| Element | Purpose | Reason | Other Possibilities |
|---|---|---|---|
| Menu with Tabs | Easy Navigation between Inventory, Journal and Options | This design is current with design patterns for other games, which is better for cognitive load. | Separating Options tab into separate menu to mimic Main Menu layout.<br><br>Skills screen vetoed due to scope creep. |
| Quit Confirmation | Allow user to error-correct if "Quit Game" is clicked in error. | Basic usability tenet. | N/A |
| Death Modal | Inform user of fail state, allow them to restart or navigate to Main Menu | Classic design pattern, especially given no save/load capabilities. | N/A |
| Health, Stamina, and Warmth Meters | Graphic representation of player character status. | Another classic pattern, top left placement mimics L-to-R reading style in Western countries | Possible icon representations. Vetoed due to visual complexity. |
| Enemy Health Bar | Graphic representation of player character status. | Hovers over head to directly associate with specific NPC. | Boss-type health bar vetoed due to scope creep. |
| Dialogue Box | Show voiceless dialogue and conversation options. | Placement does not obstruct gameplay screen for cinematic purposes. | N/A |
| In-Game Weapon/Inventory Loadout | Allow user to view equipped weapon, ammo count, consumable count, and access Inventory Menu | Classic design pattern in games, placed towards side of screen enemies come from. | N/A |
| In-Game Menu Button | Allow user to access menu with click (can also access with esc.) | Accessibility. Players can access menu in a way that suits them. | No button. |
| Task List | Allow user to view tasks without navigating away from play. Also provides access to Journal Menu | Reduce visual cognitive load for players, if they so choose. But tasks are accesible without having to navigate away. | N/A |