

# **ANIMAL CROSSING NEW HORIZONS UI MICRO-INTERACTION ANIMATIONS**

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**client** NMDE 303 - New Media Design Interactive III

**timespan** Spring 2020

## the context

Micro-interactions are events whose single purpose is to delight the user. Good micro-interactions communicate status, provide feedback, enhance a user's sense of direct manipulation, and help users see the results of their actions.



## the task

For my New Media Interactive III class, I was tasked with designing and animating micro-interactions for multiple styles of buttons for a client of my choice. This includes one big main button, a toggle switch, a slider, a multimode selector, radio buttons, and checkboxes.

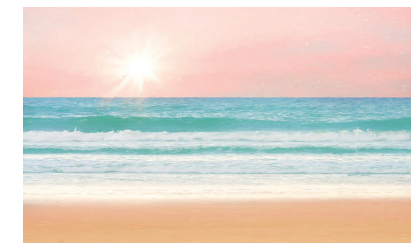
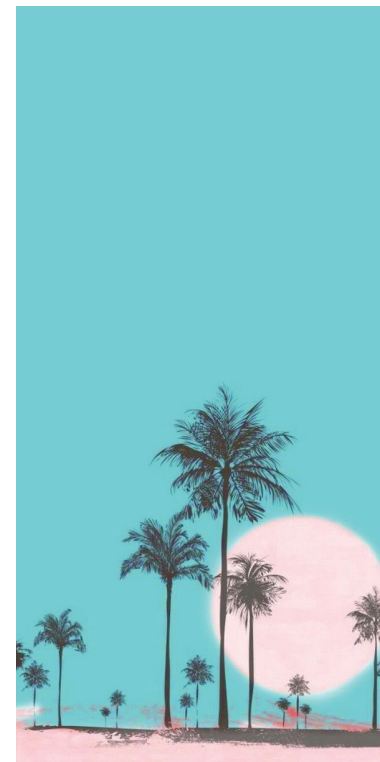
I chose Nintendo's video game Animal Crossing New Horizons as my client.

## mood board

This “Bubble Paradise” mood board encapsulates the calm, tropical, welcoming vibe of the Animal Crossing New Horizon’s video game.

Emotional Descriptors:  
Inviting, Relaxing, Pleasant

Visual Descriptors:  
Clean, Fluid, Round



# style board

I took main inspiration from the existing branding of the Animal Crossing Pocket Camp as well as any currently existing branding of the New Horizons game.

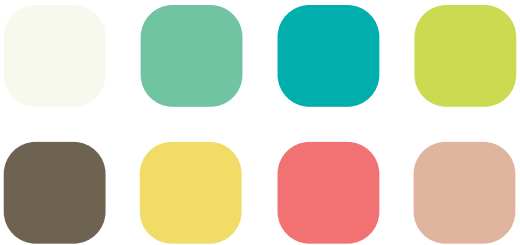
STYLE  
INSPIRATION



TYPEFACE

**NUNITO | nunito**  
THE QUICK BROWN FOX JUMPS OVER  
THE LAZY DOG  
the quick brown fox jumps over the lazy dog

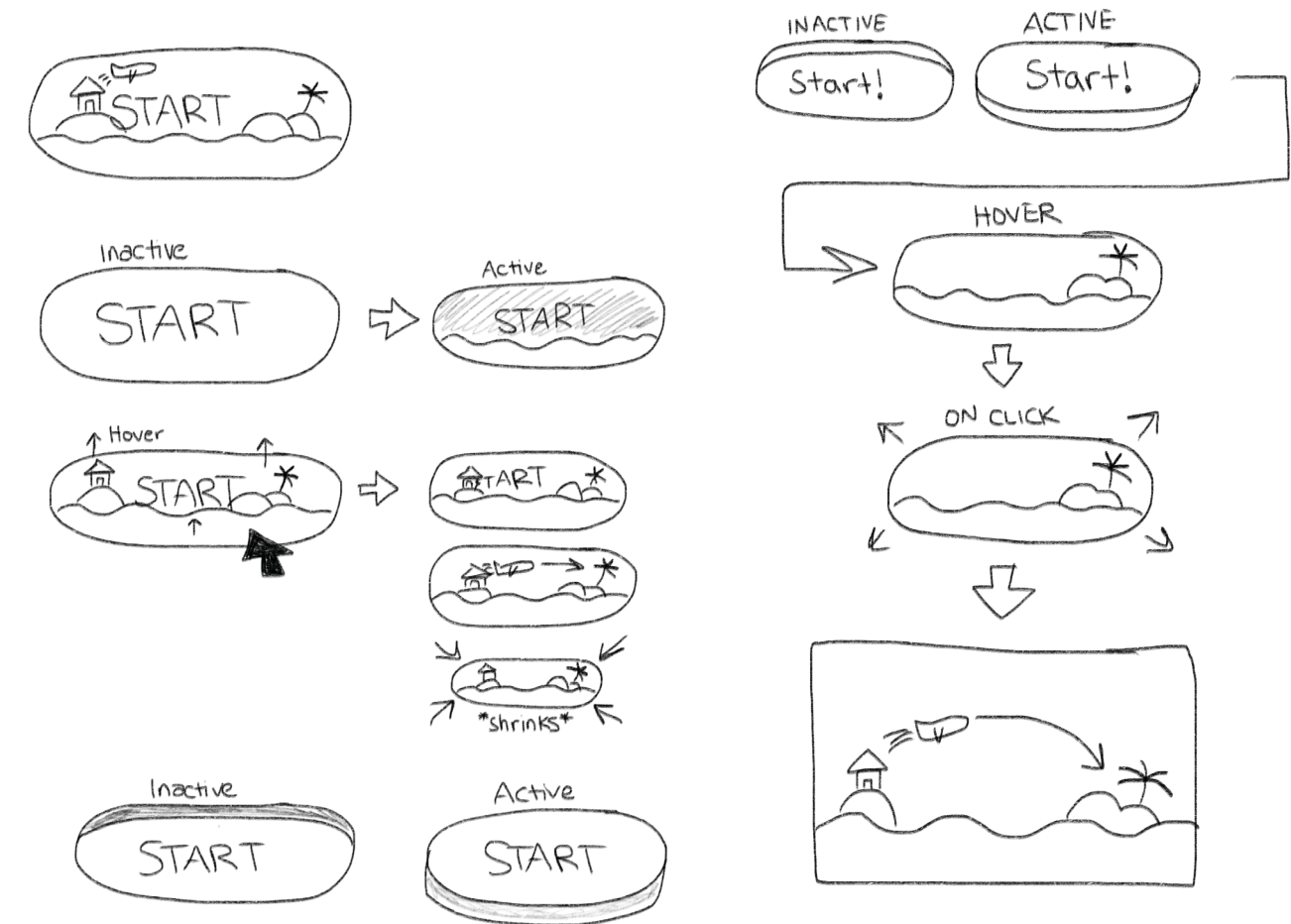
COLORS



## sketches - main button

I wanted the first, main button to be the “start” button. It’s the button that would signify the beginning of the user’s journey to their Animal Crossing island.

I played around with the idea of using a similar design of the palm tree island on the water to that of the tag on the New Horizons title logo.



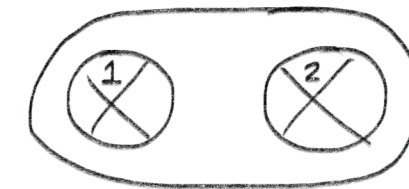
## sketches - toggle switch

For the toggle switch, I wanted the user to have the ability to decide between Tom Nook and Isabelle as their guide to the island.

From the get-go, I wanted the toggle switches to show both of their faces. Unselected, they are asleep, but they are awakened when selected.

TOGGLE:

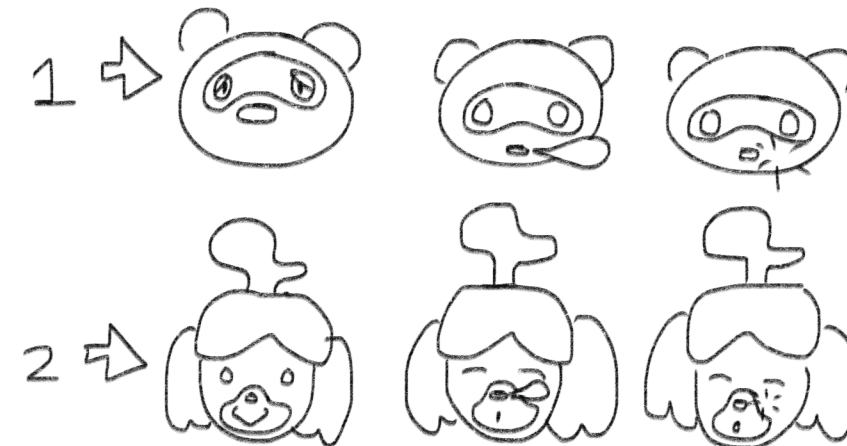
Pick your island guide!



SELECTED

UNSELECTED

HOVER





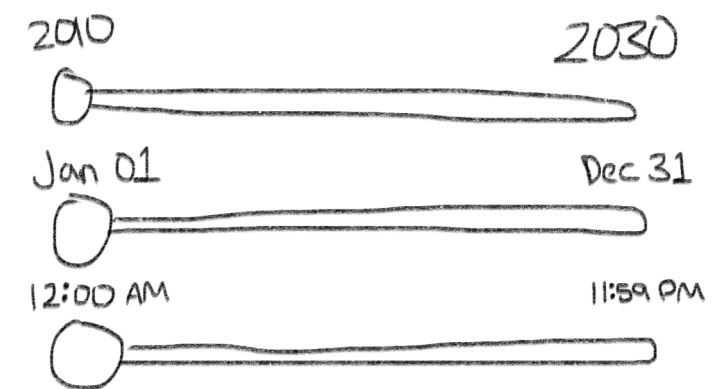
## sketches - slider

Next, the user would set the date and time, as with almost any Animal Crossing main series game.

I wanted to design a simple set of sliders for the simple function of changing the year, date, and time.

SLIDER:

Set the date and time!





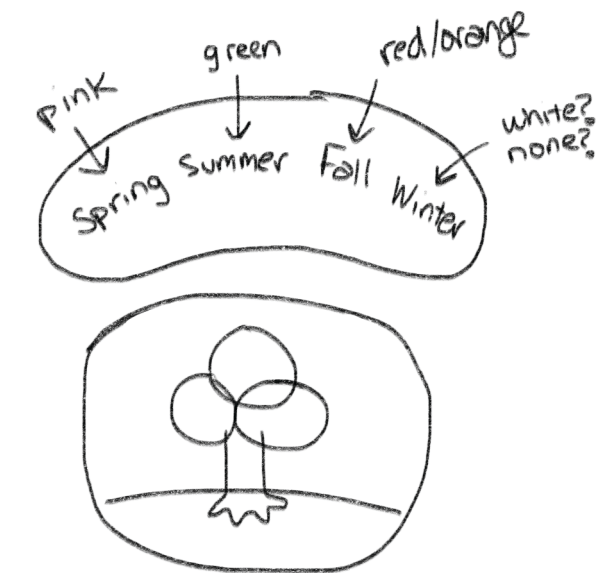
## sketches - multimode selector

Along with the date comes the season. Because the seasons are different between the northern and southern hemispheres, I thought it would be fun for users to be able to choose the season in which their island begins.

Along with the name of the season, I thought it would be nice to display how each season affects the island by way of showing trees as they change throughout the year.

MULTIMODE?

Select your starting season!



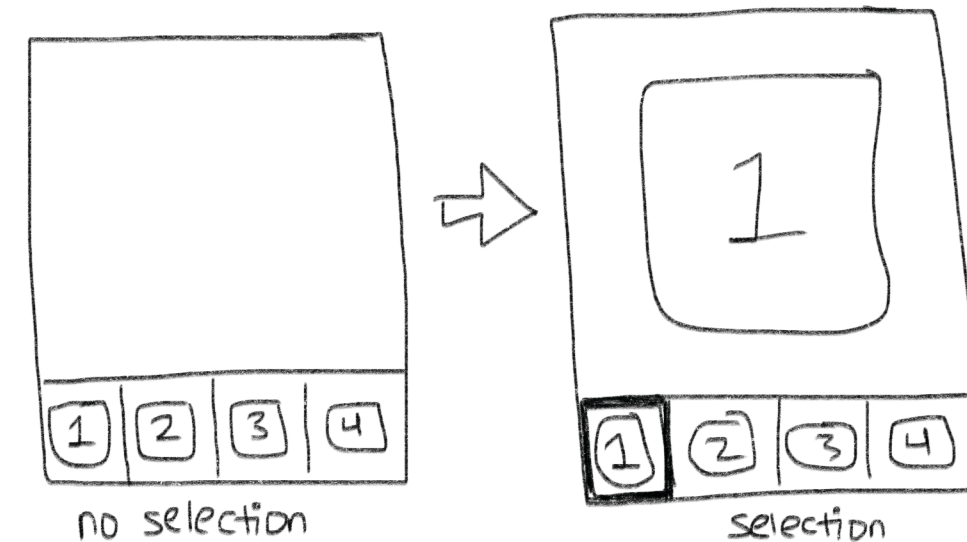
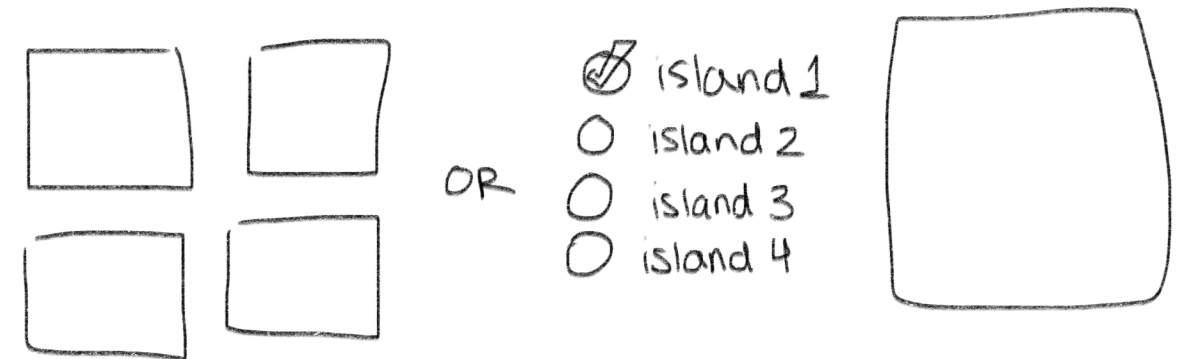
## sketches - radio buttons

After selecting the season, users will be able to choose the island to which they would like to travel. As per radio buttons, the user is only allowed to select one island.

I imagined that each island would grow and pop in as it's thumbnail is selected. When a new island is selected, the previous island icon would shrink down.

RADIO BUTTON:

Choose your island destination!



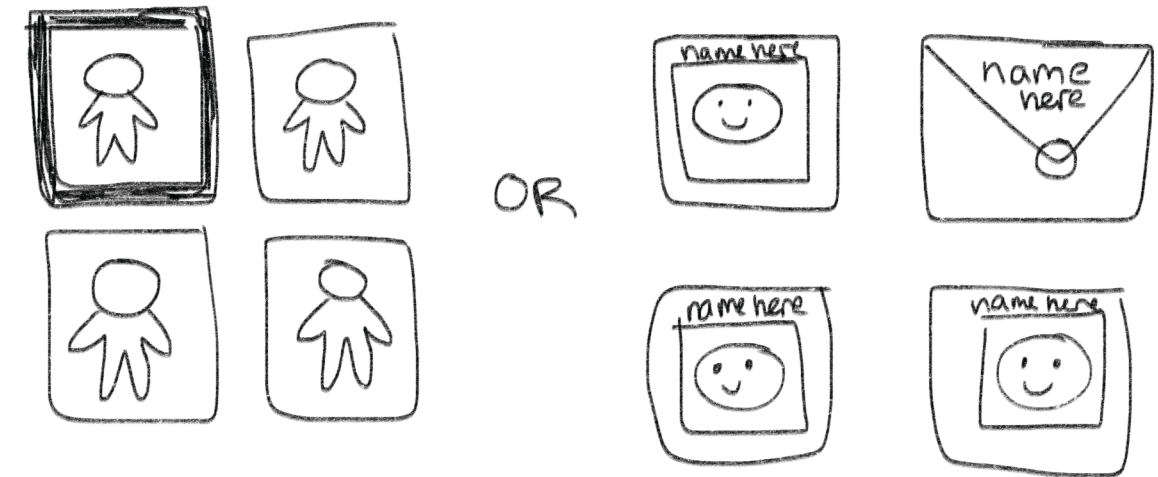
## sketches - checkboxes

Finally, before heading to the island, the user is able to invite two villagers to go travel alongside them.

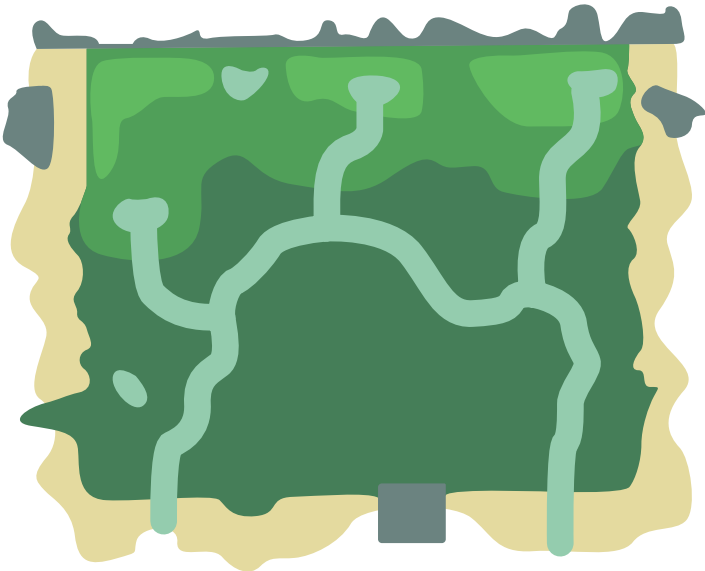
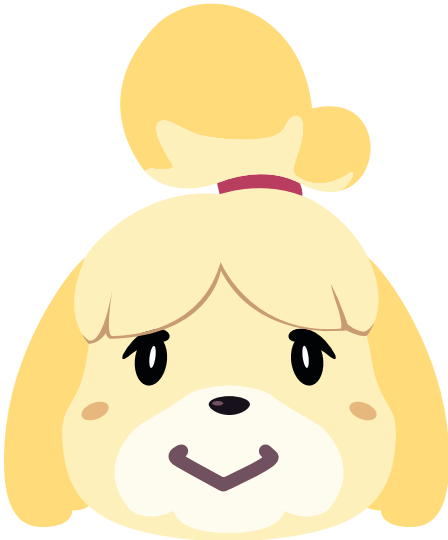
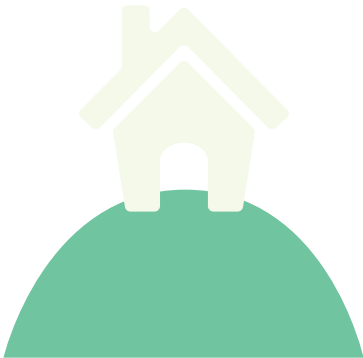
A small, randomized list of the possible villagers is shown as cards. Each card comprises the name of the villager and an image of what their head looks like.

CHECKBOXES:

Invite 2 villagers!



still mockups



## **animation**

Vimeo Link: Animation In Progress

Password: nmlopez360



**Start!**