UI research and possible incorporation

**Image 1**: Top right in the image shows the player how many power ups they have stored, we could use this if we allow power ups to be used on a button press, rather than instantly picked up. This could work better for some power ups better than others.

**Image 2:** On the left of the image, multiple use items are stored. We could use this as a way to show the player that they have a speed boost, which takes time to recharge, is available to be used/has been used already/isn’t ready for use.

**Image 3:** The bar in the top left corner shows a player’s health/stamina. We could use this to show the stamina of each players’ current stamina.

**Image 4:** The image shows the players’ health, round timer and win counter. We could use all of these elements in our game, as we need a timer, stamina bar and win counter. The image shows a very compact but easy way to read/view the information.

**Image 5:** The image shows a good way to show all the elements for multiple characters. We can take inspiration from this as we are going to need to display information for two characters at the same time. The image shows a way to do this that isn’t too intrusive and is easy to read.

**Image 6:** The image shows how to effectively split the information that the player needs, by placing some at the top of the screen and some at the bottom of the screen. We can use this if we find that an area of the screen becomes too cluttered with player information.