

## UI Goals

### HUD

1. Simplify the Strategy game HUD to make it more accessible to new or casual players
  - Reveal information to the player only when necessary. Hide information when not needed.
2. Enforce a 1, 2, 3, step approach to game turns.
  - o Actions must be executed in a specific order.
  - In line with Goal 1, Actions should only be actionable at specific times. When not allowed, information/buttons should be removed.
3. Group related information into the same area.
  - o Avoid duplicating information.
  - Example: Keep player information on the left and enemy/world information on the right
4. Unify colours/shapes based on how they impact the player.
  - Example: Red indicates invalid or negative  
Blue indicates valid or positive
  - Example: Square indicates attack actions  
Circle indicates defence actions  
Diamond indicates game action  
Triangle indicates warnings or alerts.
5. The UI should be colourblind friendly
  - Avoid: Green Red  
Green Brown  
Blue Purple  
Green Blue  
Light Green Yellow  
Blue Green

