

Research Document

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When creating UI for different platforms there are some things you need to take into account. For example when you create a UI for a desktop you most likely have a keyboard and a mouse that you can use to activate UI elements and when you're creating for mobile you only have the touch screen. I took some screenshots from a game I have on my laptop named *Warframe* developed by (DE) Digital Extremes published 2013



In this screenshot you can see your character and the game, in the bottom left you see the chat and in the top right corner you can see some notification (*don't mind what's in the bottom right corner that's just from the screenshot program I use*) If you want to get to the menu of the game you need to use the key Escape. Creating the UI for games can look very different depending on what kind of game it is. For this particular game it is really good that there aren't a lot of distracting UI elements because you need to be able to see what's happening around you.

So if you compare it to the mobile game I also took some screenshots of which is called *Merge Dragons!* Developed by Gram Games published 2017 you will be able to see a significant difference between the two games and platforms.



This is the main screen of Merge Dragons! There is a lot going on here, in the top right you have the resources of the game under that (the blue with the exclamation mark) is the new discovery button that pops up when you discover new things. Under that there is the shop and lock screen buttons. Along the bottom is an information bar and in the left bottom corner is the option/menu button, above that is quests you can finish and get rewarded and above that in the top left corner is the button for the map. So compared to Warframe, Merge Dragons! has a lot of buttons on their main screen. Because it is a touch screen game it needs to have everything you interact with on screen so there will be a lot more on the screen than on a desktop game.

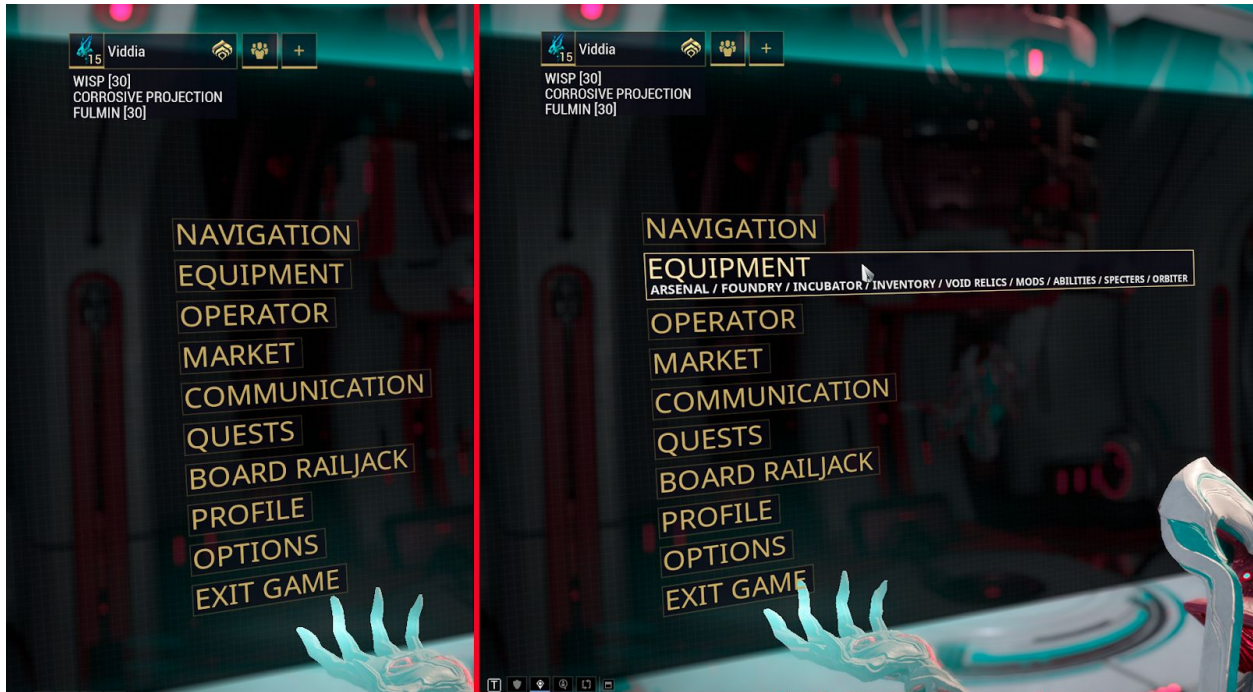
The layout of the menus between the games and platforms are quite different

I took some screenshots of these too, so when you press the gear with your finger on Merge Dragons! The game settings open.



The first picture is the first thing you see when you tap the gear and you need to use your finger to scroll down through the settings. It has a lot of different categories and it explains what they are and you can tap the buttons to turn things on and off or other things will happen depending what it is. The menu is really simple and the buttons are easy to tap with your finger, except for the small X in the right top corner which is pretty small if you have big fingers.

When you press Escape in warframe then the menu comes up and there is a lot of different categories just as in Merge Dragons!



In the top left corner you see your name rank and some other things, under that is a list of categories and if you hover your mouse over one of the categories you will reveal titles that you can choose from. Comparing the two menus both of them fit their type of game, Merge Dragons! Being a mobile game and Warframe being a desktop game.

I like the UI for Warframe better than the one for Merge Dragons! Because there is less on screen. I believe if they changed the layout of the UI for Merge Dragons! Then it would be a bit less busy on the screen.