User Interface redesign

The evolution of the hint system UI from Balliland to Balliland 2

Problem

The obvious problem is the visual overload; 4 out of the 8 user interface elements belong to the hint system.

There is also another issue. The icon to see an already activated hint is positioned at the top right corner making you forget about its use. A lot of times I was activating the next hint (question mark icon) by mistake.

Finally, when players activate the 3rd hint they are automatically sent to the next puzzle. This hint system never informs them about that component.

Design

We wanted to compress the hint system to just one icon, meaning that the system had to be expandable.

We wanted make it clear that the 3rd hint automatically skips you to the next puzzle.

Result

https://youtu.be/uMmm_zGk2ic