***Controls and menu systems- we will need a mock menu design and logo!***

In order for a HUD design to be developed, we need to know what information we need todisplay to the player and how we want to do this.

Figure 1. This was the initial design for the HUD. The circle would display the currently equipped weapon/ability and the bar was for the health. Another idea that was in the air was that the player would start reverting back to a figurine when they lose health so that the player had a more visual and implicit way of telling how close they were to death, similar in concept to the blood splatters on the screen in some FPS games such as Call Of Duty.

For the main menu, the idea we had initially was to use a render target and scene capture actor to use part of the environment as the background of the UI, instead of having a generic background. This would show the player the sort of game to expect and has worked well in other games such as Plague Tale Innocence, which uses an unique environment for the Main Menu UI.