

# **BLINDSIGHT** **WAR OF THE WARDENS**

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# INTRODUCTION

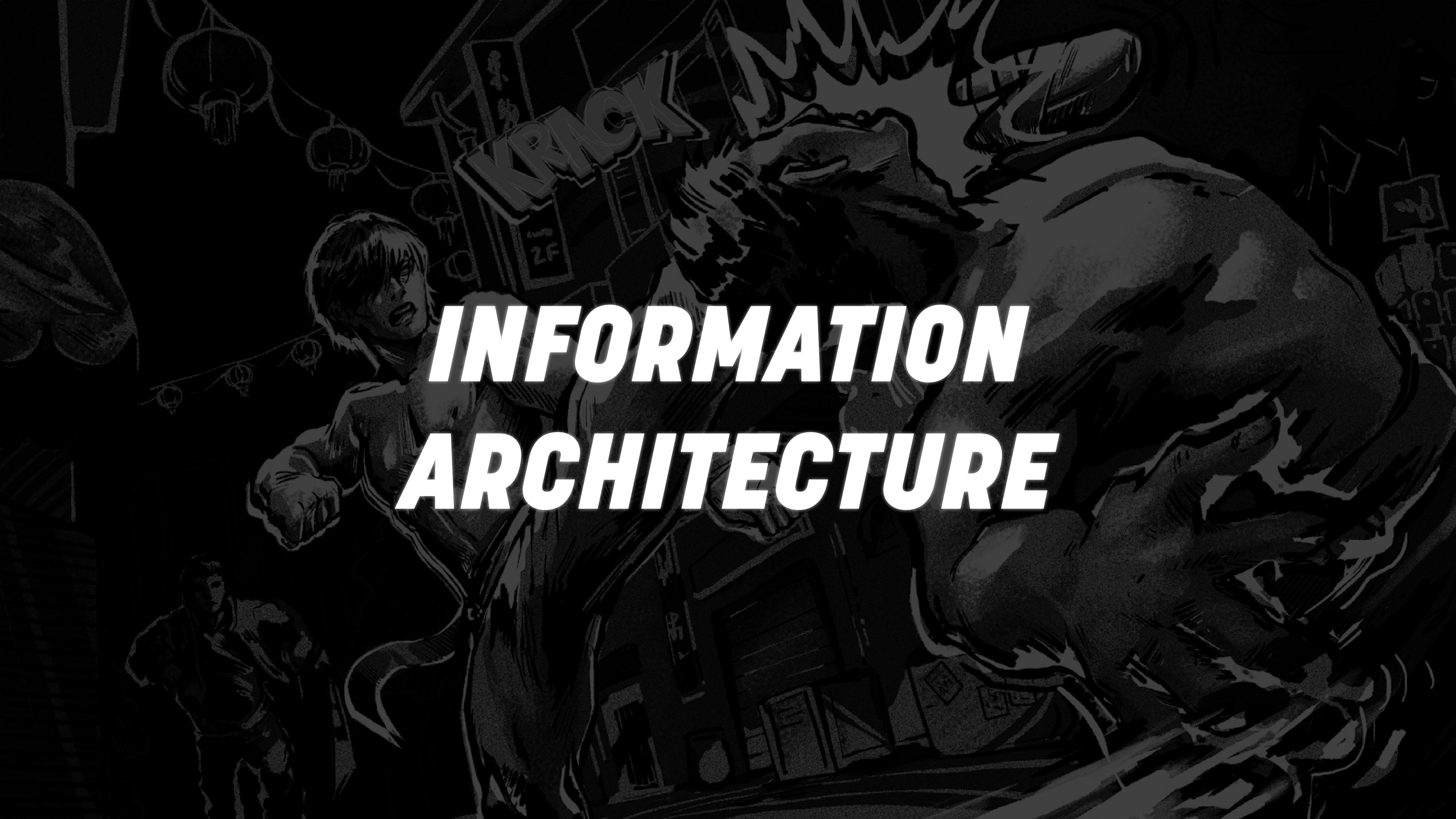
**Game Description:** Blindsight is an action-adventure fighting/beat 'em-up game that follows the footsteps of a blind protagonist. The player will take control of a blind martial arts master with echolocation abilities and help him to retrieve a stolen family heirloom that may bring unintended consequences to the world. The gameplay style will be like Ghost of Tsushima and Sifu. (Genre Description)

**Game Platform:** The target platform is PC with custom resolutions, but the game is best played with a controller.

**Interface Design Description:** The interface design for Blindsight will inherit its visual style and cultural background. Fonts with heavy strokes that invoke a wild comic style will be used in conjunction with some Chinese characters and calligraphy styles. The interface will be highly artistic and clean, heavily utilizing black and white.

**Goals:** Players must fight against enemies using combos and martial arts maneuvers. The player needs to reach checkpoints of the story alive to progress through each level. The player will continue going through each level without interruptions and reach the end. When the player dies, you get to restart again from checkpoints.

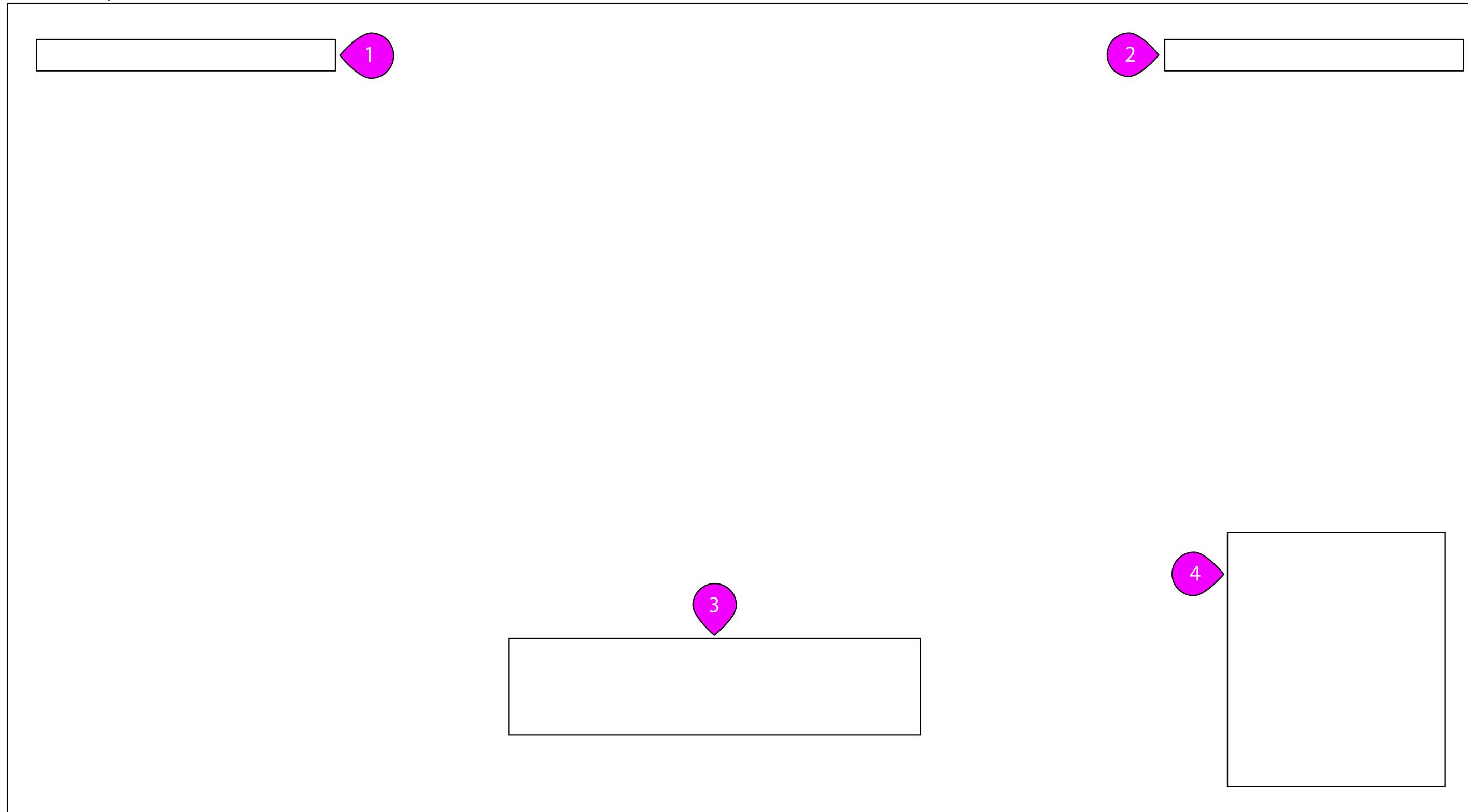
**Challenges:** Unlike any traditional fighting games, the protagonist is blind. The players have limited vision of the approach of enemies and have to resort to different ways to create sound to locate the enemies. Besides that, the players will have to face the typical challenges of a fighting game: maneuvering to find a safe path amid chaos and using quick reactions to evade enemies' attacks

A dramatic black and white illustration featuring a woman with short hair, wearing a dark jacket and a necklace with a circular pendant. She is looking over her shoulder with a serious expression. In the background, there is a large, ornate building with multiple levels and decorative elements. A prominent sign on the building reads "KNOCK" in large letters, with "2F" below it. The scene is filled with strong shadows and highlights, creating a moody and intense atmosphere.

# **INFORMATION ARCHITECTURE**

# WIREFRAME

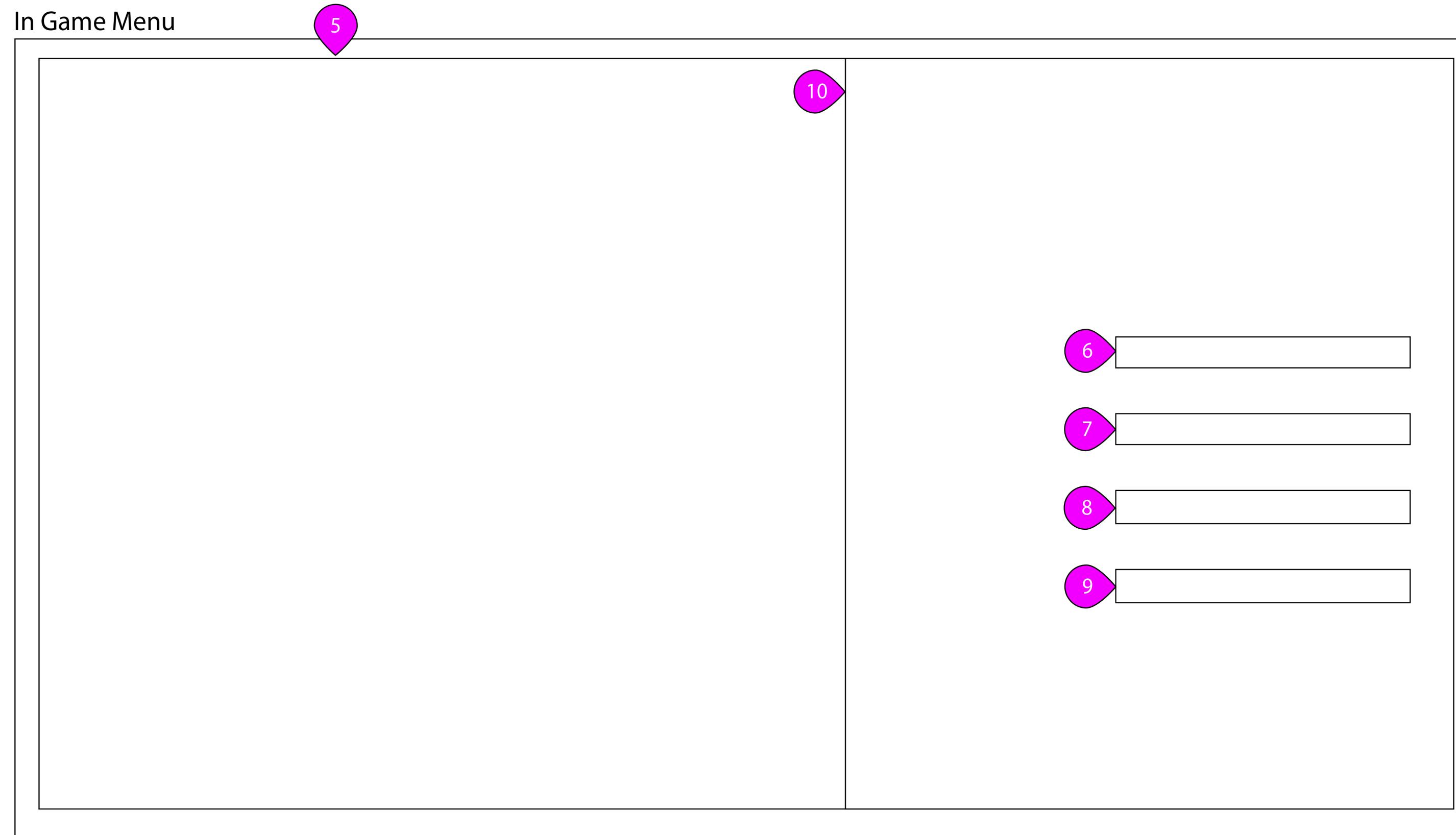
Gameplay Screen



# LEGEND

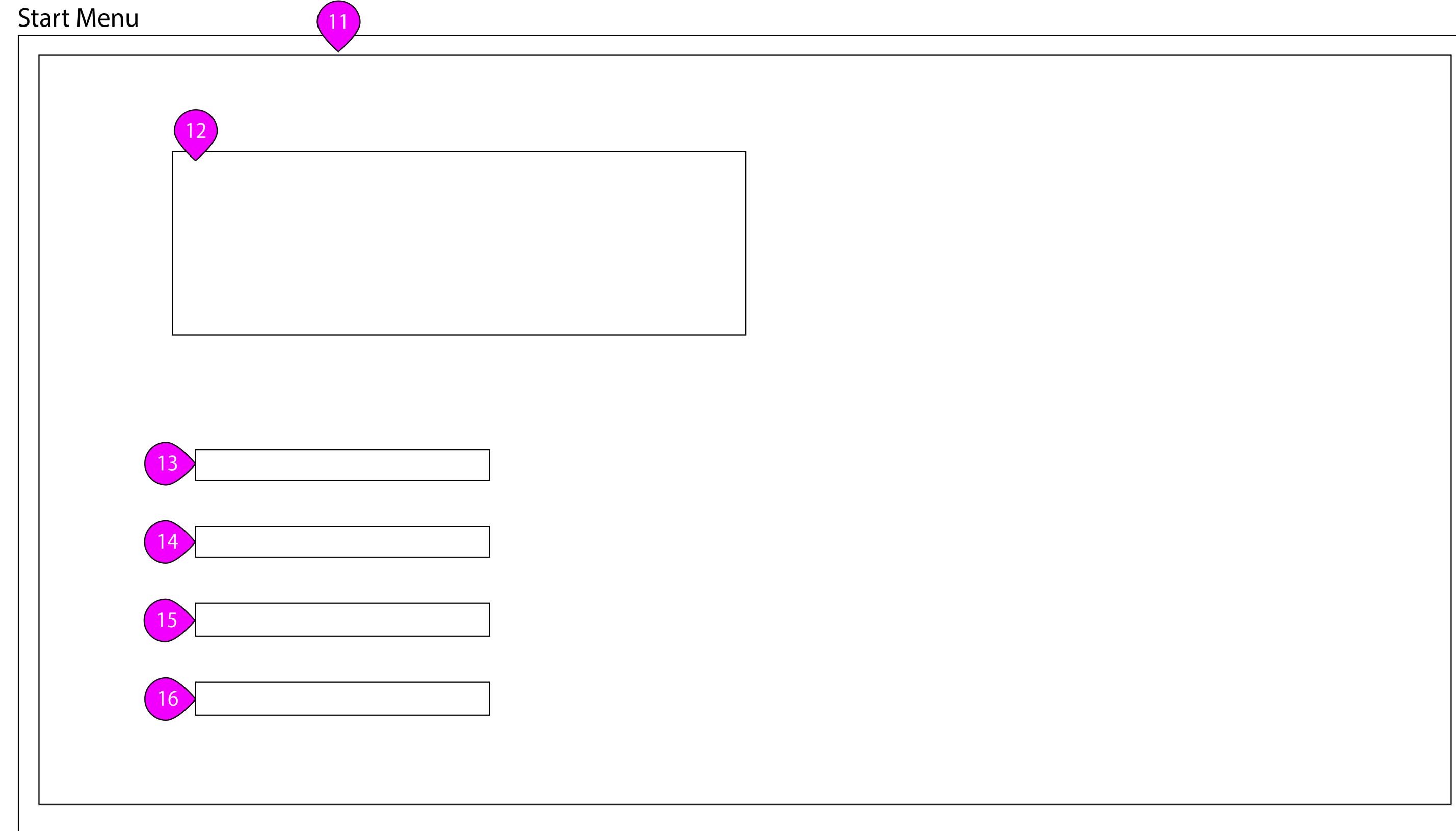
1. Player Health
2. Player Combos
3. Tutorial Box
4. (optional) Button Prompts

# WIREFRAME



5. Paused Gameplay
6. Resume Button
7. Controls Button
8. Options Button
9. Return to Menu Button
10. Menu Divider

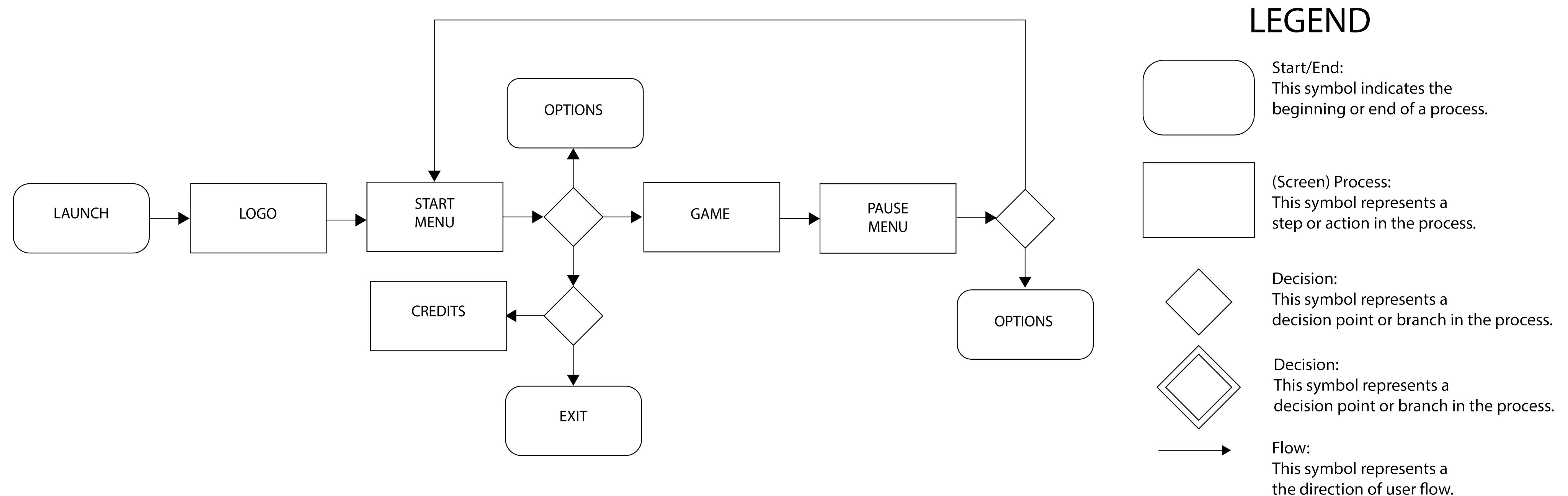
# WIREFRAME



- 11. Start Menu Background
- 12. Blindsight Title
- 13. Start Game Button
- 14. Options Button
- 15. Credits Button
- 16. Quit Game Button

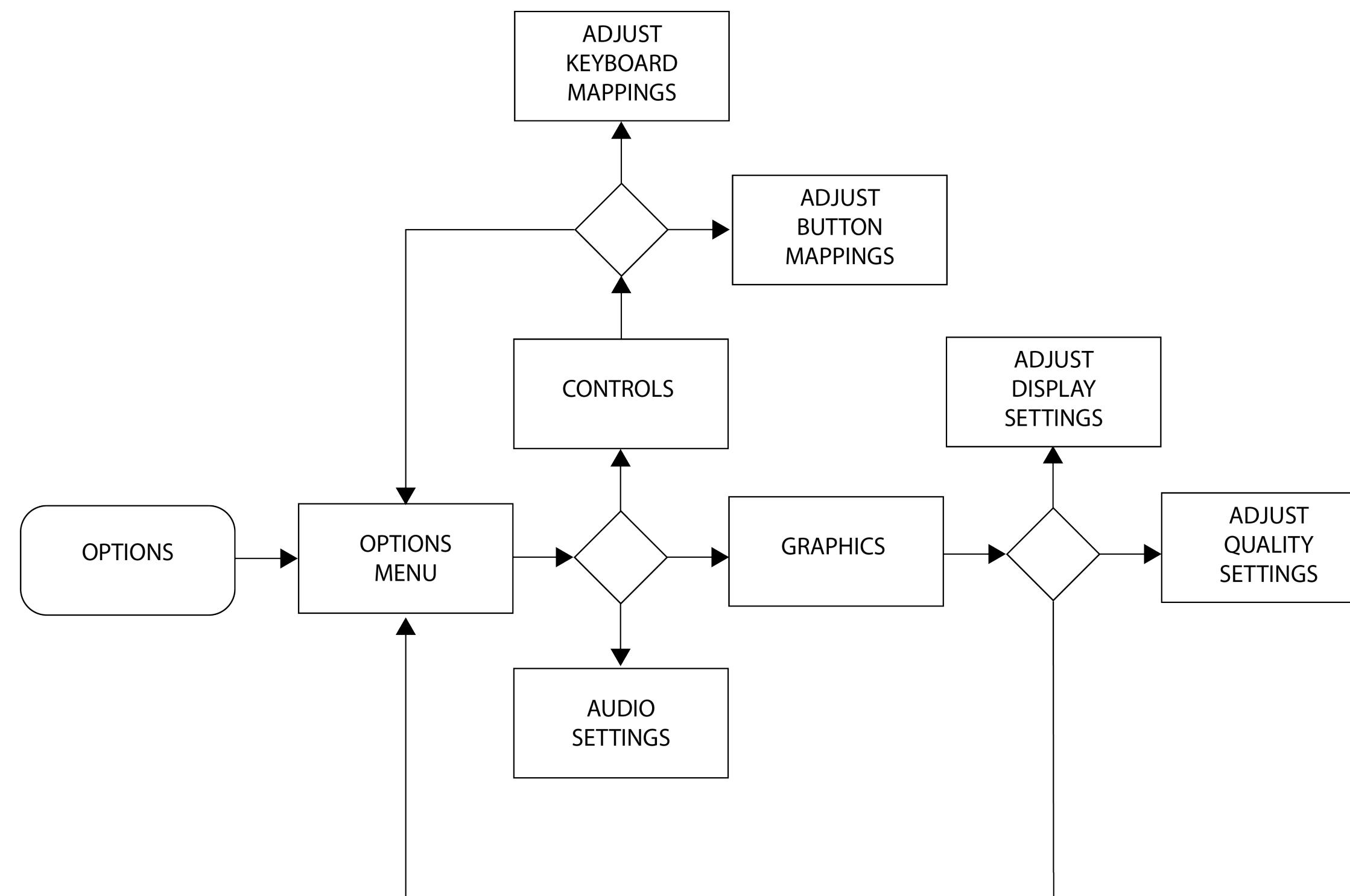
# FLOW CHARTS

## Main Game Flow

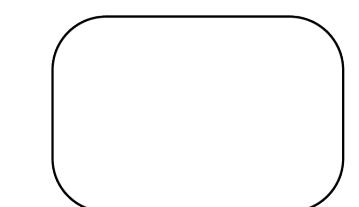


# FLOW CHARTS

## Options Menu Flow



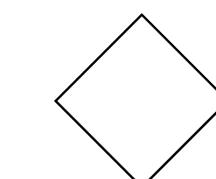
## LEGEND



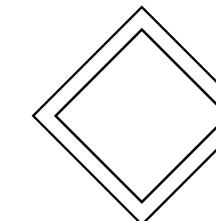
Start/End:  
This symbol indicates the beginning or end of a process.



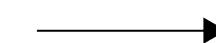
(Screen) Process:  
This symbol represents a step or action in the process.



Decision:  
This symbol represents a decision point or branch in the process.



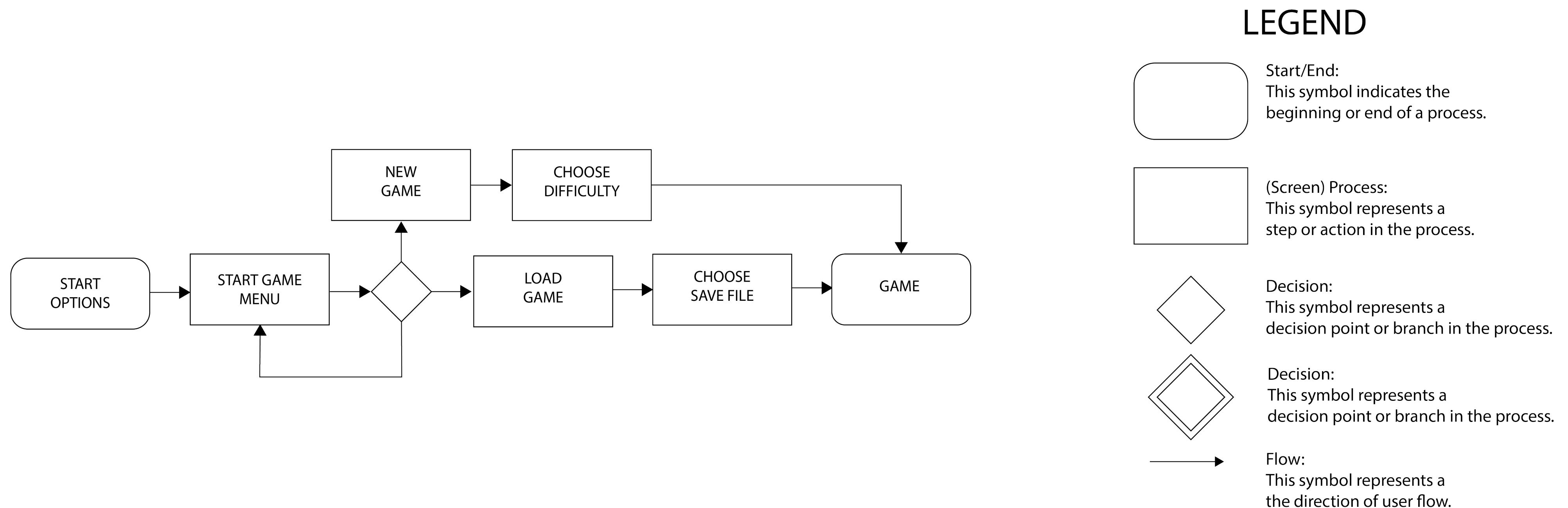
Decision:  
This symbol represents a decision point or branch in the process.



Flow:  
This symbol represents the direction of user flow.

# FLOW CHARTS

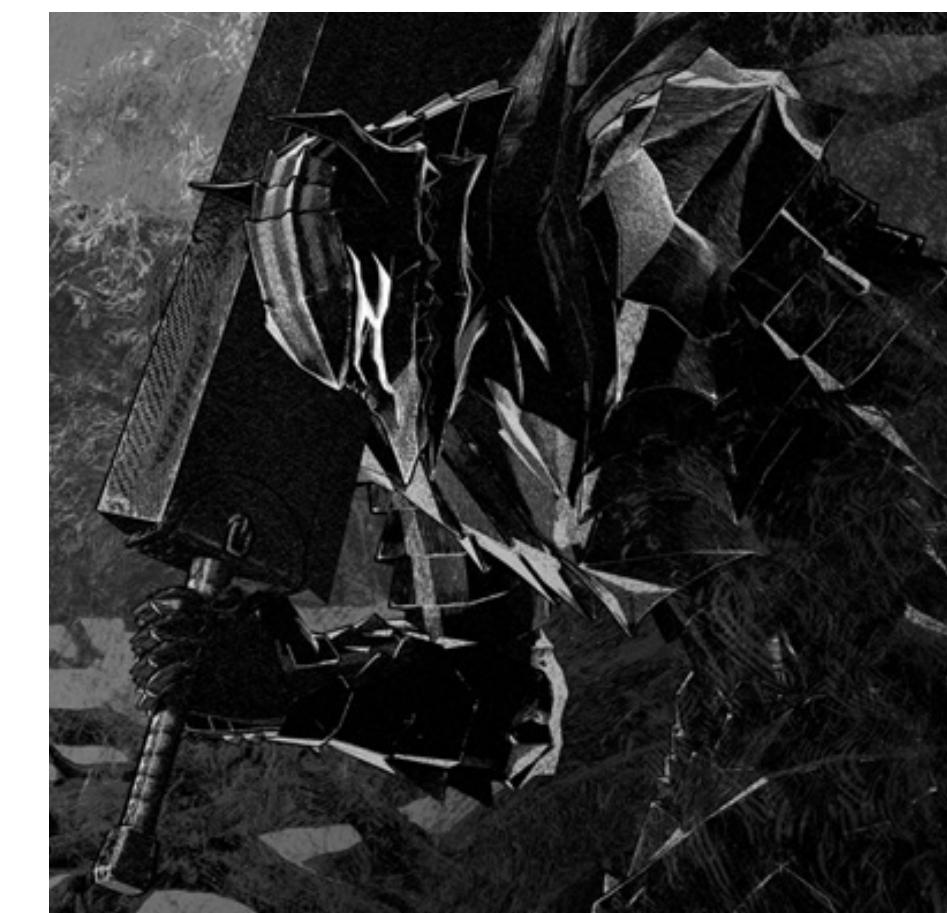
## Start Options Flow



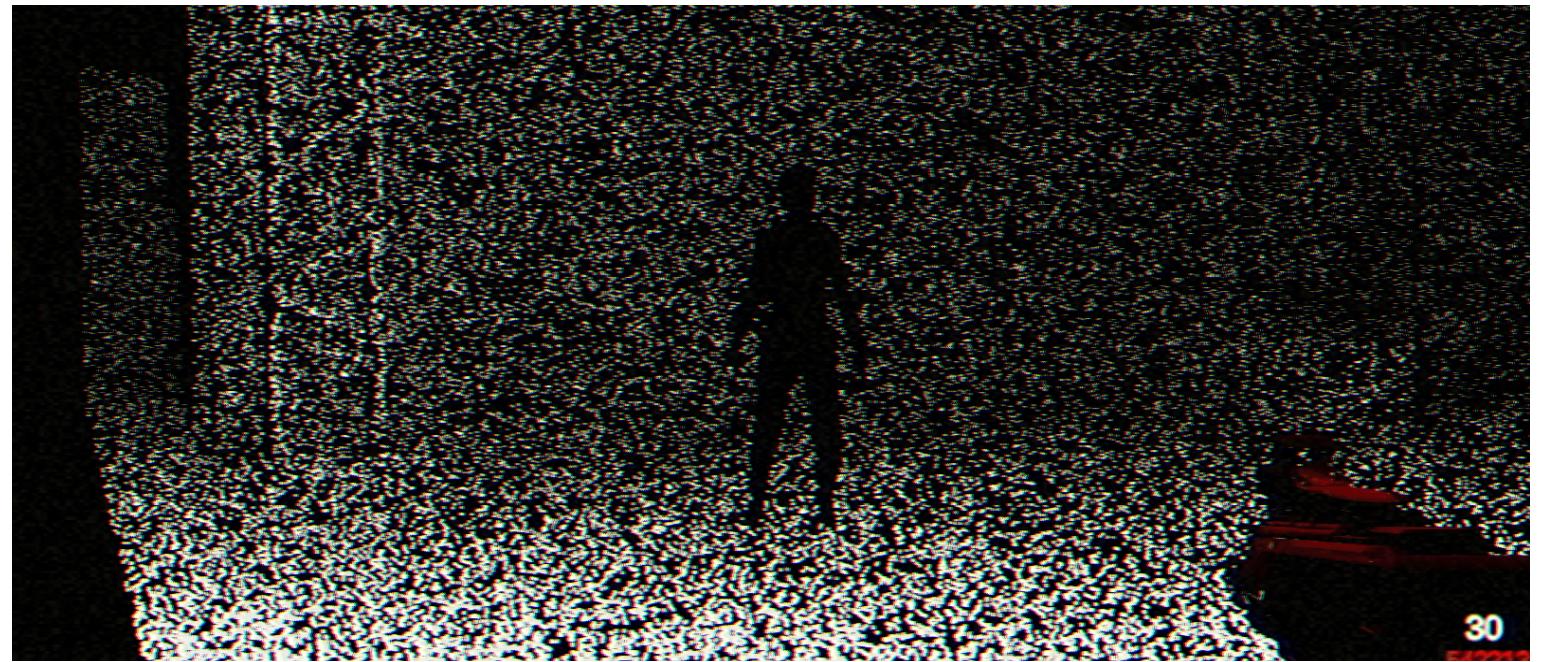
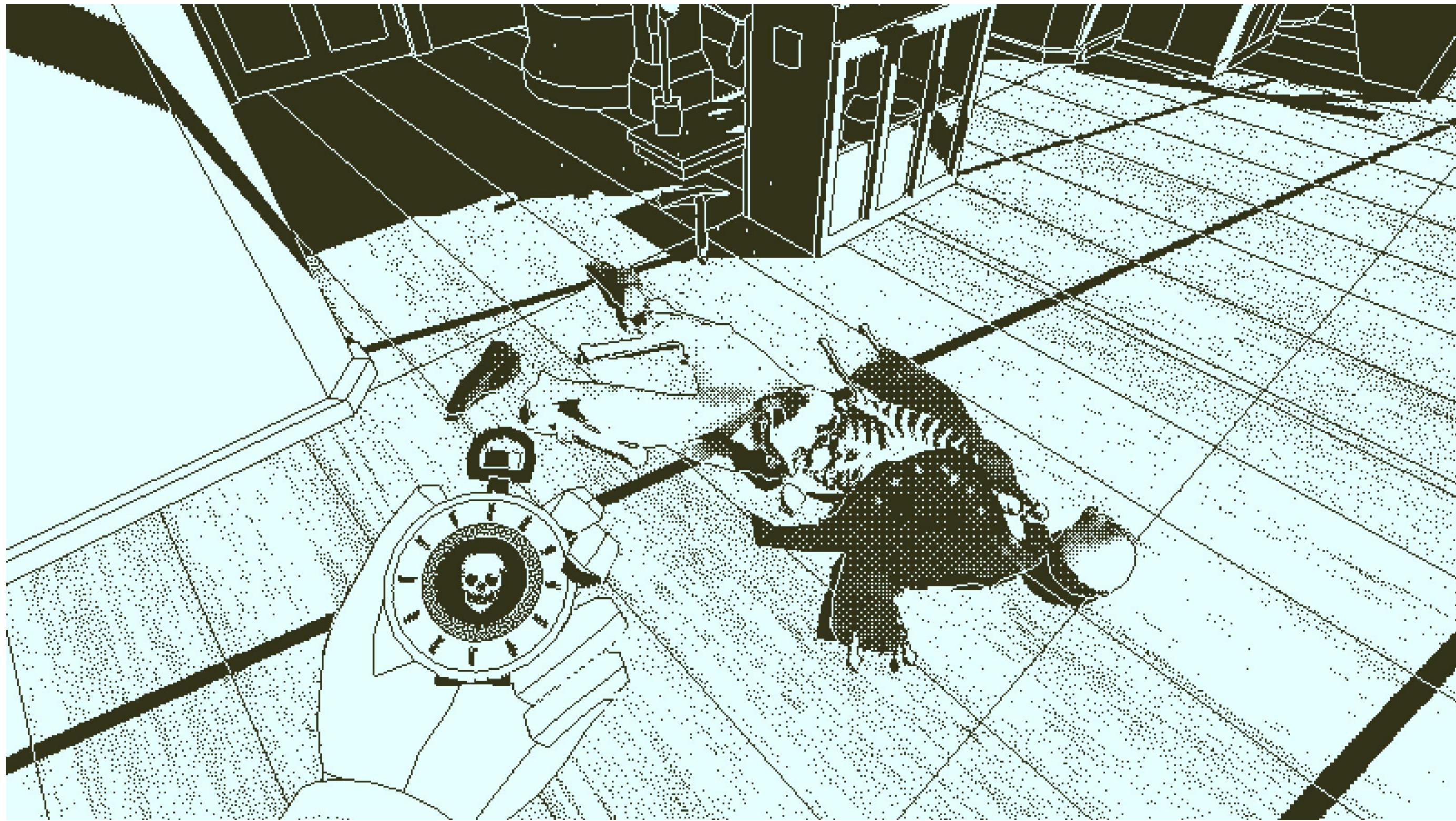
A black and white manga-style illustration of a city at night. In the foreground, a woman with short hair, wearing a dark jacket and a necklace, looks up at a large, glowing sign that reads "KNOCK". The city skyline features various buildings with illuminated signs, including one that says "2F". The overall atmosphere is mysterious and urban.

**CREATIVE  
EXPLORATION**

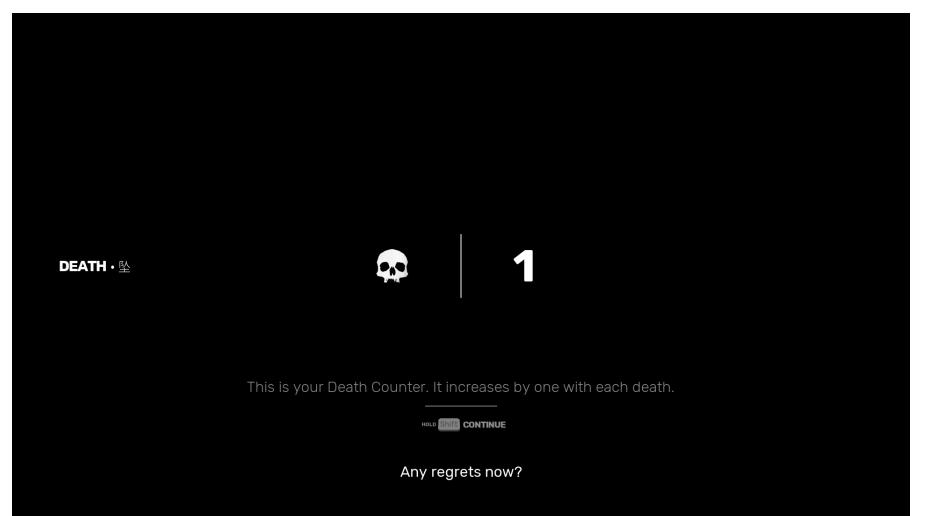
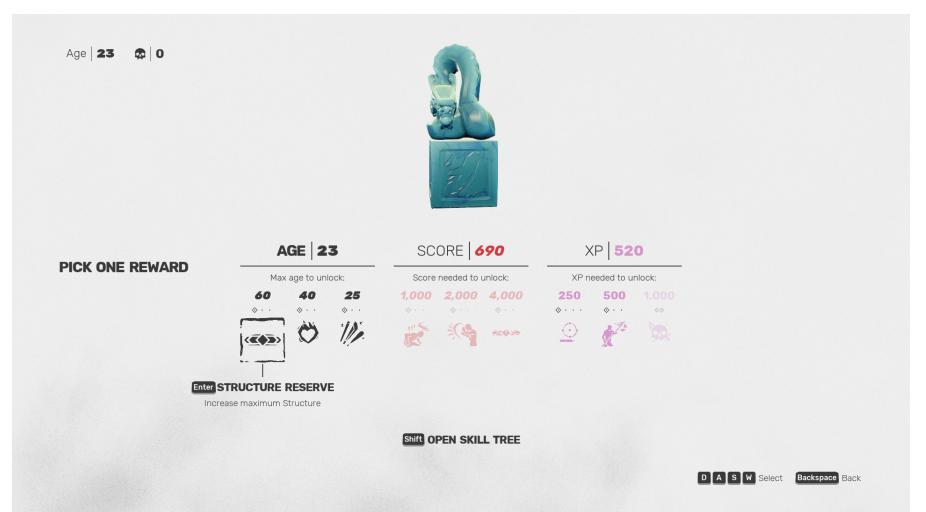
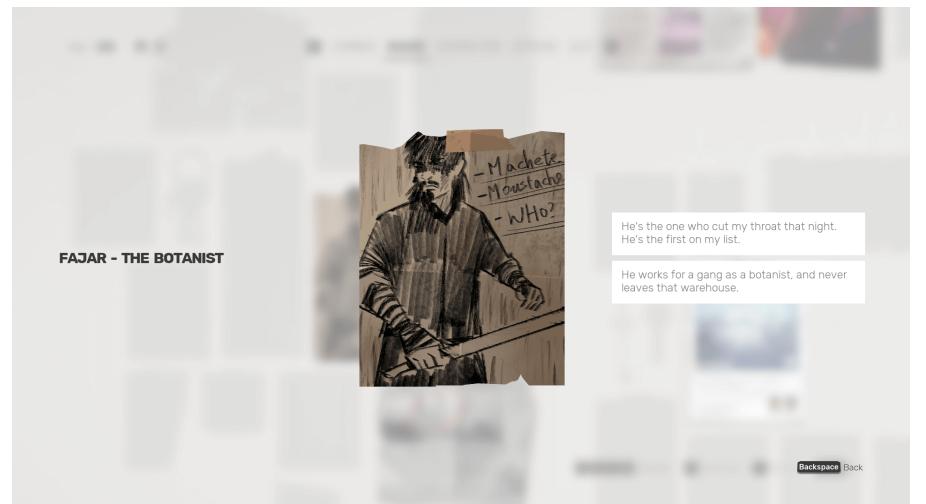
# MOOD BOARDS



# **MOOD BOARDS**



# MOOD BOARDS



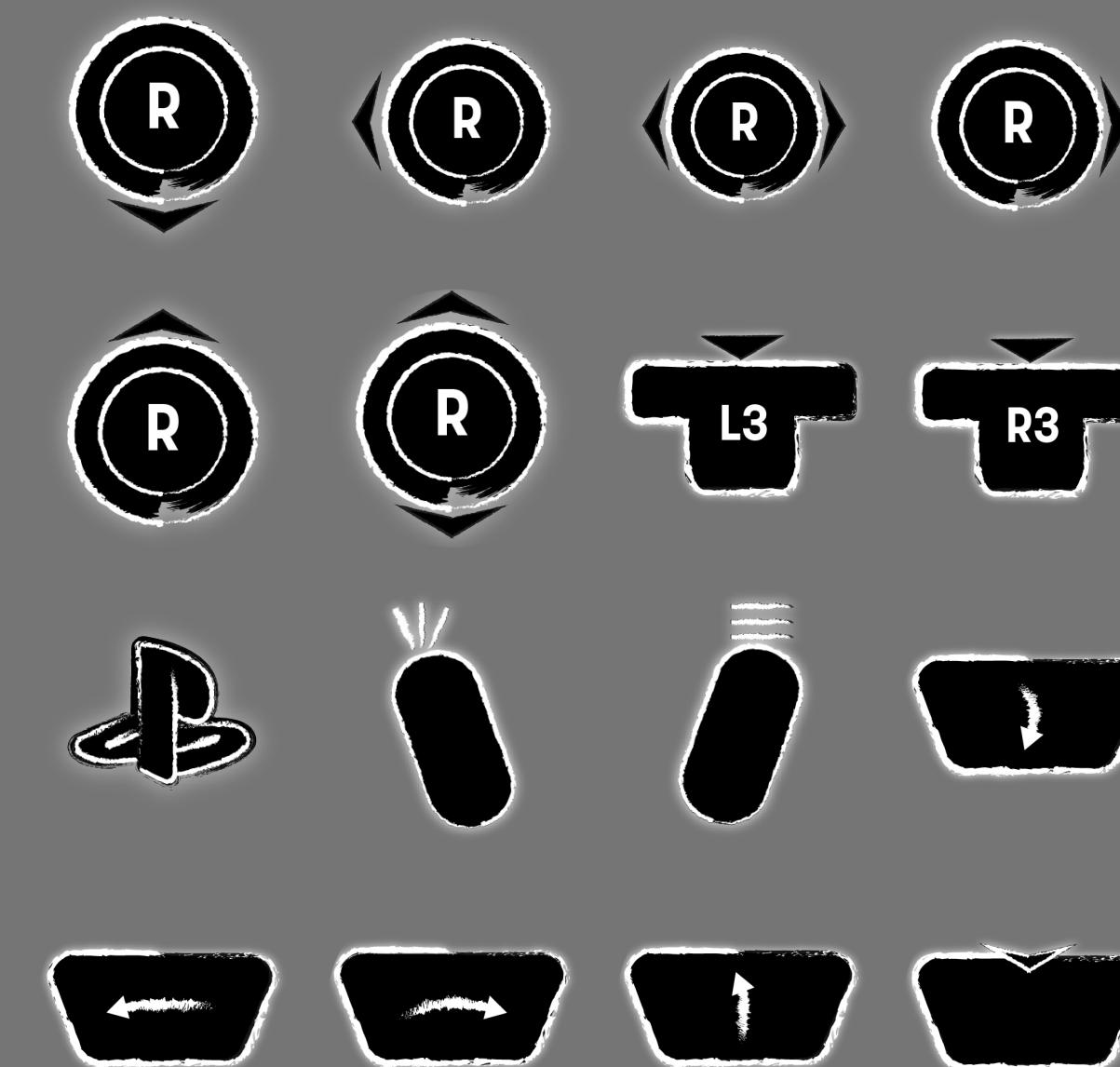
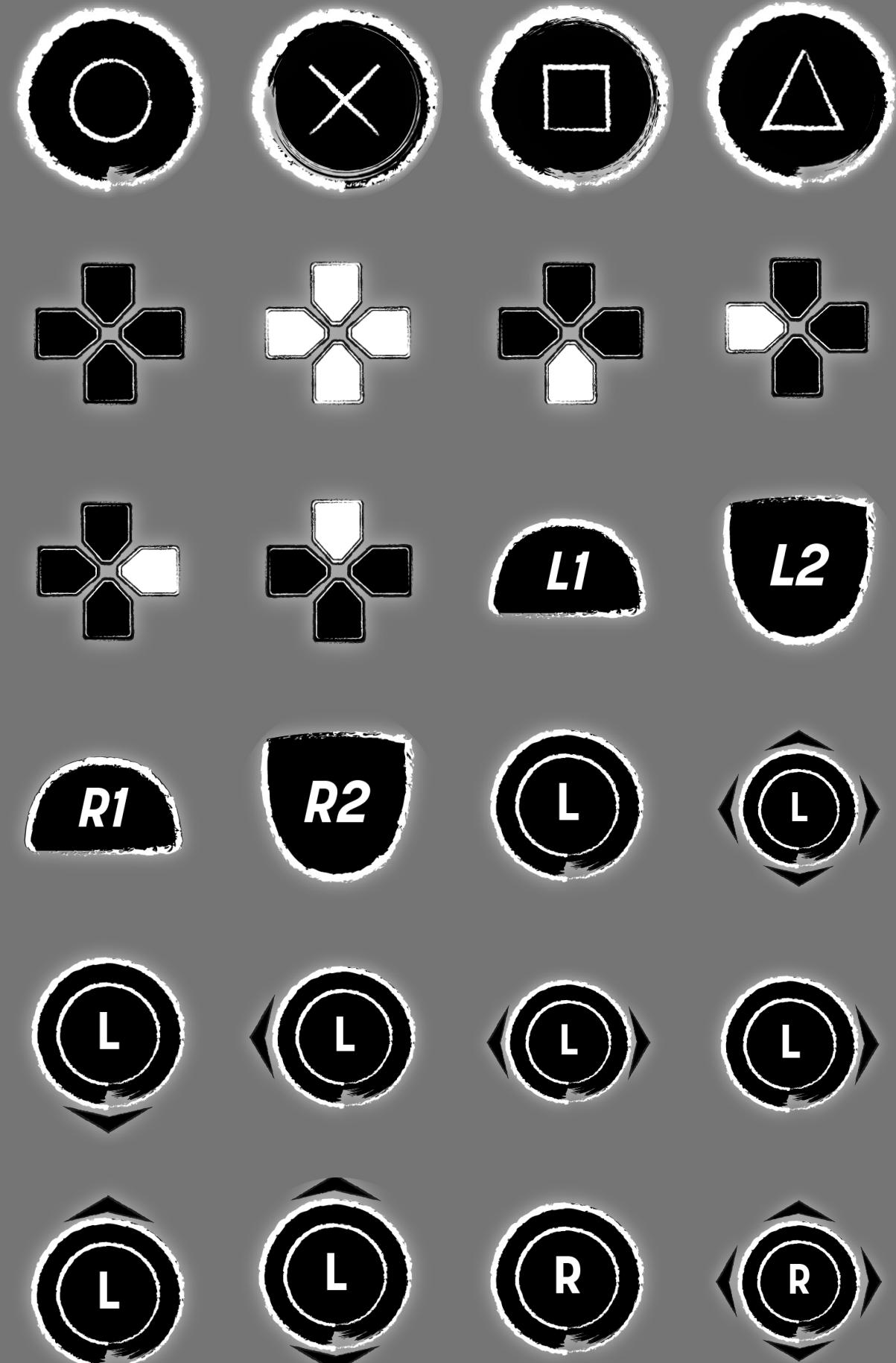


# UI DESIGN

\* only included designs done by me

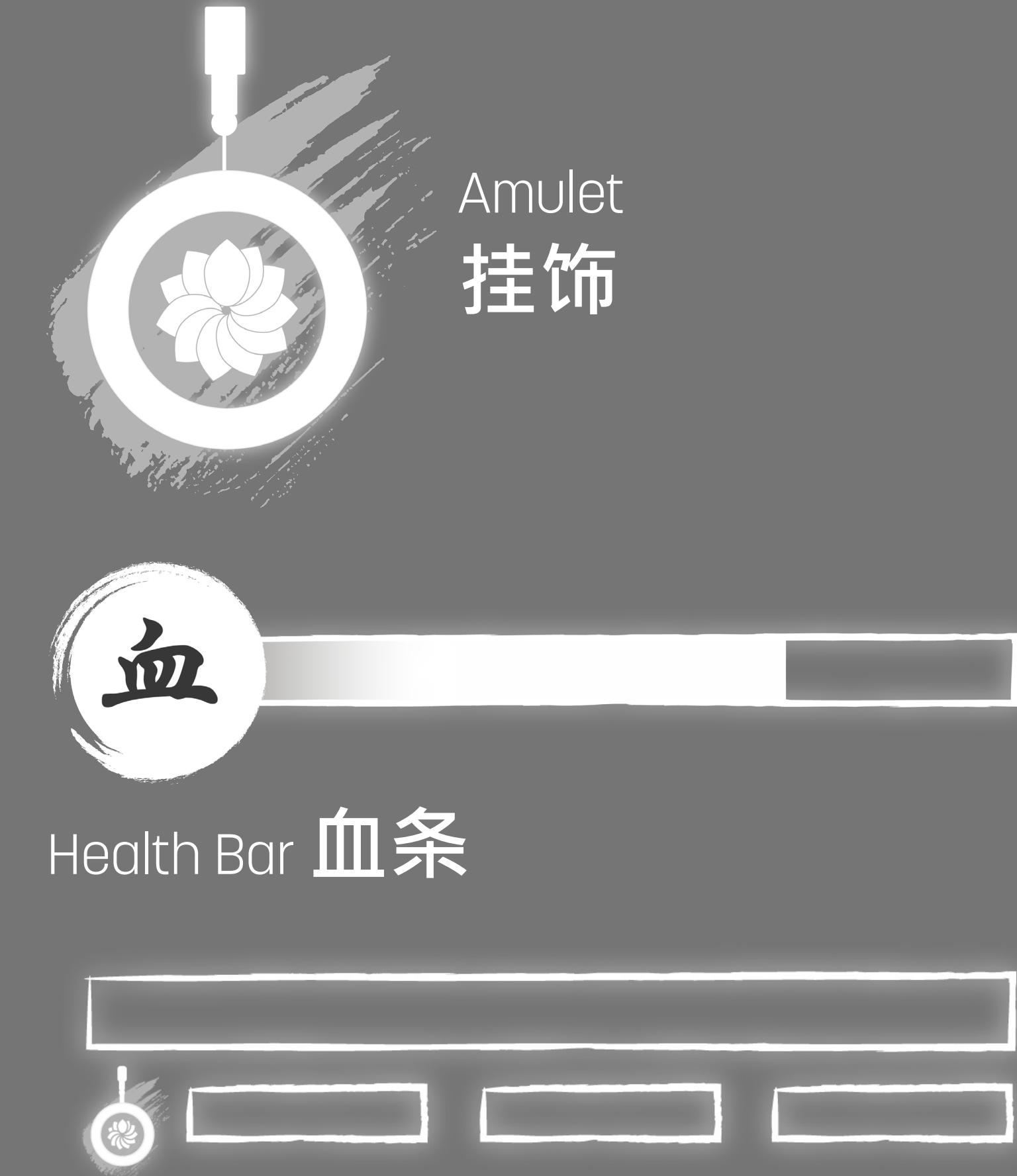
# UI KIT

## Playstation UI



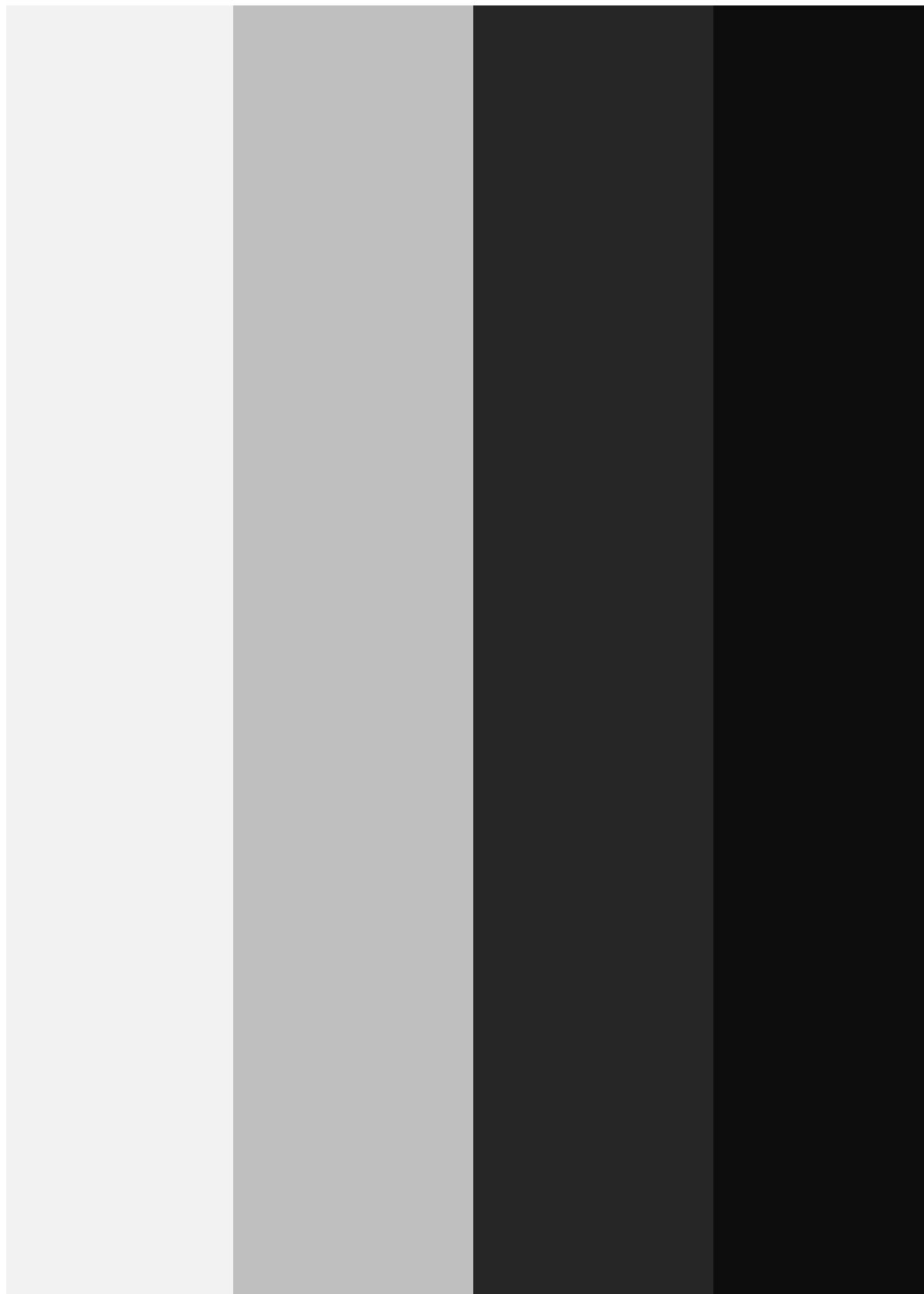
**BLINDSIGHT** Playstation UI Kit  
WAR OF THE WARDENS David (Zhehao) Xu

## Gameplay UI



# UI KIT

## COLOR



## TYPOGRAPHY

*Korolev Font* → The official English font for the game

*汉语字体* → The official Chinese font for the game

*A B C D E F G H I J K L M N O P Q R S T U V W X Y Z  
a b c d e f g h i j k l m n o p q r s t u v w x y z  
0 1 2 3 4 5 6 7 8 9  
( ) [ ] { } < > , . / : ; " " ! ? @ # \$ % ^ & \* - \_ = + ?*

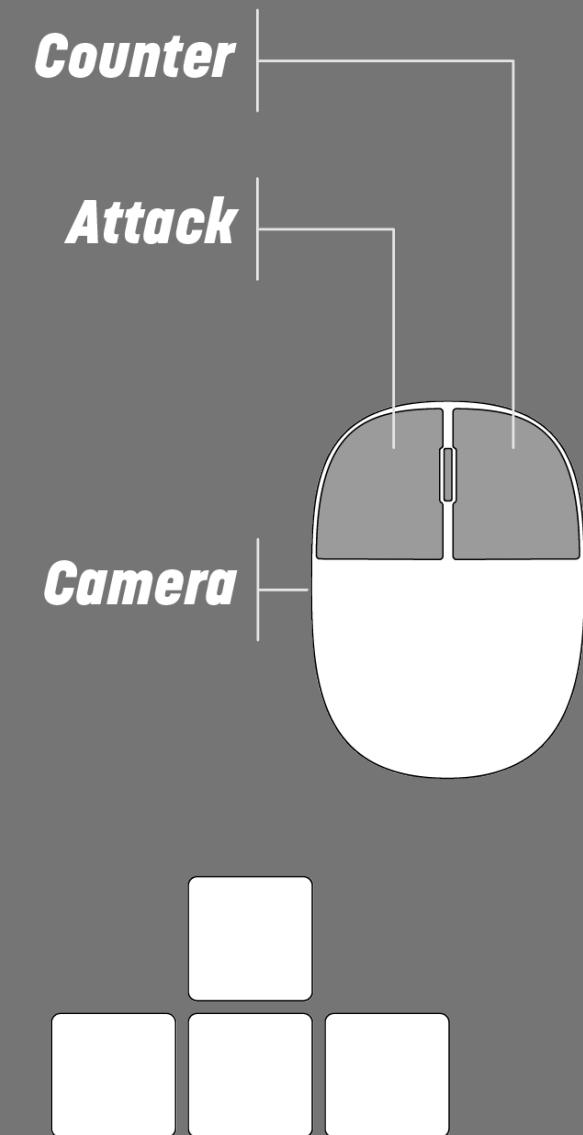
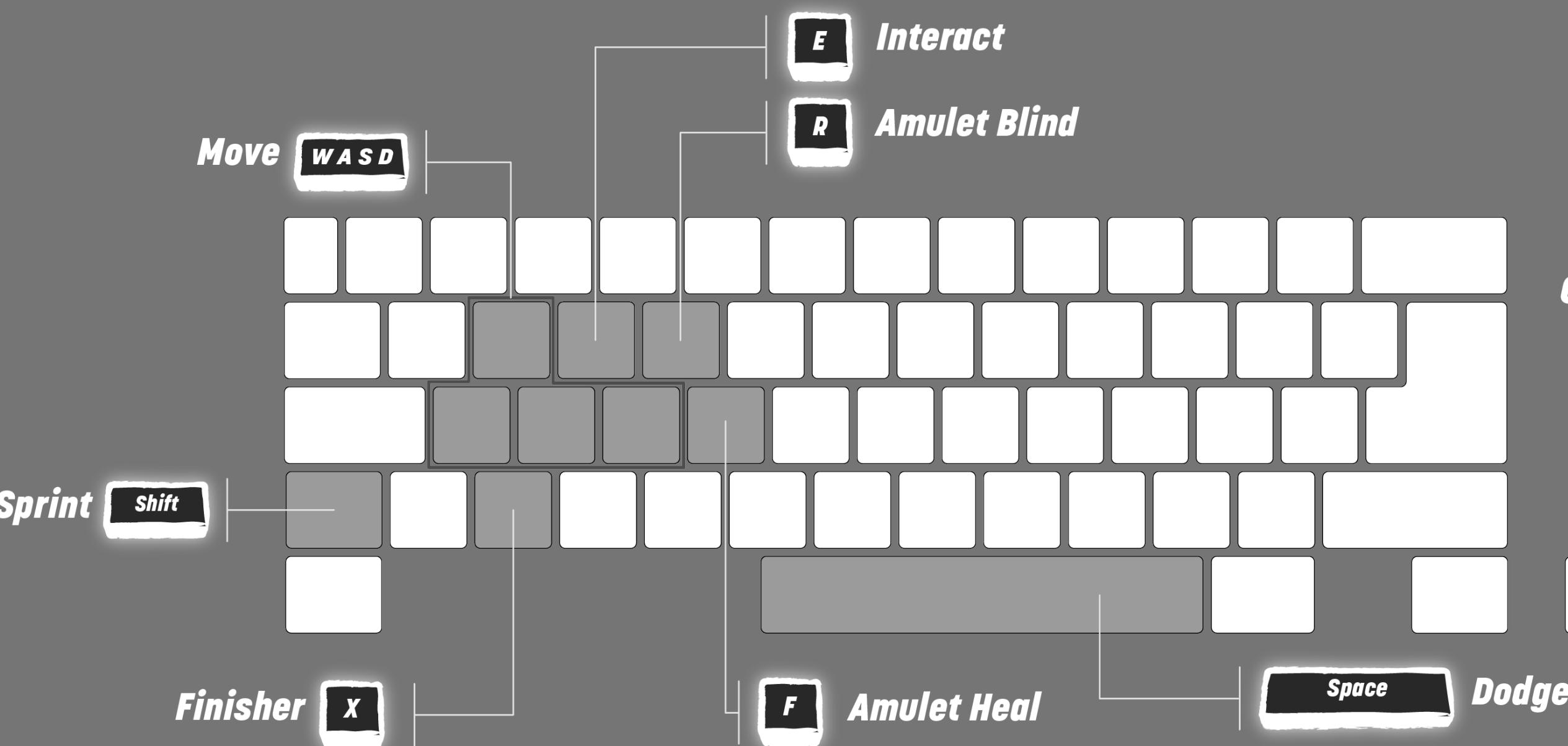
Custom colored Korolev Font made for Blindsight (Not Used)

# UI KIT

## DIALOGUE BOXES

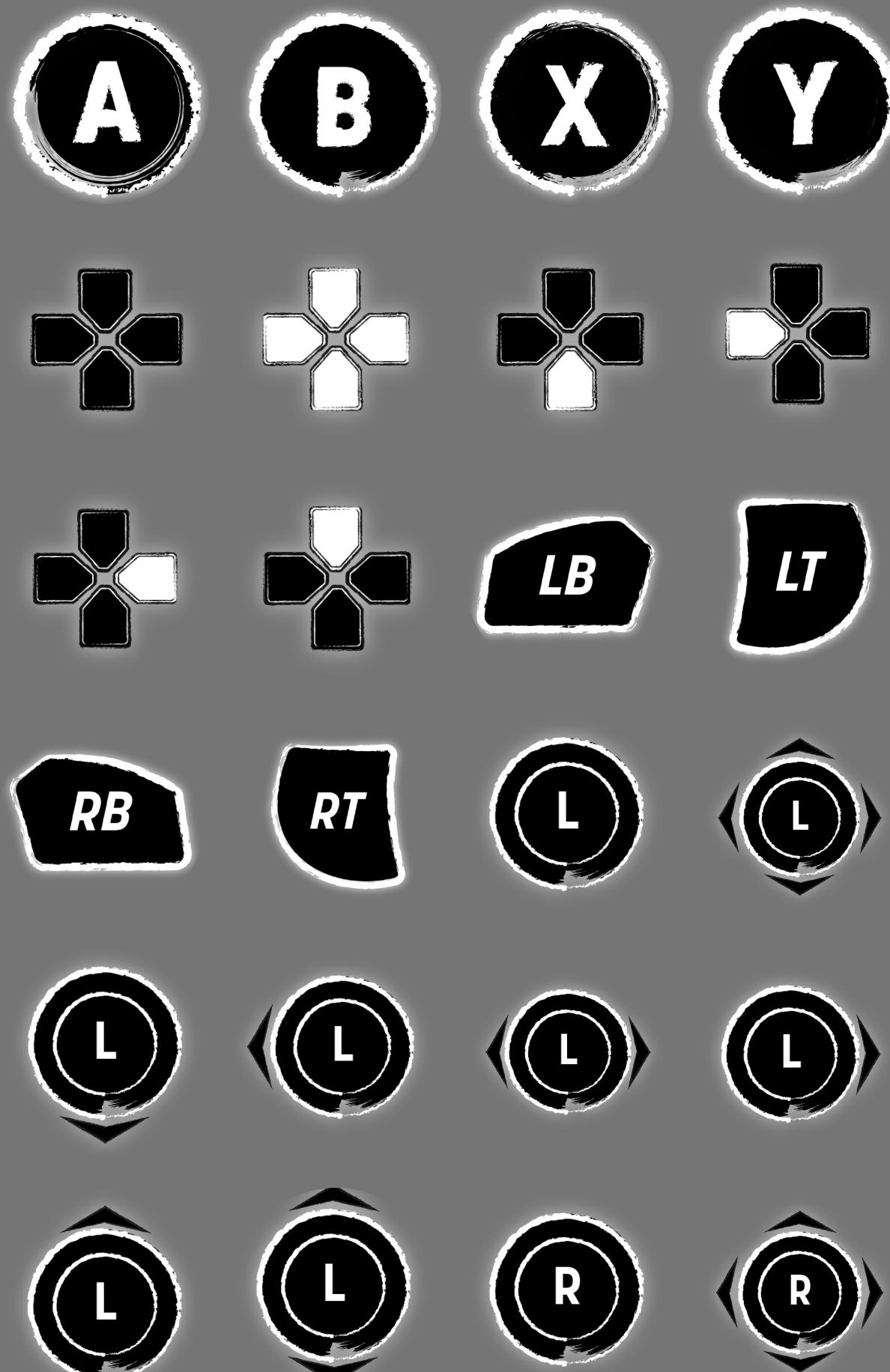
*This is a tutorial box...*

## Keyboard Layout UI



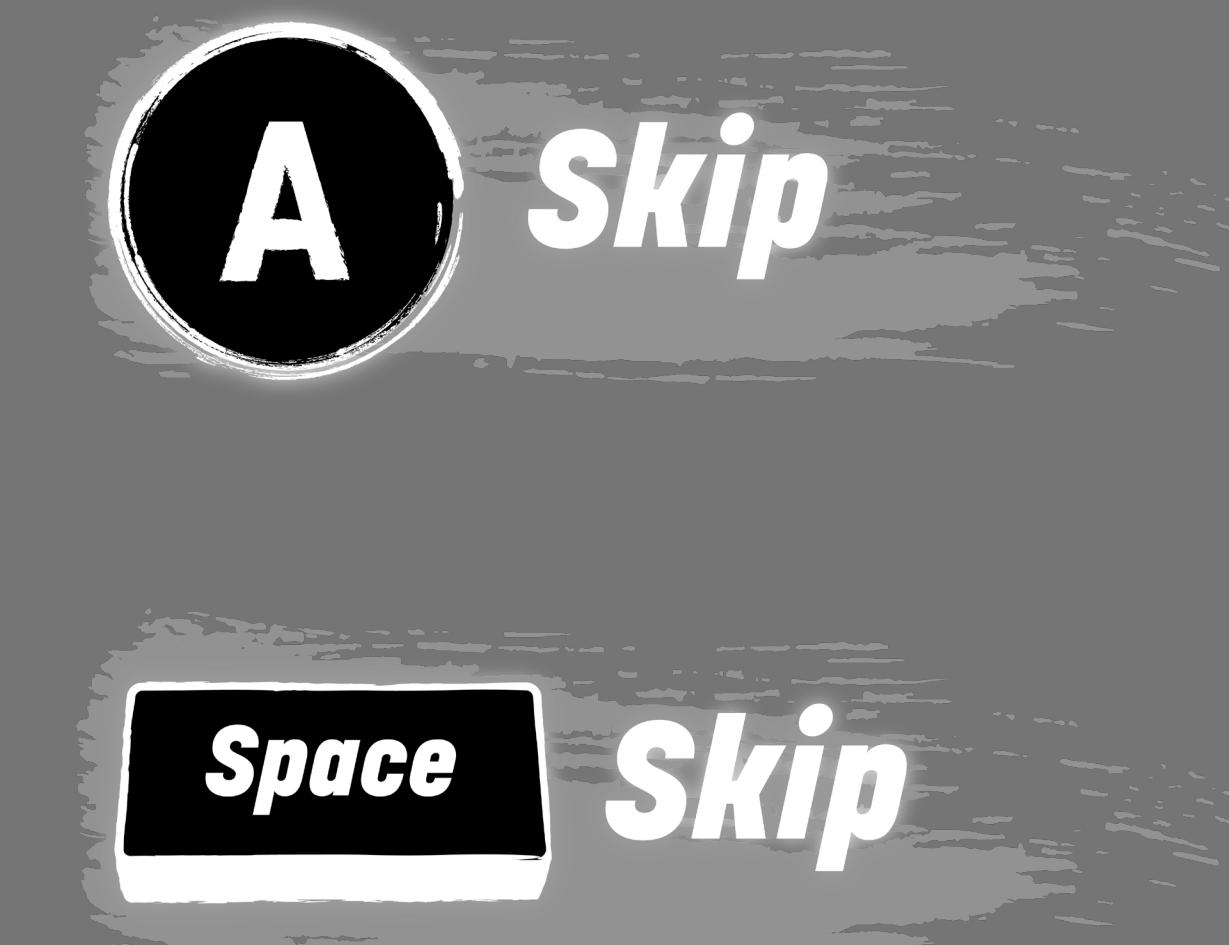
# UI KIT

Xbox UI



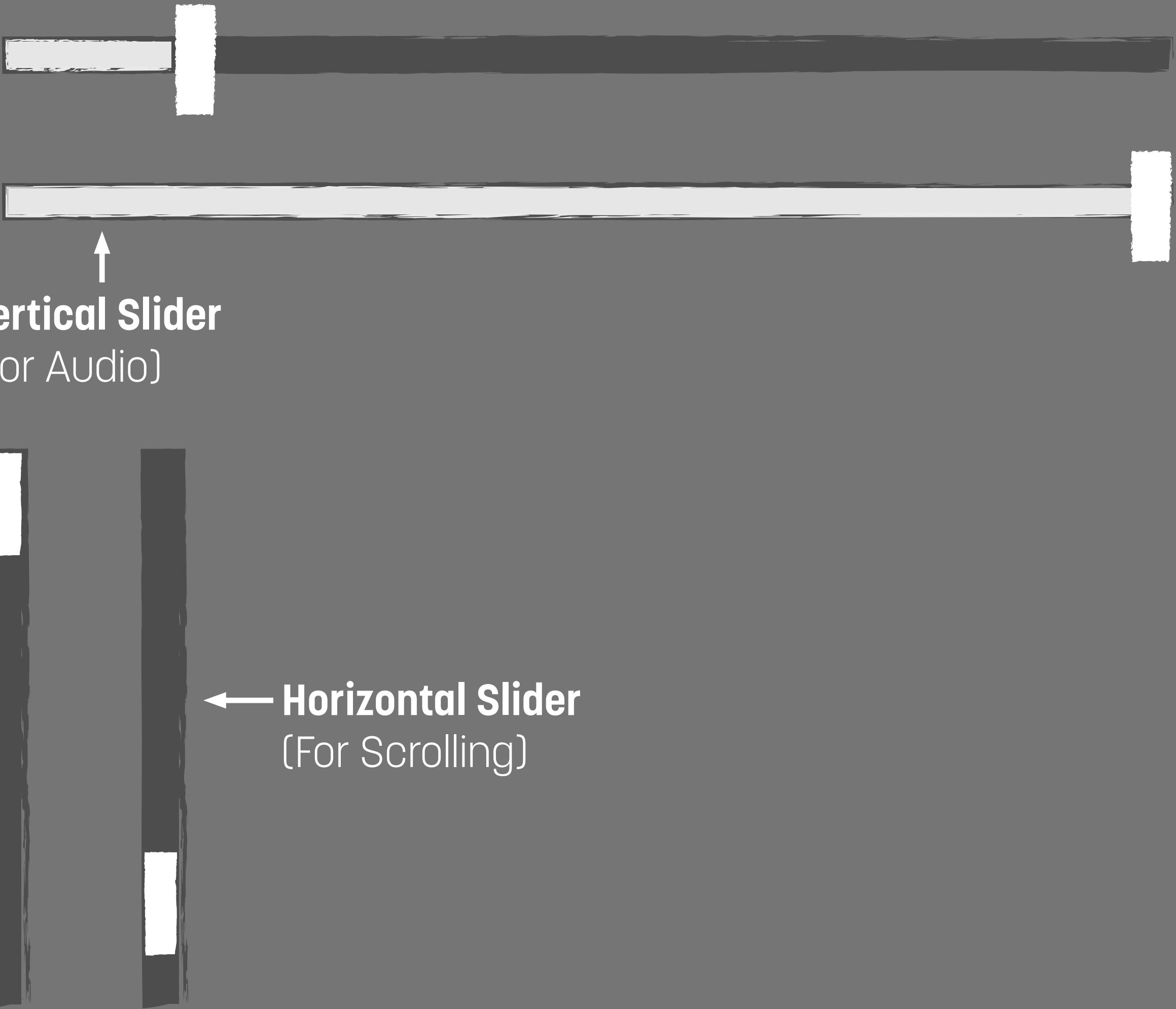
**BLINDSIGHT** XBOX / Controller UI Kit  
WAR OF THE WARDENS David (Zhehao) Xu

Skip Icon



# UI KIT

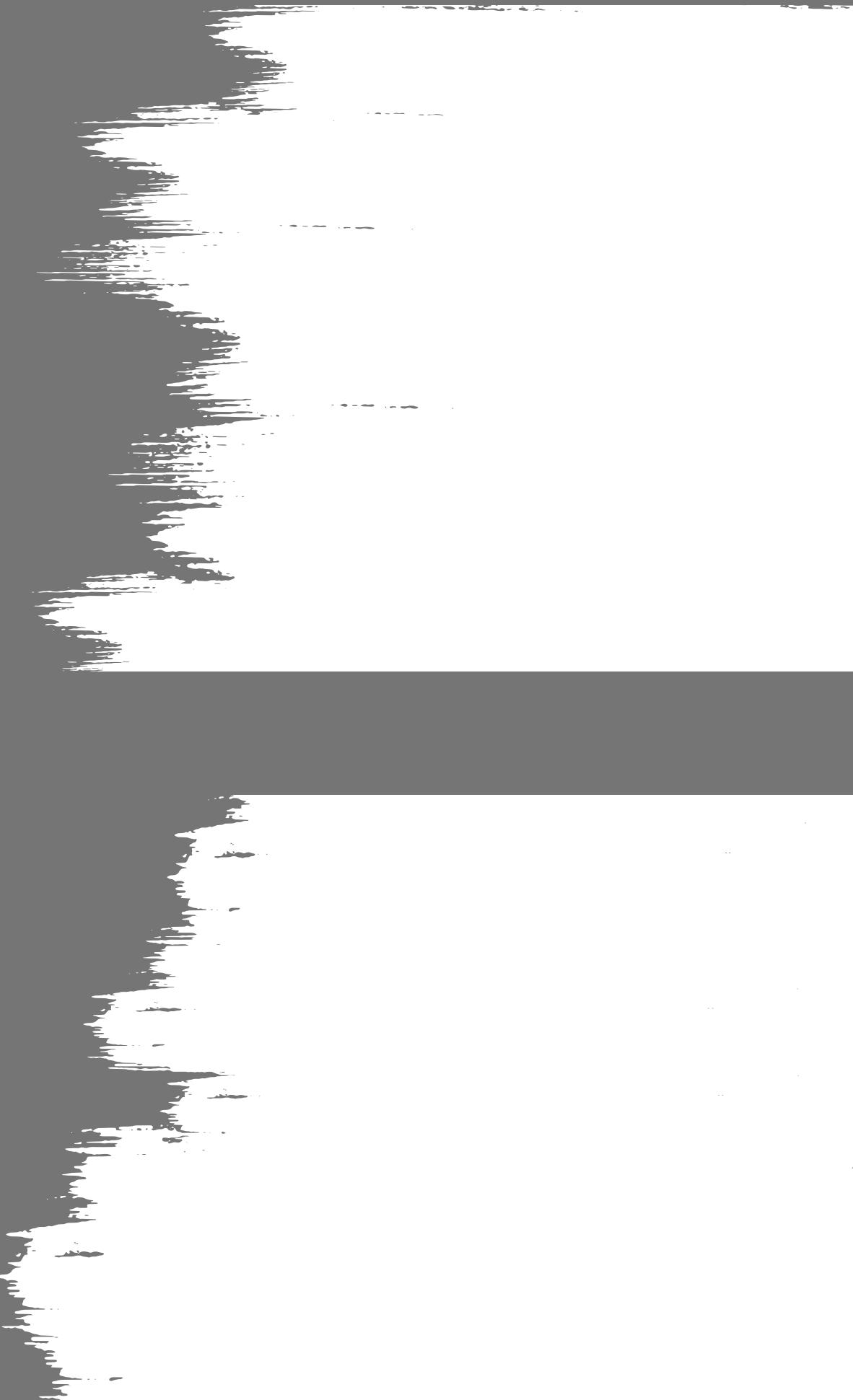
## *Option Sliders*



**Vertical Slider**  
(For Audio)

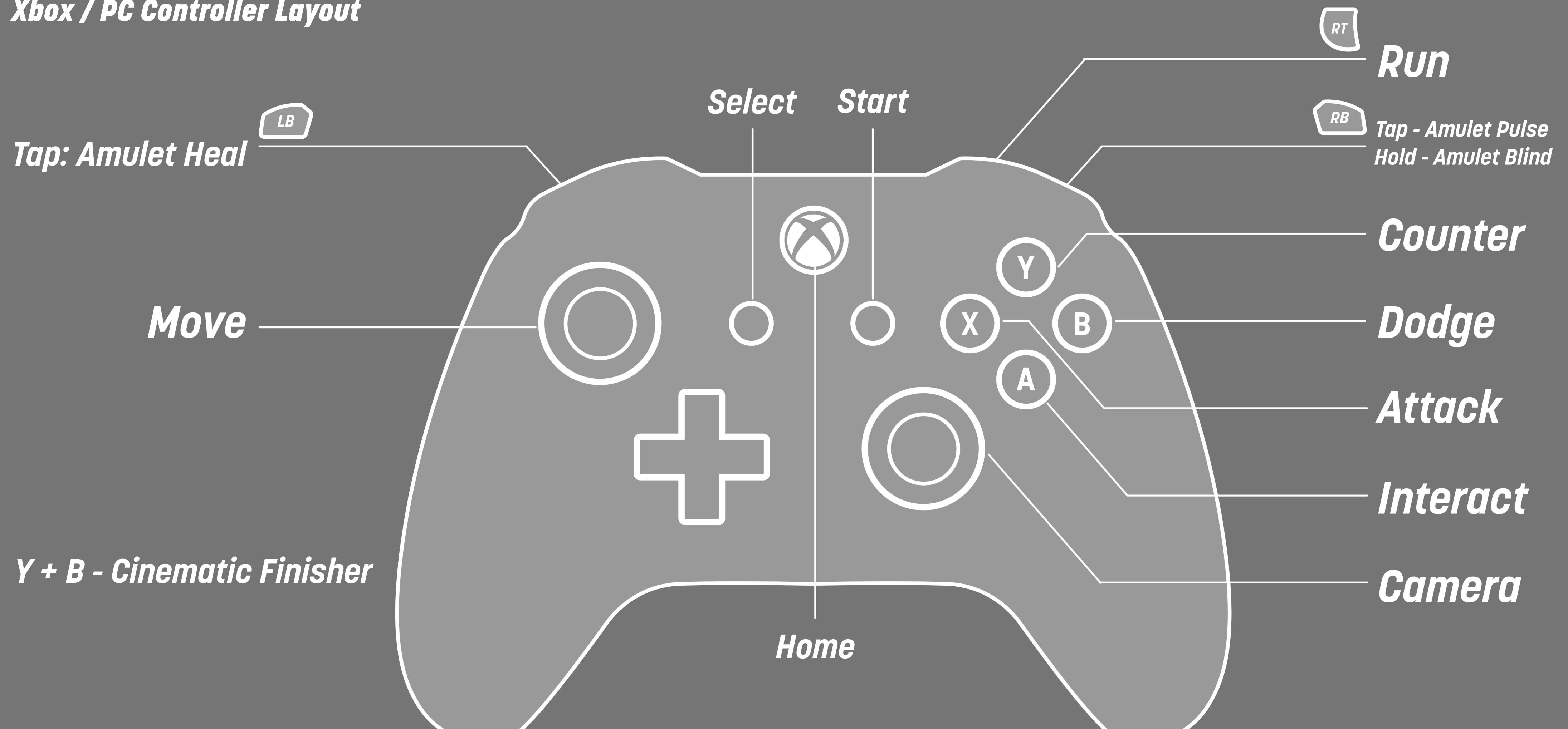
← **Horizontal Slider**  
(For Scrolling)

## *Pause Menu Background*



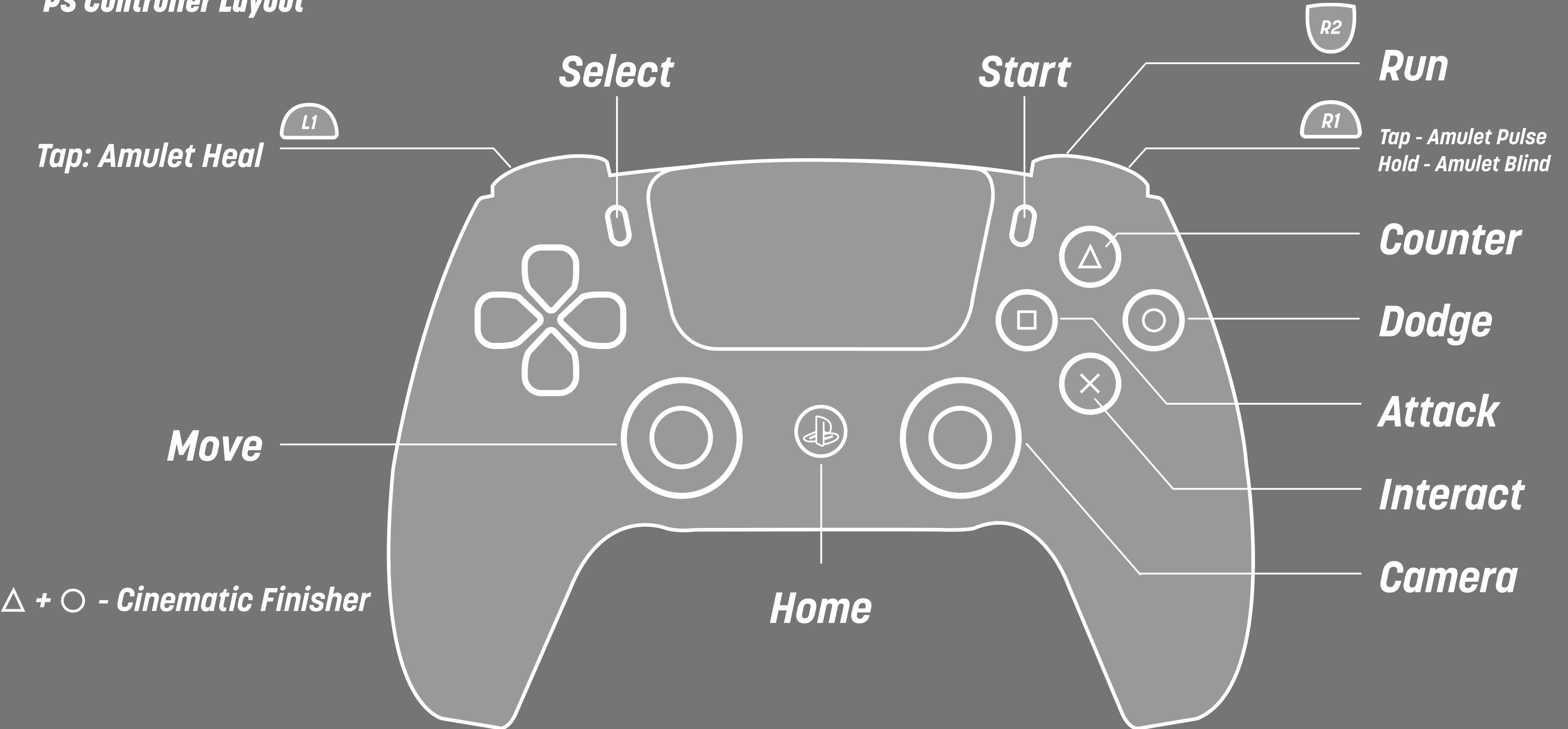
# UI KIT

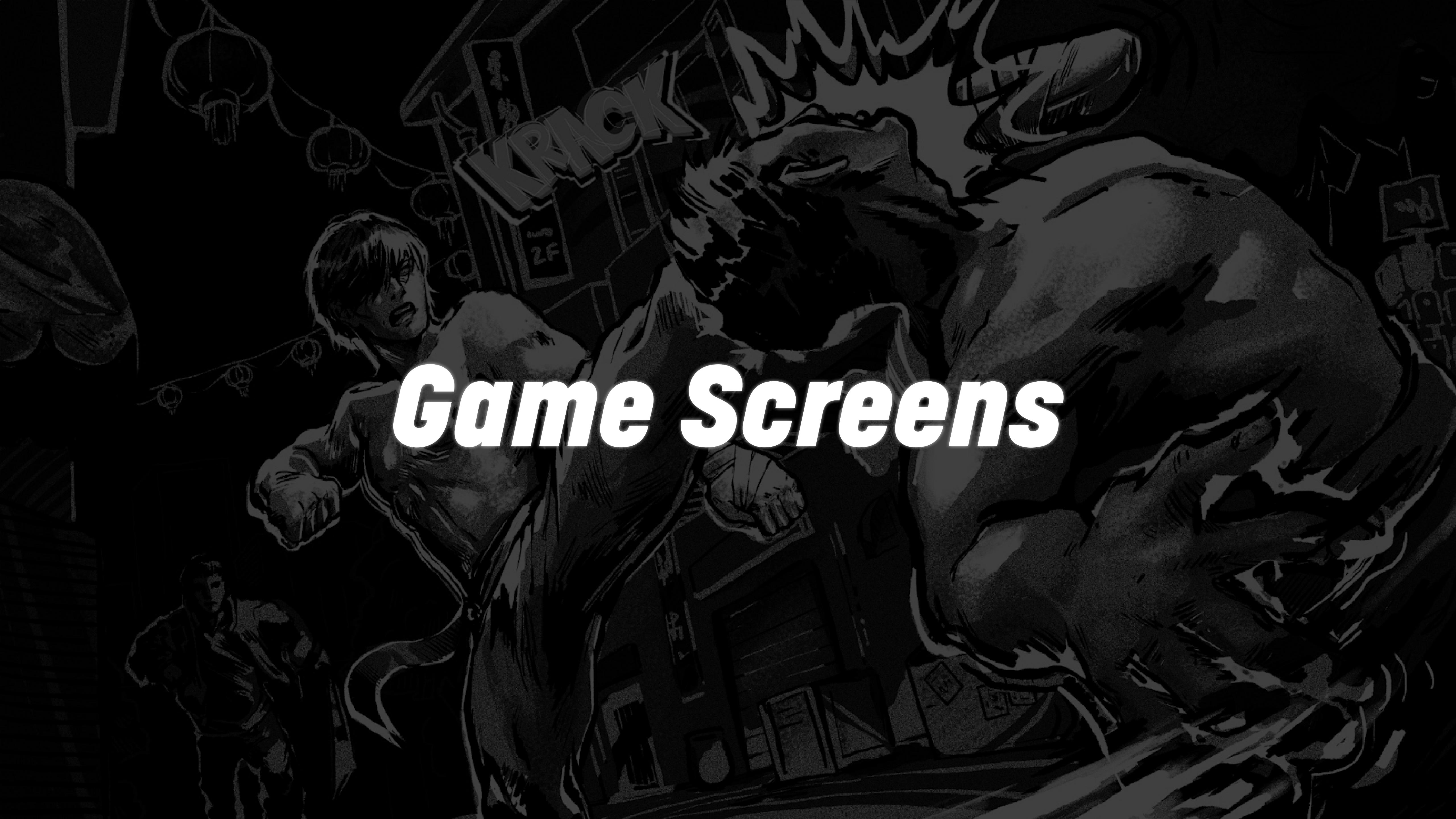
## Xbox / PC Controller Layout



# UI KIT

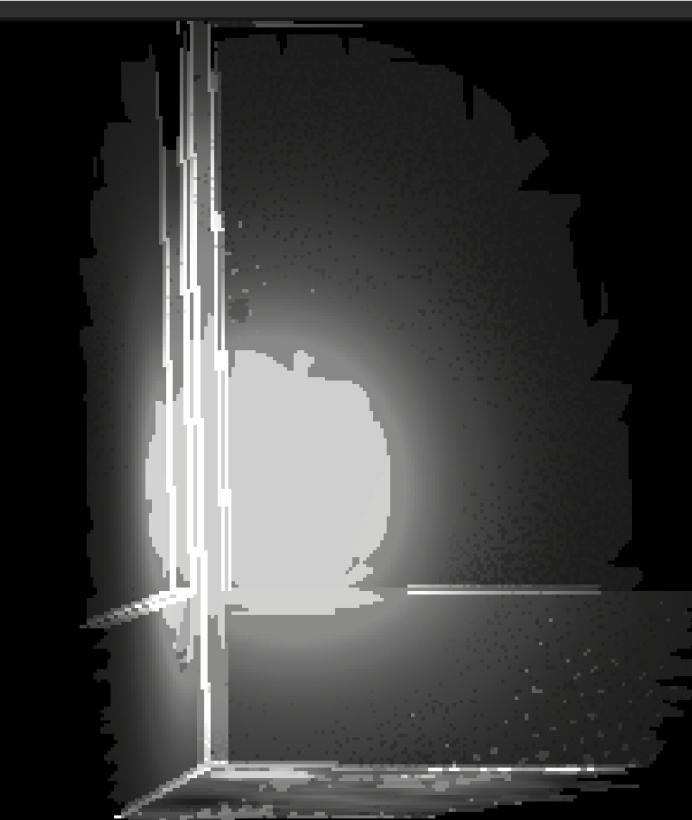
## PS Controller Layout





# Game Screens

血



*This is a tutorial box*

**Attack**

**Counter**

V1.1.3

03/20/2023

# Paused

**Resume**

**Controls**

**Options**

**Exit**

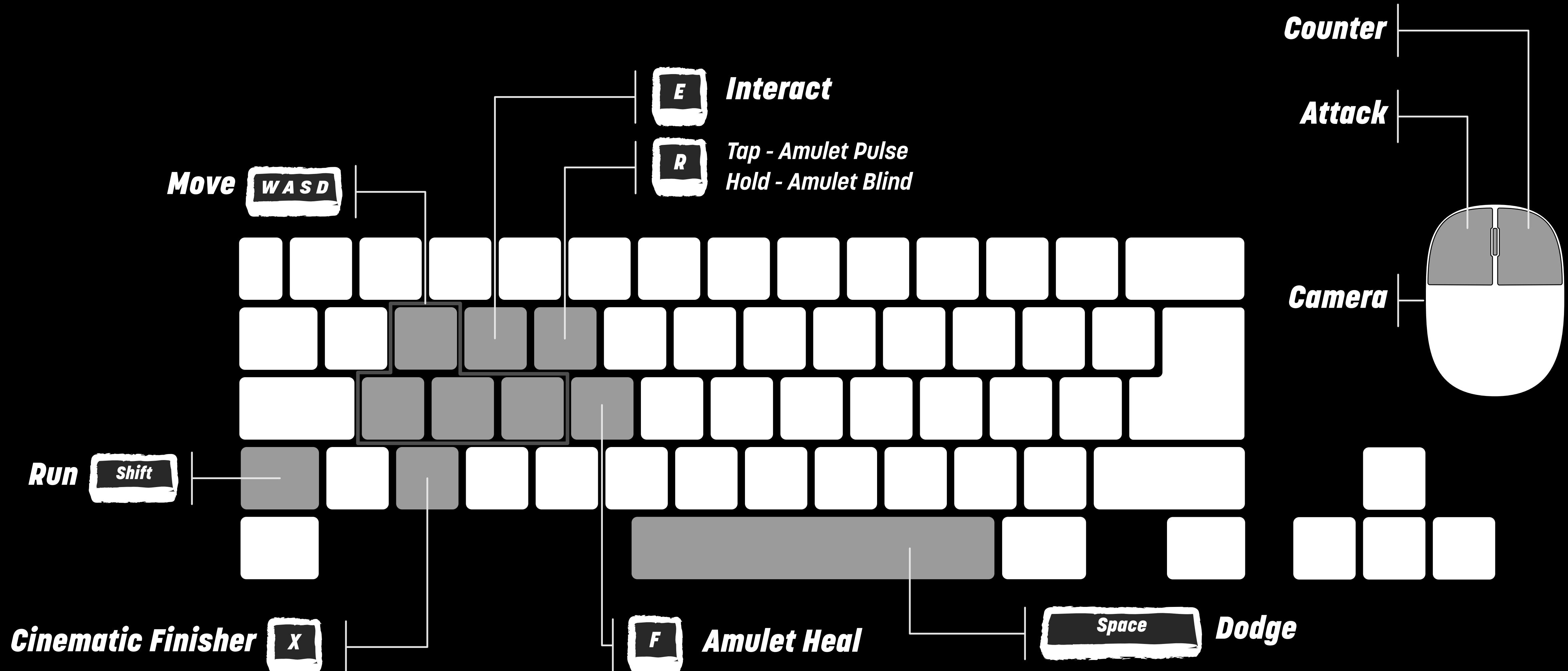
← Enter

Select

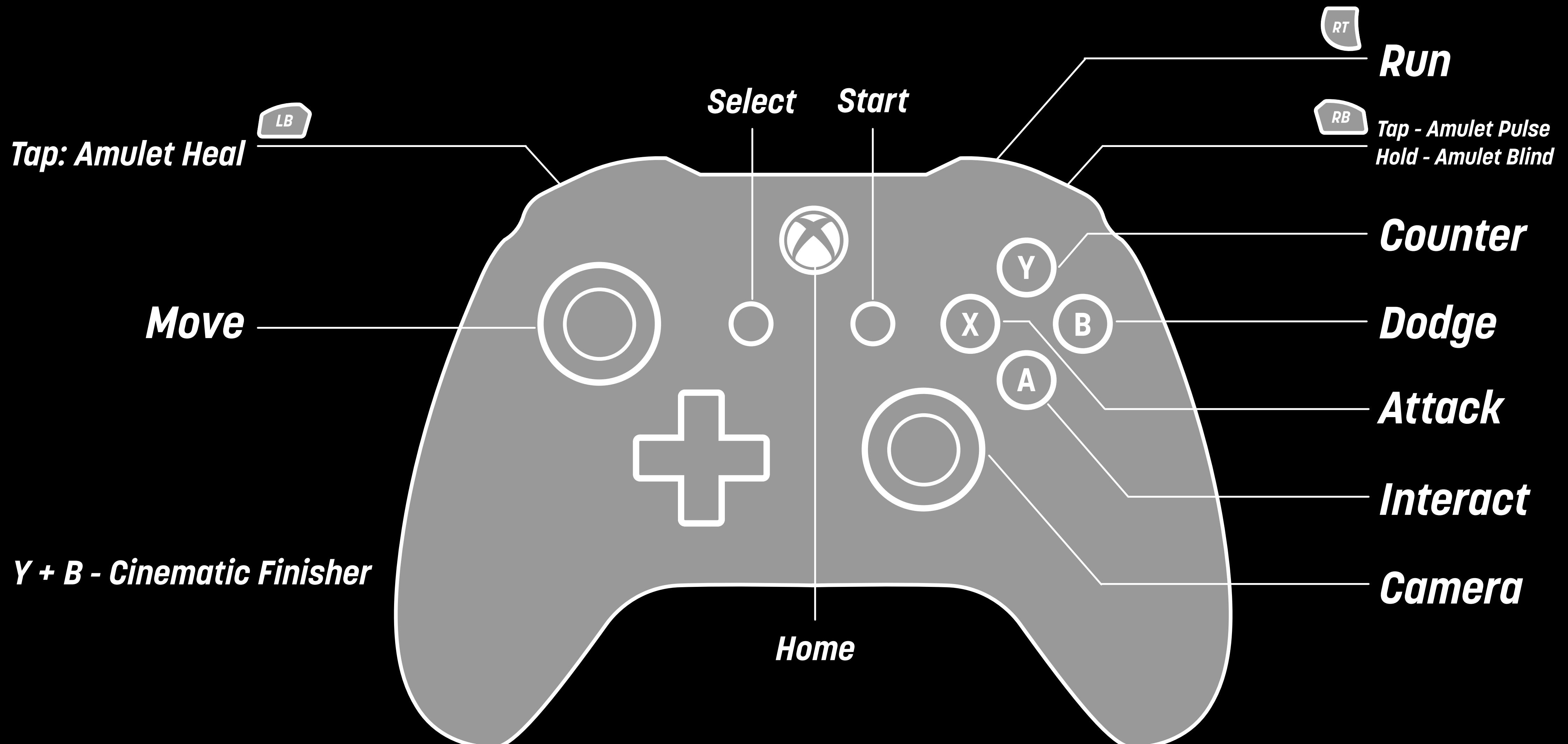
ESC

Resume

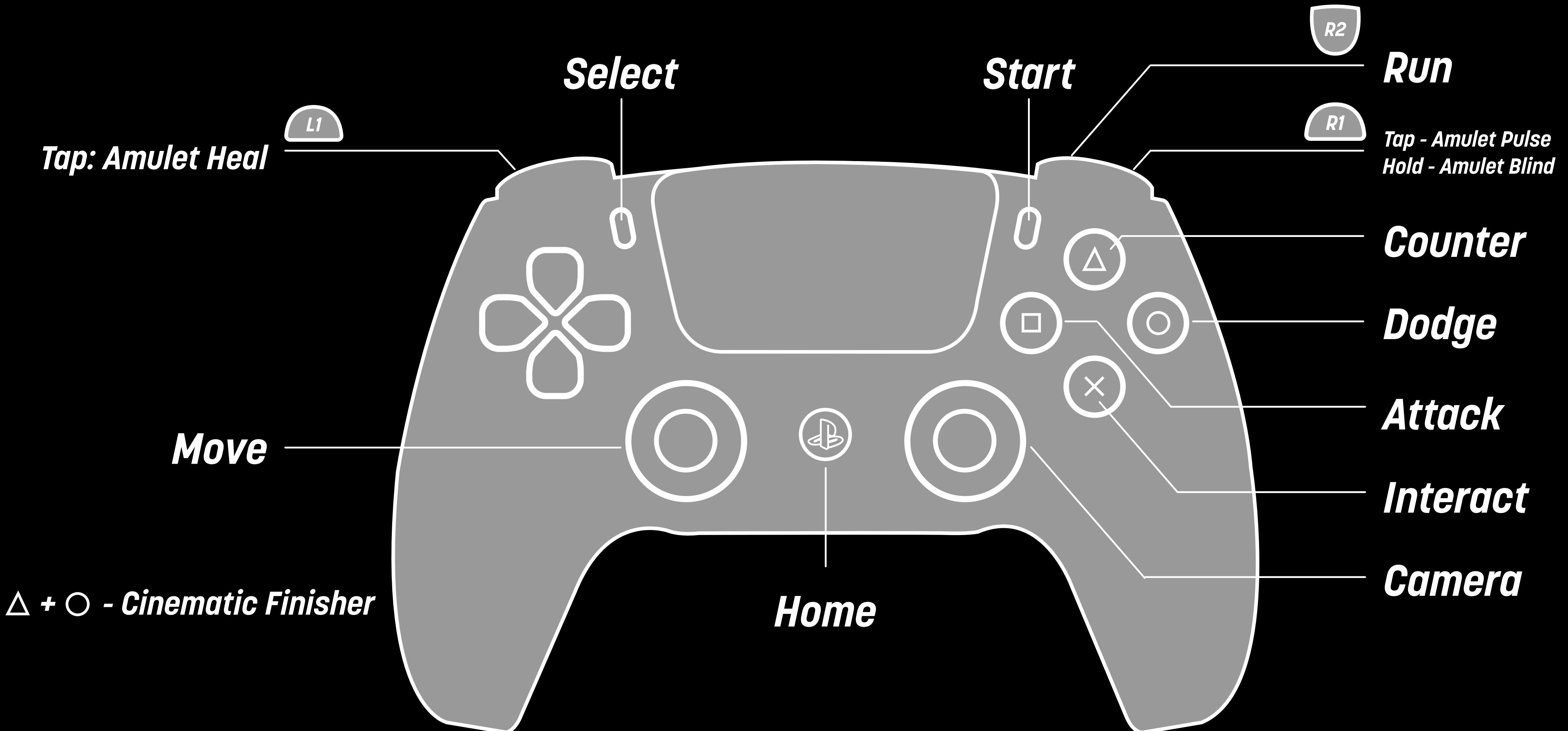
# Controls

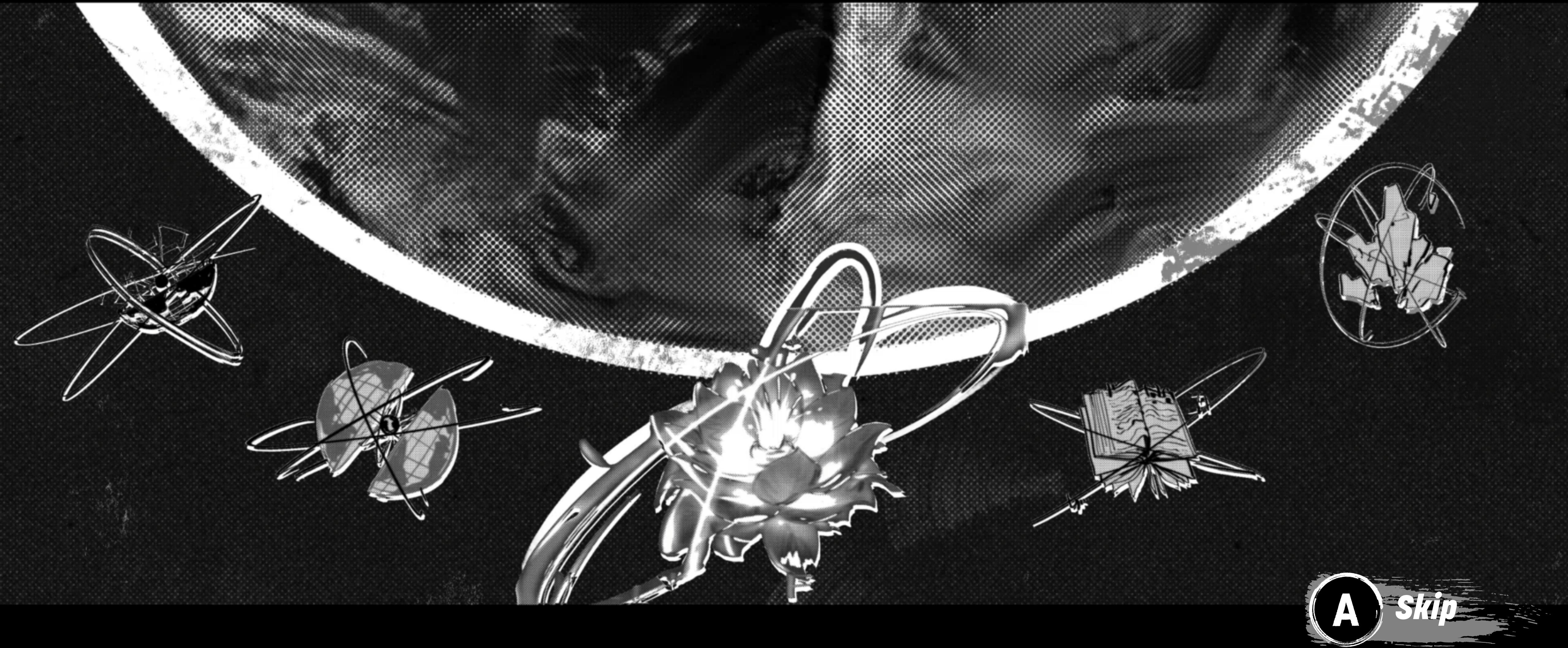


# Controls



# Controls





A

*skip*

# ***BLINDSIGHT WAR OF THE WARDENS***

**Adobe XD Prototype:** (The implemented version of the main game flow - PC Version)

**Click Me!**



# **BLINDSIGHT**

## **WAR OF THE WARDENS**