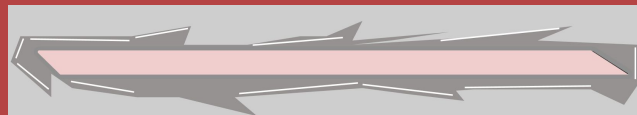
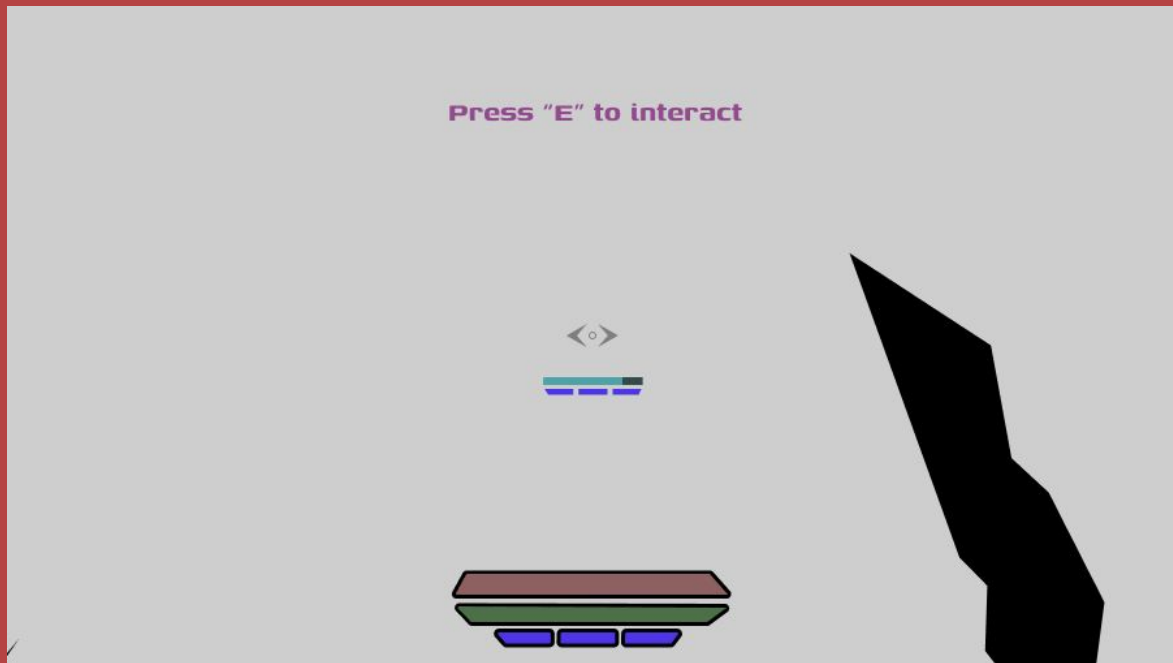


REMANENCE

UI/UX Style Guide II

HUD Layout

****Bars in the middle will disappear when not used for a while**



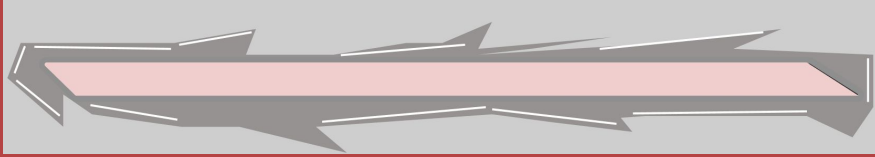
Enemy Healthbar at the top



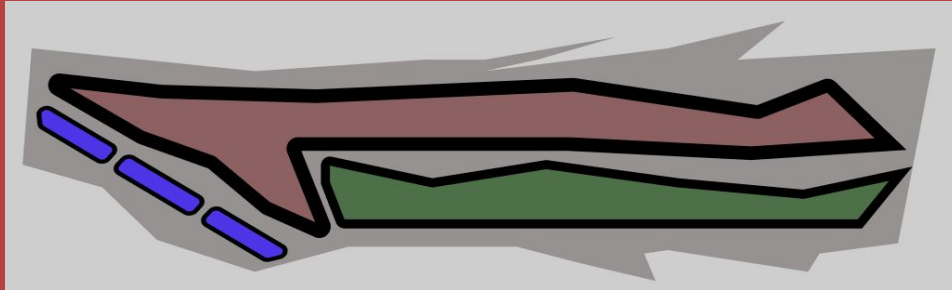


Bars

- Translucent background with line borders (Sharp, Branch-like)
- Weird shapes / Rectangular Bars



Fishtail seems irrelevant



- Low Health:
 - Bar flashes, magnet goo intensifies in the bar.
 - Black goo effects around the screen with flashing
- Take Damage: “Sword” slashing effect, flashing :D

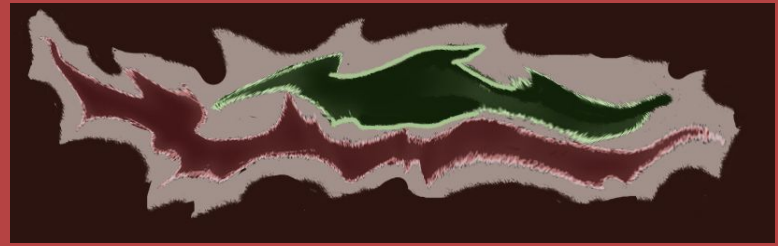


Design variations for Player HUD:

1. Symmetrical in both weight AND tendrils.



3. Asymmetrical bars and borders.



2. Symmetrical in weight, NOT in tendrils.



4. Simple bars with complex borders.



← Pink health counter as bars

Bottom-center bar examples

Mordhau



Pathologic 2



Sekiro's Posture Bar



Kingdom Come Deliverance



Hunt: Showdown



Warhammer: Vermintide 2



Armored Core



Crosshair



- 2 Sprites
- Similar to the cursor concepts
- Curvy lines?
- Circle in the middle seems boring, the arrows could be connected to the circle like vines (?)

QUESTIONABLE ANIMATION!!!

Crosshair: Attack

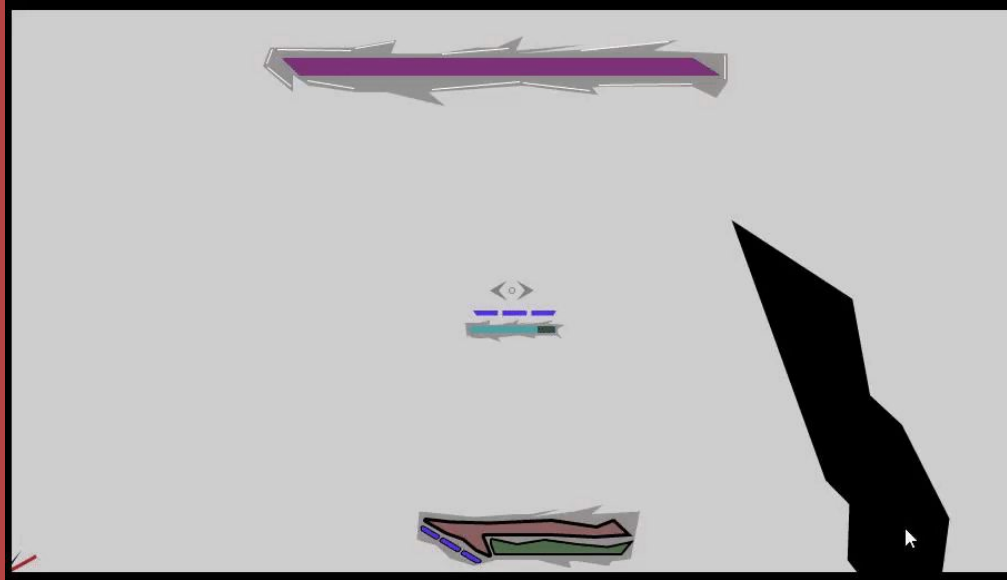


Crosshair: Parry / Block



- Players will learn how to perfect parry
- Different animations on different parry states (like the crosshair shaking)

Player Death prototype



Health counter

Under consideration

- Radial Bar?
- 3 Syringes?
- Normal Bar?
- Not number (not immersive)

References

- **White and minimalistic**
- **Health Bars**
- **Dash as a Rhombus**
- **Animated crosshair!!!**



Bullets Per Minute

Take Damage:

- Ray and Different contrast
- Health Bar flash animation



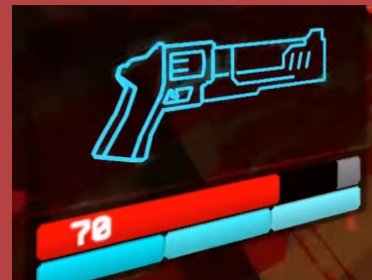
References

ULTRAKILL

- Tilted
- Very bright
- Health
- Three 3 bars (dash&stamina)
- Has similar health logic to remanence w/ grey bar



- During intense moments Health & Stamina bars appear on the crosshair
- Lots of flashing and lerping



References

Lunacid

- Medieval style, looks too old
- 3 Bars
- Stamina/Energy (?) is huge (top-right)
- Enemy Healthbar appears when they take damage (green bot-right)



- Slight screen shake when taking damage
- When swinging the sword, the top



References

- Medieval style, looks too old
- **Animated crosshair!!!**
- Health
- Dash as square



Dark & Darker

Take Damage:

- Effects around the screen
- Health Bar flashes



References

- No outline, hard to see the text especially in bright scenes
- Health Icon that fills up
- Stamina in bars



Lethal Company (it's \$10)

Take Damage:

- Flashing red player model
- Oversaturated screen

