

# Hexpanse



A Style Guide  
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Gam 190\_01, Gregory Eichholzer

# Game Icon

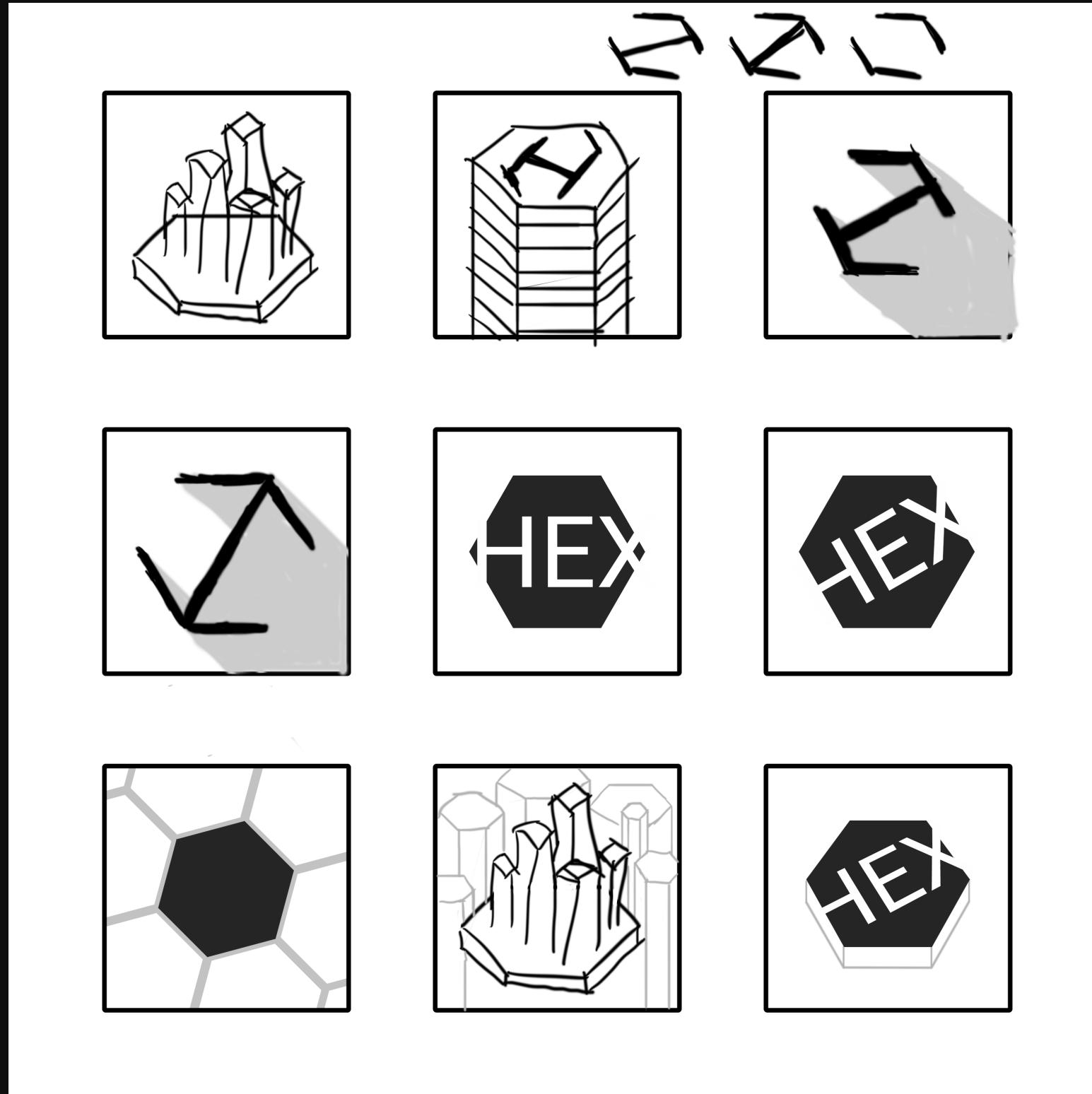


<Alternate  
iOS Version>

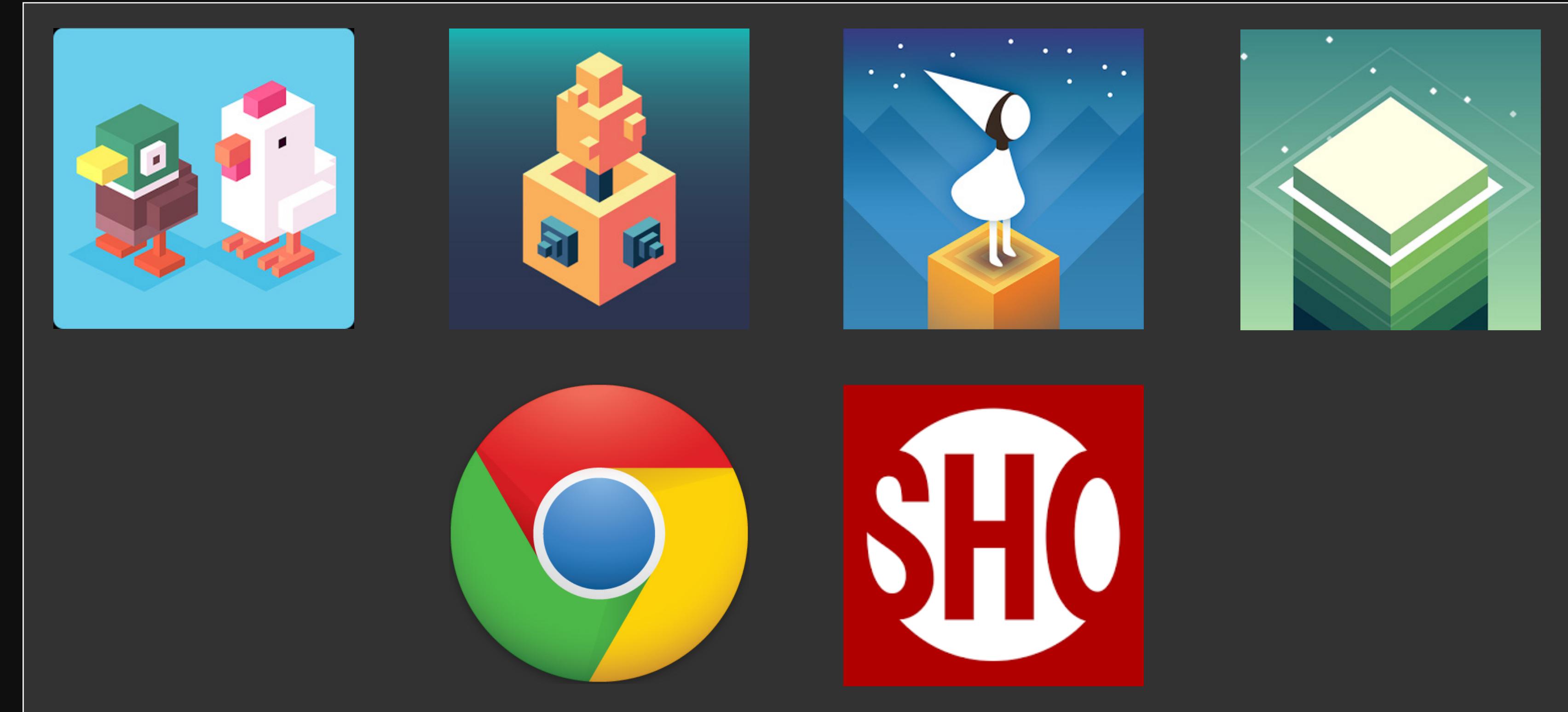
## *Making the Icon*

The app icon was a difficult element to approach. With most other applications featuring bright colors to stand out, the monochromatic theme of my game presented a challenge. The solution to this was to create an icon that has high contrast to make up for its lack of color. In addition to its high contrast, the sharp angles and simple geometries contribute to this icon being able to stand out despite its lack of color. Interestingly, when placed amongst other application icons, I believe this icon actually stands out because of its lack of color. When there's every other color on your screen, seeing a single icon that is simply black and white will really pop out. While figuring out how to make it stand out, I think that the final execution can hold its own against other icons and possibly even stand out from the rest of the bunch.

# Preproduction



Thumbnails

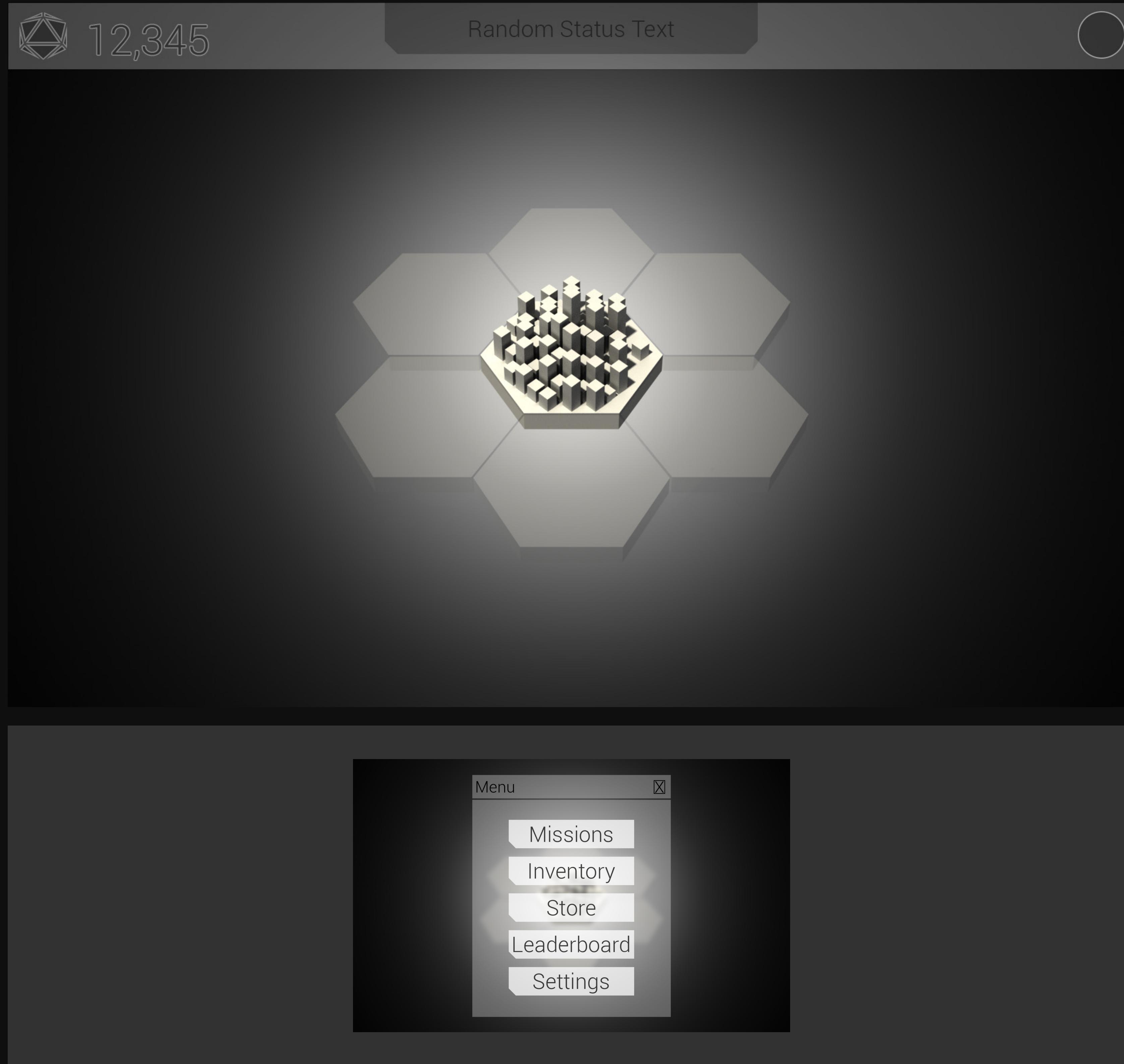


Reference



First Mockup

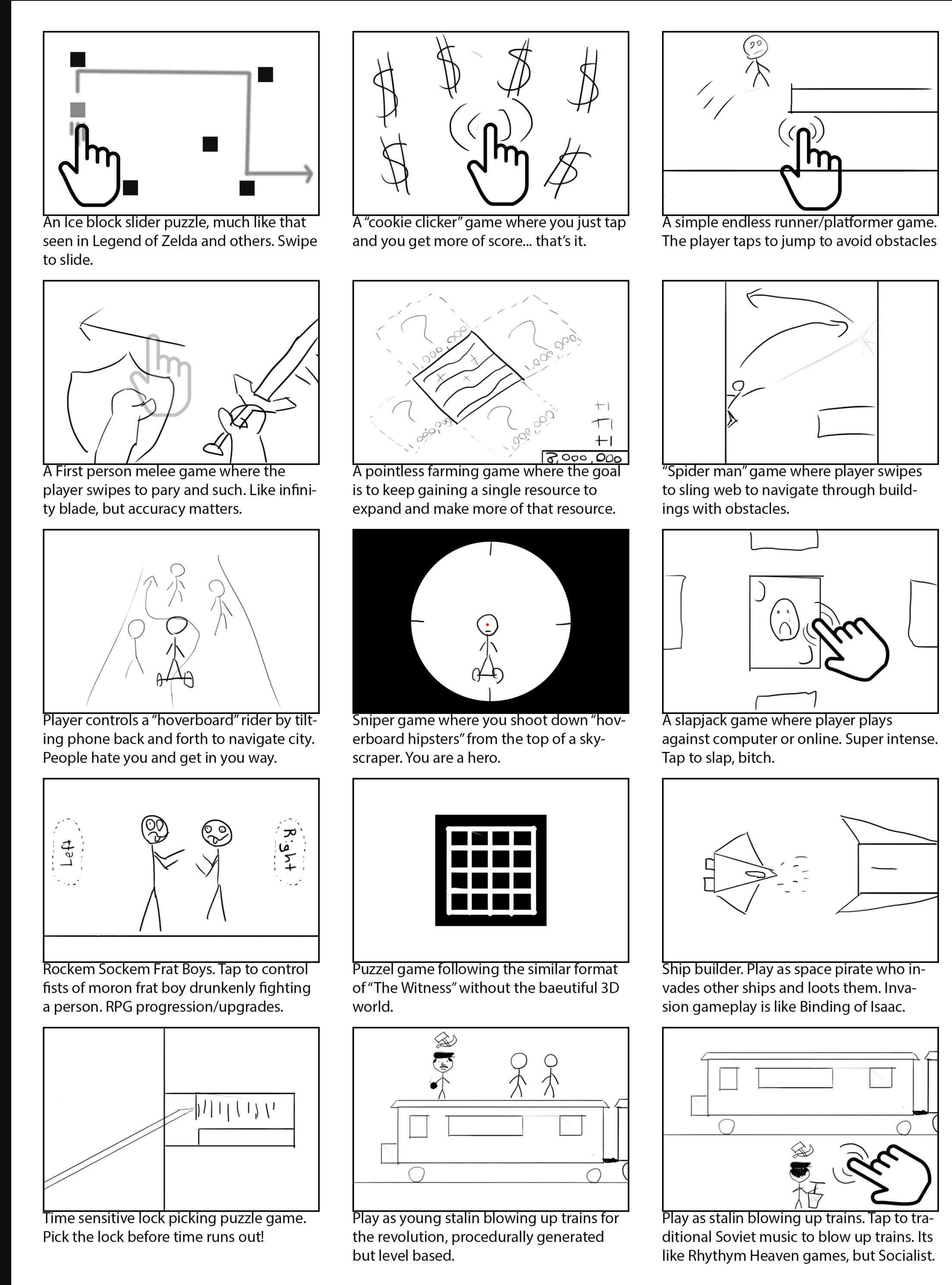
# Gameplay



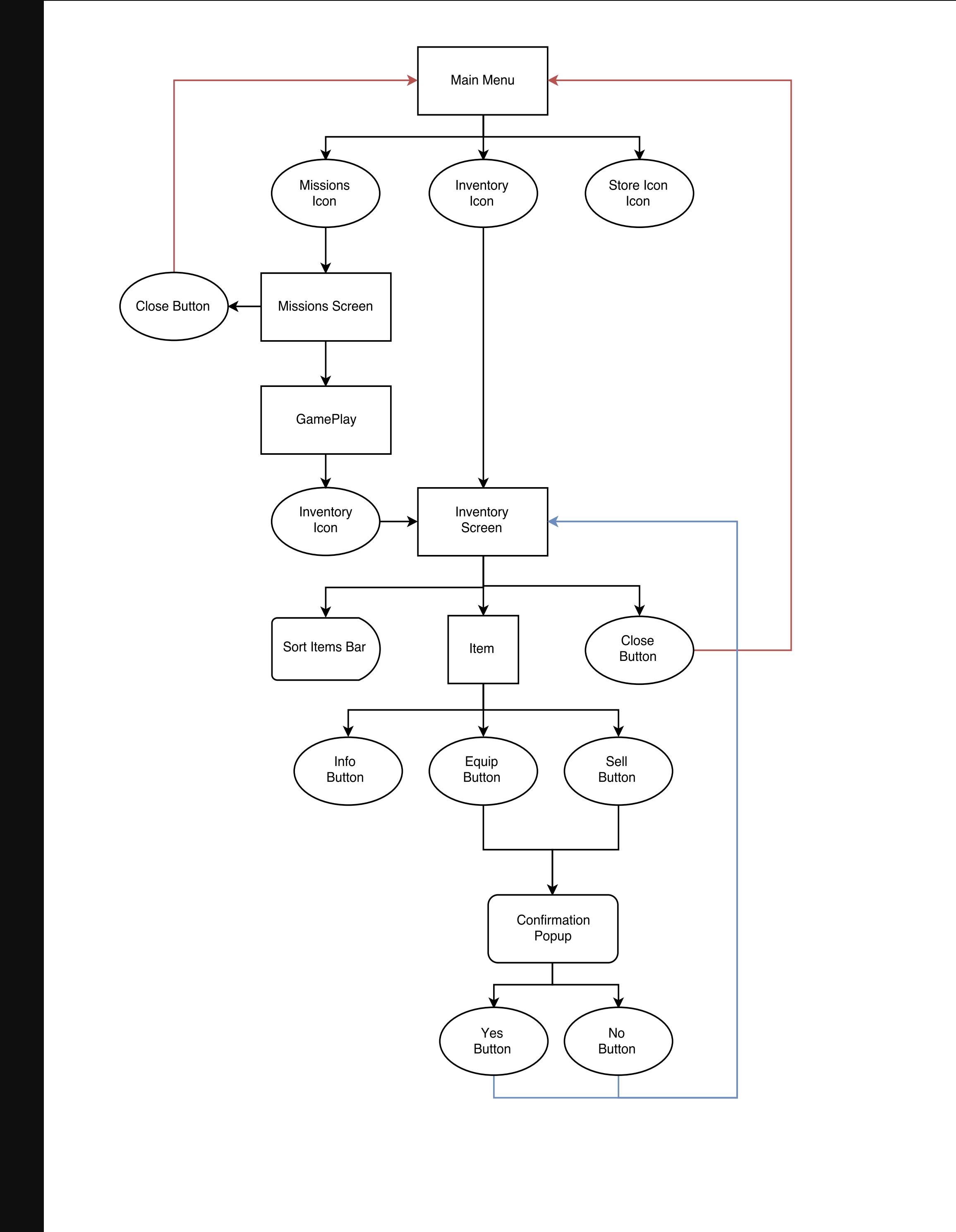
## *Quiet but Useful*

This is the gameplay screen. The main objective of the game is to expand off of the main module that is in the center of the screen to make more currency, to in turn, build more modules to make more currency. The UI here is meant to be minimal and not distracting, or only meant to be noticed when the player wants to. A simple bar at the top shows the player their current currency, in addition to an area that shows various status updates of their "Hexpans" and a circular button which takes the player to the main menu which acts as a hub to access all other screens. When the player keeps the camera in one place for a period of time, this status bar will dynamically slide up and out of the player's view. This is an important feature for taking great screenshots, which players will hopefully do and share with their friends.

# Preproduction

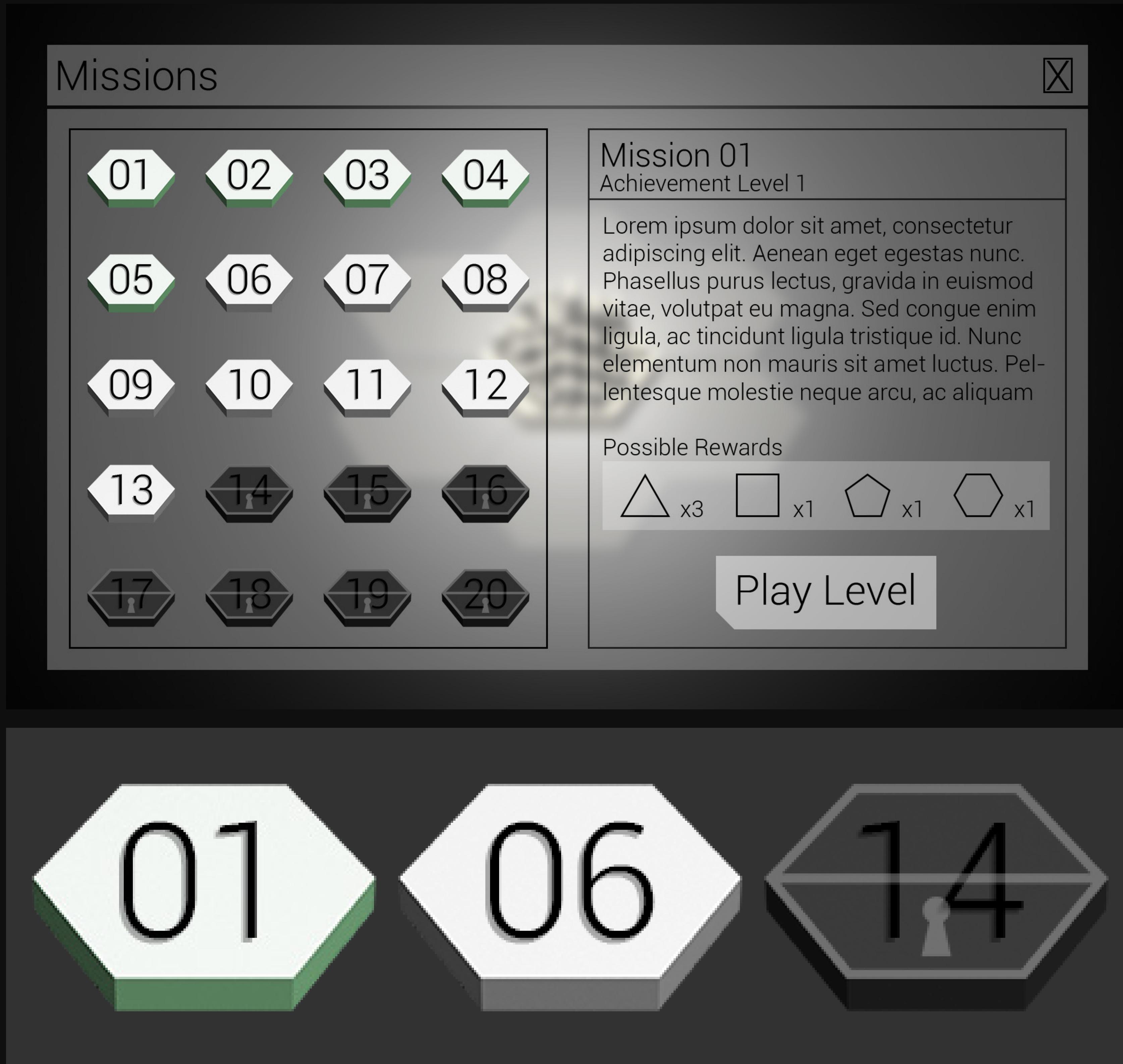


Thumbnails



Flow Chart

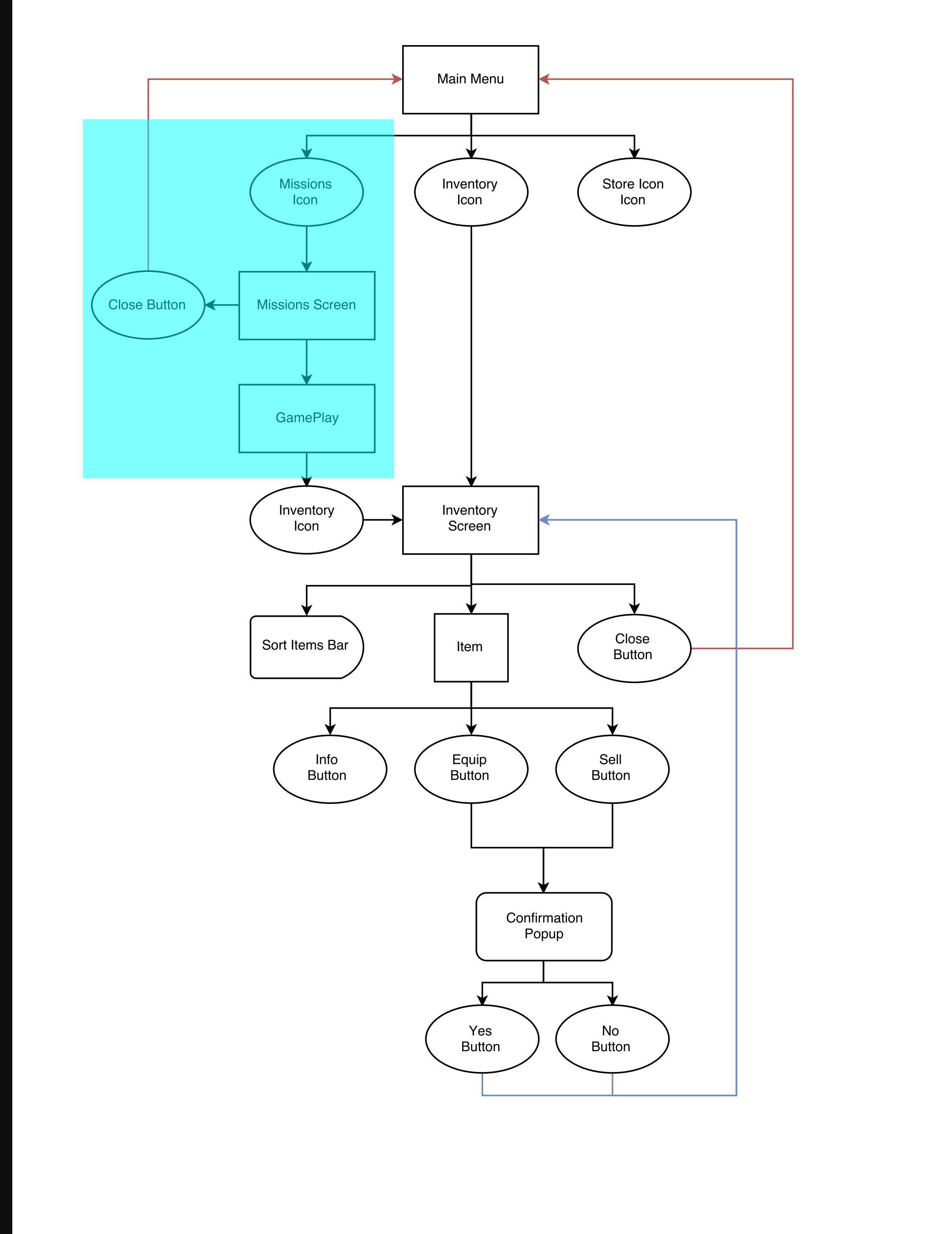
# Missions



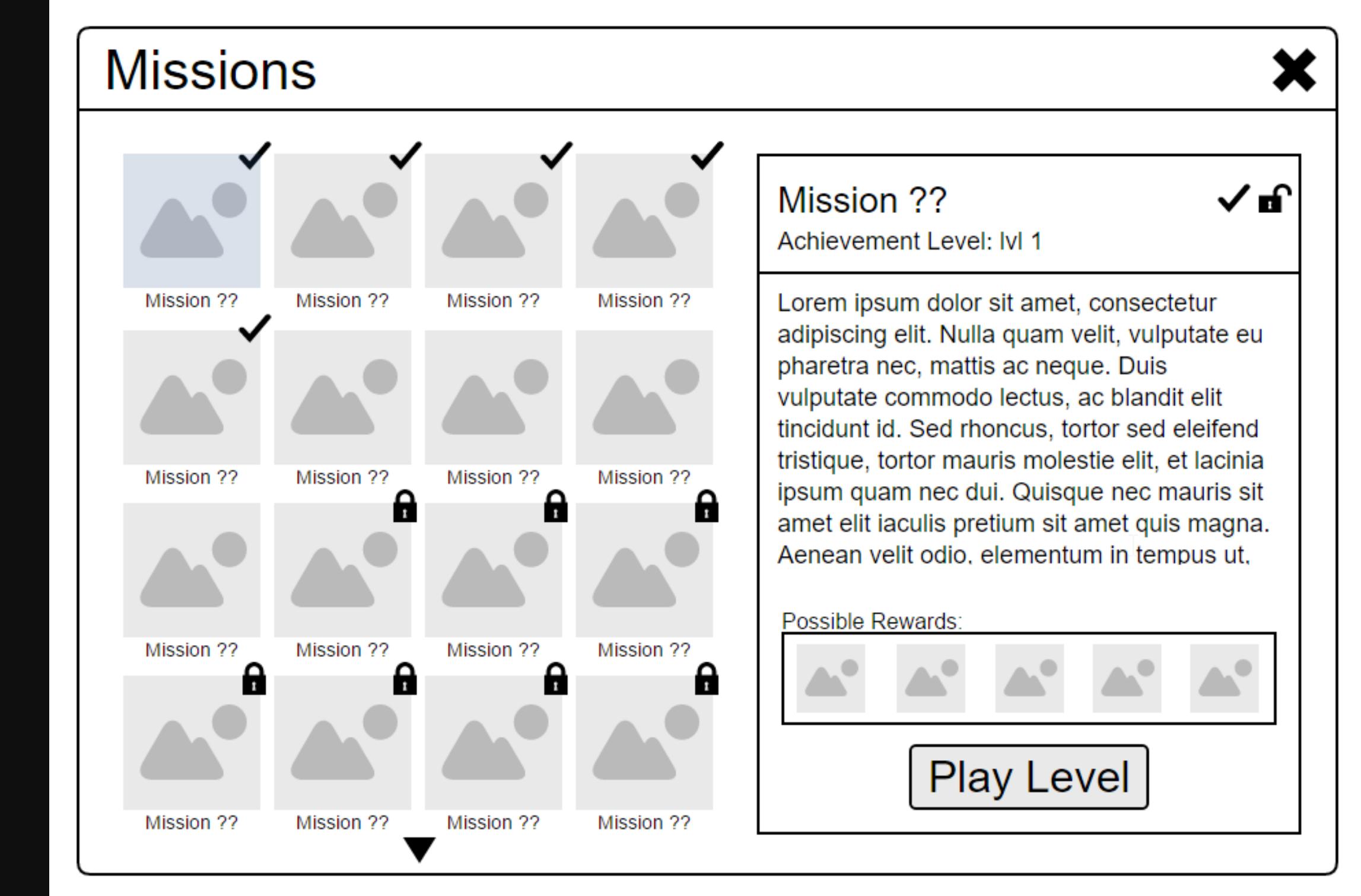
## *Not a real screen*

The missions screen wasn't a screen that I planned on making, as my game doesn't exactly have missions. I made one anyways, in a way that I think it would look with my game's style, if this were an actual screen that would be included in gameplay. I wanted to make sure that it was clear which missions were available, or not, as well as which one's the player had completed. This was done through the use of color as well as basic symbols. To the right of the mission selection area, there is a context sensitive information box based off of which mission the player has selected. This area describes the mission, shows what rewards they might receive from completing the mission as well as include the actual button to launch the mission. The goal was simple and functional, and I think this was achieved.

# Preproduction

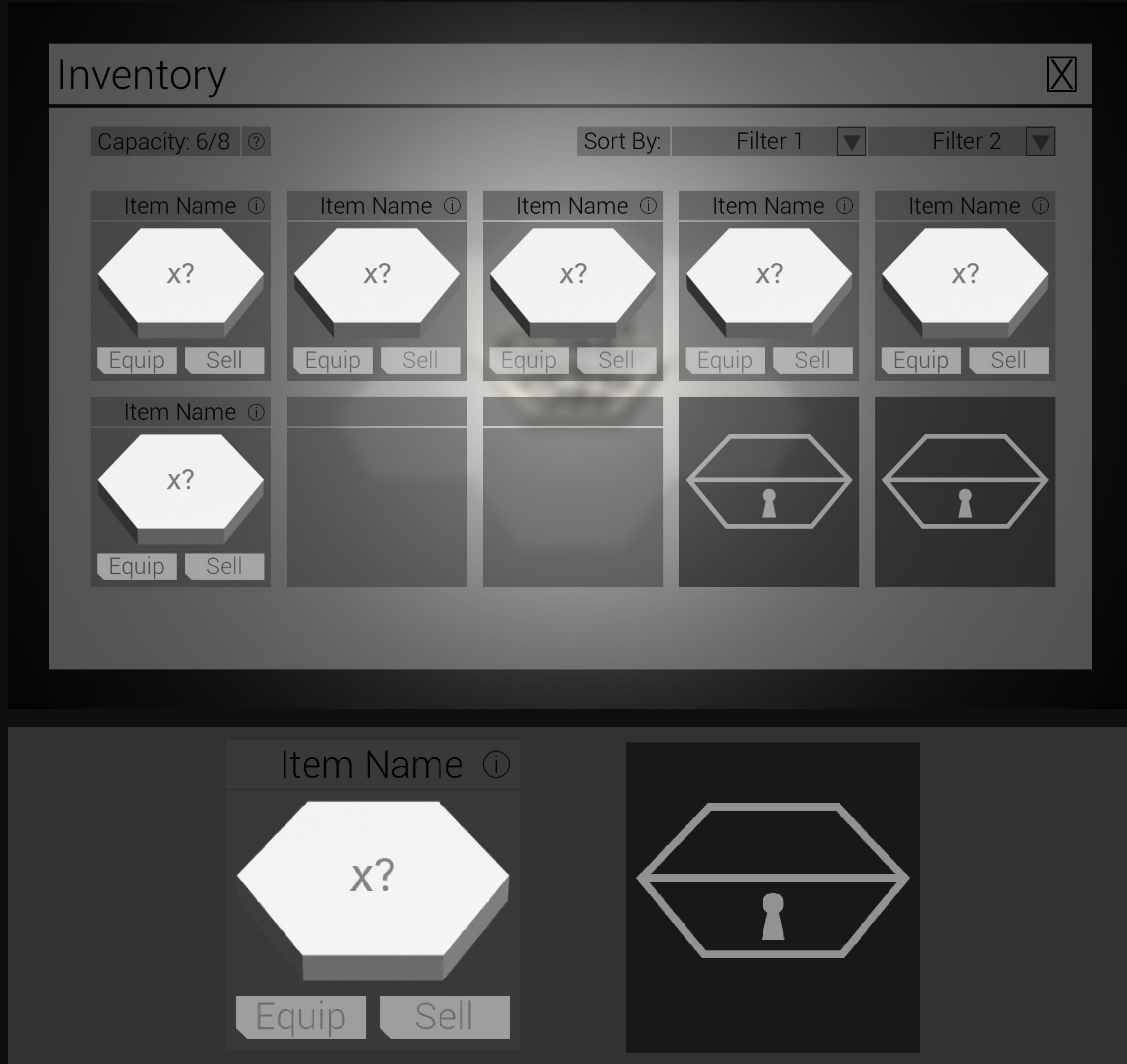


Flow Chart



Initial Mockup

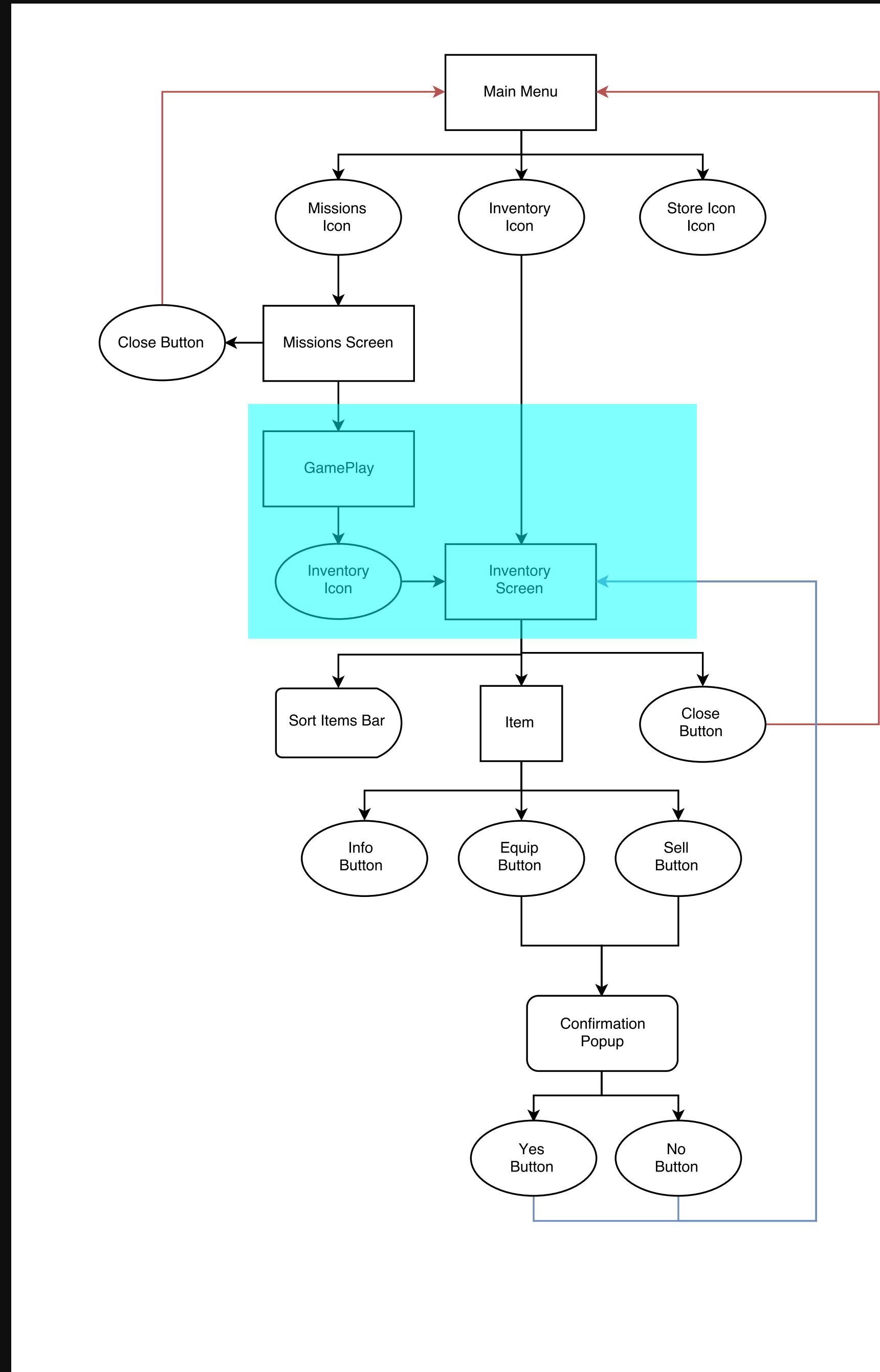
# Inventory



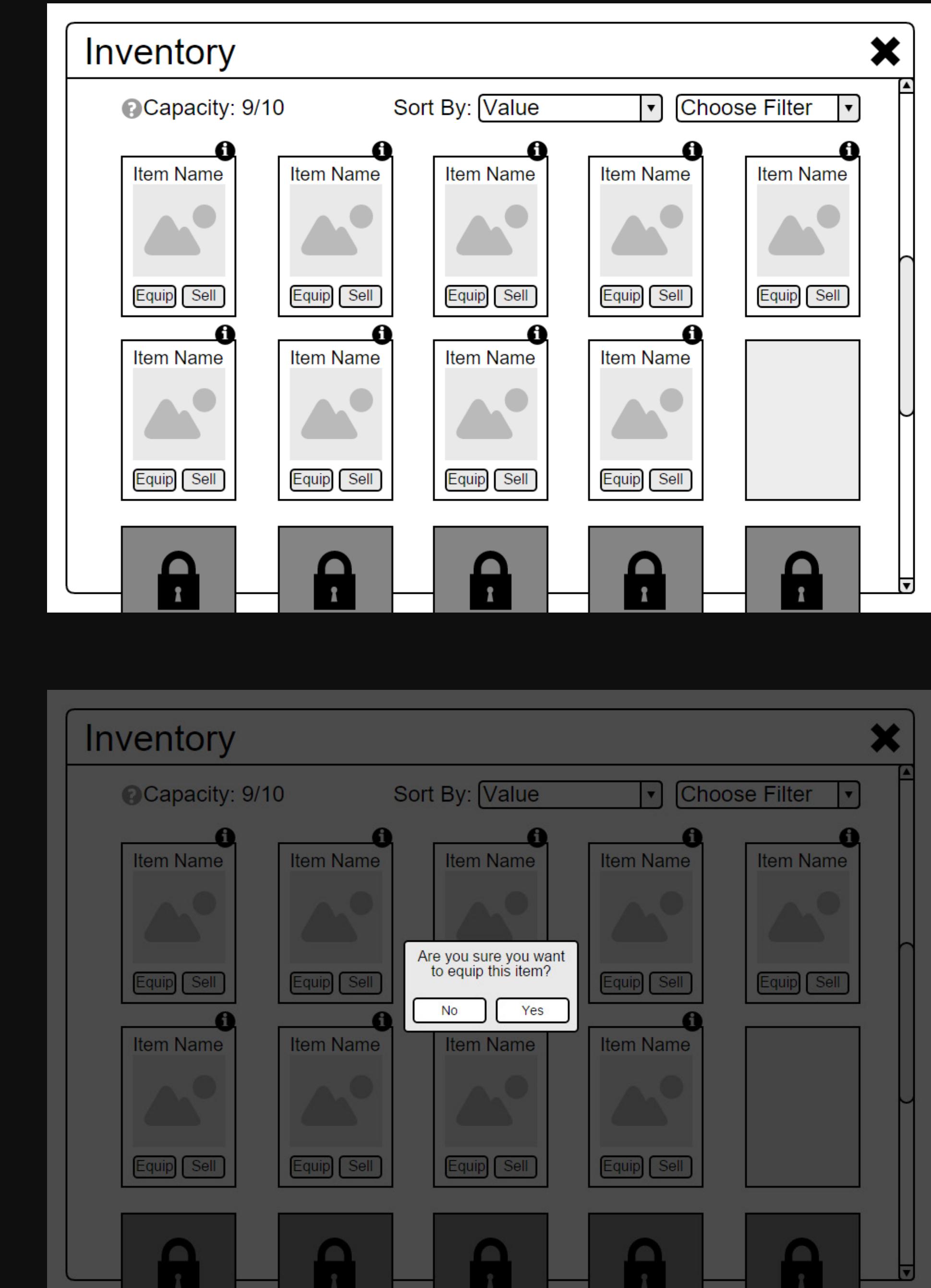
## No Nonsense

The Inventory, much like the missions screen was a screen that I don't think would exist in my actual game, at least in the traditional sense. I made one anyways though, but I wanted it to be simple and have the player be able to get in and out of it quickly, while easily finding what they need. Examples of this are the filter buttons, the quick equip and sell buttons on each item. Additionally, the player can easily see how much of an item they have, and how many inventory slots are empty, as well as locked. For the locked slots, I wanted to follow a similar design language to the locked missions, so the same icon was used, so the player will see this as a reoccurring indication of something that is locked. While this screen wouldn't actually be included in my final game, it was actually a great starting point for the design of my store screen.

# Preproduction

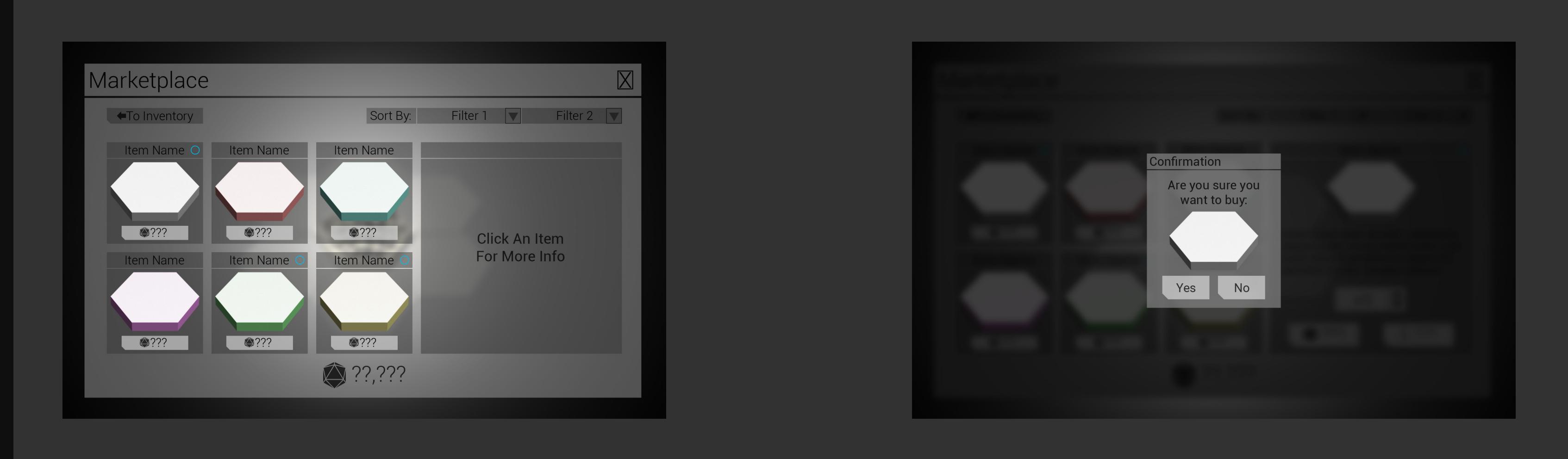
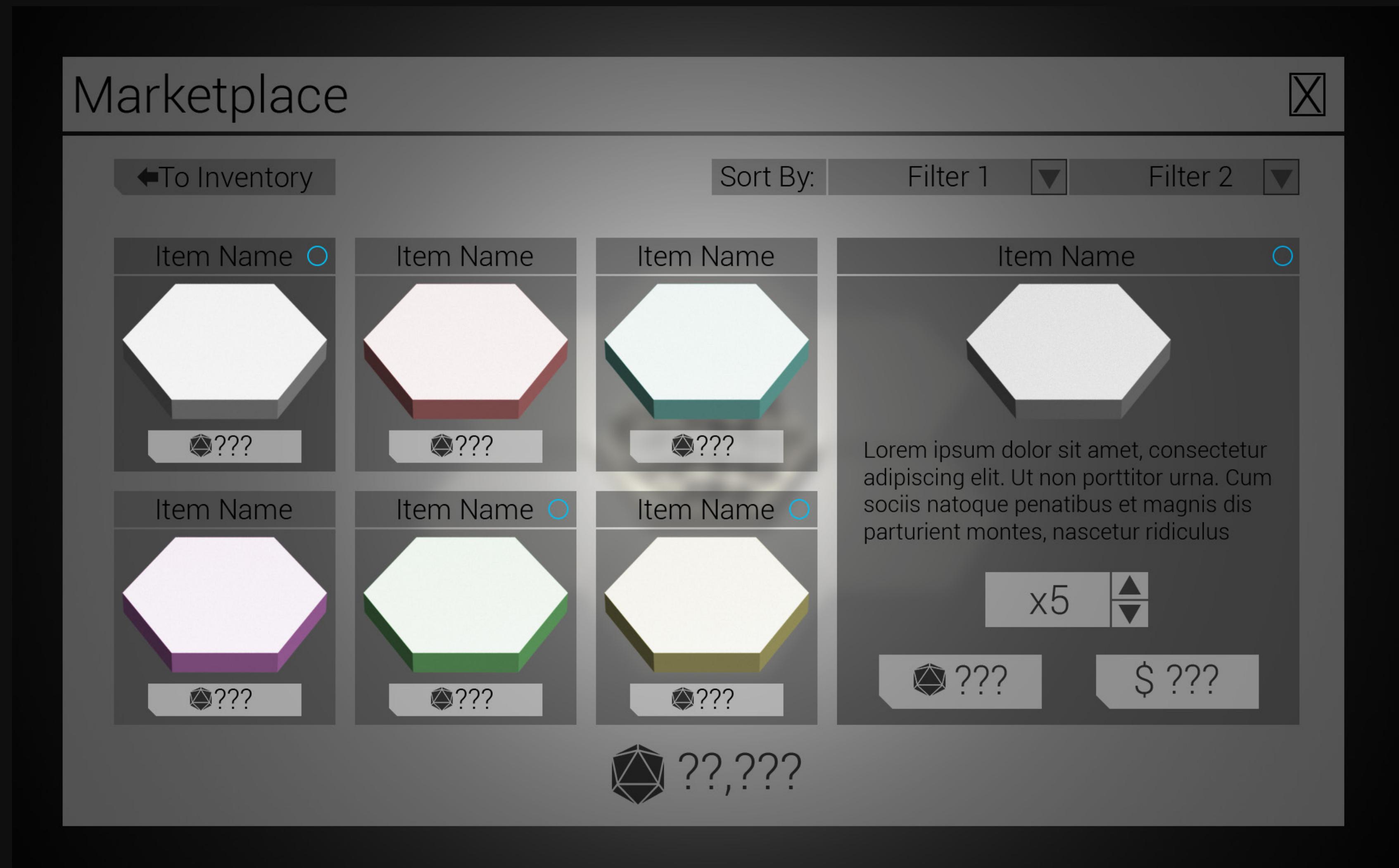


Flow Chart



Mockups

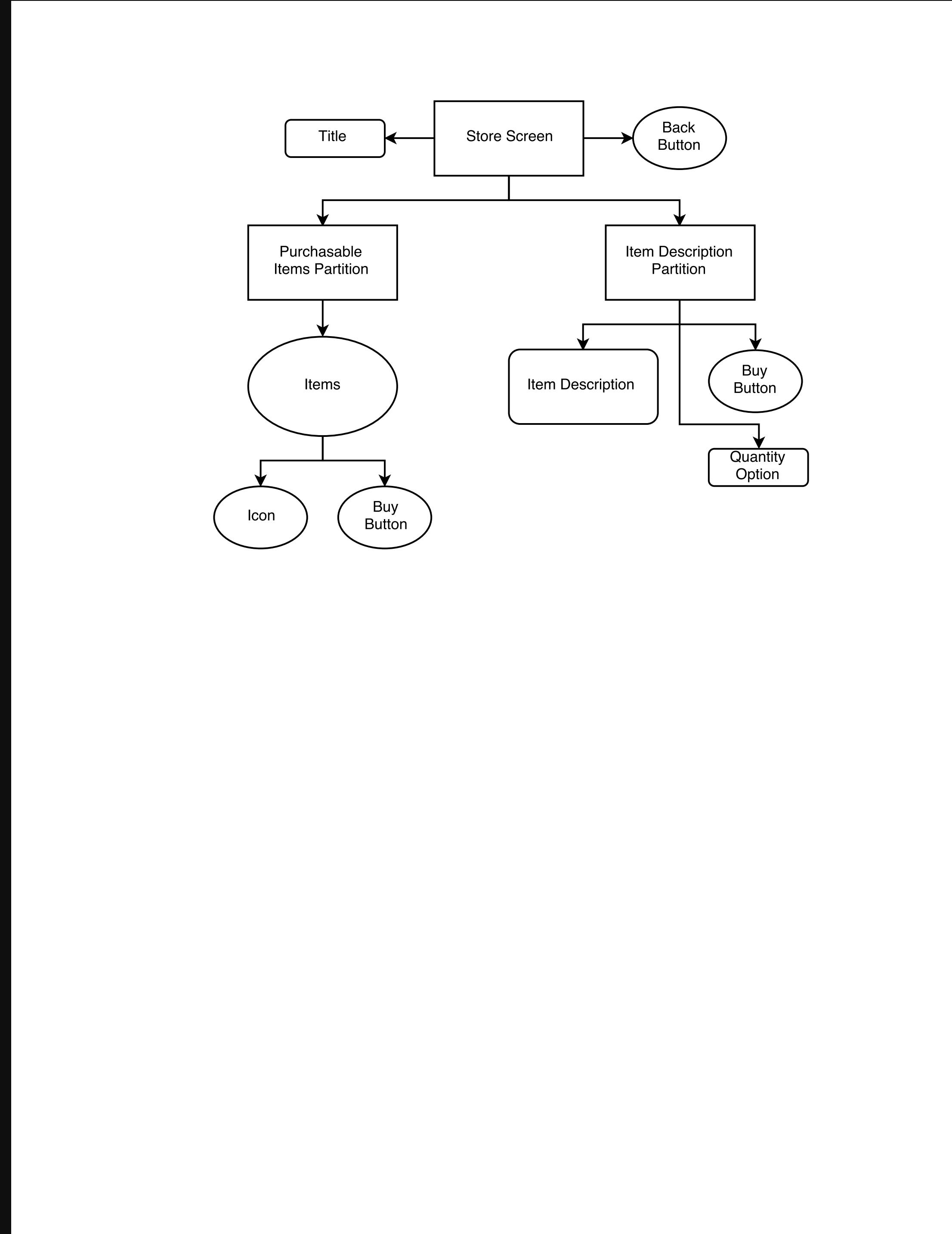
# Store



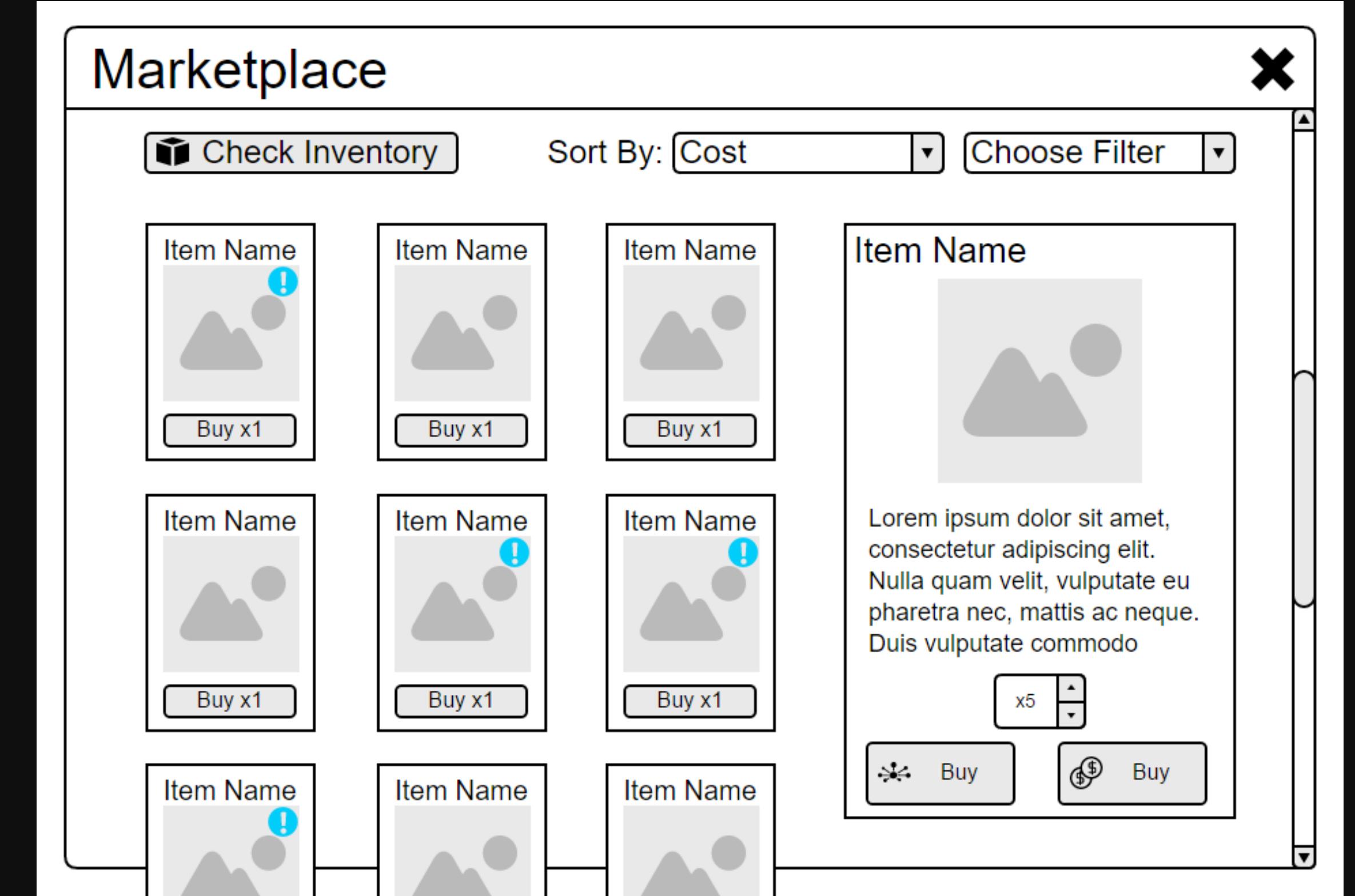
*How to make money*

As mentioned in the section about the inventory, it was the inventory that inspired the design of the store. This is a good thing that they follow the same design language, I think, as a store is essentially an inventory of things you could have. I wanted the player to be able to go from the store to the inventory and vice-versa, feeling like they are in the same environment. Much is the same, such as the filter bar and the general layout of the items available. The only real difference is the inclusion of the description area, which the inventory does not have. This is where the player can purchase the item with real money rather than in game currency, as well as purchase in larger quantities. This screen also made me realize the need to come up with an in game currency as well as variations in game tiles. Overall this section turned out well.

# Preproduction

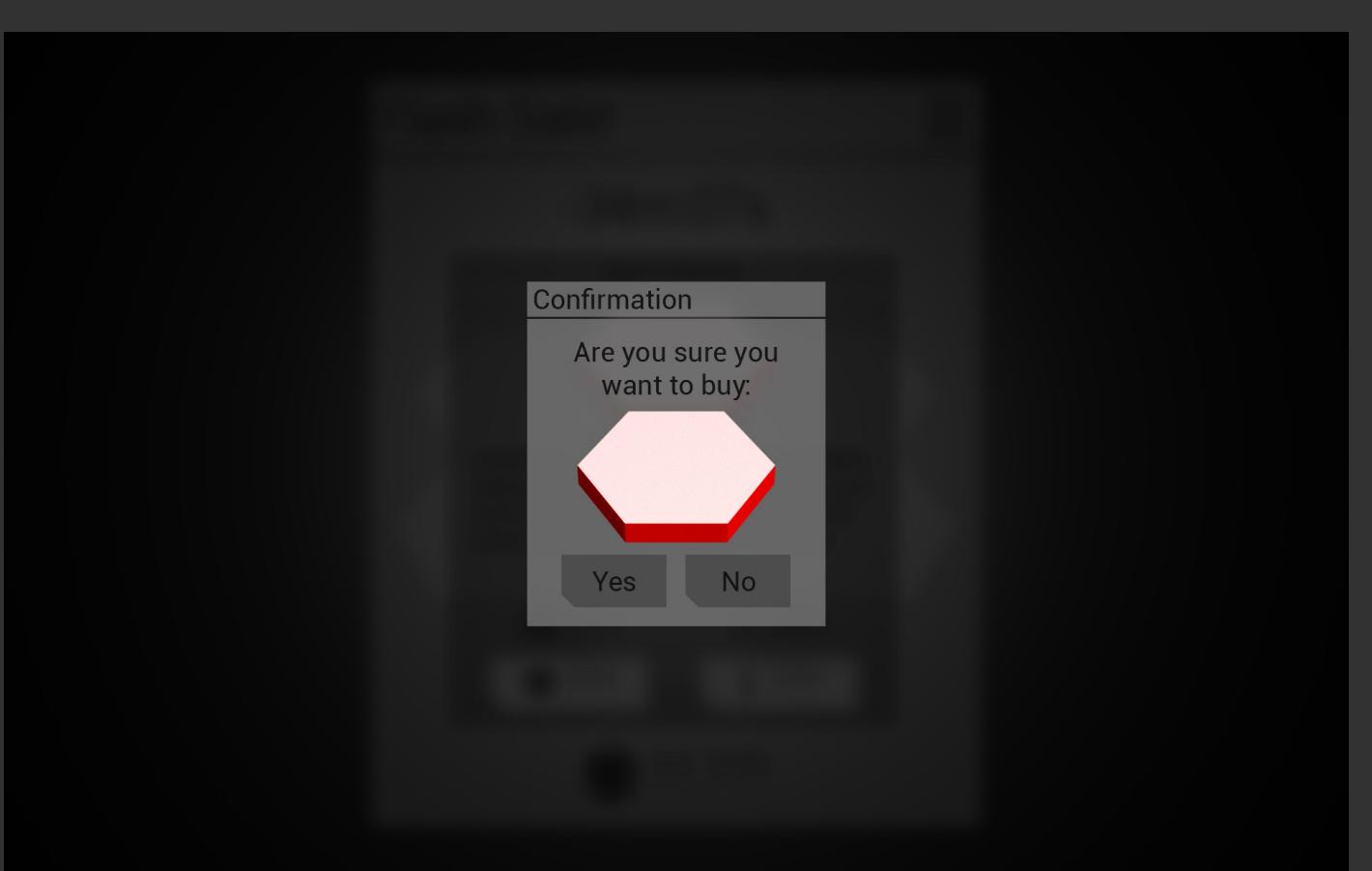


Flow Chart



Mockup

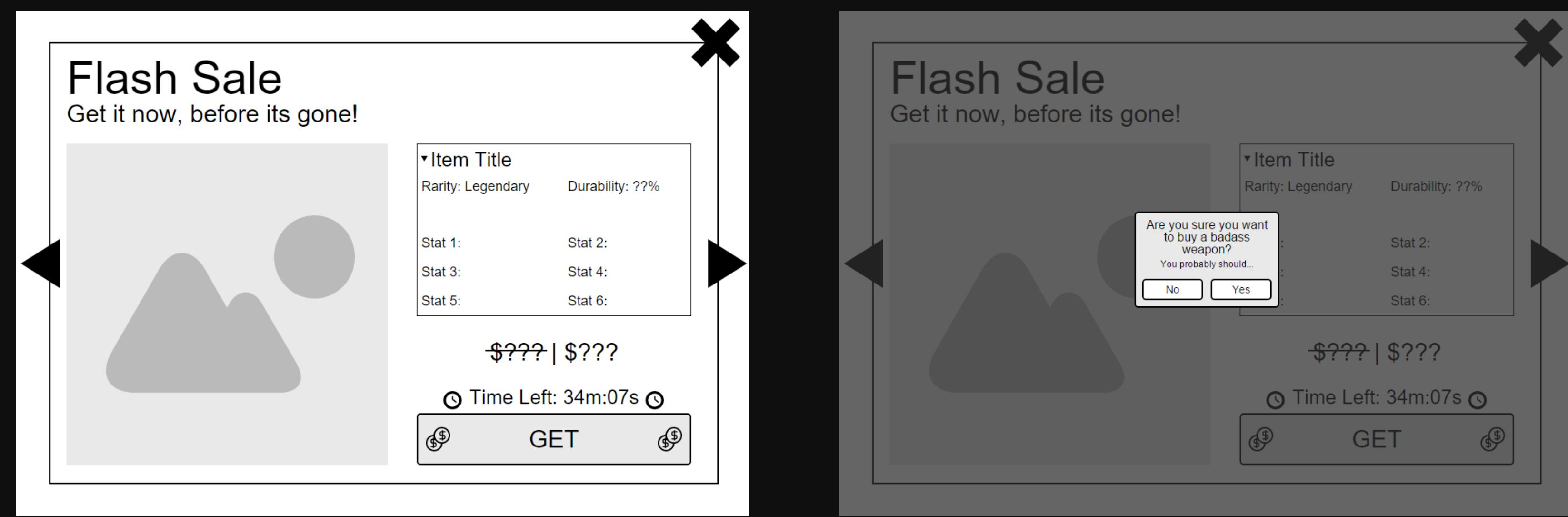
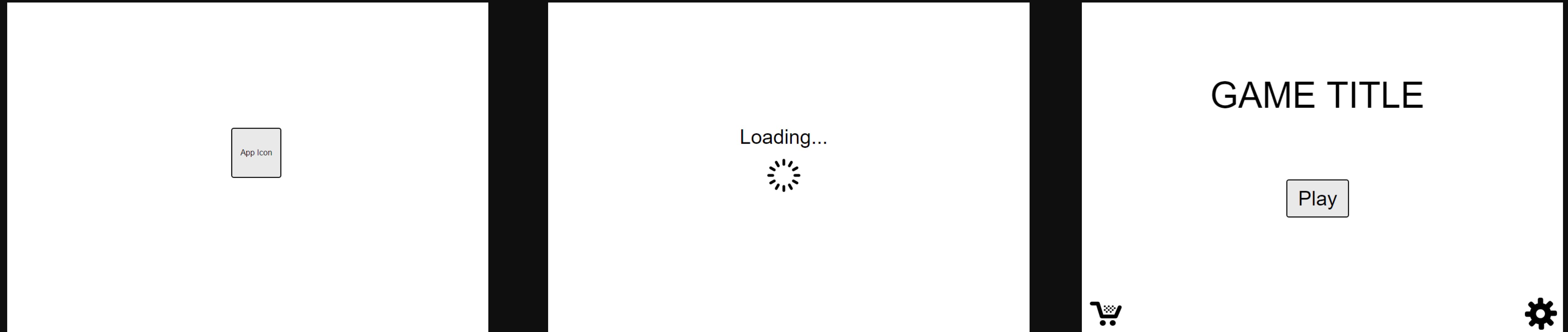
# Flash Sale



*Naggy but not too naggy*

Flash sales are risky. I am the kind of person who is entirely turned off by them, because there is no way in hell that I will ever pay for any in app garbage with my real money, even if it is %85 off for the next few minutes. If for the next few minutes, why not always, eh? I wanted to design a flash sale that would make me want to click buy, so I did. Wanting my hypothetical game to actually be fun and accessible, there are two buttons to buy and two sale prices to match. One is real (gross) money and the other is in game currency. This gives the player the option to take advantage of the sale, without parents finding out that their kid has build up thousands of dollars in charges on their credit card. That being said patience is a virtue still and the grind is real. his game is about low risk, high reward and I think this screen compliments that.

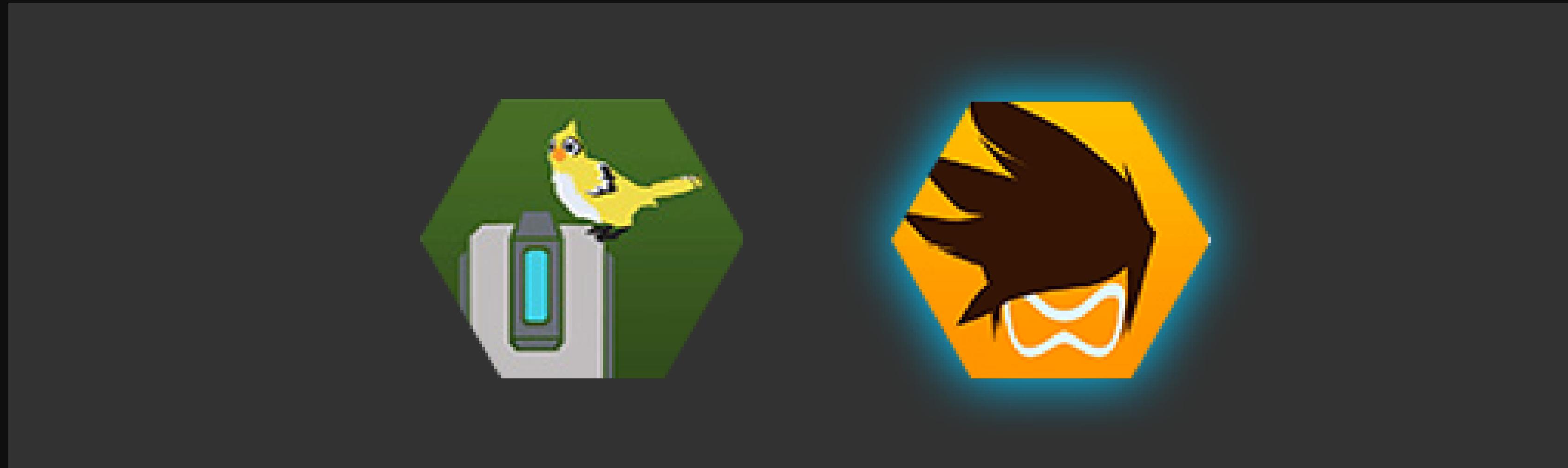
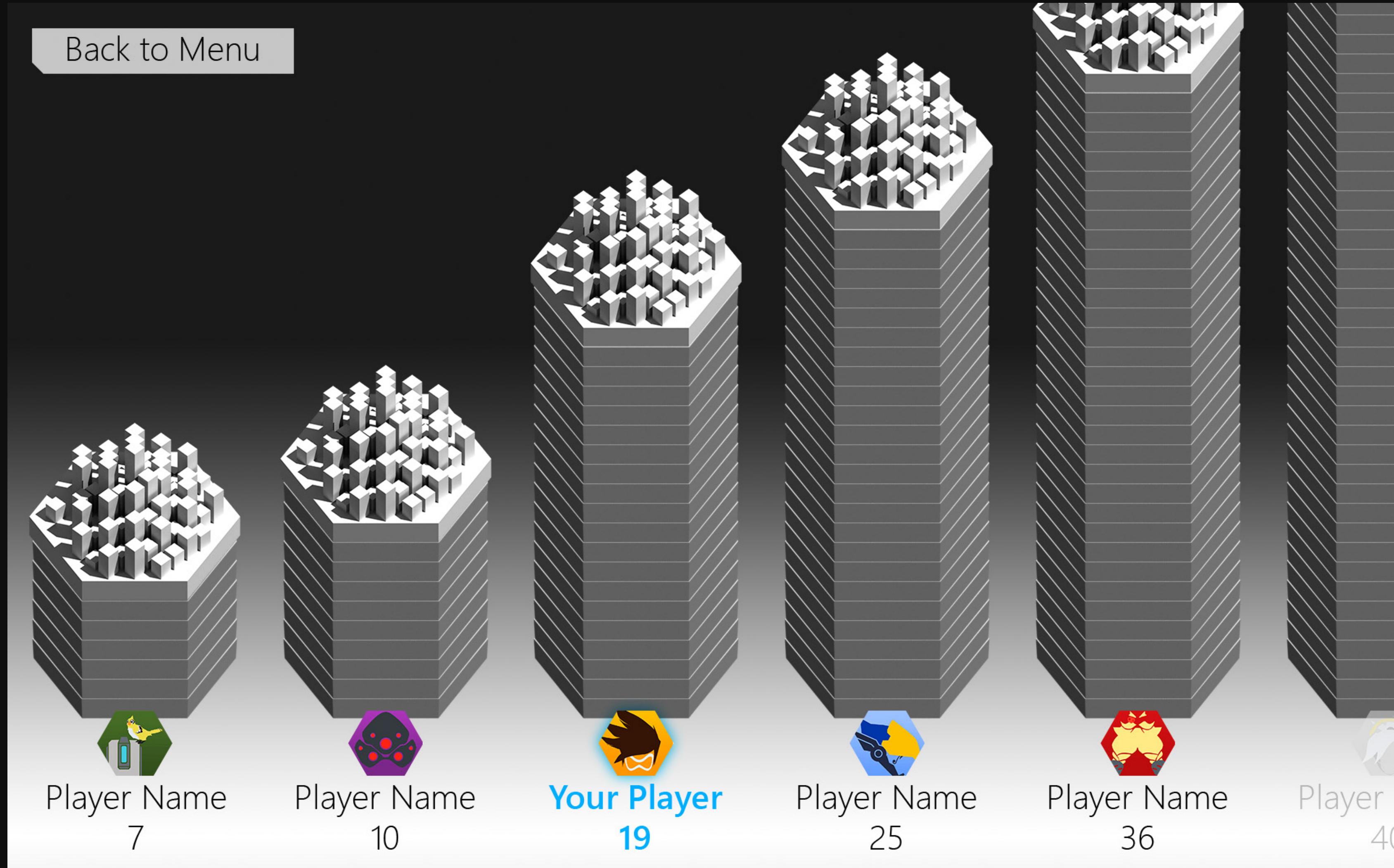
# Preproduction



Mockups

# Leaderboard

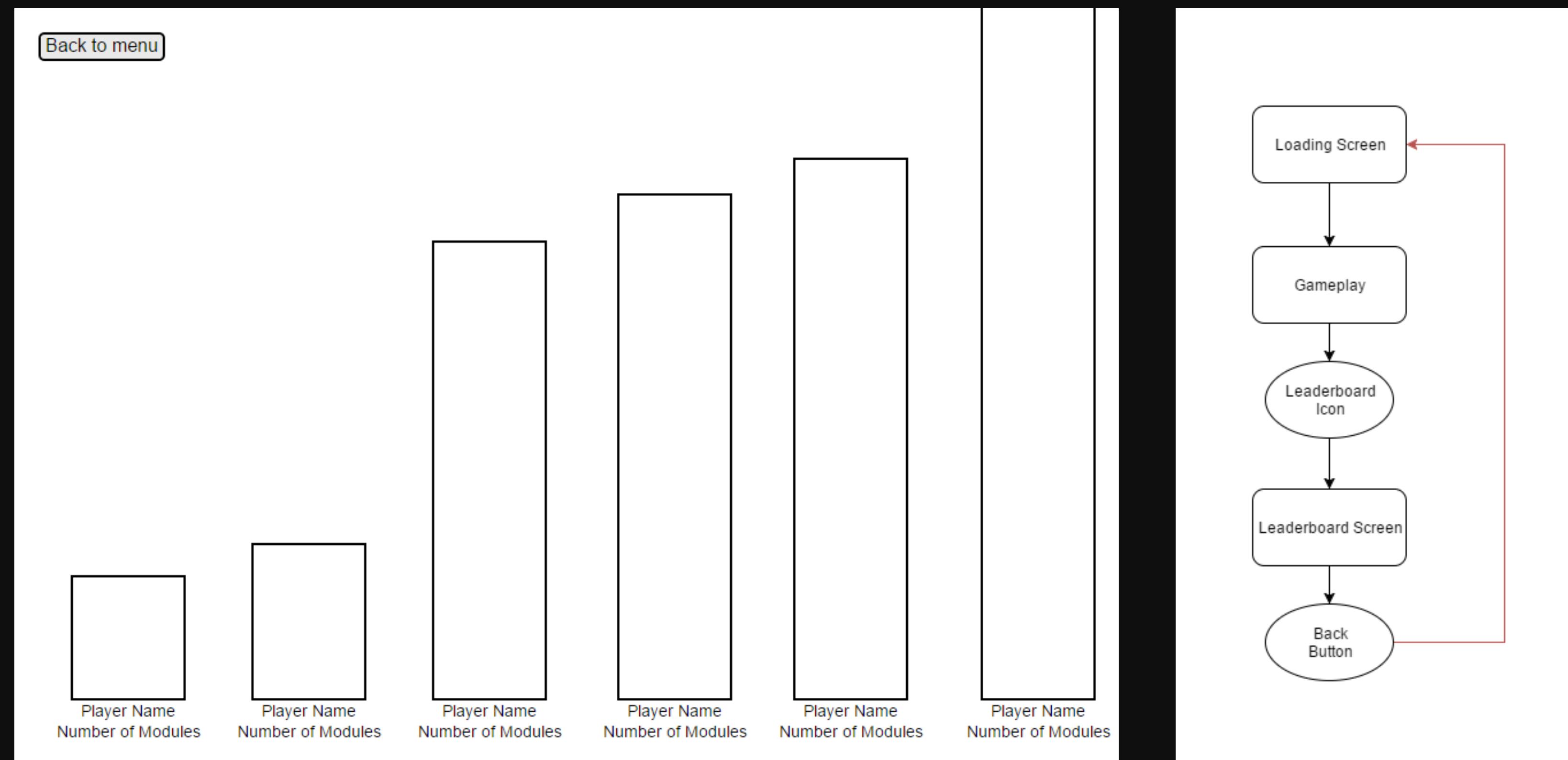
[Back to Menu](#)



*Being the best at nothing*

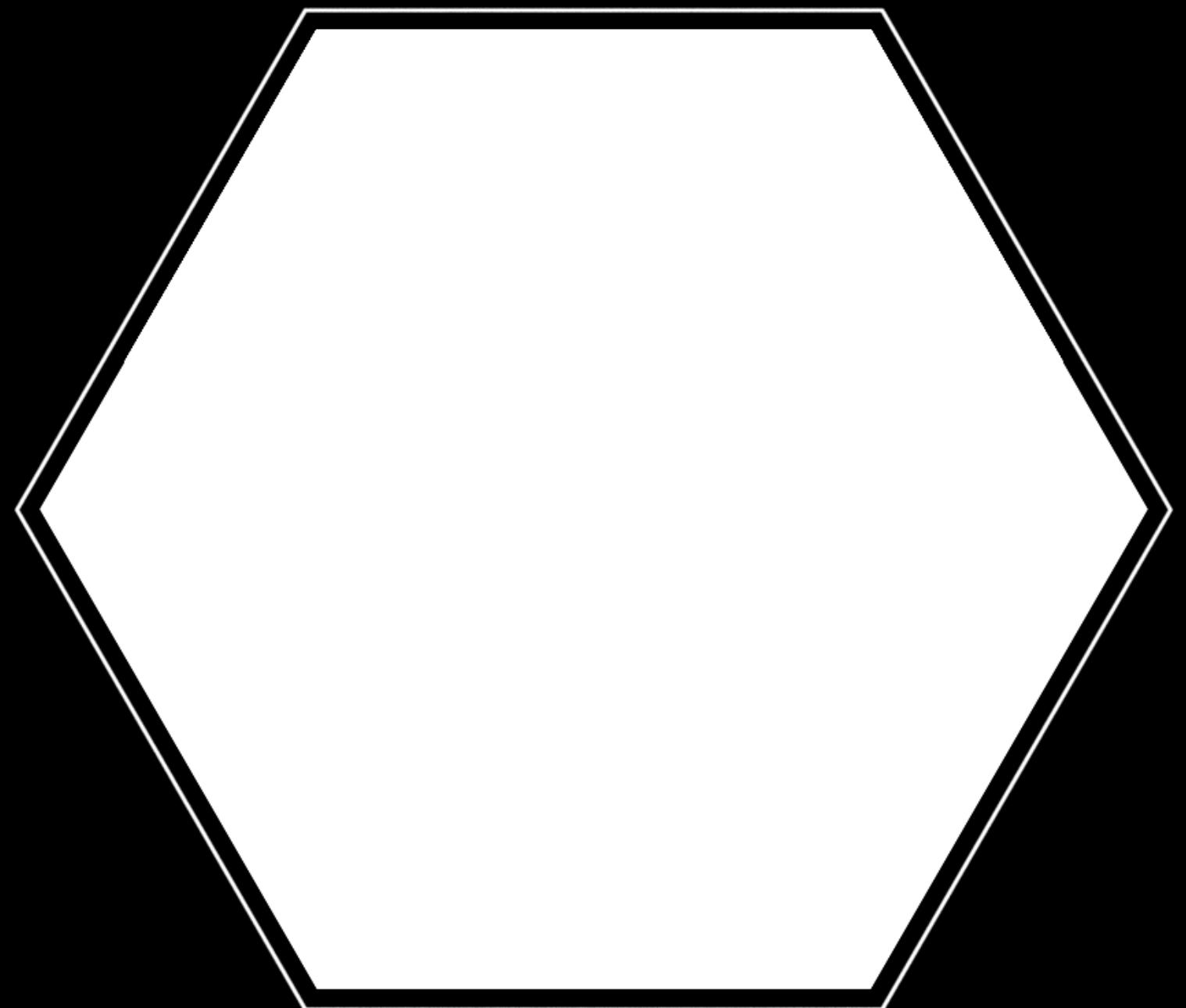
Hexpanse is by nature not a very competitive game, but seeing as how its a game about gaining more and more tiles, someone has to be the best at it. The leaderboard is meant to show the player how they stack up against their friends and who has the biggest "Hexpanse" of tiles. Double tapping on a players stack on this leaderboard will take the player into their friends world, where the player can experience a "read-only" version of their friend's game where they can see their setup and learn how they could maybe improve theirs based off of what their friend is doing. This gives the players a chance to learn from those that are placed above them on the leaderboard, rather than be filled with just contempt and competitive fuel for these players. Ultimately this leaderboard should be fun to look at and inspiring to players if anything.

# Preproduction

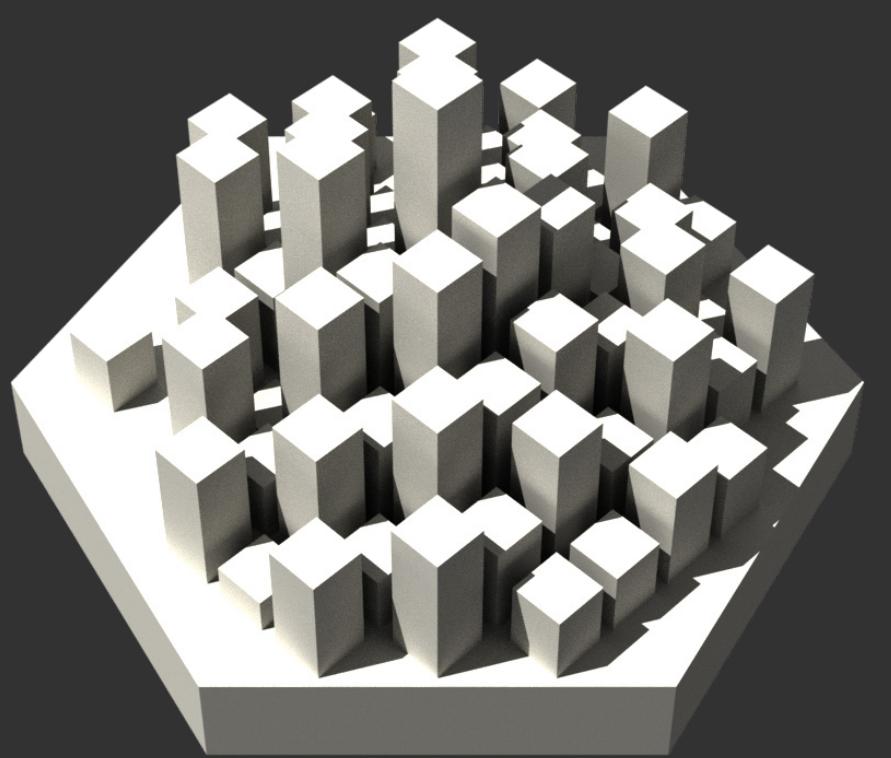
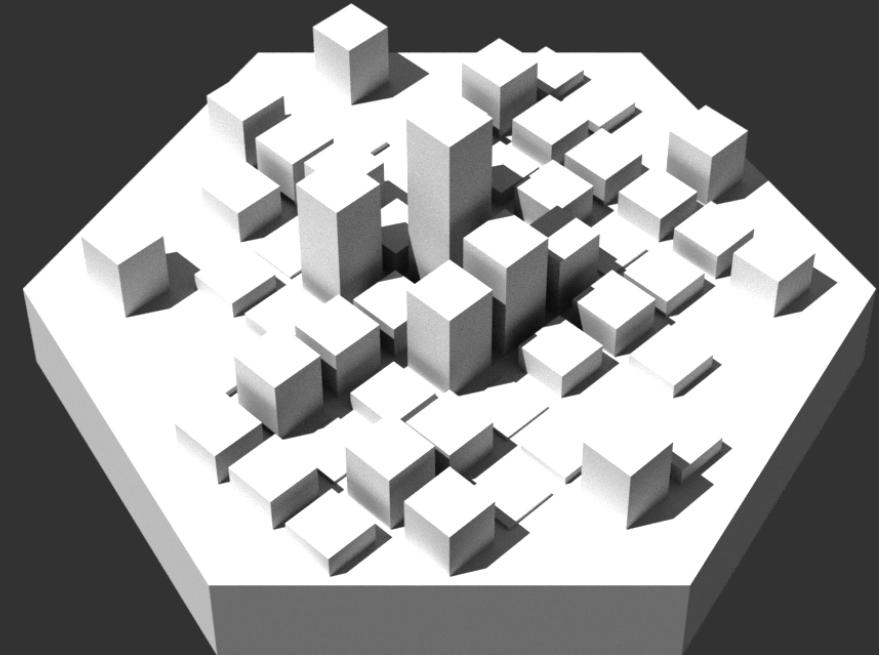


# Loading Screen

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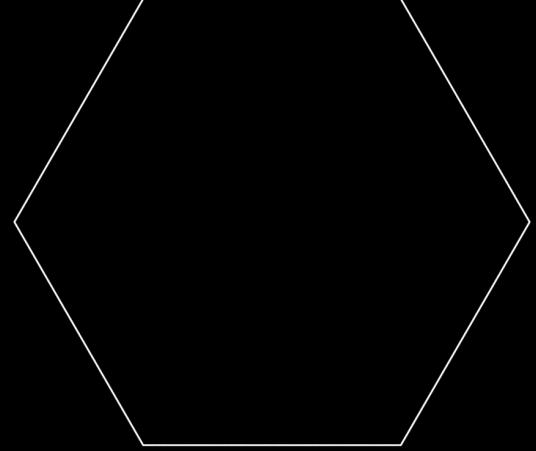


## *A Seamless Transition*

The challenge that came with designing this loading screen was the desire to have it appear as though there is no break in between the actual loading screen and entering the gameplay. As can be seen on the next page, the progression goes from the basic 2D elements transition fairly easily into the 3D gameplay. This is partially aided by the fact that the game is utilizing an orthographic camera, so the gameplay does not have any perspective that would screw up the transition from the 2D shapes. The actual change in game scene happens on thumbnail 7 on the next page. Other than these technical aspects, the goal of the design was to create something interesting to look that is high contrast, so it is clear how far the game actually is in loading. I think this was achieved through the black and white.

# Progression

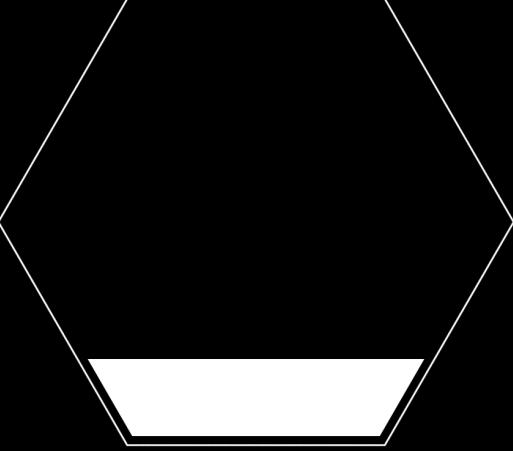
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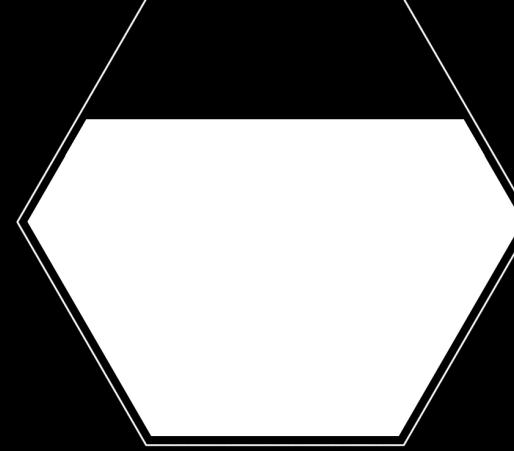
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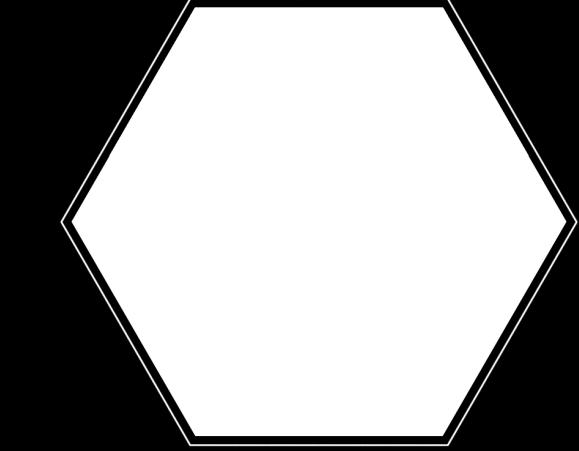
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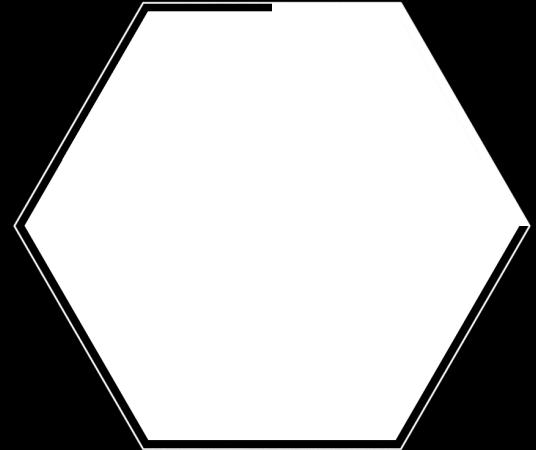
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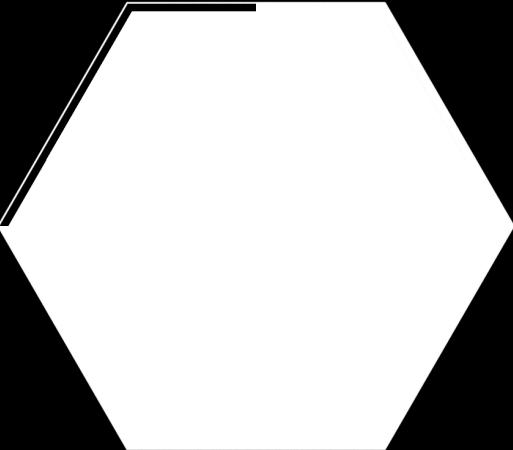
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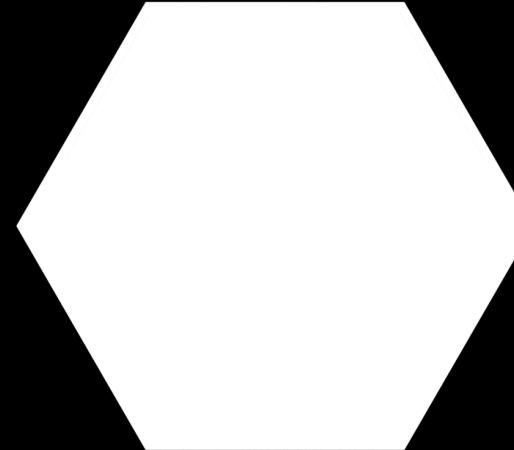
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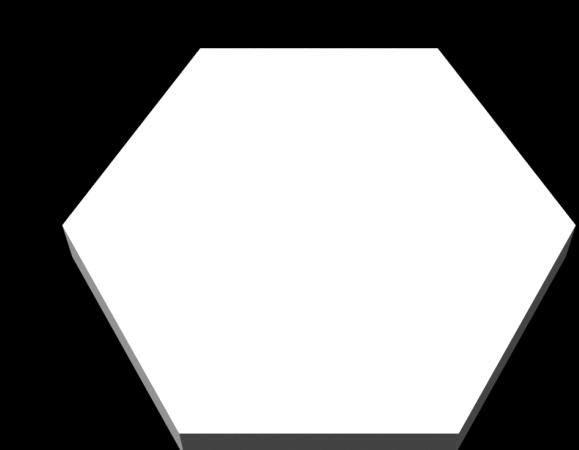
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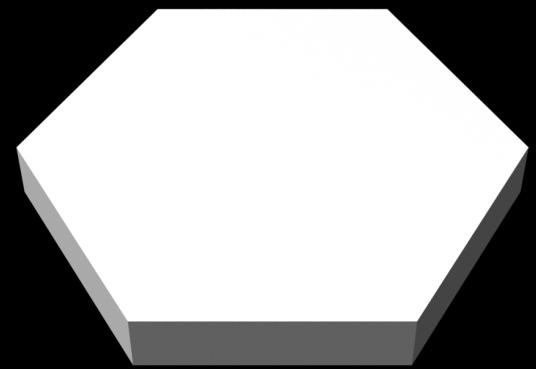
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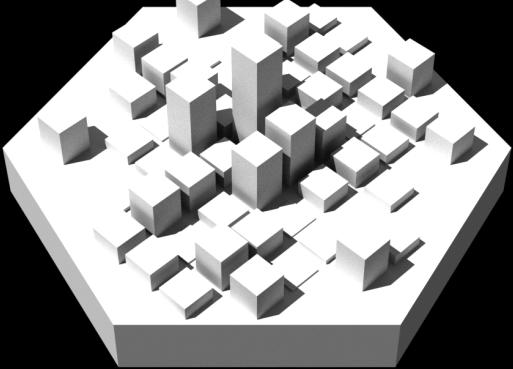
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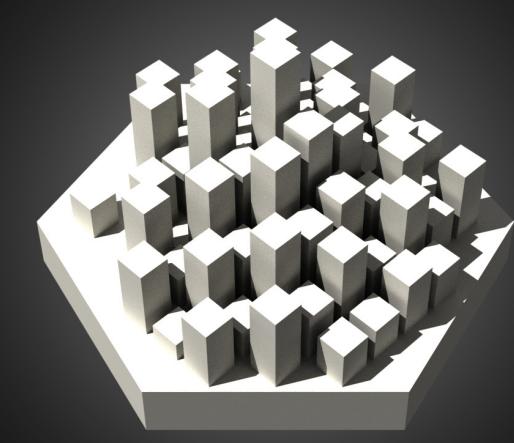
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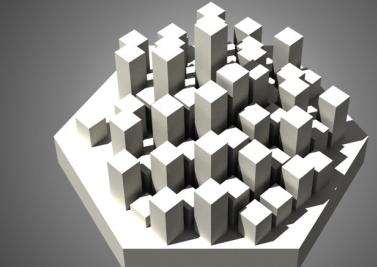


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