



RPG UI MENUS

Project 2



Let's begin!

What are we going to talk about



1. What is a UI?
2. UI types
3. Types of RPGs and what are different from them
4. What is a UX?
5. How we will organize our own interface and menus
6. Quick game controls mapping in the interface and menus

1. What is a UI?



UI can be defined as that is interposed between the player and the game itself allowing a relationship between both.

- **Interface objective:** to give the player the ability to control the gaming experience.
- **Generally, it must:** guide the player towards the objectives.

2. UI types

DIEGETIC: interface exist within the game world so that the player and the character can interact with them.
Well-executed elements of this type of interface enhance the narrative experience.



Splatoon 2: Octo Expansion
Nintendo

2. UI types

DIEGETIC:

Persona 5 Strikers
Atlus



2. UI types

GOAL: ui elements don't belong in the physical world of the game, but they can still maintain the narrative.



Overwatch
Blizzard

2. UI types

GOAL:



Xenoblade Chronicles 2
Monolith Soft

2. UI types

SPATIAL: used to break the narrative to provide the player with more information than the character should know.
It belongs to the physical world to help immerse the player.



Tom Clancy's Splinter Cell
Ubisoft



2. UI types

NON-DIEGETIC: all elements are free to be completely removed from the narrative and physical world of the game and can adopt their own visual treatment, often influenced in the art direction.



Final Fantasy VII
Square Enix

3. Types of RPGs and what are different from them

TURN-BASED COMBAT: used in most JRPGs such as Pokémon, Final Fantasy, Dragon Quest, Shin Megami Tensei, Persona....

The player moves his character as a representative of the group in a mapping and enters with his companions in a combat screen where the actions are decided in a menu.



3. Types of RPGs and what are different from them

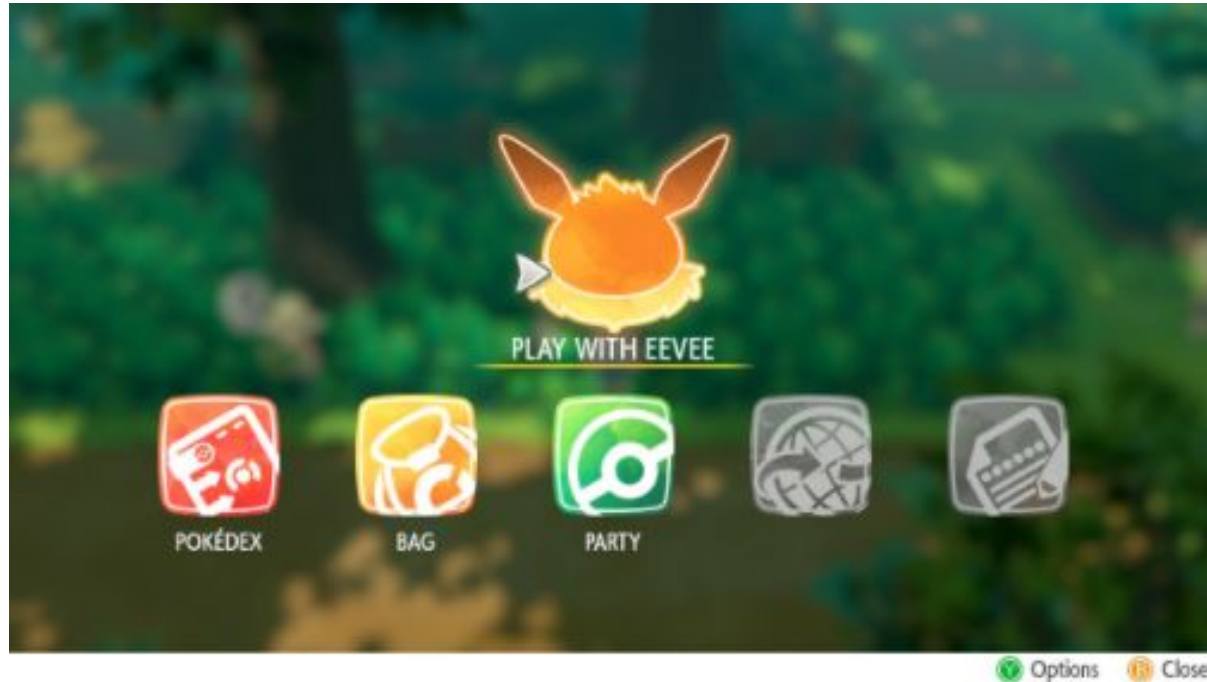
TURN-BASED COMBAT:



Pokémon Let's
Go, Eevee!
Nintendo

3. Types of RPGs and what are different from them

TURN-BASED COMBAT:



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TURN-BASED COMBAT:



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3. Types of RPGs and what are different from them

ARPG - ACTION RPG: we usually manage a character that we can move freely to fight against the enemies that appear on the stage.
Some examples would be Kingdom Hearts, The Elder Scrolls, The Witcher, etc.



3. Types of RPGs and what are different from them

ARPG - ACTION RPG:



Kingdom Hearts 3
Square Enix

3. Types of RPGs and what are different from them

ARPG - ACTION RPG:



Kingdom Hearts 1
Square Enix

3. Types of RPGs and what are different from them

SRPG - STRATEGIC RPG: one with the most similarities to board RPGs, diving the scenarios into squares, allowing us to handle large groups and giving each unit a certain mobility.

Some of the more representatives are Shining Force, Fire Emblem, Final Fantasy Tactics or Disgaea.

FIRE EMBLEM



3. Types of RPGs and what are different from them

SRPG - STRATEGIC RPG:



Fire Emblem Fates
Nintendo

3. Types of RPGs and what are different from them

SRPG - STRATEGIC RPG:



Fire Emblem Fates
Nintendo

4. What is a UX?



User Experience can be defined as *“a interface must be useful, usable and desirable, making the user feel satisfied, happy and delighted.”*

It's need to know that *ux* and *usability* are not the same:

- **Usability** tries to make the user capable of doing a certain amount of things preventing error in its.
- **Ux** seeks to please the user with your organization and information of things.

4. What is a UX?

Good things to do:



Persona 5
Atlus

4. What is a UX?

Bad things to do:




Persona 3 Portable
Atlus

5. How we will organize our own interface and menus

In combat interface: will contain all our stats and will allow us to execute a movement at the same time that it will inform about the movements made by the player or the enemy.



5. How we will organize our own interface and menus



Out combat interface: will inform about the life that the player and his teammates have at all times. This may have a minimap which will guide the player to their next destination.

It should be noted that this interface or some part of this interface may not be present in the game being developed.

5. How we will organize our own interface and menus



Menu out combat: will show all the stats of the characters in an expanded way and will allow the player to navigate through a series of submenus.

- **Items:** menu which will appear all the object that the player carries. Normally it would have 2 submenus:
 - *Objects:* objects which the player can use at any time and are consumable.
 - *Key objects:* important object to advance in the history of the game.

5. How we will organize our own interface and menus

Menu out combat:

- Items:



5. How we will organize our own interface and menus



Menu out combat:

- **Equipment:** menu in which it will allow to change the weapons and equipment of each member of the party.
- **Attributes / Stats:** menu which will provide detailed information on each life value, special points, attack, defense, speed, skill and luck. In addition, it will also inform if the player has an alteration in his states, is poisoned, etc.

5. How we will organize our own interface and menus

Menu out combat:

- Attributes / Stats:



5. How we will organize our own interface and menus



Menu out combat:

- **Map:** menu which shows the map in full screen with each place in which the player can go, in addition to its position and the destination to which it must arrive.
- **Settings:** menu which will allow the player to change some game settings.

5. How we will organize our own interface and menus

Menu out combat:

- Settings:



6. Quick game controls mapping in the interface and menus

Keyboard:

- **W**: move the menu selection **up**.
- **S**: move the menu selection **down**.
- **E, Enter and Space**: used to **select** a menus.
- **Escape**: used as **cancel** or **go back**. It can be used to **return** to the game.



6. Quick game controls mapping in the interface and menus

Gamepad:

- **Up d-pad button / up left stick:** move the menu selection **up**.
- **Down d-pad button / down left stick:** move the menu selection **down**.
- **A:** used to **select** a menus.
- **B:** used as **cancel** or **go back**. It can be used to **return** to the game.
- **Menu button:** used to **close** the menu completely.



Documentation and contact

- [User interface design in video games - English](#)
- [Subgenres in the RPG genre - Spanish](#)
- [What is: UX and UI - Spanish](#)



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