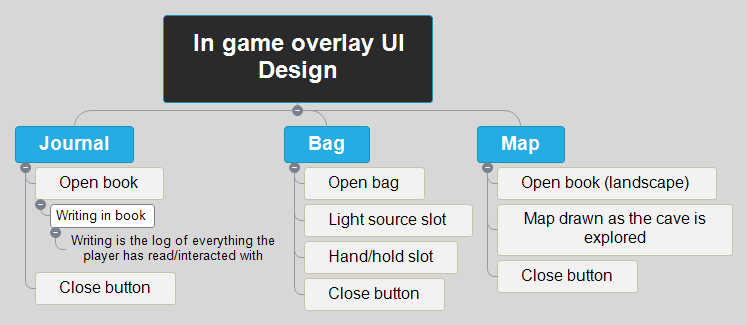
In game overlay UI Design



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[Close button](#_Toc4400061)

# Journal

## Open book

### Writing in book

#### Writing is the log of everything the player has read/interacted with

## Close button

# Bag

## Open bag

## Light source slot

## Hand/hold slot

## Close button

# Map

## Open book (landscape)

## Map drawn as the cave is explored

## Close button