

# The Graphical Design for 'The Assimilation Game' by Samuel Stark

This game is centred around the Borg, an alien race from Star Trek that seek to become the ultimate life form by taking technology and adding it to themselves, a process known as assimilation. They have a very distinctive UI design based on green circles. This is what the menu design of the game will be based on as well.

The base for all of the menu is a black circle with an outline similar to the design of the ship. There is a central node in the middle with lots of little nodes connecting to it. The buttons the player use will be the little nodes, with text on them to show the player what they do.



Whenever a button is clicked, a signal will be sent to the central node from the button that was clicked, and the central node expands to fill the screen and then displays the menu the button specified.

The in-game UI is a little bit different, because it is based more on the ship design, and not on the Borg's computers. In the upper-left and upper-right corners there are parts of a Borg ship texture. These are what the score and health of the player are displayed on. The score is displayed in numbers that change colour to give a sense of pulsing energy, and the health is displayed as a bar that gets shorter and changes colour from green to black as the player loses health.

The Borg ship that you play as in-game has the typical Borg ship look, but as that is quite hard to see in space, I made the green bits glow to make the ship stand out. This has an added bonus of making it look more authentic, as the Borg ships from Star Trek also 'pulse'.

The enemy design hasn't been finalized, but it will mainly be based on the Federation ships from Star Trek: Voyager, and the final boss will be the Voyager ship from that show.