



QIBAR
KUNG-FU
2022

UI Prototype
Job Bedward

Introduction to UI/UX for Games

The task we were given on this 16-week course was to produce an Esports game with a genre and theme of my choice.

So with aspiration and hope I set off on this task into the unknown and tried to incorporate design thinking into the project.

The Problem: Many modern fighting games have a barrier to entry for new players due to the steep learning curve of character movesets. There can also be an age barrier for players over a certain age.

The Goal: A solution to this can be a fighting game that is a simple concept with even simpler moves that allow any player skilled or novice to enjoy a match. It will also bring an older audience who may be familiar with the title.

UI Prototype: Yie Ar Kung-Fu 2022

[*View the prototype here*](#)



YEAR KUNG-FU 2022

Persona and the User Journey

My project began in earnest after receiving the spec for the prototype to be designed and presented at the end of the course. There is definitely a confirmation bias with the persona as I did not interview any users, I used my own experiences from playing video games to bring the persona to life.

After creating the persona it was simple enough to create a user journey map based again on my own experiences as a gamer.



“I struggle with the difficult movesets, I need 2 more hands. **”**

Bio

Lloyd has spent many years in arcades and on home consoles honing his combos on different fighting games. The Street Fighter series is definitely his favourite. Lloyd enjoys playing

Lloyd

34 • Manager • Fighting game enthusiast

Motivations

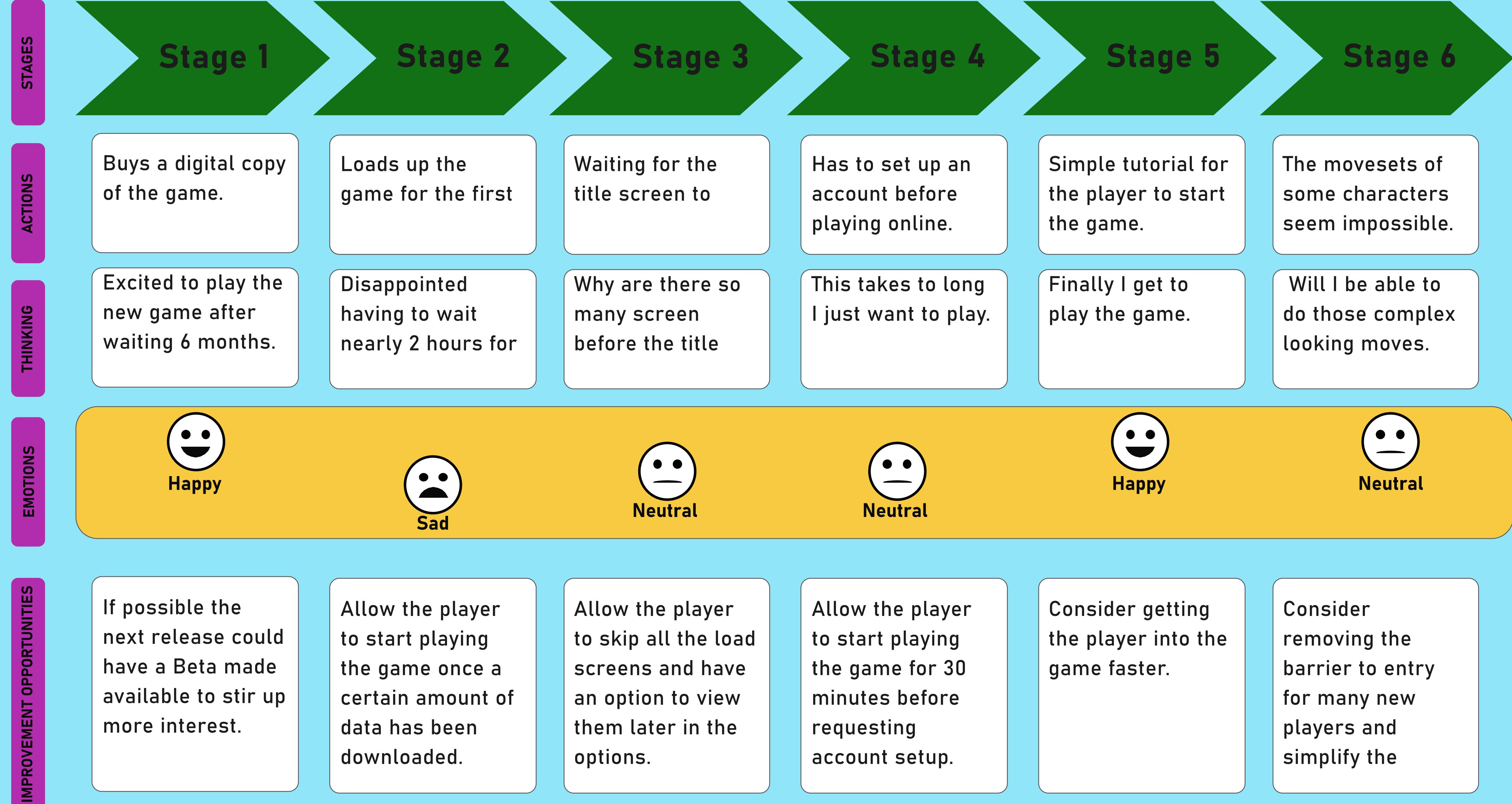
Lloyd likes fighting games and the joy of a good win streak. But finds the modern fighters to be very complex with their movesets.

Goals

- To be the best player he can be at fighting games
- To be challenged by better players so he improves
- Enjoy the time spent playing the games

Frustrations

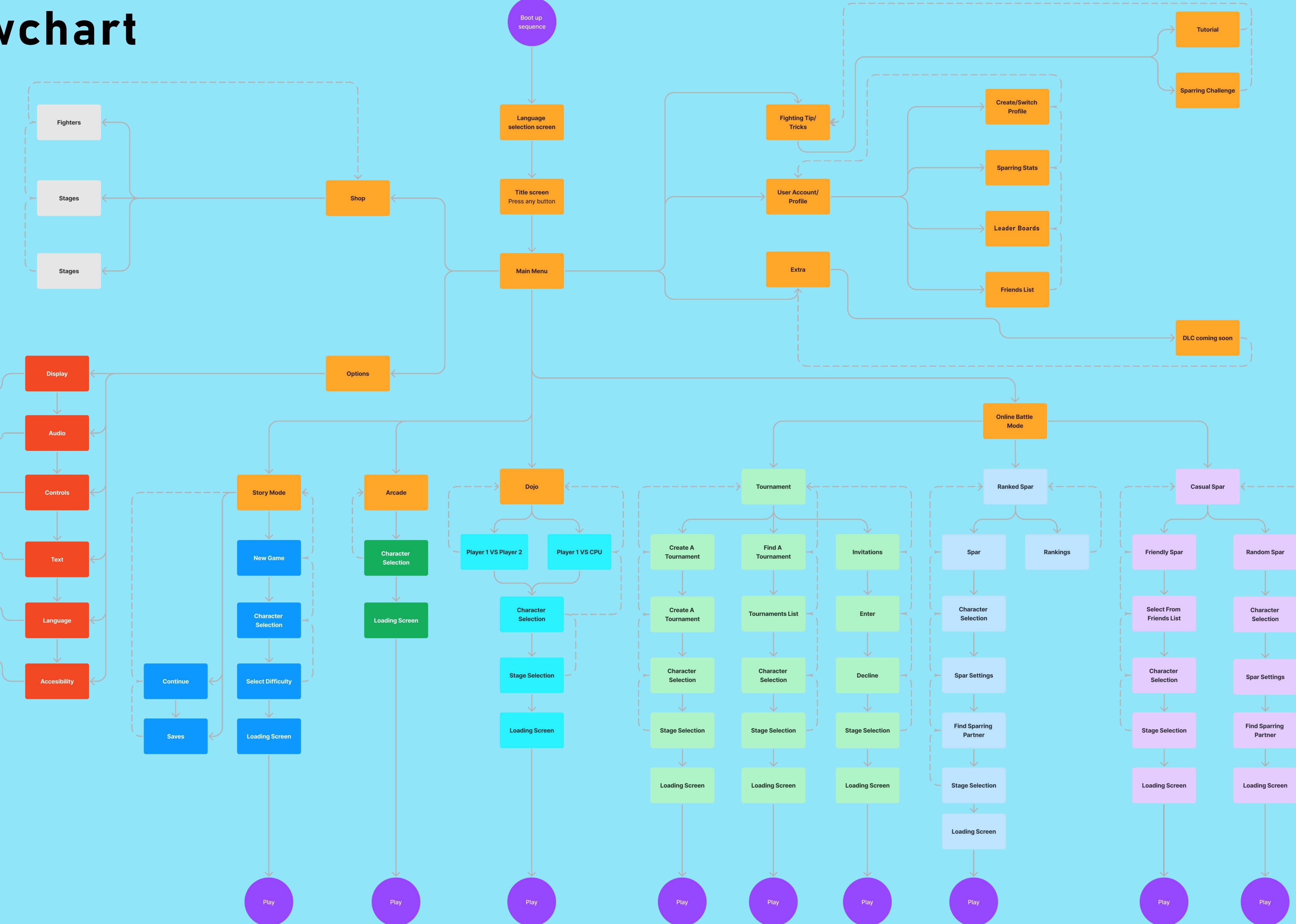
- Lag when playing online
- Lack of servers offering a diverse opponents
- Difficult to execute special moves and combos



User Flowchart

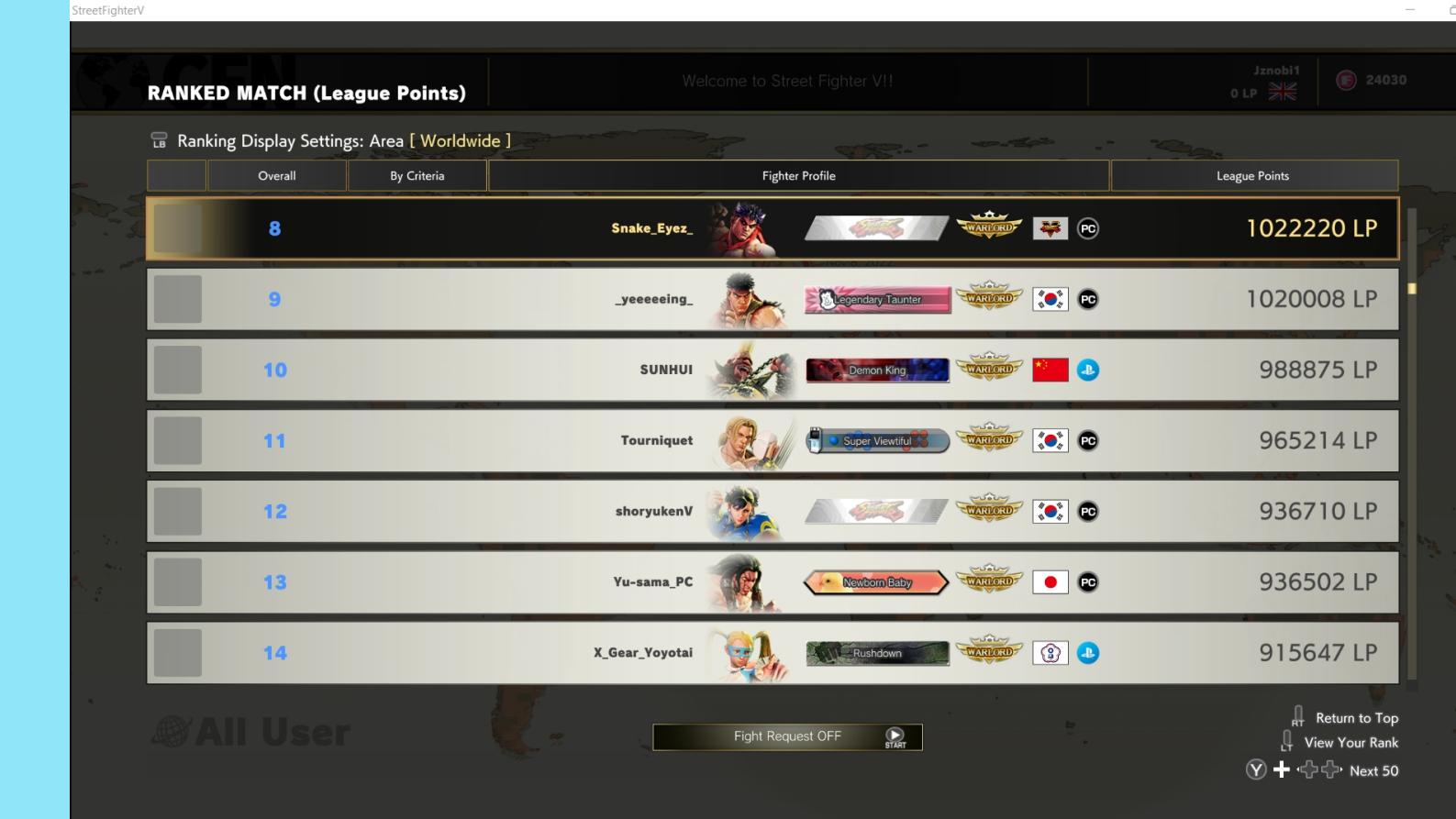
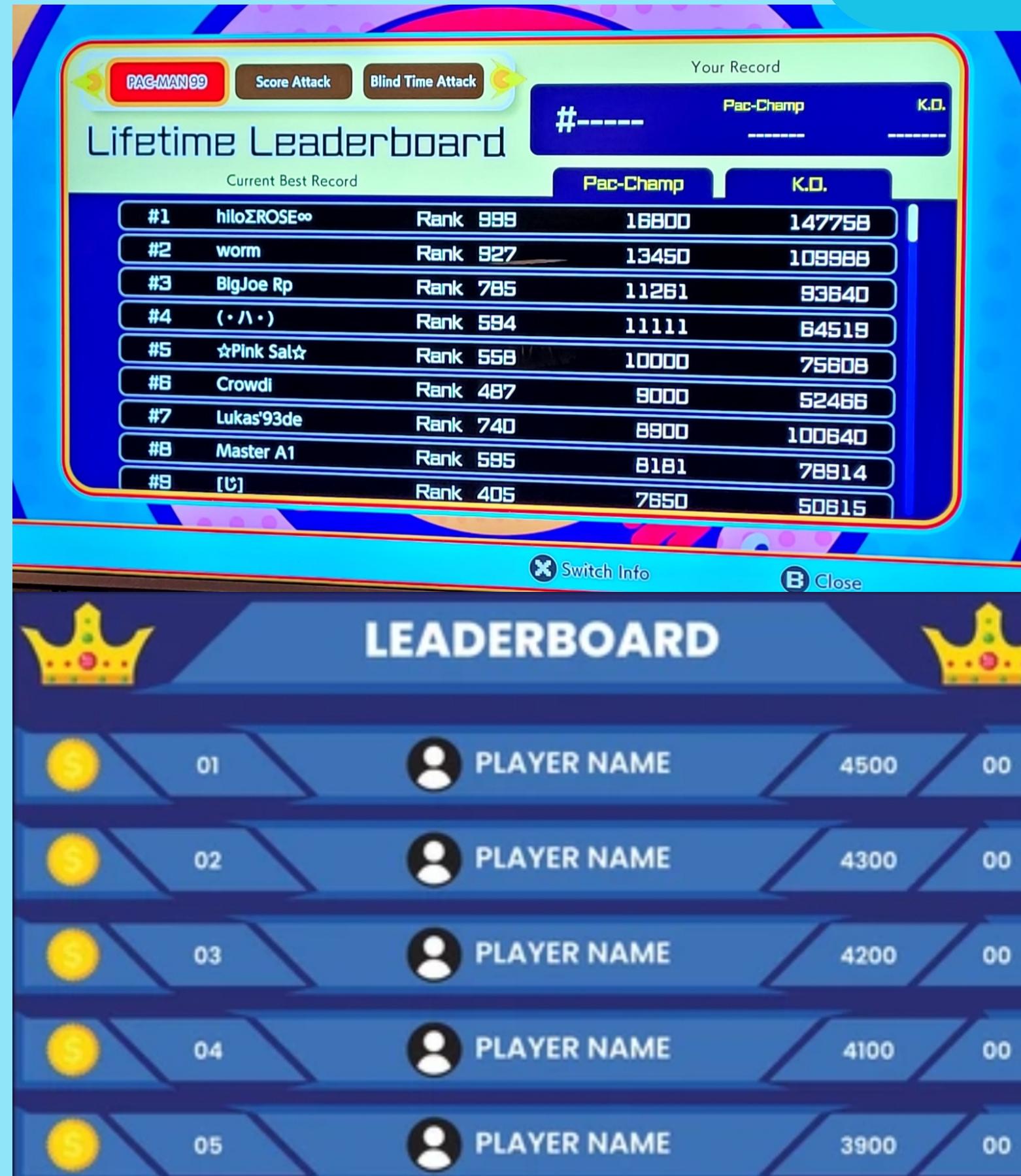
Producing the user flowchart was a challenge as through all the years of playing games something as important as the flow of the screens in a game was never really looked at deeply. But I know I have experienced badly designed user flows. So after going through a series of fighting games I felt I had a good grasp of how I wanted the flow for the prototype to function.

User Flowchart



Mood board for Leaderboards

This is where I was inspired to design the leaderboard, the idea was to have all the relevant information but the struggle was to allow enough space so the information could breathe. In week 11 of the UI/UX for games course, I was fortunate enough to receive some great feedback that allowed me to correct that issue.



LEADERBOARD

Tournament

Ranked

Casual

Your Record

#XXX Lorem ipsum



Mu Kyu
White Belt



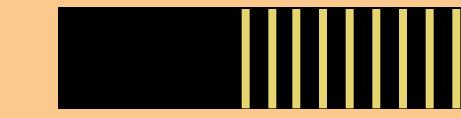
Overall

Fighter Profile

Spar Points

#1

Lorem ipsum



Jyudan: Black
Belt 10th Dan



999999999

#2

Lorem ipsum



Kyudan: Black
Belt 9th Dan



897654321

#3

Lorem ipsum



Hachidan: Black
Belt 8th Dan



789654321

#4

Lorem ipsum



Nidan: Black Belt
2nd Dan



678954321

#5

Lorem ipsum



1st Kyu: Brown
Belt/Black Stripe



598764321

#6

Lorem ipsum



4th Kyu: Green
Belt



487965321

#7

Lorem ipsum



9th Kyu: Red



378965421

Scroll

Confirm

Back

LEADERBOARD

Tournament

Ranked

Casual

Your Record

#XXX Lorem ipsum



Mu Kyu
White Belt



Overall

Fighter Profile

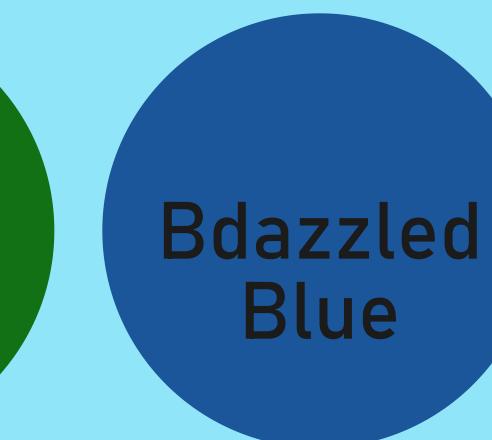
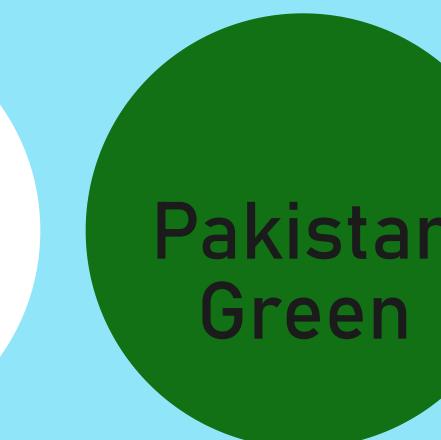
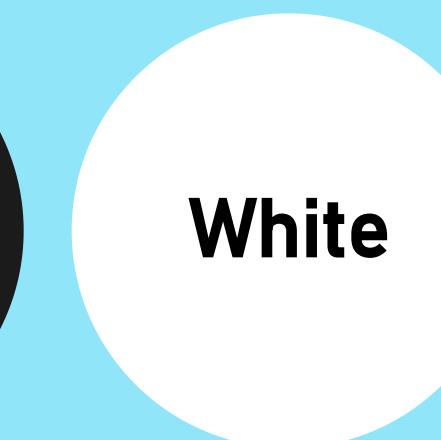
Spar Points

#1	Lorem ipsum			Jyudan: Black Belt 10th Dan			999999999
#2	Lorem ipsum			Kyudan: Black Belt 9th Dan			897654321
#3	Lorem ipsum			Hachidan: Black Belt 8th Dan			789654321
#4	Lorem ipsum			Nidan: Black Belt 2nd Dan			678954321
#5	Lorem ipsum			1st Kyu: Brown Belt/Black Stripe			598764321
#6	Lorem ipsum			4th Kyu: Green Belt			487965321
#7	Lorem ipsum			9th Kyu: Red Belt/Black Stripe			378965421

Colour Palette and Fonts

After feedback about the use of colours in the prototype, I went back and changed a few of the colours used throughout the prototype.

I did not change the fonts used in the pre-production work completed earlier, I have used Qawine Again and Bahnschrift which I feel offer a simple clear look. Bahnschrift font sizes range from 30px - 200px. The title was created using Adobe Illustrator.



QA WINE AGAIN

Bahnschrift



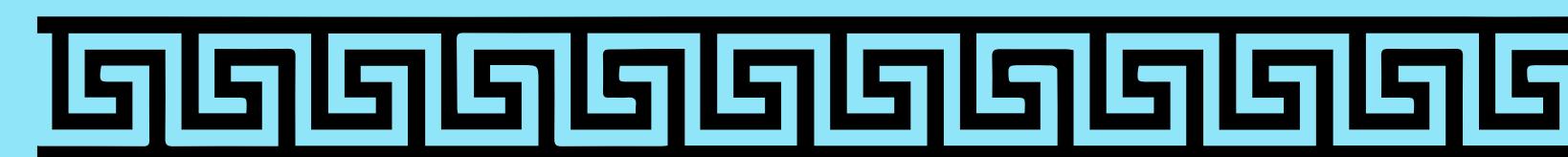
QIBAR KUNG-FU 2022

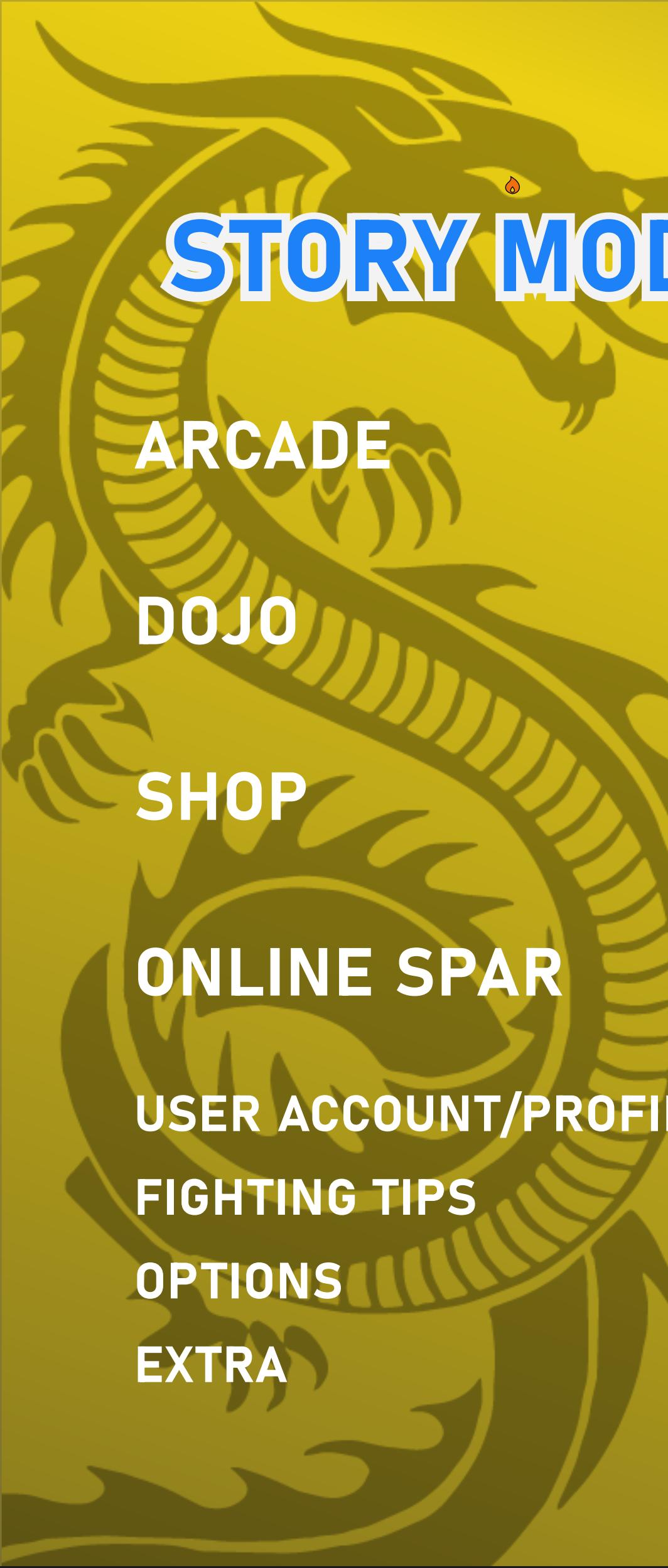
PRESS ANY BUTTON

Images and Shapes

I tried to make the UI element stand out and intriguing, I decided to use dragons as they are a mythical creatures from the Orient along with shapes that are prevalent throughout the Orient.

For the character images, I managed to source the original Yie Ar Kung-Fu sprite and I also used character images from Streets of Rage 4 as place holder to show how the UI would look in the prototype.





STORY MODE

ARCADE

DOJO

SHOP

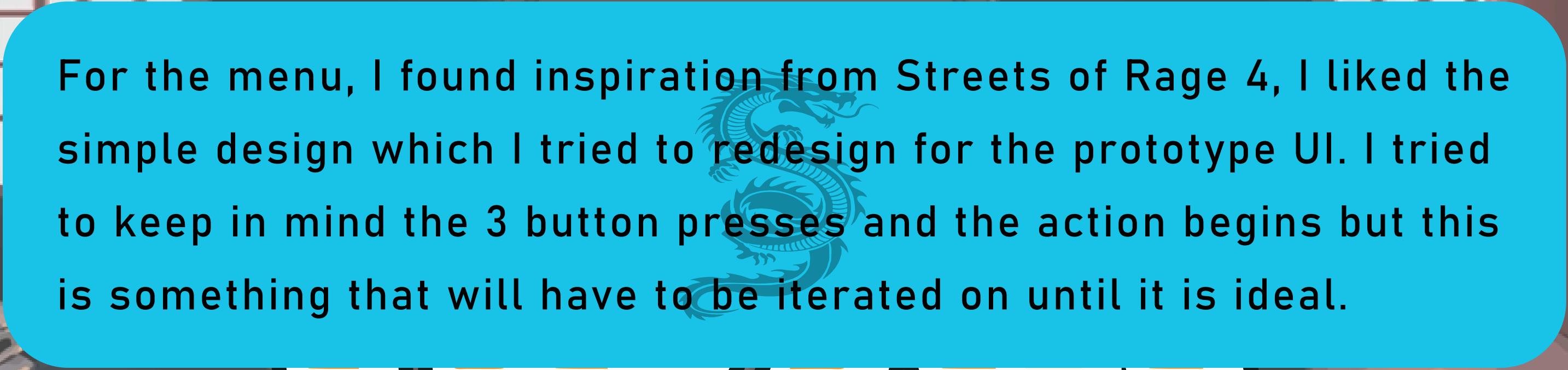
ONLINE SPAR

USER ACCOUNT/PROFILE

FIGHTING TIPS

OPTIONS

EXTRA



For the menu, I found inspiration from Streets of Rage 4, I liked the simple design which I tried to redesign for the prototype UI. I tried to keep in mind the 3 button presses and the action begins but this is something that will have to be iterated on until it is ideal.



KUNG-FU

2022

 Select

 Confirm

 Back





Lorem ipsum



Lorem ipsum



"Are you prepared
for death you
insignificant
maggot?"

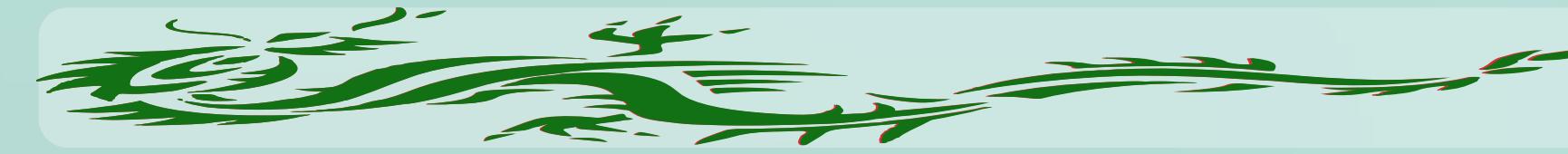




Lorem ipsum



Lorem ipsum



"The path of
enlightenment will
come from my
fists!"





Lore ipsum

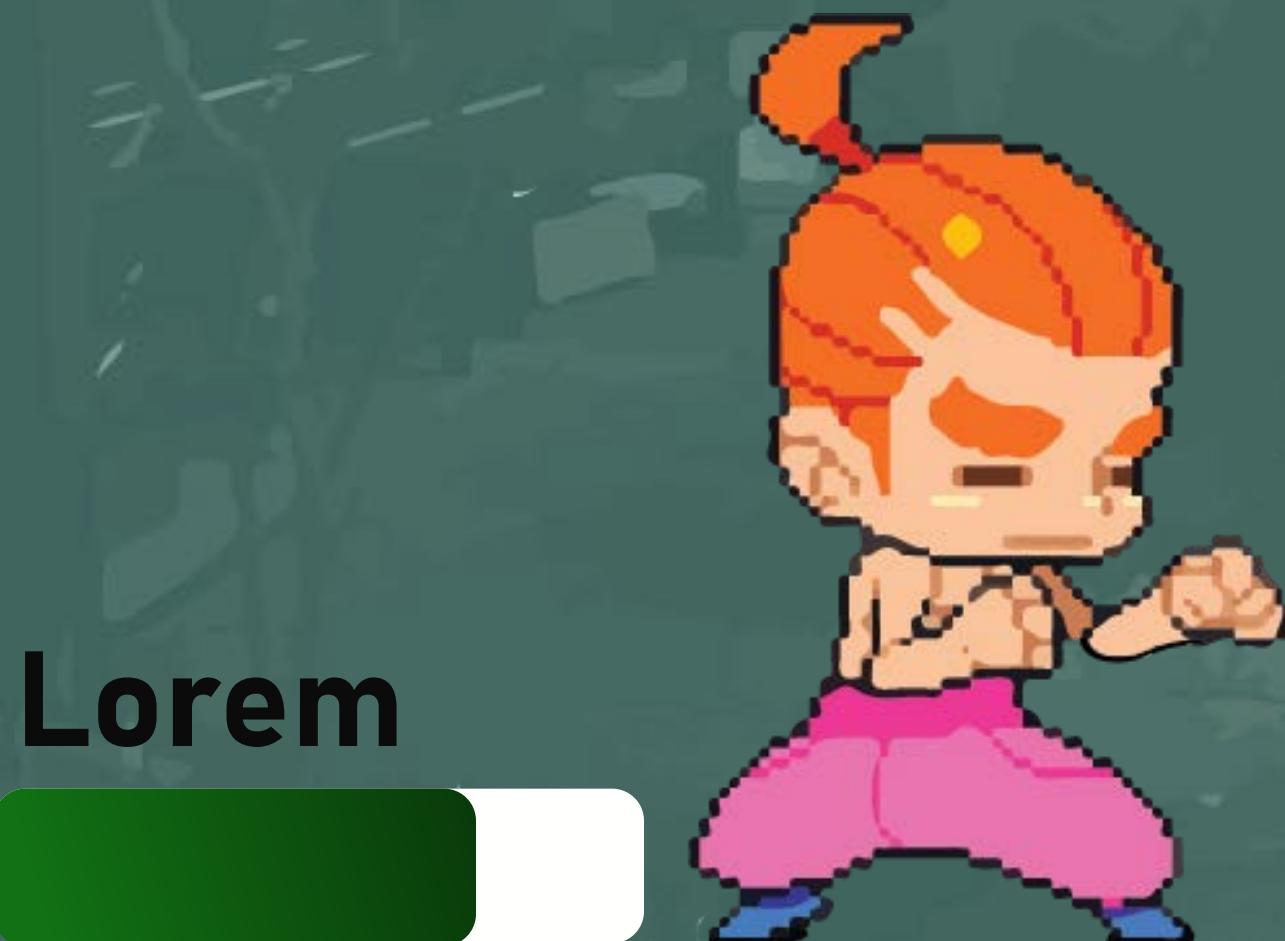
99

Lore ipsum



Lore ipsum

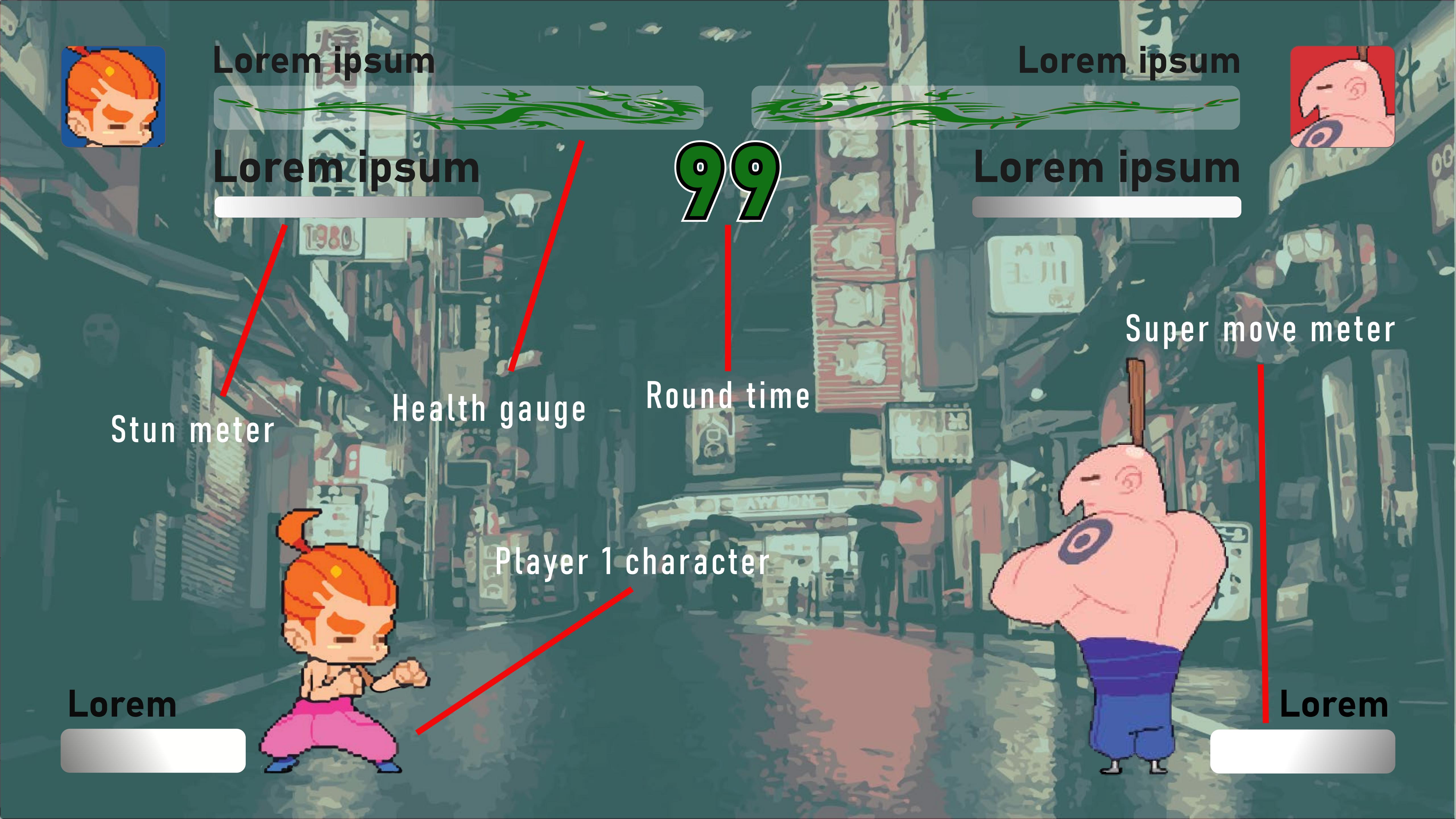
Lore ipsum



Lore



Lore



Lorem ipsum

99

Lorem ipsum



Stun meter

Health gauge

Round time

Super move meter

Lorem

Player 1 character

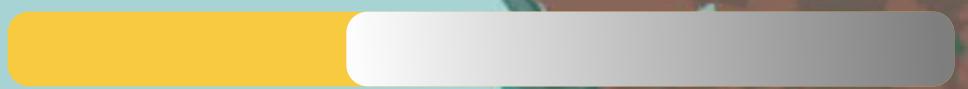
Lorem



Lorem ipsum



Lorem ipsum



57

Lorem ipsum



Lorem ipsum



Stun build up

Time remaining

Character damage



Super move build up



Loading screen, subtitles and the HUD

The previous 6 screens give an impression of how the prototype will transition to the gameplay, I wanted to try to keep the users' attention during the load screen so there is a silhouette of a fighter going through a routine while the game loads.

The screen after loading shows character engagement before the spar begins to add some spice to the contest.

With the HUD I wanted it to be as simple as possible, something familiar to experienced players and not intimidating to new players. Players should be able to quickly glance at the HUD and understand the information presented.

WARRIOR INFO



Lorem Ipsum

Lorem Ipsum

Lorem Ipsum

Lorem Ipsum

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 nonumy eirmod tempor invidunt ut labore et dolore magna

PRESS ANY BUTTON

What I learned

In conclusion, I learned that the visuals produced will need to be improved in order to be truly acceptable. But I did enjoy this experience as I was challenged to focus more on the UI than I ever have and I understand even more how UI and UX complement each other. If one side of the equation is unclear it will have a massive impact on the other.

It also makes me appreciate the great gaming experiences I have had and will have when the UI and UX are smooth like silk as that makes the game so much more enjoyable.

I would do it all again as I would like to iterate and improve on certain things.

[*View the prototype here*](#)

References, assets and sources

1. https://en.wikipedia.org/wiki/Yie_Ar_Kung-Fu
2. <https://gonintendo.com/stories/349038-arcade-archives-yie-ar-kung-fu-coming-to-switch-this-week>
3. <https://www.deviantart.com/search?q=zeoarts+yie+ar+kung+fu>
4. <https://www.artstation.com/artwork/6bzPAw>
5. <https://www.pinterest.com/vecteezy/>
6. <https://www.pexels.com/@chao-xu-73724216/>
7. <https://www.fontspace.com/qawine-again-font-f78385>
8. <https://iconscout.com/icon/badge-4951667>

Inspirations:

- A. Karate Bear Fighter (1975) starring Sonny Chiba
- B. Street Fighter series (1987 - Present)
- C. Streets of Rage series (1991 - 2020)