

REMANENCE

UI/UX Style Guide I

Color Palettes and Theme

Style: Surrealist techno-horror.

- Lots of sharp edges and diagonals in the UI
- Reference a sword all the time

Techno



Horror



Fonts

EB Garamond (using now)

EB Garamond Regular </>

The quick brown fox jumps over the lazy dog

EB Garamond Italic </>

The quick brown fox jumps over the lazy dog

EB Garamond Medium </>

The quick brown fox jumps over the lazy dog

EB Garamond Medium Italic </>

The quick brown fox jumps over the lazy dog

EB Garamond Semibold </>

The quick brown fox jumps over the lazy dog

EB Garamond Semibold Italic </>

The quick brown fox jumps over the lazy dog

EB Garamond Bold </>

The quick brown fox jumps over the lazy dog

EB Garamond Bold Italic </>

The quick brown fox jumps over the lazy dog

Adobe Garamond

Adobe Garamond Pro Regular </>

The quick brown fox jumps over the lazy dog

Adobe Garamond Pro Italic </>

The quick brown fox jumps over the lazy dog

Adobe Garamond Pro Semibold </>

The quick brown fox jumps over the lazy dog

Adobe Garamond Pro Semibold Italic </>

The quick brown fox jumps over the lazy dog

Adobe Garamond Pro Bold </>

The quick brown fox jumps over the lazy dog

Adobe Garamond Pro Bold Italic </>

The quick brown fox jumps over the lazy dog

Garamond

Garamond Premier Pro Regular

The quick brown fox jumps over the lazy dog

Garamond Premier Pro Italic

The quick brown fox jumps over the lazy dog

Garamond Premier Pro Medium

The quick brown fox jumps over the lazy dog

Garamond Premier Pro Medium Italic

The quick brown fox jumps over the lazy dog

Garamond Premier Pro Semibold

The quick brown fox jumps over the lazy dog

Garamond Premier Pro Semibold Italic

The quick brown fox jumps over the lazy dog

Garamond Premier Pro Bold

The quick brown fox jumps over the lazy dog

Garamond Premier Pro Bold Italic

The quick brown fox jumps over the lazy dog

Fonts

Baskervill

Baskerville Display PT Regular

The quick brown fox jumps over the lazy dog

Baskerville Display PT Italic

The quick brown fox jumps over the lazy dog

Baskerville Display PT Bold

The quick brown fox jumps over the lazy dog

Baskerville Display PT Bold Italic

The quick brown fox jumps over the lazy dog

Baskerville Poster PT Regular

The quick brown fox jumps over the lazy dog

Baskerville Poster PT Italic [Similar fonts & pairings](#)

The quick brown fox jumps over the lazy dog

Adobe Caslon

Adobe Caslon Pro Regular

The quick brown fox jumps over the lazy dog

Adobe Caslon Pro Italic

The quick brown fox jumps over the lazy dog

Adobe Caslon Pro Semibold *</>*

The quick brown fox jumps over the lazy dog

Adobe Caslon Pro Semibold Italic *</>*

The quick brown fox jumps over the lazy dog

Adobe Caslon Pro Bold

The quick brown fox jumps over the lazy dog

Adobe Caslon Pro Bold Italic *</>*

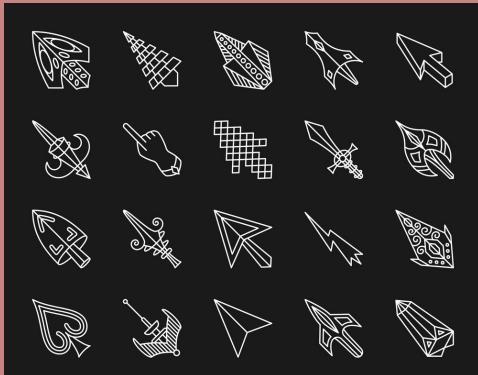
The quick brown fox jumps over the lazy dog

General UI Elements

Buttons borders and glow

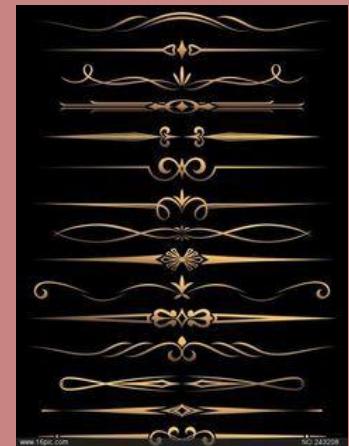


Cursors (resembling a sword)



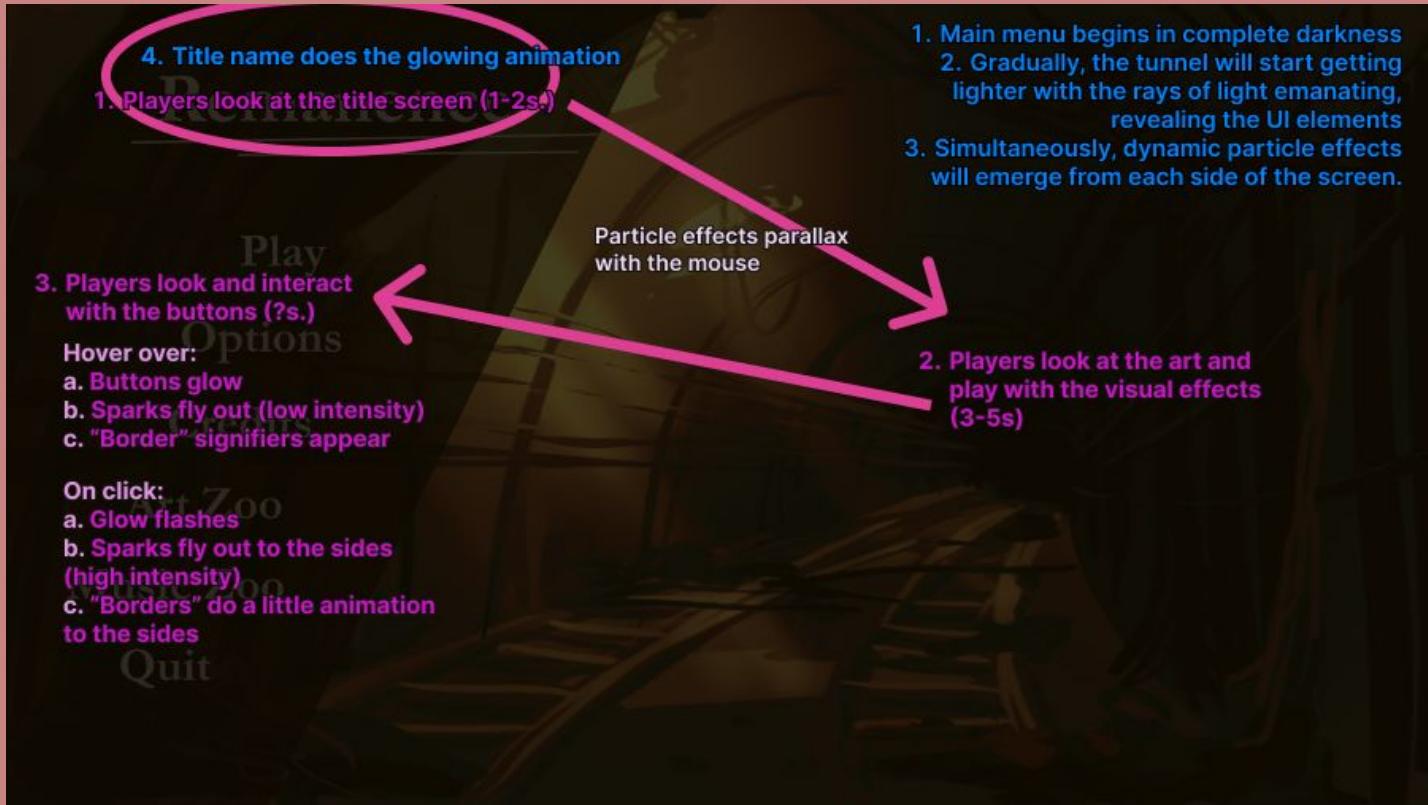
Borders (each menu will have them)

Sharp (consistent with the “sword/medieval” theme)



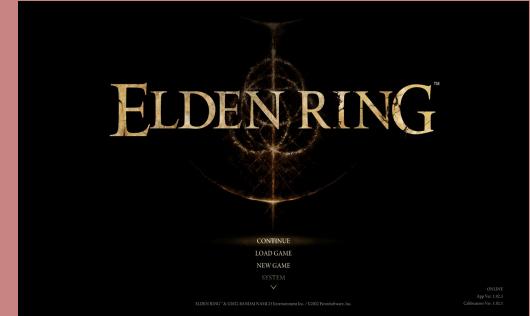
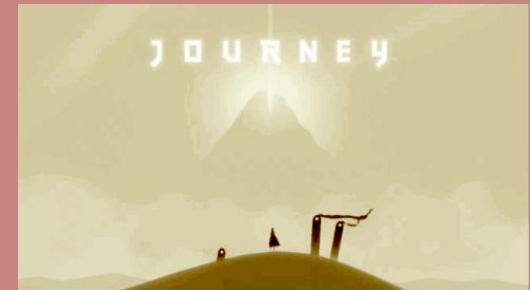
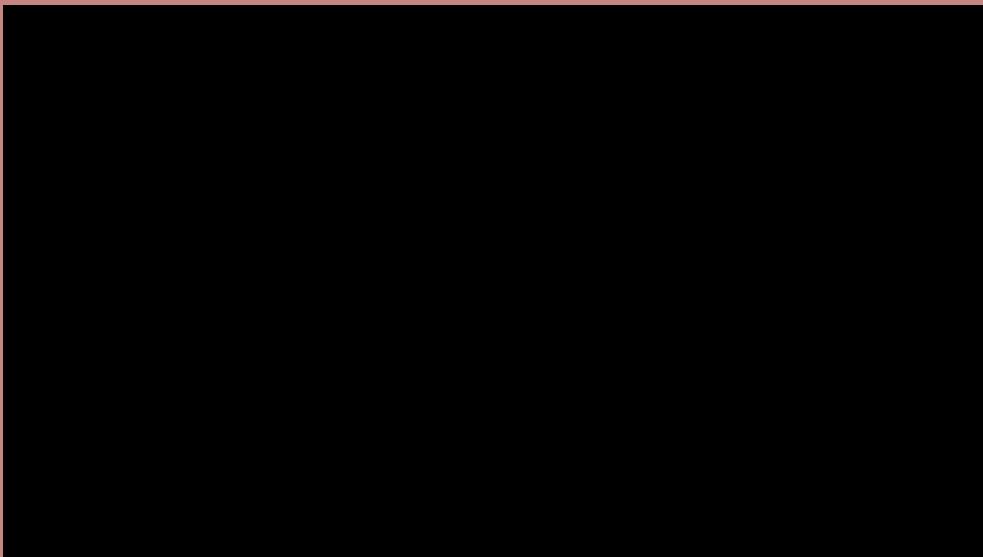
Round (contrast to everything being sharp. Like nanobots w/ sword)

Main Menu Composition



Main Menu References

“Glowing” Title name



Main Menu References

Particle effects



Hollow Knight Main Menu Screen



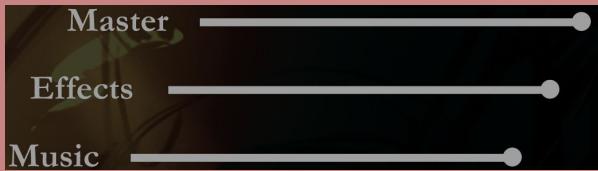
Dust / Sand Particles

Options Menu Composition



General UI Elements continued

Sliders



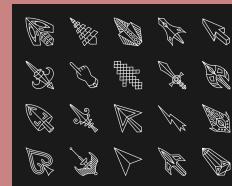
For slider handle: a rhombus shaped rock (like obsidian/rainbow hematite) or ferrofluid itself



Arrows or Dropdown menu?



Arrows: Sharp. Resembling a sword just like cursor



If dropdown menu: needs borders

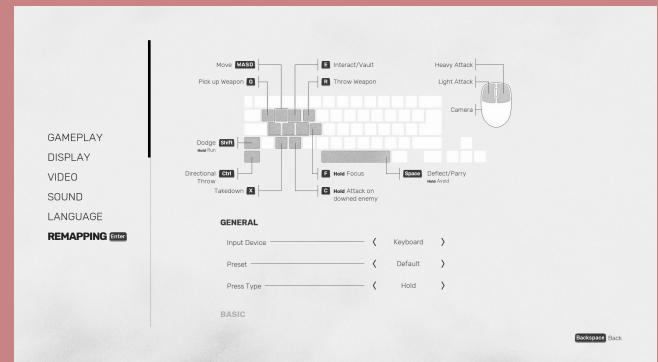


*** very much subject to change

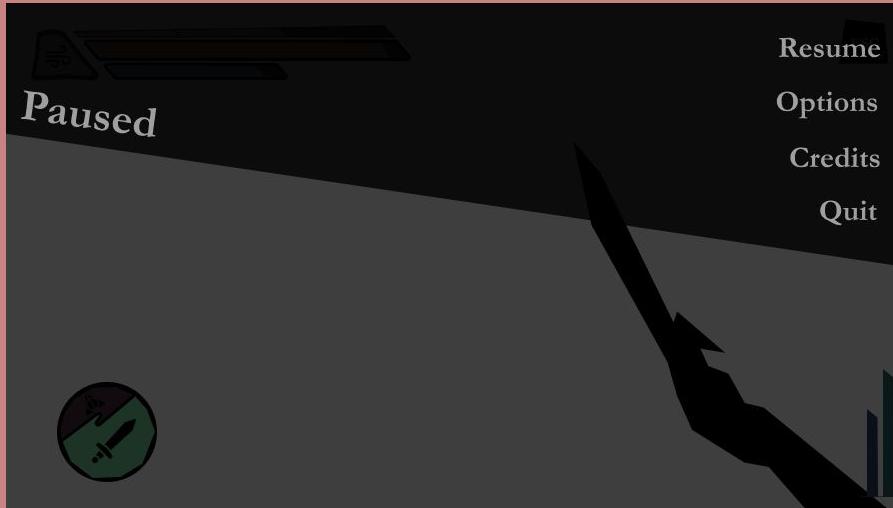
Controls



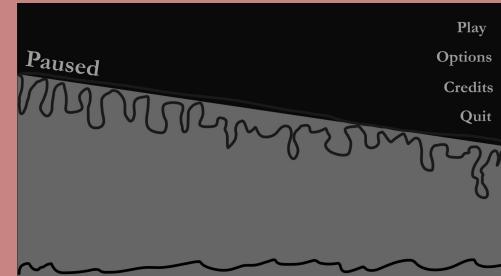
- Minimalistic Keyboard and Mouse Sprites (diagonal perhaps?)
- Pretty curves leading to the descriptions
- Keyboard cap backgrounds



Pause Menu

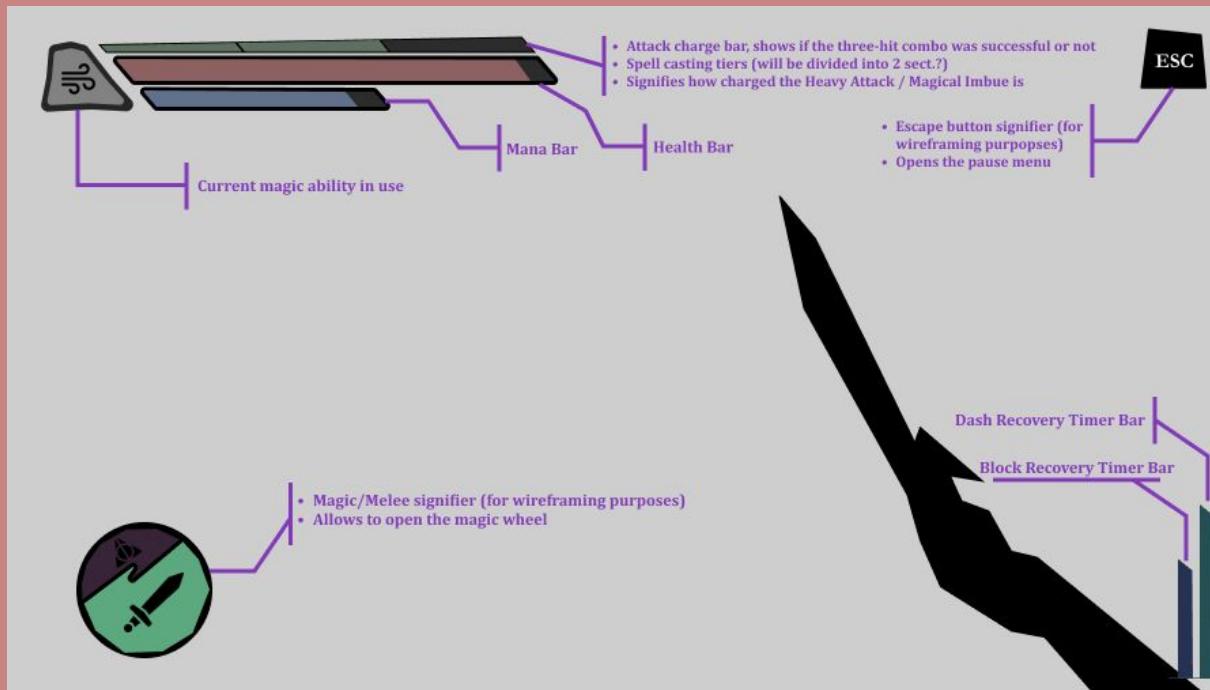


- “Paused” title needs more attention (is it being tilted awkward?)
- Initially wanted the player to see all the UI elements
- Background blur with particle effects coming out
- Will def need borders, looks too simple right now
- Original idea was to have ferrofluid drip down like this but that’s a C bucket ->



Game HUD (under construction :[)

- Green bar
- Health bar
- Mana bar
- Icons for each bar



Dash recovery bar
Block recovery bar

Player Health



Enemy Health

