

# UI/UX Research

This page has a bunch of links to articles for UI design principles for FPS and RPG games that either have been incorporated in other games or which go over various UI game mechanics.

- Random
  - [6 Examples of UI Design in Popular Games](#)
  - [Looking at Customizable UI Design in Games](#)
  - [FPS Interface Basics](#)
  - [Mobile UI Design](#)
  - [FPS UI Game Design Screenshots \(Page 1\)](#)
  - [Top 5 Greatest UIs Ever According to Medium](#)
  - [Pinterest UI HUDs](#)
  - [Pinterest UI Weapon Shop Designs](#)
  - [Free Unity HUD for FPS Kit](#)
  - [Best VideoGame Ever for UI? Blog Chain from GameDev.net](#)
  - [4 Categories of UI](#)
  - [FPS UI Shutterstock Image Examples](#)
- Halo
  - [David Candland's UI Work on Halo](#)
- Destiny
  - [David Candland's UI Work on Destiny](#)
  - [Destiny 2 UI](#)