehow
- XP Graphics
    - Can just be numbers
- With HUD, want numbers popping up when player acquires them
    - Skill Trees to show Total XP obtained
- Eventually want tutorial windows when player hovers over a passive
    - We'll decide this later
    - Don't need but super nice to have

What and How to Fit All UI Information On Screen:

- Charging meter for ranged projectile weapon
- Health Bar
- 4 total slots for consumables and equipment
- Need 3 more slots that hold Q, E, and Shift (*Could also include right-mouse button/V (for melee)*
- Large Icon at Top of Screen (Dungeon Task/Number?)
- 3 Types of XP (Problem is Simultaneity)
- Currency (Only 1 Kind, Keep in Mind with XP)
- When player uses an ability or consumable that has cool-down must show
- When player gets hurt, an indicator showing which direction took damage in (like CoD)
- Milestone Skills
- Strength Milestone Skill (Revenge)
- Perception Milestone Skill (Clairvoyance)
- Agility Milestone Skill (Dash)
- Glide (Meter)
- Some of our Passives will have Internal Cooldowns