

Game Breakdowns



The main screen in Merge Dragons! By Gram Games published 2017

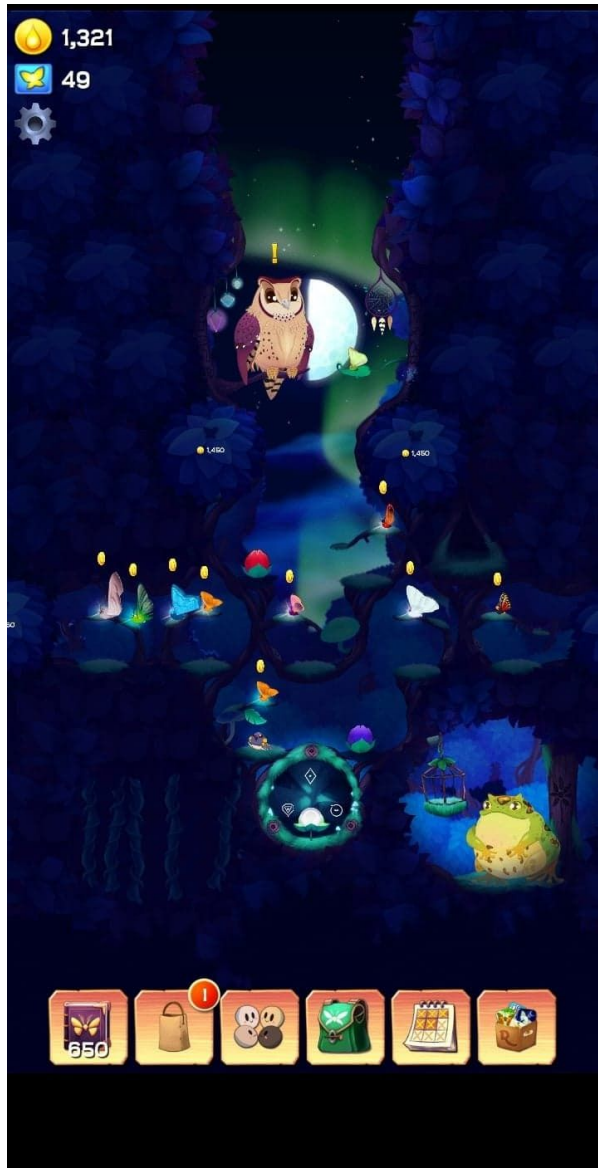
My first impression is that there is alot going on this screen.

If we take a look at the colors, everything almost blends into each other. One of the resource bars almost disappears into the background.

When the yellow arrows appear the map is really hard to see, but otherwise it has a nice contrast to the background.

There is a trophy Icon to the right of the screen which is really difficult to spot because it has a really muted color in contrast to the bright blue clouds.

I'm going to take from this is to make sure that you can see everything clearly and things don't disappear into the background.

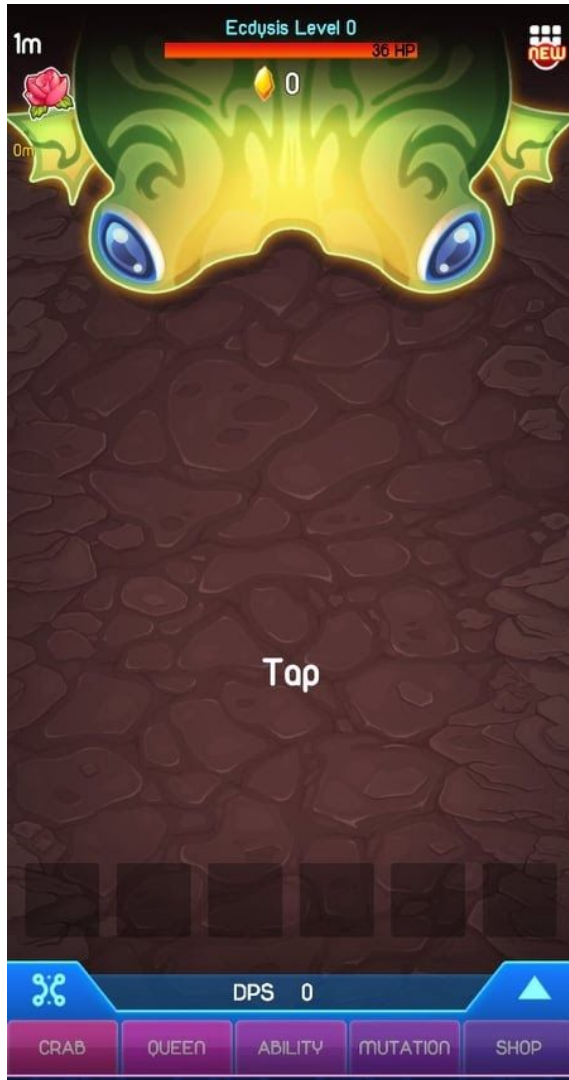


This is the main screen for Flutter: Starlight Sanctuary developed by Runaway published 2017

My first impression of this screen is that it's really nice and pleasant to look at.

In this main screen the way they have put the icons along the edges makes it feel like there is more breathing room. Also the colour theme really helps to show the player what is interactable and what's not. Though I feel like the option button is a bit too dark and it blends in to the background a bit too much but other than that the other icons are pretty clear.

I'm going to take the spacing and the color decisions from this screen making sure that it has a clear language, the way the icons have been laid out gives the eye time to process everything.



Main Screen for Crab War: Idle Swarm Evolution by Appxplore (iCandy) published 2016

The main gameplay for this game is tapping the screen, so the way the middle of the screen is clear is well designed. The layout and the colour theme for the UI elements are really nicely laid out and colour coded so that you clearly see everything and what the different elements are.

Because I will be creating the main screen for a tapping game this will be a really good reference to use.