

USER INTERFACE TEST

Project Submission for Klei Entertainment

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An FYI

I've seen the trailer for Griftlands but I intentionally avoided looking at screenshots before working on this assignment because I wanted to go into this with a fresh perspective that isn't influenced by existing work.

These designs are based off the look and feel of the trailer and the provided screenshot and icons.

skeuomorphism vs flat

I leaned pretty hard into a skeumorphic visual design because I wanted to showcase some skills that aren't on display in my portfolio.

Another reason was that the existing art style of the game had a lot of substance that lent itself well to a skeumorphic design.

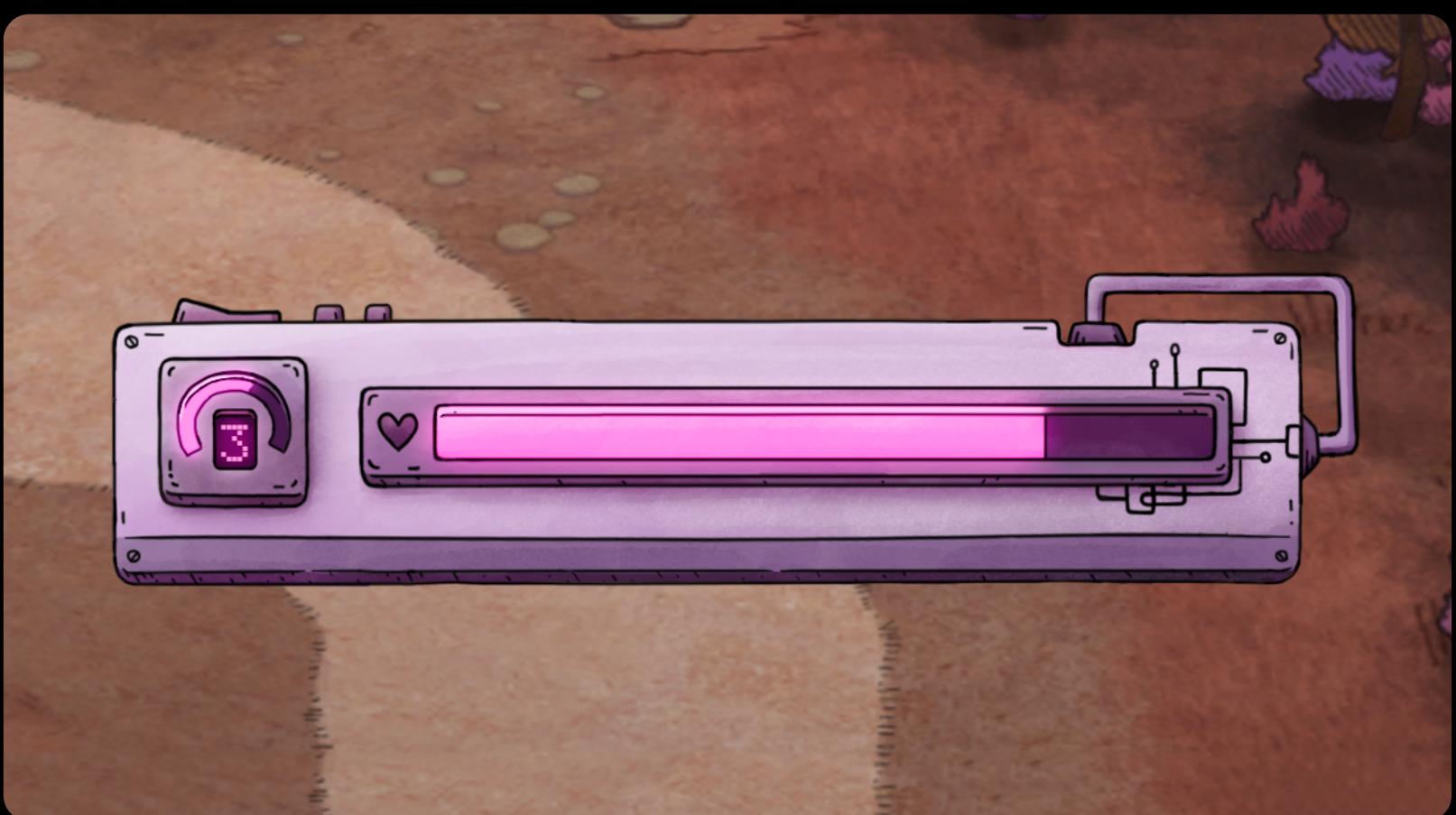
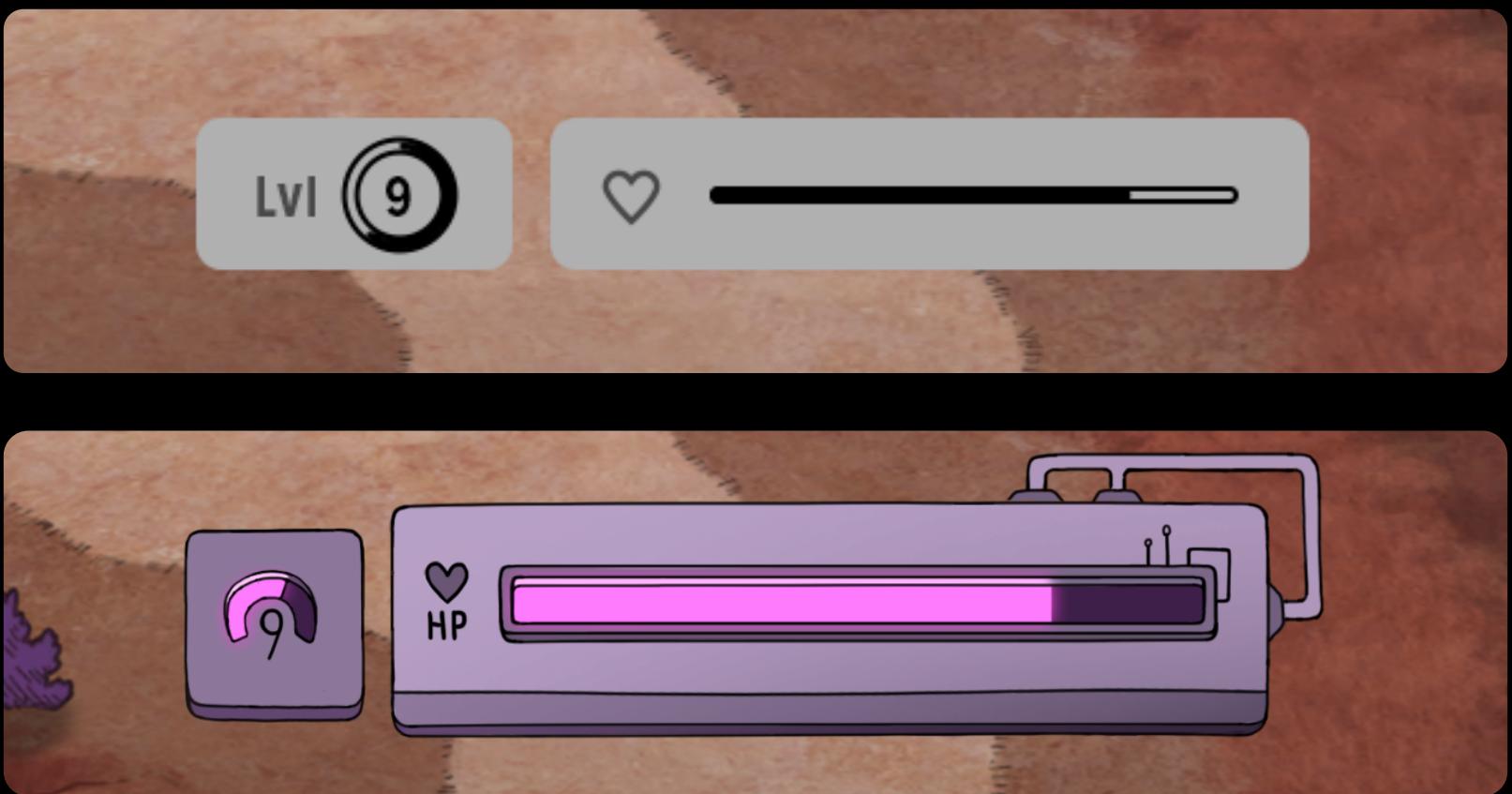
Design walkthroughs

Player display

Health, level, and XP

I designed an industrial looking mechanical device to display the player's hp and xp. The style was based off of the provided gun icon. The pink display on the gun was the main inspiration behind all the pink lights.

It was important to me to display the hp and xp without numbers because it results in a cleaner interface with less text clutter.



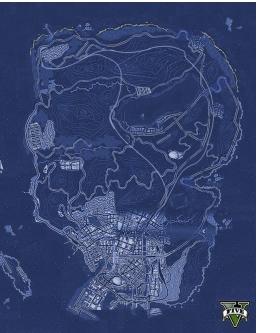
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Blueprint map

Player location and markers

I got inspiration for this map design off one of the provided icons that resembled a blueprint with technical diagrams on it.

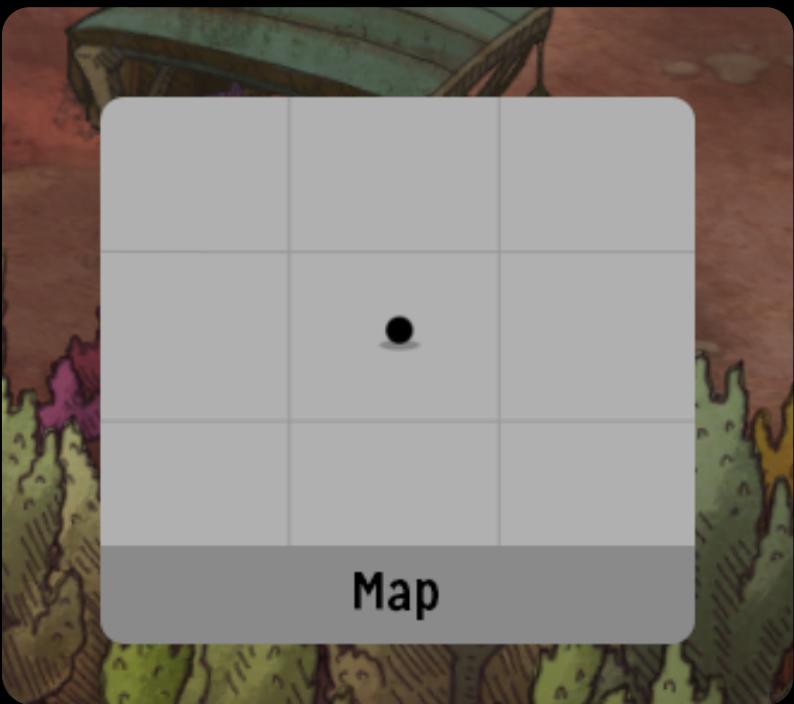
I modified the lines and colours of the map from GTAV to get the topology for this mockup.



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Digital Displays

Clock & active quest

I initially went with an analog looking design for the clock that did not show any numbers. It ended up taking up too much space so I simplified the design and went with this digital clock.

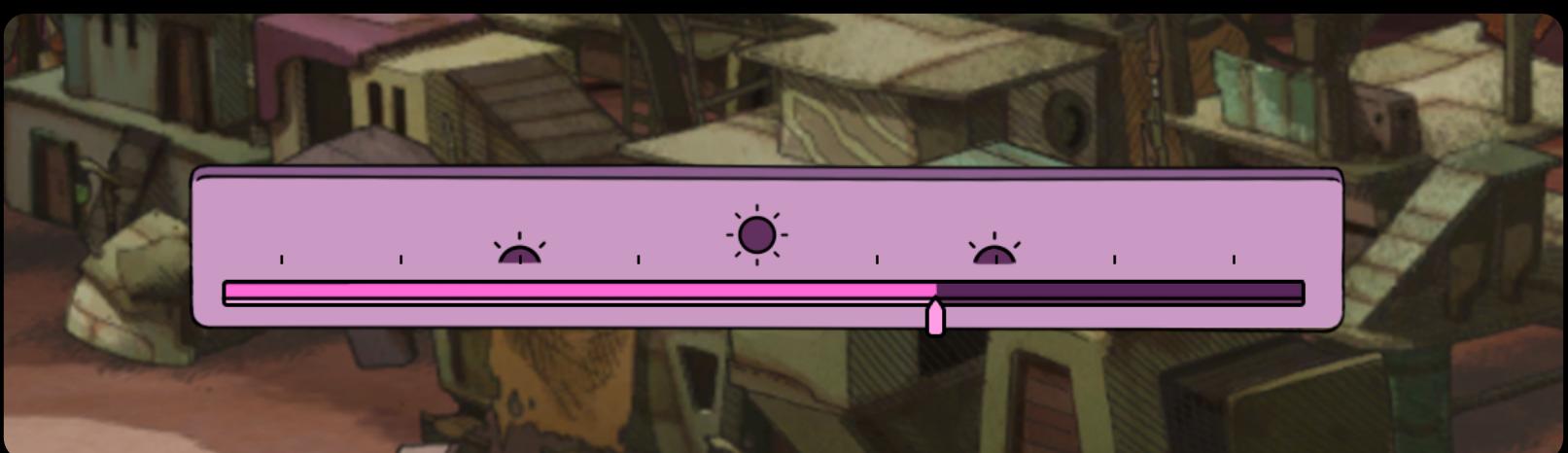
I applied that style to the active quest widget and also drew some inspiration from one of the robotic characters in the trailer.



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Notepad

Inventory, quests, and contacts

I knew I wanted to group these interactions early on because they are concepts that can be applied to in world objects that the player interacts with.

The resulting design is a notepad that the character is using the track what items they have, what quests are available, and their contact info.

The idea is that when the user clicks on the quest or contacts tab, the notepad would scale up, flip to a different page, and show the appropriate content.



Full screenshots





Thanks for taking a look!