**Interface**

Interface is the main component that can enhance interactive game-play experience to players. Interface with high resolution 3D graphics environment and natural light settings can maximize pleasure in the game while protecting player’s eyes from using extensively. There are 3 seamless interfaces we will use in this game: third-person view, first-person view, and inventory.

For the player to be able to see in-game surrounding, [name of game] mainly uses third-person view in the game. Two actions that will enable this view are walking and fighting. This allows a player to interact with many events around the character, including searching for items. In a fighting scenario, it helps a player to tactically engage opponents in various directions which helps to increase the chance of survival in the game.

The second interface is first-person view. A player will see only character’s hands and limited vision range in front of them. This interface will be automatically used when a player is questing on special and complex events where a player may be asked to identify some specific objects or invent special items to complete a task.

The last interface is inventory. This interface will appear when a player needs to access to the inventory. It is not automatic. There are three categories in the inventory: items, clothes, skills. In ‘Item’ section, a player can see all available items and amount that he/she can store. In ‘Clothes’ section, a player can customize how a character will look in the game with different collections of hats, clothes, gloves, boots, and etc. Each gear and wear has different status and durability which affect character’s abilities. The last type is skill. A player can manage the skills in this interface. They can upgrade or learn many skills which will allow them to succeed in the game.

In conclusion, there are three interfaces for our game. Third-person view is the main interface that uses for simple actions. Secondly, first-person view is used for special event. Lastly, inventory interface shows all items, clothes, and skills that player has.

\* Figure1.1) First interface, third person view

\* Figure1.2) Second interface, first person view

\* Figure1.3) Third interface, inventory view

*\*\*\*\*\* Pictures will be uploaded later. \*\*\*\*\**