Player HUD Design Brief

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| Scope |
| The purpose of the player HUD is to display the details the player will need to know such as the hearts kills and items in their inventory. For this iteration of the player HUD I want to try and make it as minimal and small as possible to retain space and give the option for more players in the future. |
| Technical |
| The technical side of the player HUD really only includes things like animations setup and display changes.   * Setup   + Hearts  |  | | --- | | The Hearts will be set based on the amount of health the player will have on the start of the game  Each heart’s size will be set accordingly |  * + Player Name  |  | | --- | | The player’s name will be set based on the name that the AI or player has set it to.  Note: The functionality of setting the player’s name beforehand has not yet been setup |  * + Player Icon (Won’t be used in this iteration as I do not have icons) * Animations   + Heart Animation  |  | | --- | | The hearts will shake based on a frequency a rotation amount and a set amount of time then after the shake they will pop out of the health bar |  * + Respawn Animation  |  | | --- | | The respawn time will determine the amount of fill an image (Subject to change) will have up the point of the player respawning |  * Behaviors   + Kills  |  | | --- | | The kills text will change depending on the amount of kills the player has accumulated throughout the game |  * + Hearts  |  | | --- | | The hearts will shake and popout whenever the player losses health |  * Platform Specs   + Might need to change size based on size of screen. |

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| Mockup |
| A screenshot of a video game  Description automatically generated |

Testing Document

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| Test 1 | |
| Tested the Fade In on start and expected it to fade in in order from when the players spawned in the hierarchy | The start and end position were being set in the wrong spot due to the layout group not setting the transform in the correct spot on start |
| Fix: Creating a delayed start that set the start and end positions at the end of the frame fixed the problem | |

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| Test 2 | |
| Tested the hearts display and removal | The hearts were throwing a null reference error when trying to be removed |
| Fix: I was not using a prefab on the hearts so they were not setting on the values needed.  (Switched to prefab) | |

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| Test 3 | |
| Tested picking up an object and removing it to make sure the sprites went in the correct image location | The images were not being put in the correct location as they were not visually representing the stack due to my previous version of how the imventory worked |
| Fix: With a new sorting system, I was able to push the images to the front or the back depending on whether or not they were picked up or placed/thrown | |

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| User Feedback | |
| Joel | When asked what would be good to add for a way to indicate to the player on the UI when respawn will happen the suggestion was to have some sort of meter on the side indicating that the player will respawn soon this resulted in a much better way if signifying that the player would respawn soon |
| Terry | When asked for feedback on the inventory it was recommended to remove the placeholder images when the inventory slot was not in use this resulted in a much cleaner and not as jank looking inventory system |

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| Final |  |