



2020

USER INTERFACE

UI Project
(Preliminary)

Villain it to win it

Rui Yang(Ray)



Summary of game

1

Type of game :

FPS Tower defense game.

2

Game styles :

Cyberpunk,
Soft SF (science fiction style
without scientific theory).

3

Platform:

PC

4

Target Audience:

15~30

A cosmic background featuring a view of Earth's horizon from space, with the dark, cratered surface of the Moon in the foreground. The Milky Way galaxy is visible as a bright, hazy band of light across the dark blue and black sky, dotted with numerous stars.

Villains win it is an FPS tower defense
game

PC, for young game players to enjoy.
Cyberpunk and soft science fiction games,
so the user interface should naturally
reflect this theme.



Example

What Kind of UI do we want to build?

Because the game is divided into two stages, a slower strategy and construction phase, and a faster and more action-oriented defense phase.

So we should simplify the UI and set up different interfaces

Title screen

1

Interface 1:

After entering the game, the player will see the title and press any button to go to the selection interface

2

Interface 2:

Select interface options including Settings, Play, Report (Help) and Exit

U.I. BREAK DOWN:

My idea is to give the player a nice clean interface when they enter the game, so there will be two initial interfaces. A game cover with no additional options, and a selection screen

Players will have basic options such as Play, exit, and settings.

Selection of contact information with the team: (help) such as joining our discord, email, etc.

THUMBNAILS
Interface 1:

Title

prompt:
Press any button to start

THUMBNAILS
Interface 2:

Title

Play

Settings

Exit

Help



characters selection

The player's selection of characters before the game starts, and the waiting interface to enter the game.

—
This is a sample text. Insert your desired text here. Again, this is a dummy text, enter your own text here. This is a sample text.

+

—
This is a sample text. Insert your desired text here. Again, this is a dummy text, enter your own text here. This is a sample text.

+

—
This is a sample text. Insert your desired text here. Again, this is a dummy text, enter your own text here. This is a sample text.

U.I. BREAK DOWN:

In my opinion, the partition of the character selection interface should be the selection of the character and his basic information. The game loading interface should be simple, with a display of loading progress and a cover of characters

THUMBNAILS

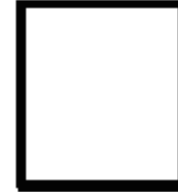
Character selection :

Character selection



character Information

skills



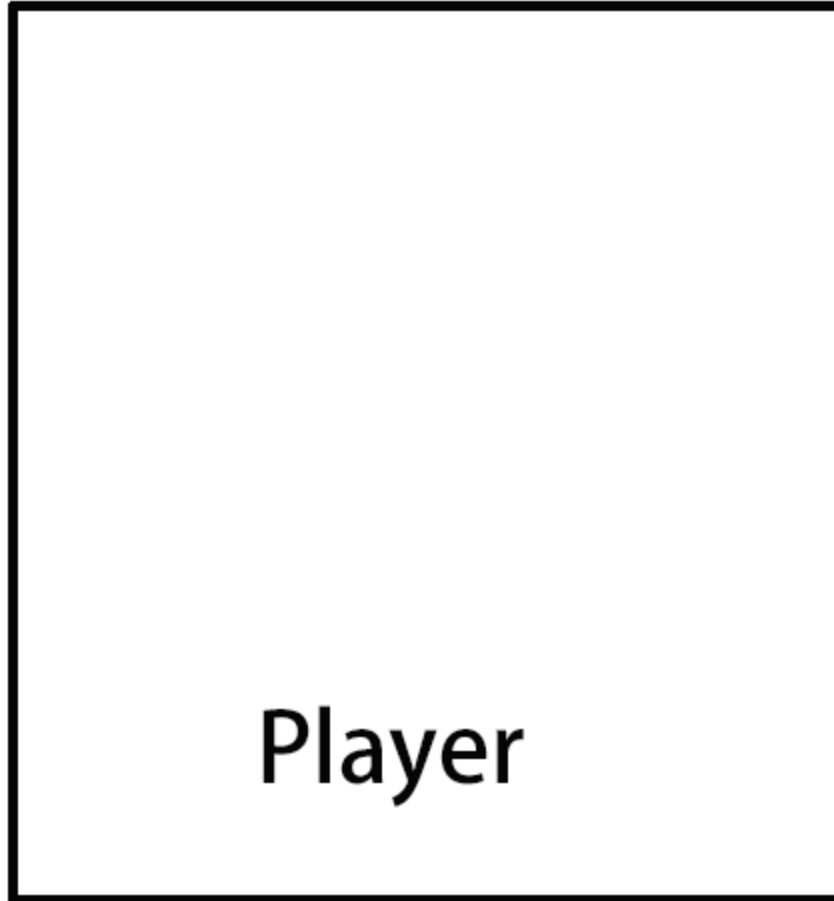
Health and other special



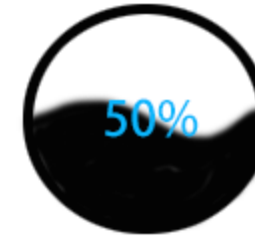
THUMBNAILS

Loading 1 :

If it's a single player game, the game loading interface looks like this



Game loading



If it's a multiplayer game, the game loading interface looks like this

Game loading





In Game

The UI players see when they enter the game.

This is a sample text. Insert your desired text here. Again, this is a dummy text, enter your own text here. This is a sample text.

+

This is a sample text. Insert your desired text here. Again, this is a dummy text, enter your own text here. This is a sample text.

+

This is a sample text. Insert your desired text here. Again, this is a dummy text, enter your own text here. This is a sample text.

In Game

HUD will focus the main information on the top of the screen for players to view.

In the upper left corner is the player's information: health, cooldown and currency.

The upper right corner shows a map of the area, showing players where they are. Press m to view all maps

At the top are the main goals: core health and enemy health (usually hidden).

This is a sample text. Insert your desired text here. Again, this is a dummy text, enter your own text here. This is a sample text.



This is a sample text. Insert your desired text here. Again, this is a dummy text, enter your own text here. This is a sample text.



This is a sample text. Insert your desired text here. Again, this is a dummy text, enter your own text here. This is a sample text.

Crystal health

The enemy HP

Minimap

Aiming point

Skill and Item Use (Trap)



The player health

ammo

Crystal health

The enemy HP

Minimap

Aiming point

Skill and Item Use (Trap)

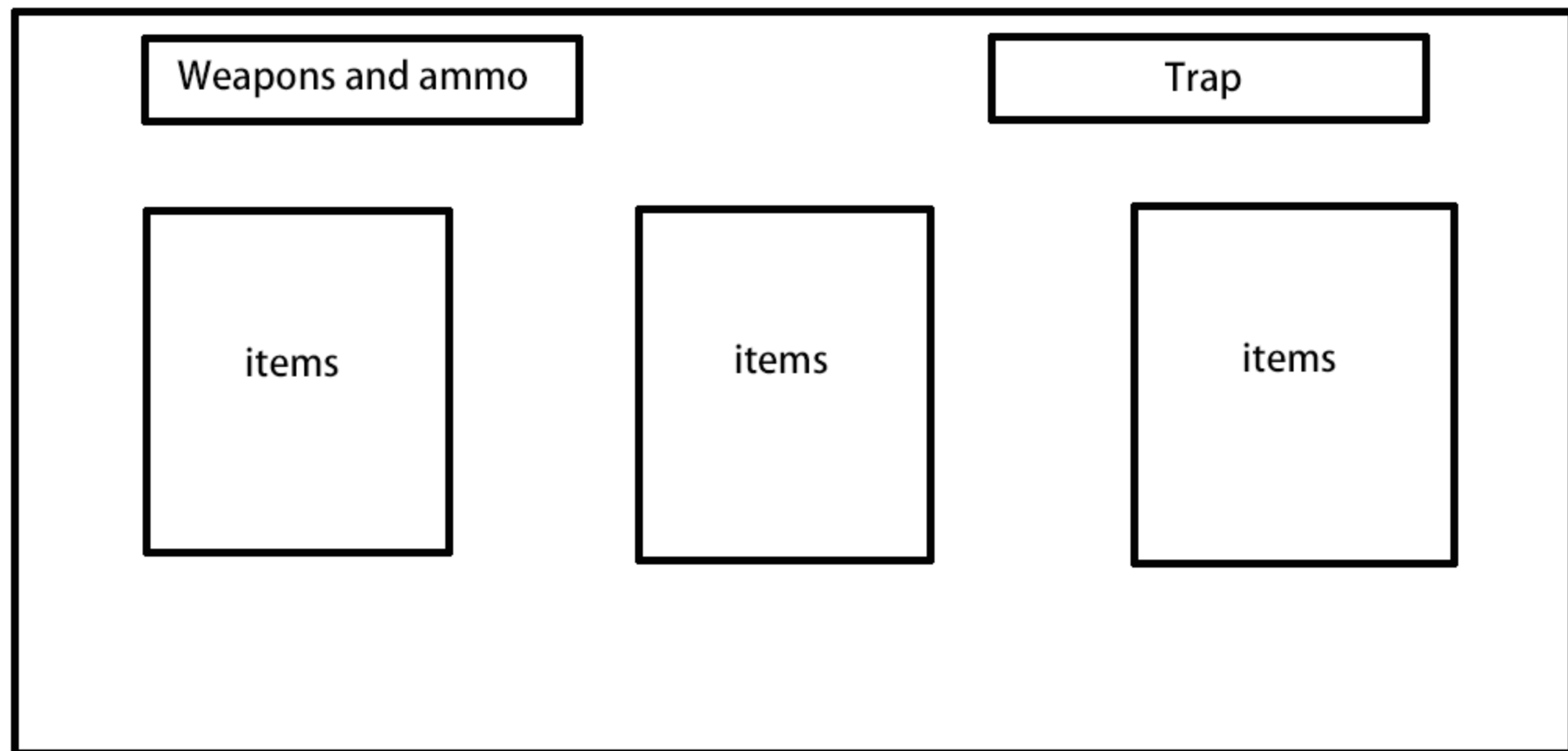
The player health

ammo

Press M to see map (details)



In the store area, press the P key to display the store interface



Inspiration, and reference

