UI design research:

In order to assist in the creation and designing of the UI for the group project game I have assembled this quick document to essentially document early ideas and also some creative inspiration and design concepts, that could potentially be used for the final product.

One of the first things to consider is the theme of the game, since our group project already has a theme I started there. Floating islands is our theme so naturally using any moodboards we have and ideas in my head I began to look at objects or items/concepts that could be used as possible UI elements such as buttons or border art.

Naturally the first thing that comes to mind is floating islands themselves, whilst this would indeed fit the theme and work well, I simply don’t think it’s a good idea to put three islands on top of each other with text in the middle. Doing this would simply clutter the main menu screen and make it look too busy. If we are to fit the UI design with the theme we will need a solution that is both elegant and also appropriately sized to ensure that is it both big enough to read clearly, but at the same time not take up too much screen space. Finding the middle ground ultimately prevents the main menu screen from becoming to busy and open to user confusion.

Below is a compilation of possible UI elements that could be used or based off of that are all relevant in some way towards the floating island diegesis that we have created.

