Knight of Arkane GDD

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Screen Resolution

- 2048x1536 (Samsung S2 tablet)

Task Lists

- Main Menu Page (Tristan)
  - Transfer Data, Start Game
- Transfer Data Page (Tristan)
- Game Play Screen (Sek Heng)
  - All vital GUI layouts
  - Controls placements including handling of power-ups/ combat moves etc
  - Mini-map
- Chatting with NPCs Dialogue box (Sek Heng)
- Menu Flow (Sek Heng)
- Map Screen (Sek Heng)
- NPC Shop Screen (Sek Heng And Zhaoyuan)
- Win and Lose Screen (Sek Heng)

Task Lists

- In-Game Pause Menu (Zhaoyuan)
    - Pauses the entire game.
    - choose to resume game
    - go to setting
    - go to inventory
    - go to player stats,
    - return to main menu
- Inventory Screen(Zhaoyuan)
- Status Screen(Zhaoyuan)
- Equipment Screen(Zhaoyuan)
- In-Game Setting(Zhaoyuan)
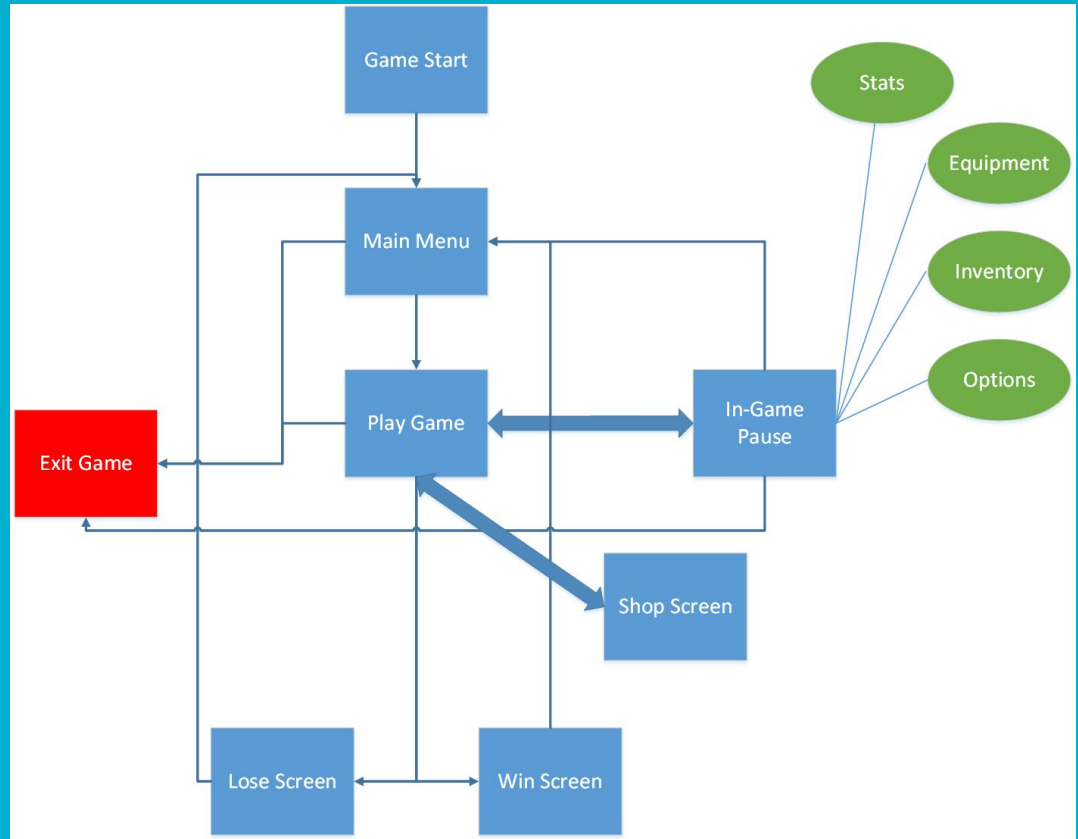- Sound and Vibration Feedback(Zhaoyuan)

Task Lists

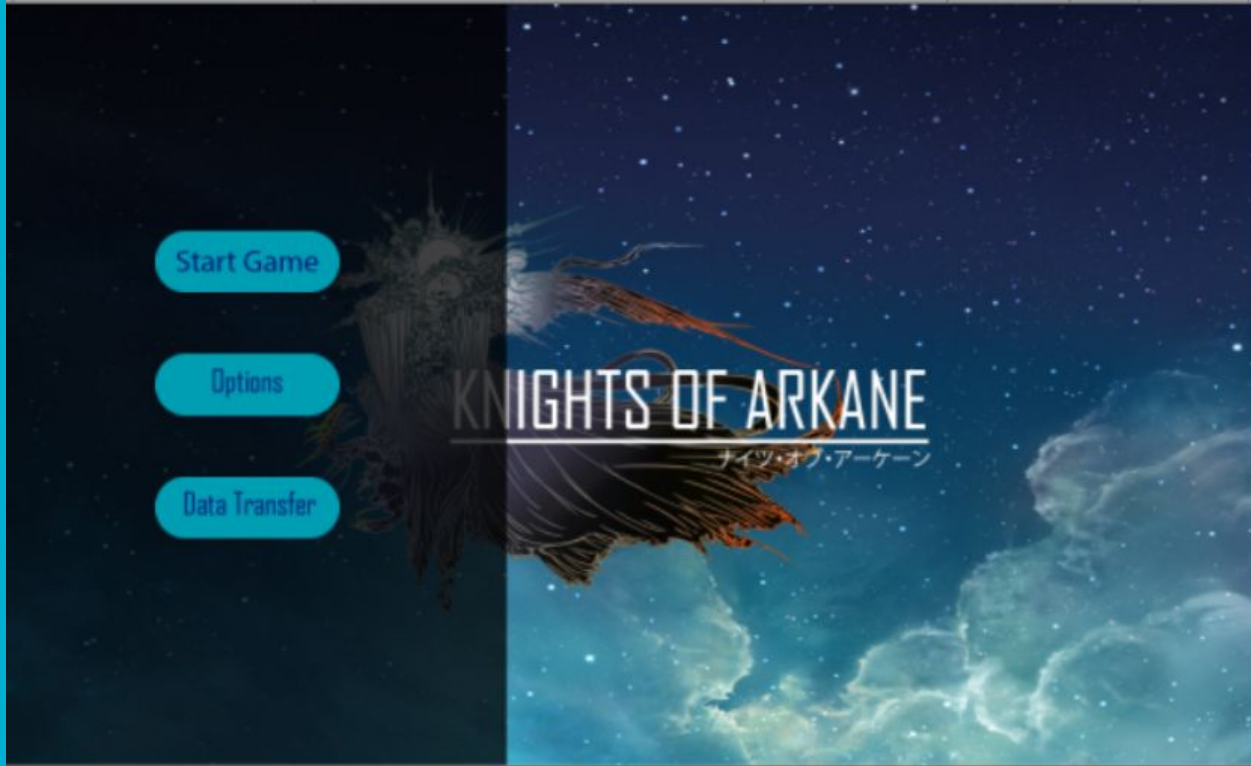- Alert Dialog (Zhaoyuan)

Menu Flow

Difference

- There is a win and lose screen now which returns to main menu
- Splash Page is removed
- There is no trade in In-Game Pause Menu

Main Menu

Main Menu

Simple Menu

3 Options:

1. Start Game,
2. Game Settings
3. Data Transfer

Tap once to activate

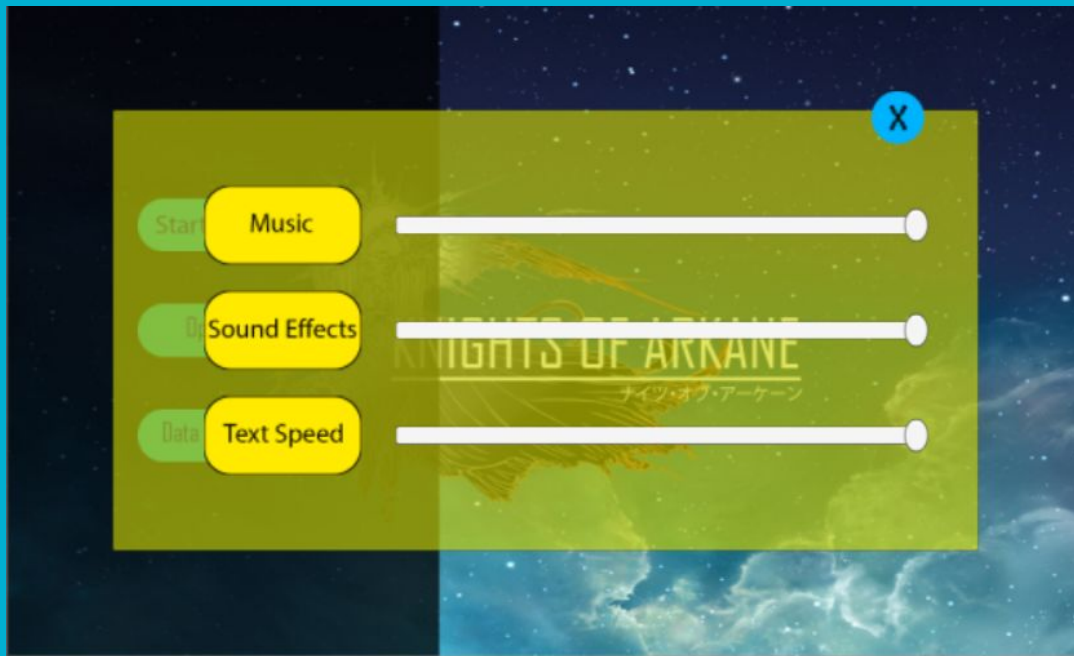Exiting will be done via tablet home/back button

Main Menu

Technical Difficulties Expected

- Scene Transition could mess up
- Should not be able to access inventory from main menu

Options

Options

Change settings from main menu as well

Data Transfer

Transfer Data

- Upload/Download data from cloud servers
- Upload save game and game generates a code for you.
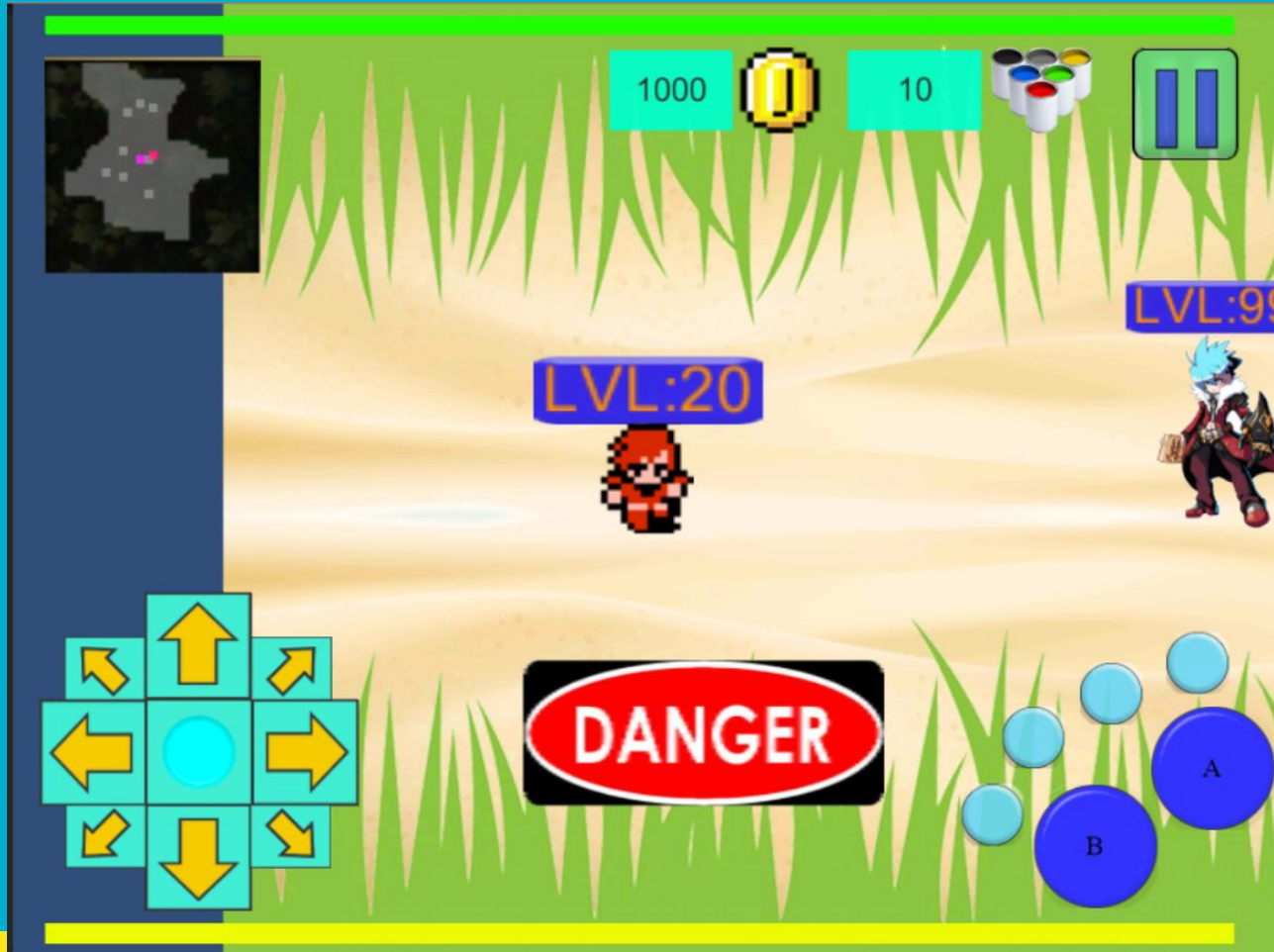- Type in code to download save data.

Transfer Data

Technical Difficulties Expected

- Uploading/Downloading save
- Code generation

Game Play Screen

Map Screen

When Low Health

Game Play Screen

-   Right-handed.
-   A', 'B', and 4 utility buttons at the bottom right side.
-   2 resources icon and pause button at the top right.
-   Mini-map button at the top left.
-   D-pad at the bottom left (Movement, and it has 8 buttons).
-   Swiping of the 2 buttons, 'A' or 'B' may result in more unique moves.
-   Pause button will lead to in-game pause menu
-   Minimap will be expanded when pressed. When pressed at anywhere of the screen again, it will be back to its original scale. (The game will still be running)

Game Play Screen

Health Bar
Health Bar

- Health-bar at the top of the screen. Changes and scale according to health
- Experience bar shown below. Expands when player gains more experience. It scales down once the player levels up.

Difference

- There is a red outline when the health of the player is less than 25% to highlight to the player that he is about to lose
- The buttons for basic attacks, consumables and going to pause menu, has a realistic 3D effect
- Toast message will indicate did the player pressed or swipe the button

Game Play Screen

Technical Challenges Expected:

- Detecting the button is being swiped in which direction.
- Displaying the minimap, and upon touching it, minimap expand and covers the entire screen. Tap the map again and it will go back to Game Play Screen.
- Displaying the level of each monster on screen without cluttering.
- D-pad which requires 8 different buttons which have fixed angles of how the player can moves.

Chat Screen
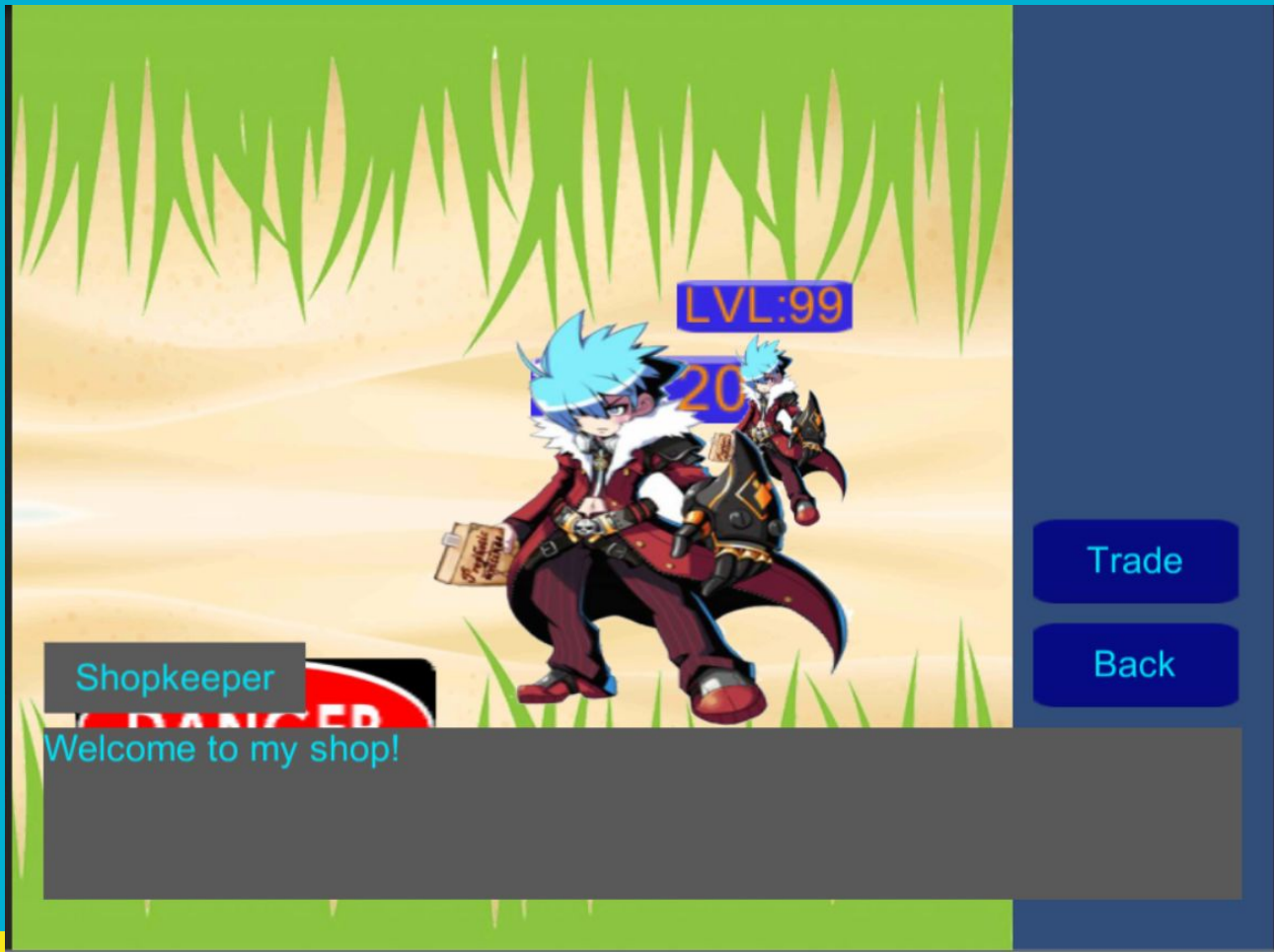
Chat Screen

- What NPC wants to say will always be displayed at the bottom of the screen.
- NPC name will always be displayed at the top left, just above the description box.
- The options that the player can get will be at the top right, just above the description box. Depending on how many options are there.
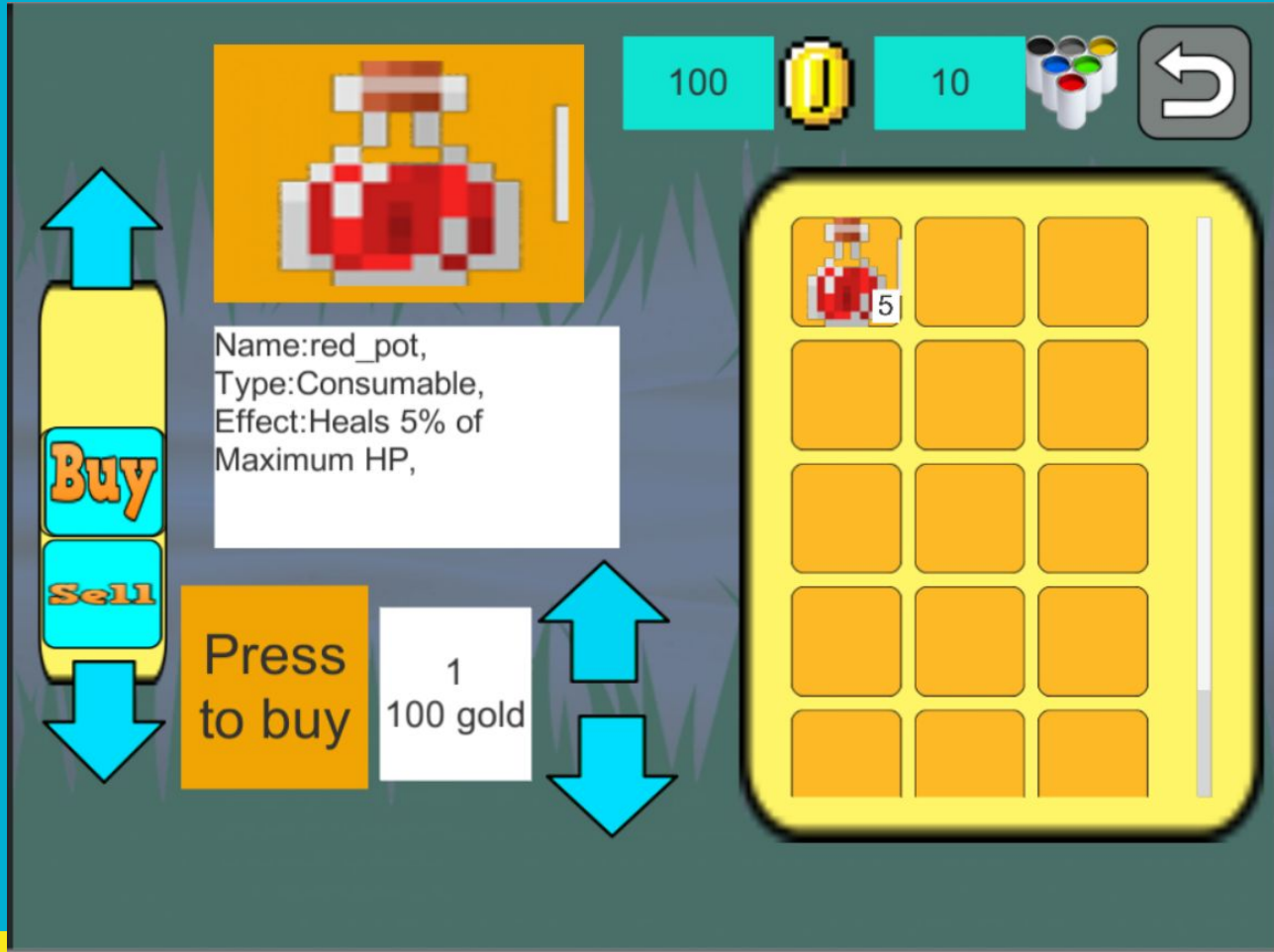
Technical Challenges Expected:

- Displaying the name of NPC
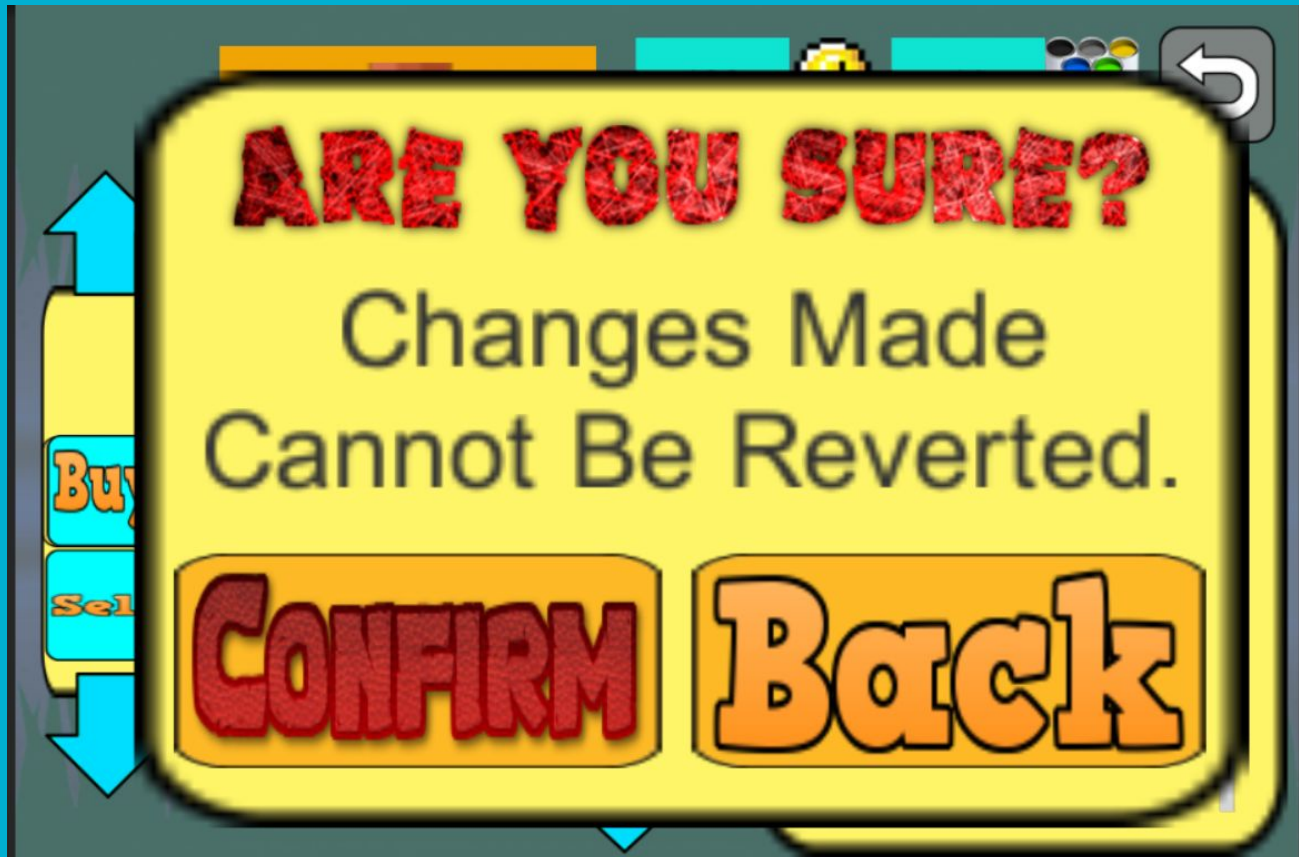- Going through the descriptions or what the NPC wants to say.

Shop Menu

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100

10

Buy

Sell

Press
to buy

5

Shop Menu

100

10

Name:red_pot,
Type:Consumable,
Effect:Heals 5% of
Maximum HP,

Buy

Sell

Press
to buy

1
100 gold

5

Shop Menu

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Shop Menu

- Player's resources, and back button displayed at the top right of the screen.
- The Buy and Sell options are on the left side. Player can scroll through it or tap the options to choose between them.
- When the player select an item, there will be a square surrounding that item. The item image will be displayed, followed by it's description and cost below.
- The Number below the description box is the quantities that you want to buy and how much it costs.
- Pressing up arrow increase the quantities that you want to buy.
- Pressing down arrow decrease the quantities that you want to buy.
- The buy button is at the bottom
- Popup window will appear when the player has pressed the button so as to confirm player's purchases.

Shop Menu

Technical Challenges Expected:

- Creating the popup window and to confirm player's purchase.
- Display how many items are left.
- Clamping the number of items to buy.

Win Screen

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You Win!

Congratulation!
For Completing Knight Of Arkane

Return to main menu

Lose Screen

Win/Lose Screen

- For Win Screen, there will be a title and player's character to indicate that you have won
- For Lose Screen, there will be a title and a gravestone to indicate that you have lost
- A text box with text will be scrolling from bottom to top then wraps it, so as to encourage player to play again
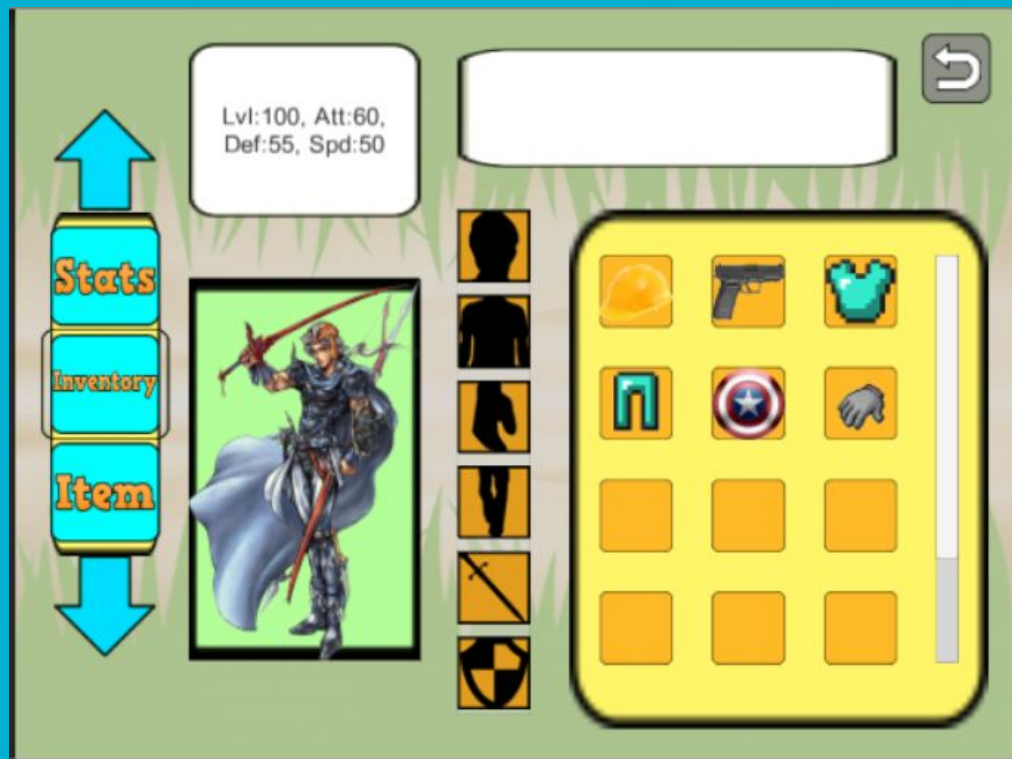- A button on the bottom left corner for player to return back to main menu only

Pause menu (Before)

Pause menu (After)


Lvl:100, Att:60, Def:55, Spd:50

Stats

Inventory

Item
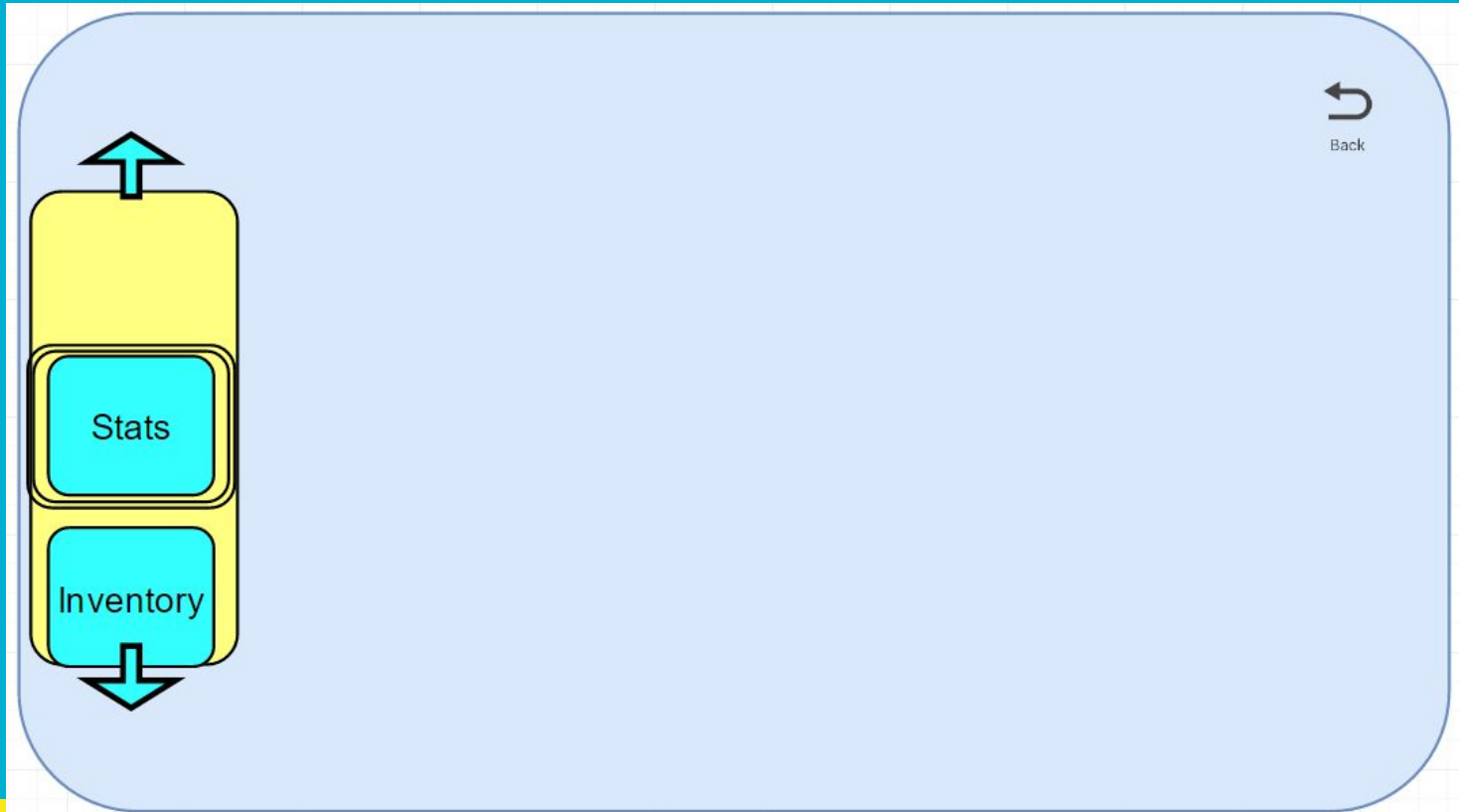
Pause menu

- Pause menu is where the players access all the different screens such as the Stats screen, inventories screen and the option screen.
- To navigate to other screens, there is arrows to show up and down the different options the the current option that is in the border will be shown.
- The menu is also placed at the left side of the screen so the players can touch it easily.
- The background is the game screen's background. To remind the player where he/she is.
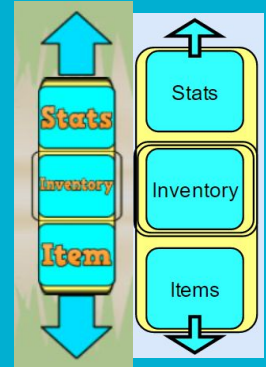
Pause menu

- Some standardization that will be seen throughout the Pause Menu is that interactable items or buttons can be seen with a orange background, a background to hold UI is yellow colored, boxes to show Text will be in white.
- Buttons will also change color when pressed to show interaction feedback.
- A sound will be played if the player pressed on something intractable.
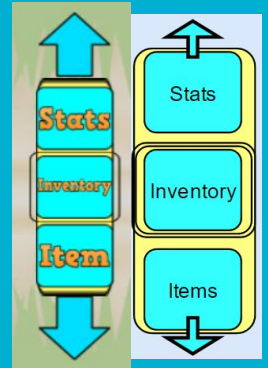- A back button is present at all times in the pause menu.(Except the alert dialogs).
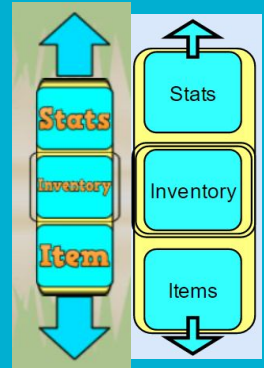
Pause menu

Difference:

- Endless scroll is implement instead of limited scroll, so the player do not need to press the opposite direction many times to get to the other end.
- The Blue Background is changed to the game screen's background. To remind the player where he/she is.

Pause menu

Technical Difficulties:

- Changing screen based on which screen is shown in the border.
- Scrolling through the multiple options and how to hide the extras.

Stats Screen(Before)

Stats Screen(After)

Stats Screen

- Two status bar at the top with the one on the right to show the player their current status and the one on the left to show the player's stat after a stat point is allocated.
- It is located at the top because of the how people normally read from top to bottom and since adjusting stats is the highlight of this page, it will be located at the top.
- The two different status bar is separated by an arrow, telling the player how their stat will look like after the stat change. Since arrow give directions.
- The Status bar displays the different stats such as level, attack, defence and speed. All of this stats is also in their commonly-used short forms.

Stats Screen

- Right below the status bar, is the the section to show the player how many points they can add to their stats, and how many points are currently allocated.
- The pictures are use to depict the according stats that it will raise, like the sword is linked to attacking so it represents the attack stat, the shield is linked to defence so it represents the defend stat, and lastly the boot with a wing which represents speed to represent the speed stat.
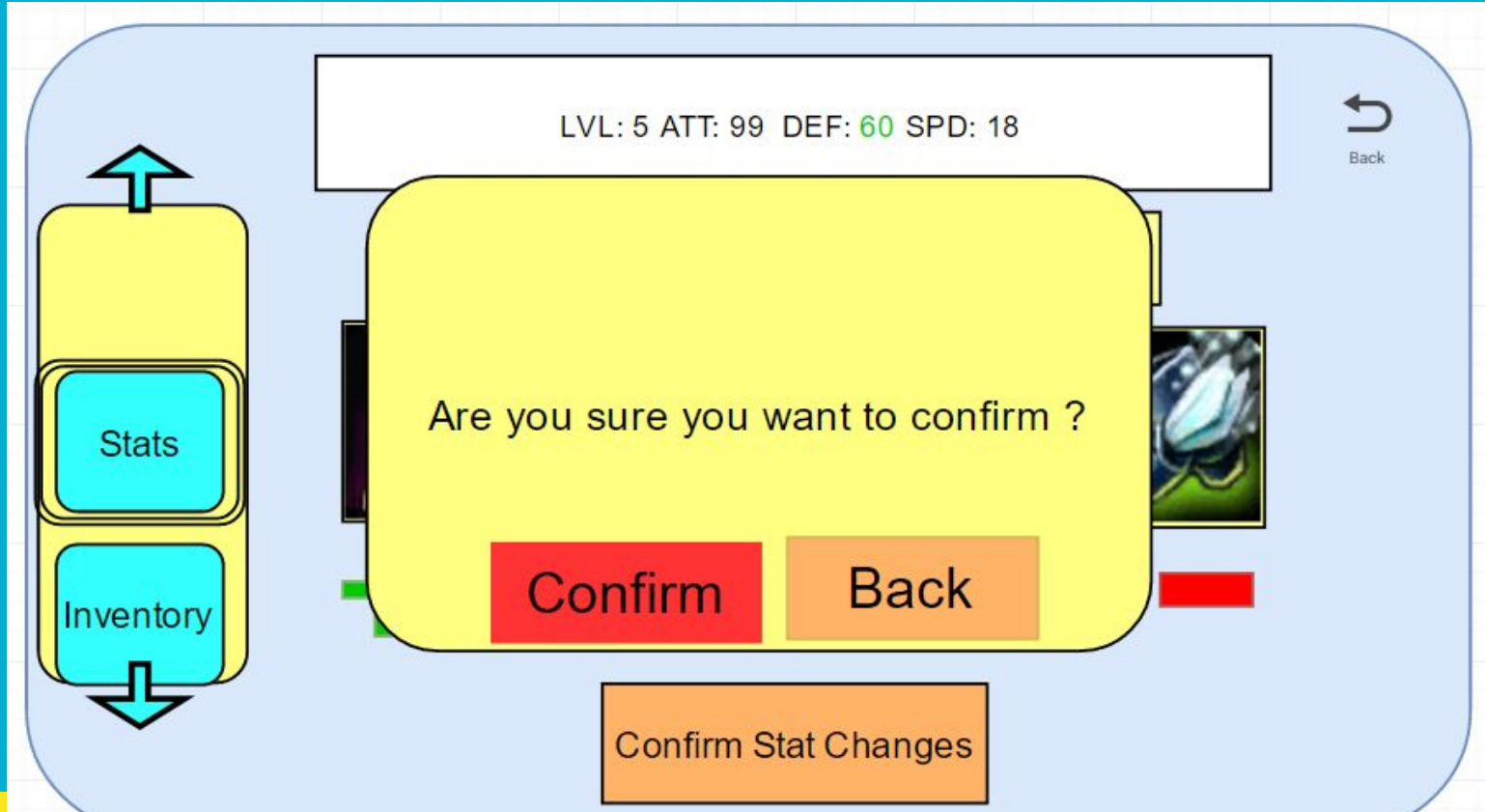
Stats Screen

- The plus and minus sign is used to either add a not confirmed stat point or to minus a not confirmed stat point to the stat the picture on top of this represents if there is allocated points available.
- If there an increase of a stat, the stat bar on the top left at where the arrow is pointing, will show the change
- The plus and minus sign are directly below the picture for all three stat to tell the player which stats the sign is linked to.
- There is also a confirmation window that will appear if the players press the "confirm stat change?" to let the player have one final thought before locking in their changes, since the changes are non reversible.(Only if there is stat change).
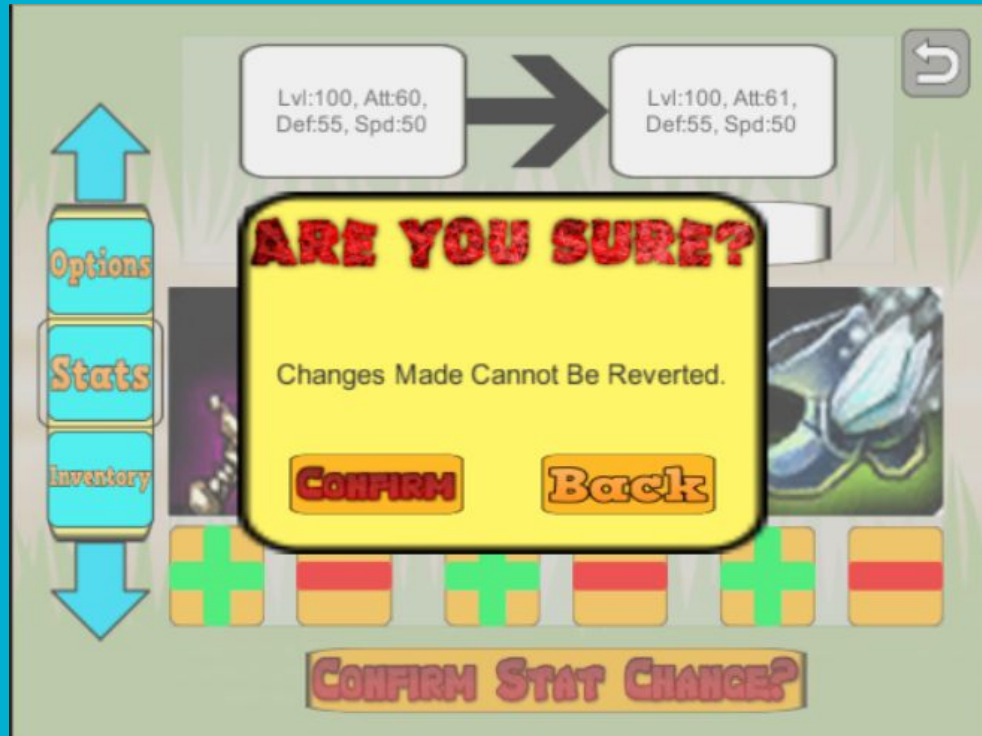
Stats Screen

- The button's text is in red to show importance.
- After pressing the "confirm stat change?", other than the sound feedback, there is vibration to show the importance of the choice.

Stats Screen

LVL: 5 ATT: 99 DEF: 60 SPD: 18

Back

Stats

Inventory

Are you sure you want to confirm ?

Confirm

Back

Confirm Stat Changes

Stats Screen

Stats Screen

- The pop out window(alertdialog) that give the player a second thought gives the player 2 choices, to lock in their change or to go back.
- The confirm button's text is in red to show importance.
- The alertdialog is more towards the center as it will lock in the changes permanently. Because it is at the center the player will have to move their hands from the sides to confirm which will encourage the player to think wisely.
- There is also a title of the alert that is in red to show importance of the player's choice.
- Additional information is also shown in the alertdialog.

Stats Screen

Difference:

- Instead of different colors to preview the change of status, a before and after bar is made.
- Other than showing the number of points available to distribute, number of points used is
- The button format, to standardize interactables.
- Button text changed from "Confirm Stat Changes" to "Confirm Stat Change?" to make the player think of it as question.
- There is now title in the alertdialog.

Stats Screen

Technical Challenges:

- Changing of the stat.
- Temporary stat with different color.

Inventory System, Equipment(Before)

Inventory System, Equipment(After)

Inventory System. Equipment

- A Section to display the name and the effect the equipment will do.
- A section to show the stats to the player so that he/she can choose the equipment according to their needs.
- Equipment that the player own and not equipped will be shown on the right region of the screen with scrollbar to scroll up and down.
  - Placed rightwards to be easily access by the player.
  - Single tap on items will show the have the stats section show the effects of the equipment by equipping that item.
- The player can use the scrollbar to scroll up and down or swipe up and down.
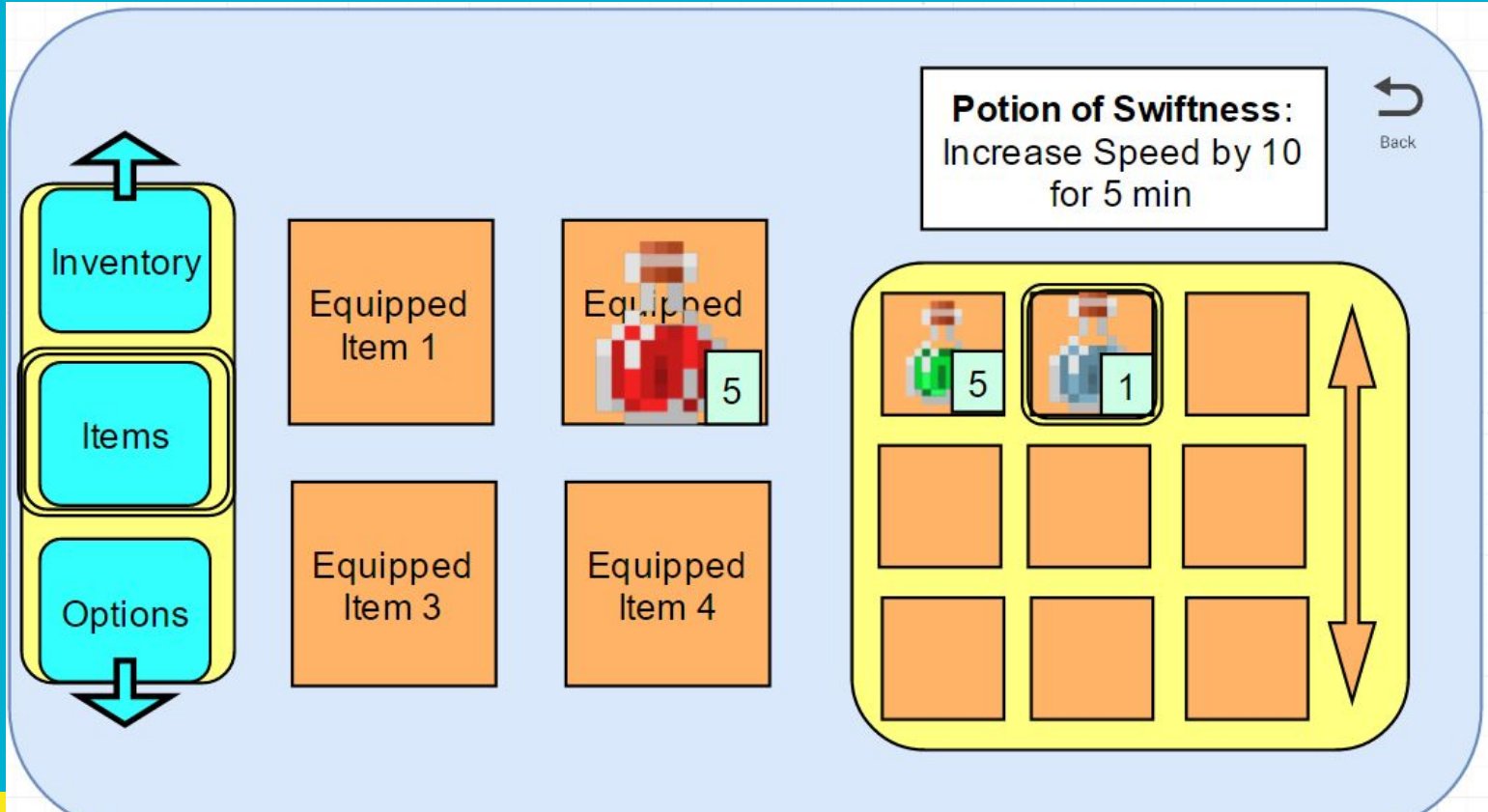
Inventory System. Equipment

- A window to show the player how the character look like.
- The boxes with the silhouette will show the equipment that the player have equipped.
  - Located beside the inventory to let the player equip the item easier.
- Stats Changes will be reflected immediately after equipping and removing the item.
- To equip the item, the player must drag and move the equipment to the slot meant for it.
- To unequip the item, the player must drag and move the equipment out of the slot.
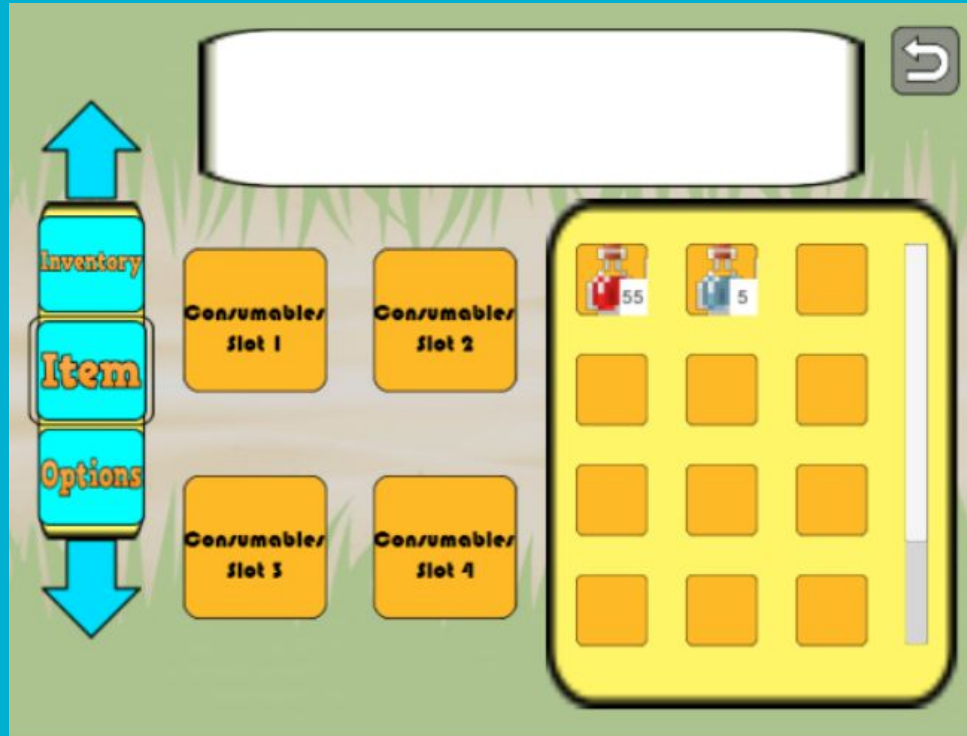
Inventory System. Equipment

- For the section that shows the stats, commonly known short forms of the words are used, so it does not make it look too wordy and make it difficult to look at the stats.
- The item's color will fade a little if the player is touching it.

Inventory System, Items(Before)

Inventory System, Items(After)

Inventory System, Items

- Consumables that the player own and not equipped will be shown on the right region of the screen with scrollbar to scroll up and down together with the total amount of the item available.
    - This layout follows the Equipment inventory so to be consistent.
- The player can use the scrollbar to scroll up and down or swipe up and down.
- Players can drag and drop it to the equip slot to equip it.
- When the player tap one on an item it will have a description of the item at the top.
- The item's color will fade a little if the player is touching it.

Inventory System

Difference:

- The inventory that hold items is now holding more slots.
- The equip slots with the silhouettes are now beside the inventory to make equipping easier.
- The item description bar is larger now.
- No more bolding of words.
- Arrow to scroll is now a scroll bar and player can just swipe to scroll it.
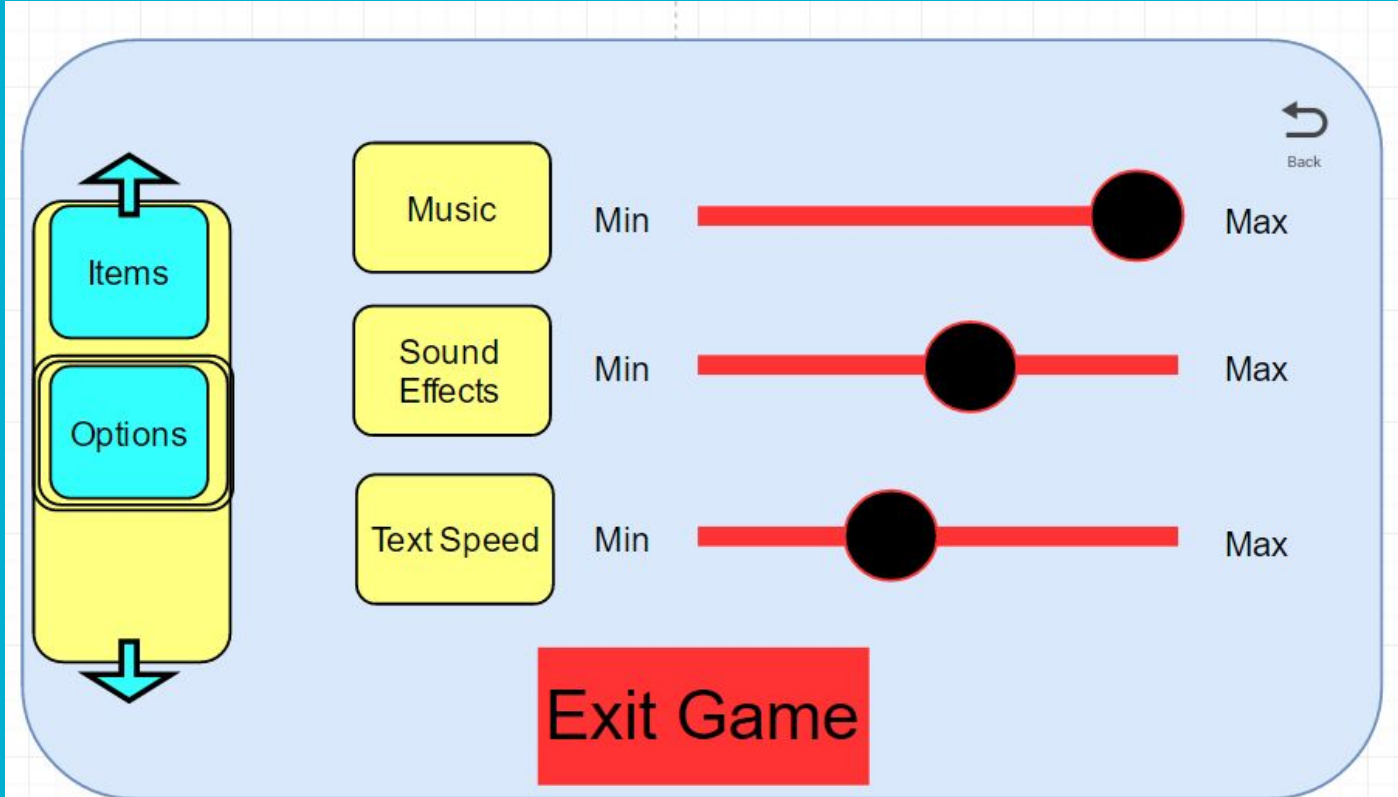- Color change of text is removed.

Inventory System

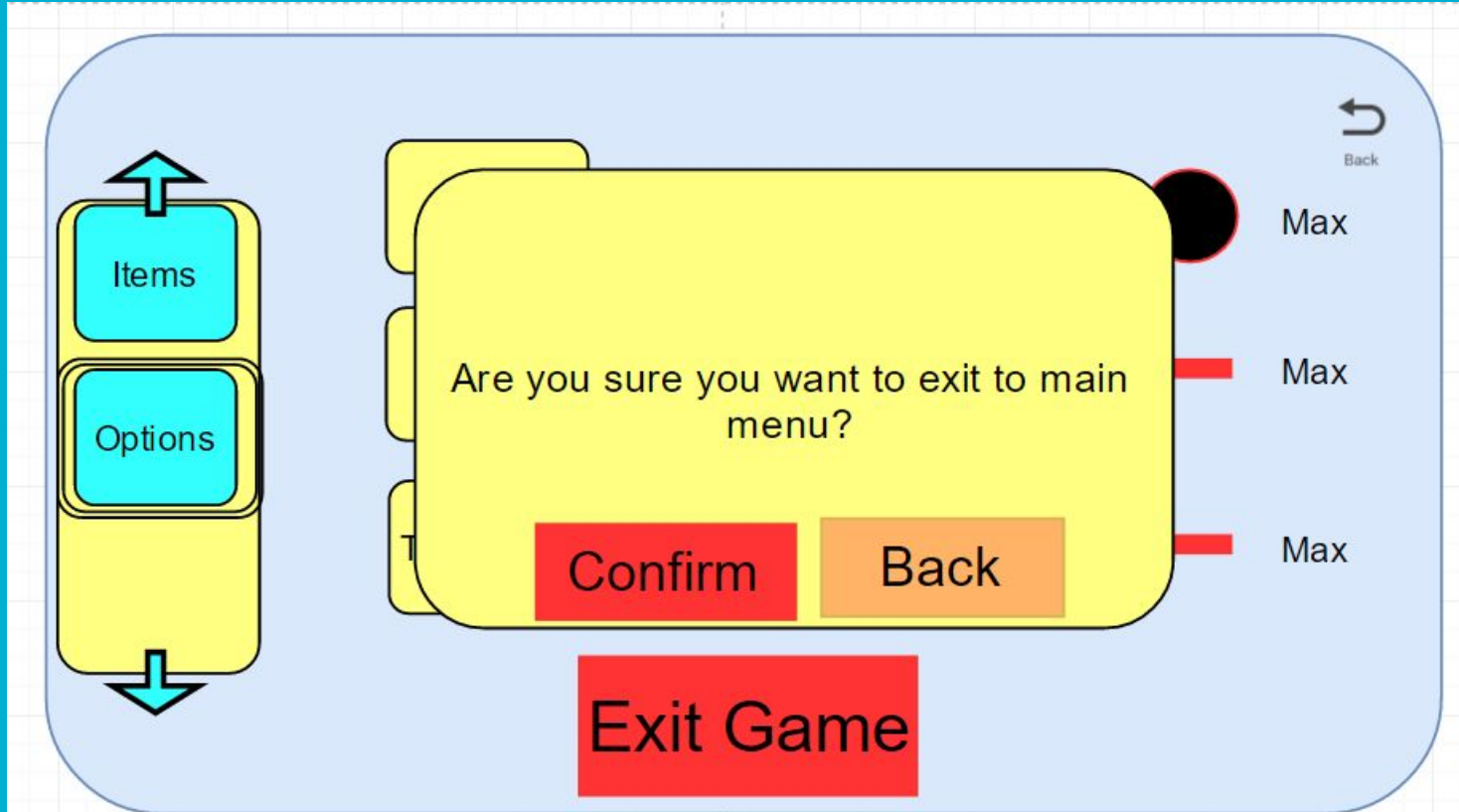**Technical Challenges:**

- Drag and drop to the correct slot.
- Displaying the character with the equipped item.
- Double tapping.
- Changing the stat based on the effect of the item when it is equip and unequipped.
- Border to show selection
- Color change of text is removed.
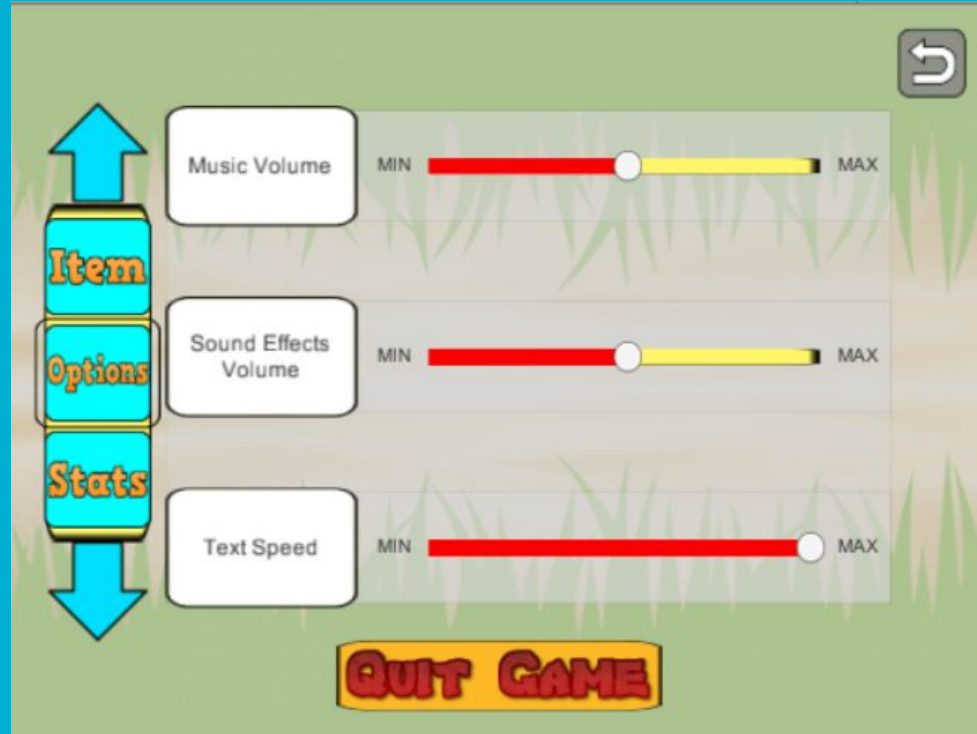
Options Menu(In Game Settings)(Before)

Options Menu(In Game Settings)(Before)

Options Menu(In Game Settings)(After)

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Options Menu(In Game Settings)(After)

Options Menu(In Game Settings)

- Sliders to adjust the setting stated in the box on the left side of the each slider.
- "Min" and "max" to tell player where to slide according to their needs.
- Slider has a white button which is a different color then the whole slider to tell the player it is intractable.
- The Exit button is at the center for alignment reasons.
- Pressing the Exit button will activate a pop up window to make sure with the player if he/she really want to Exit to main menu.
- Player can also choose to close the pop up by pressing the back button.
- The Exit button and the Confirm button have text in red to show importance

Options Menu(In Game Settings)

- The alertdialog has a dialog to show importance of the choice to the player.
- The alertdialog is also more towards the center as it will lock in the changes permanently. Because the button is at the center the player will have to move their hands from the sides to confirm which will encourage the player to think wisely.
- There is vibration when the quit game is pressed.
- The sliders also have fill area to tell the player how much it is covered.

Options Menu(In Game Settings)

Difference:

- Layout to follow some standardization.
- Slider have a red fill area.
- Alertdialog has a title.

Options Menu(In Game Settings)

Technical Challenges:

- Making the sliders.
- Values from sliders to change the setting.