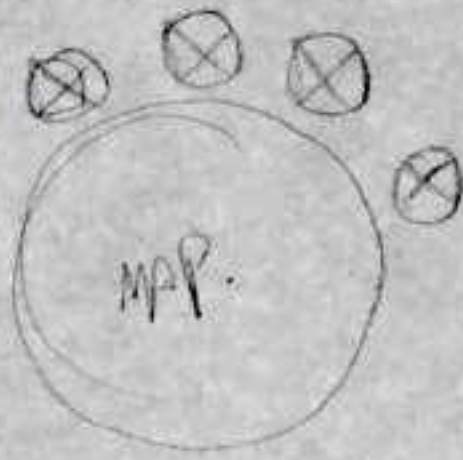
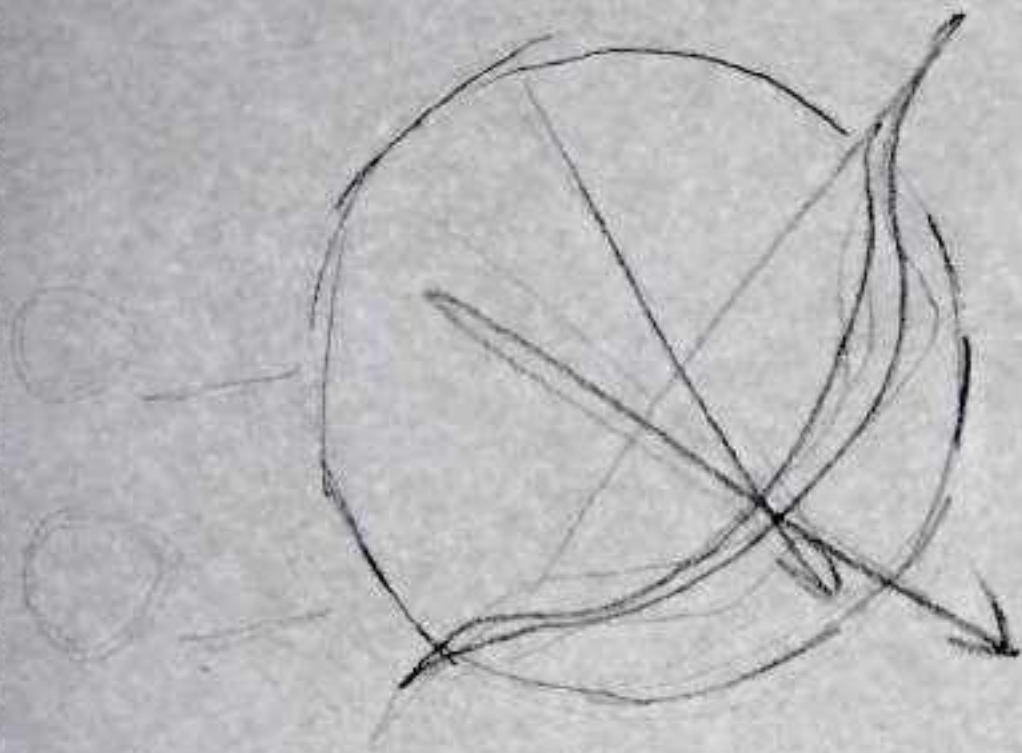
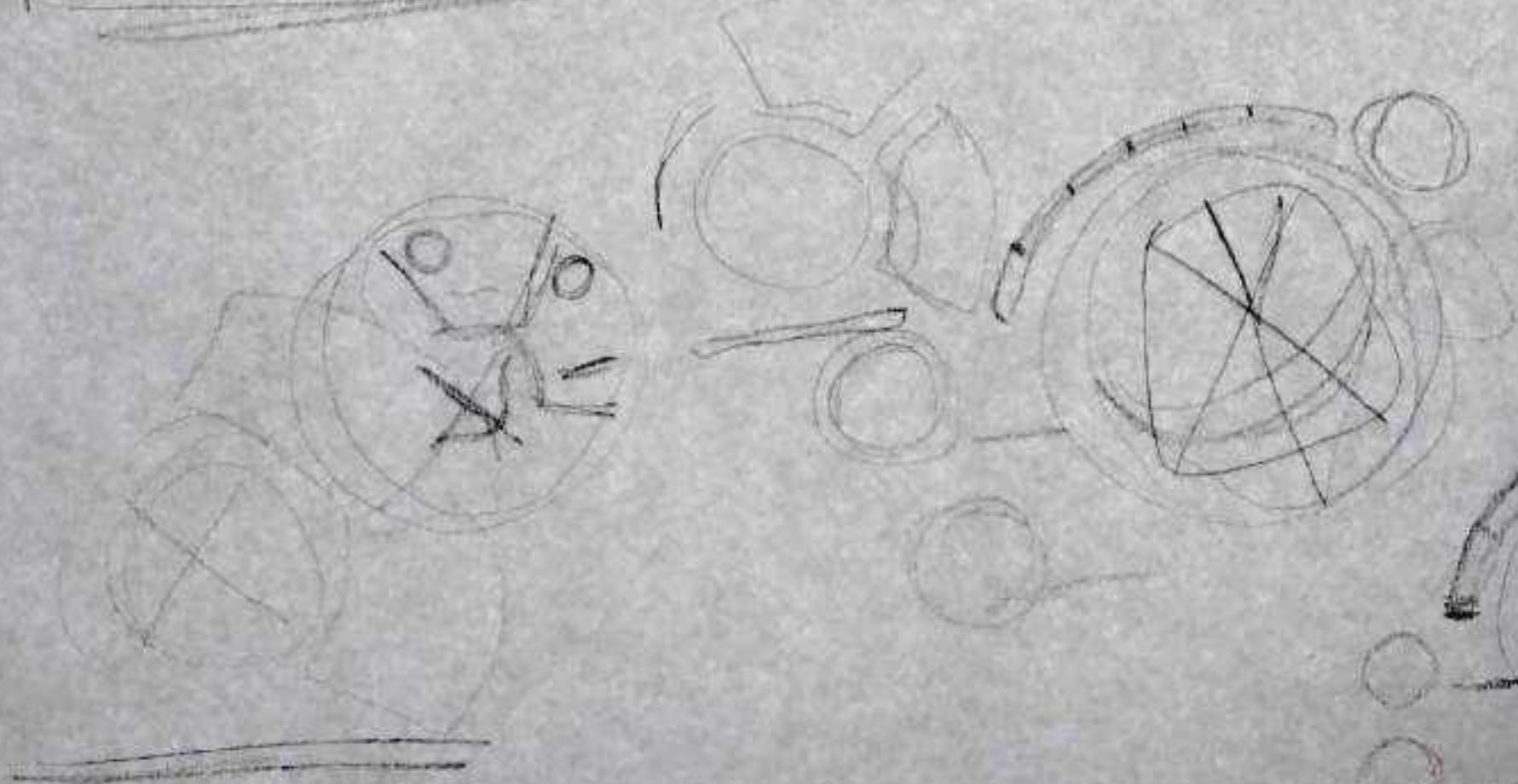
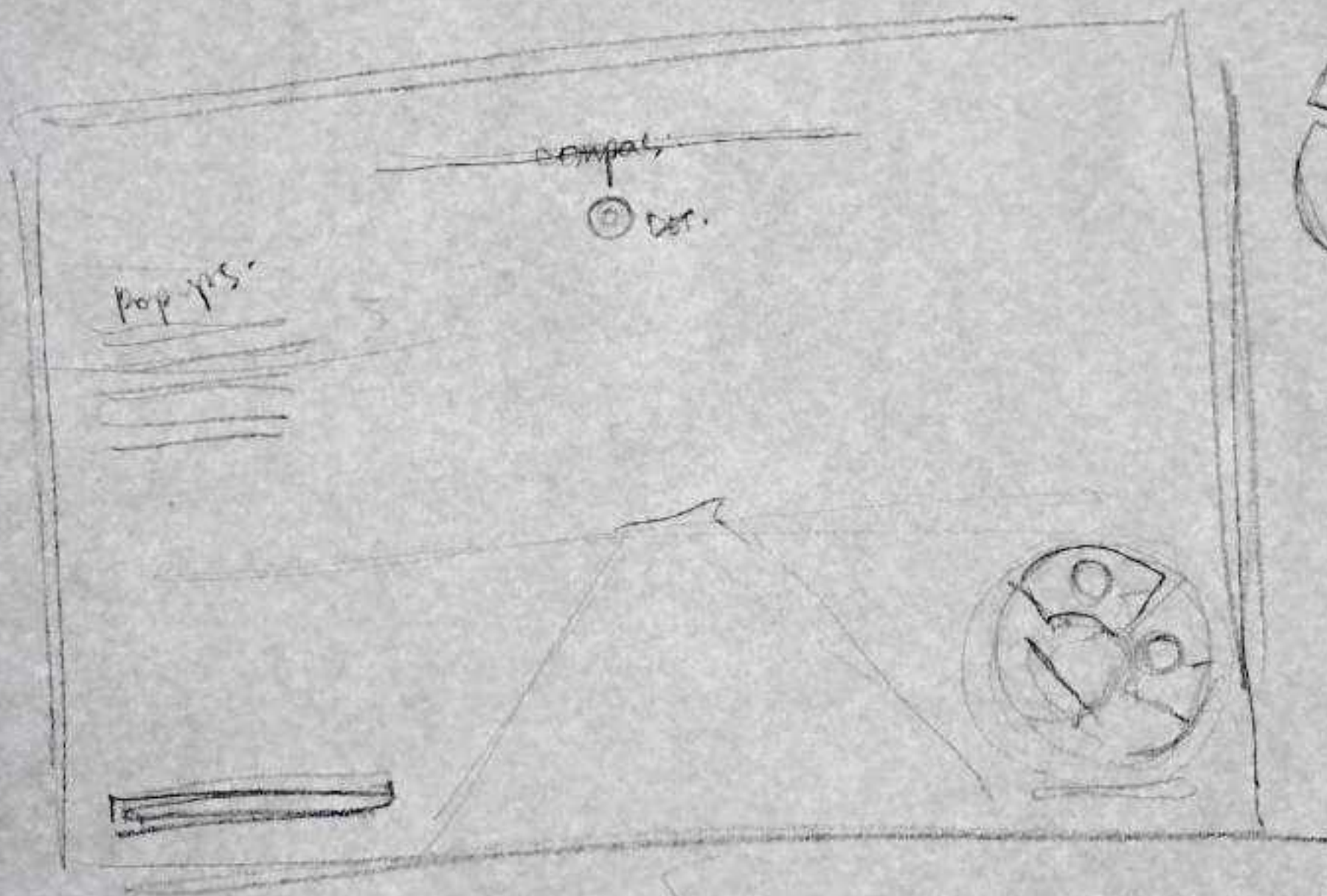
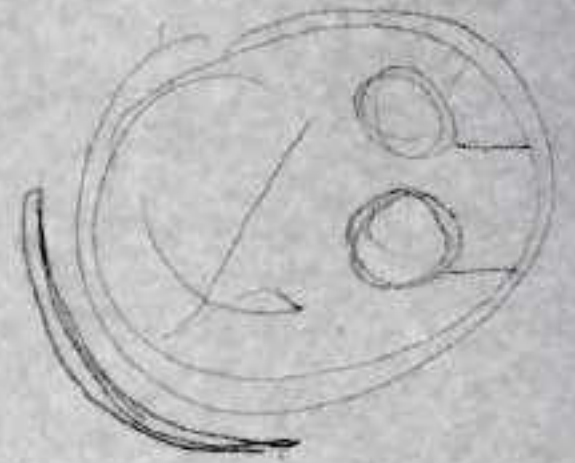


- R2D2 uses circular this

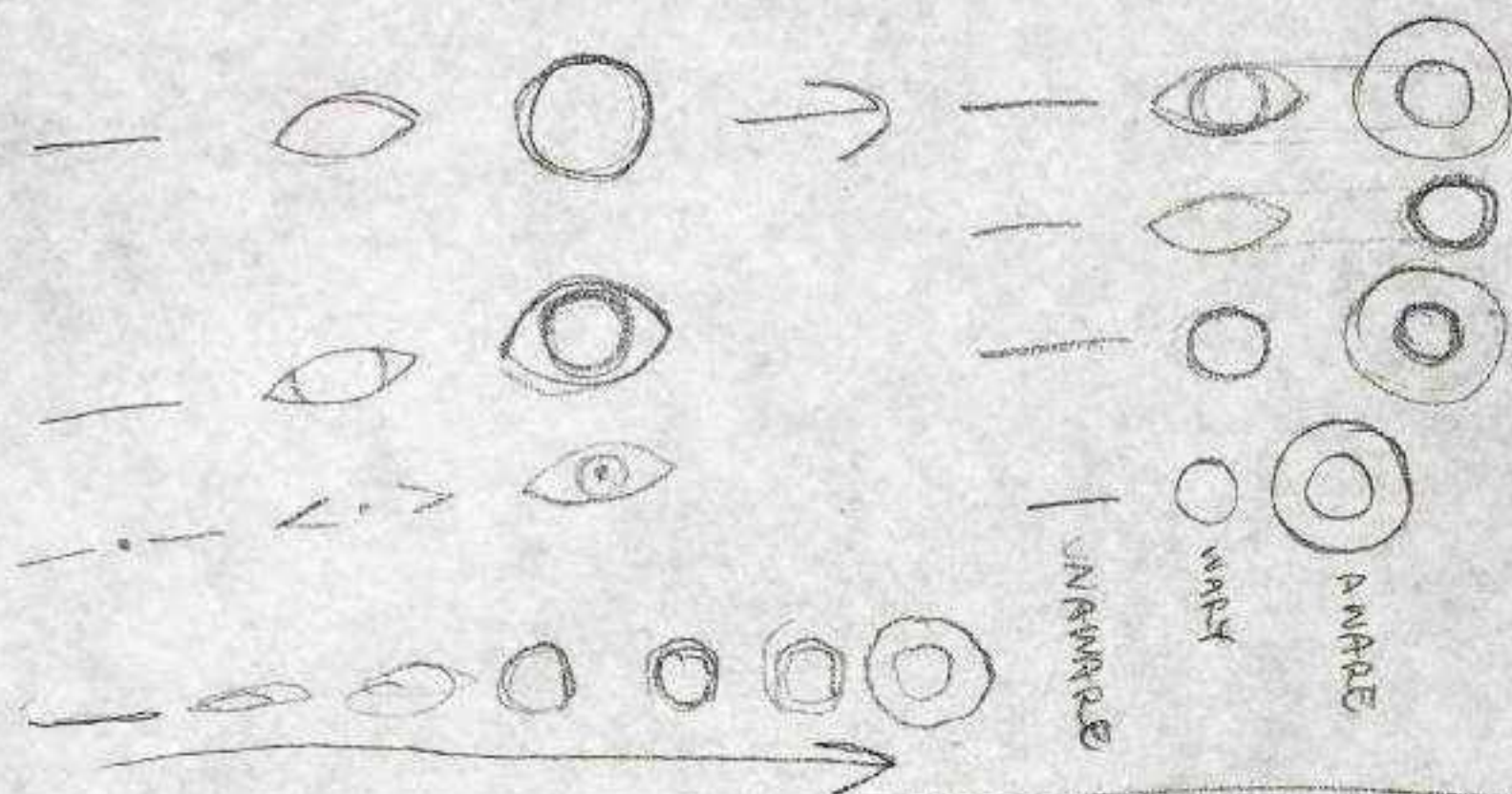


~~MPR.~~



for bag.

HEALTH (DETECTION HUD)



speed.
ammo.
damage.
dura

UNARMED

SAFETY

ARMED

WEAPONS STATUS (GAMEPLAY UI)

HORIZON

ammo partially full.
weapon crit. Durability.

tap
Circle mths.

28
ammo
type.

weapon
type.

not feedback.

flashing hp bar, ammo is out

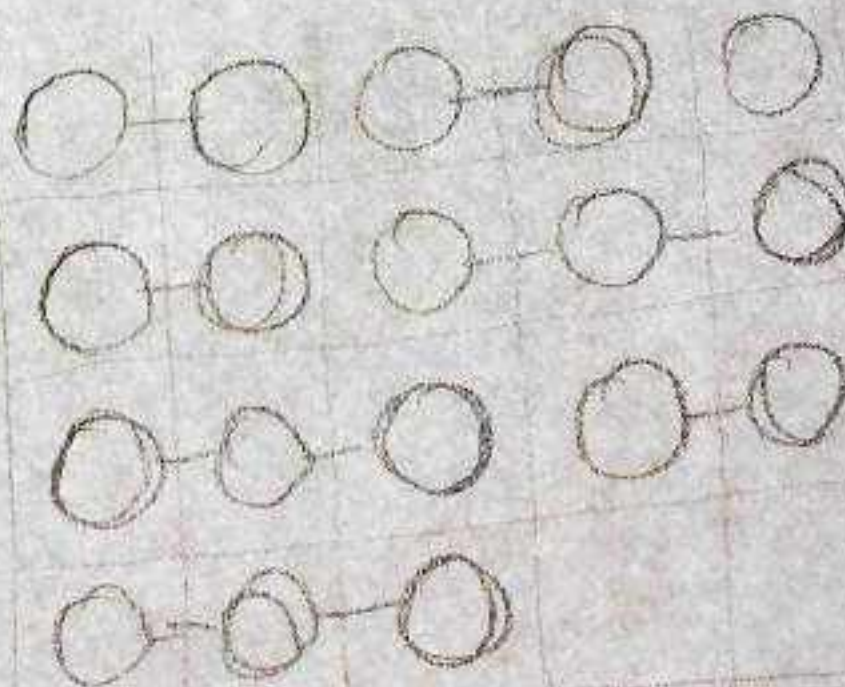
Yellow = equipped. → feedback
↳ purchased.

Dark: ~~available~~ unaffordable.

↳ available to purchase

Fuller order. EXAMPLE


- available = white glow feedback
- unavailable = dark.
- purchased = white opaque.

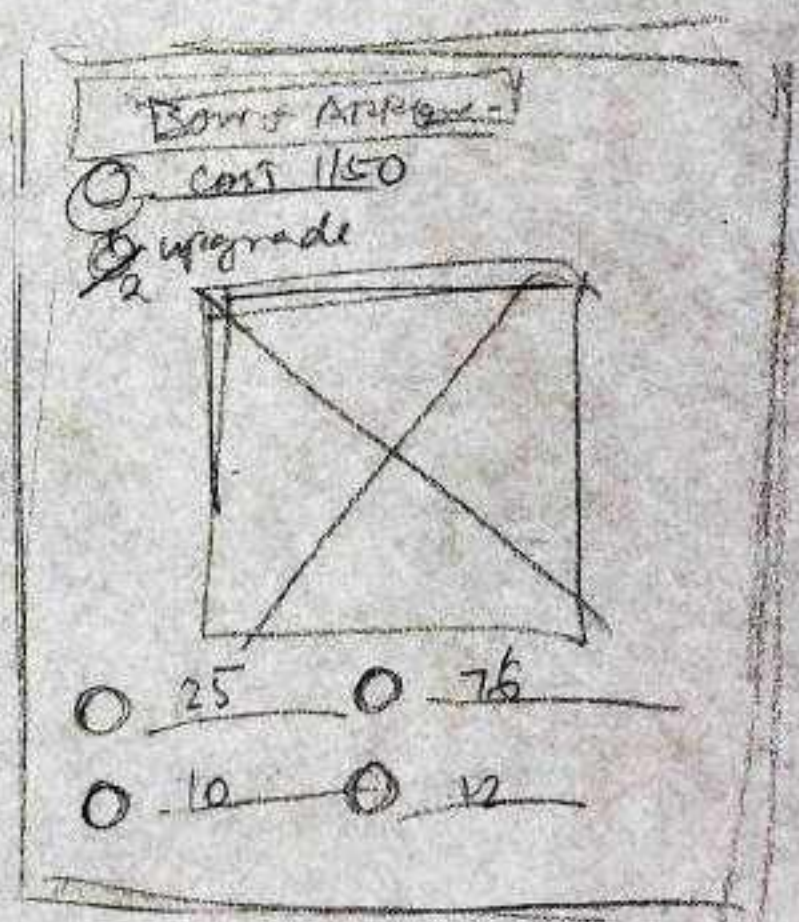
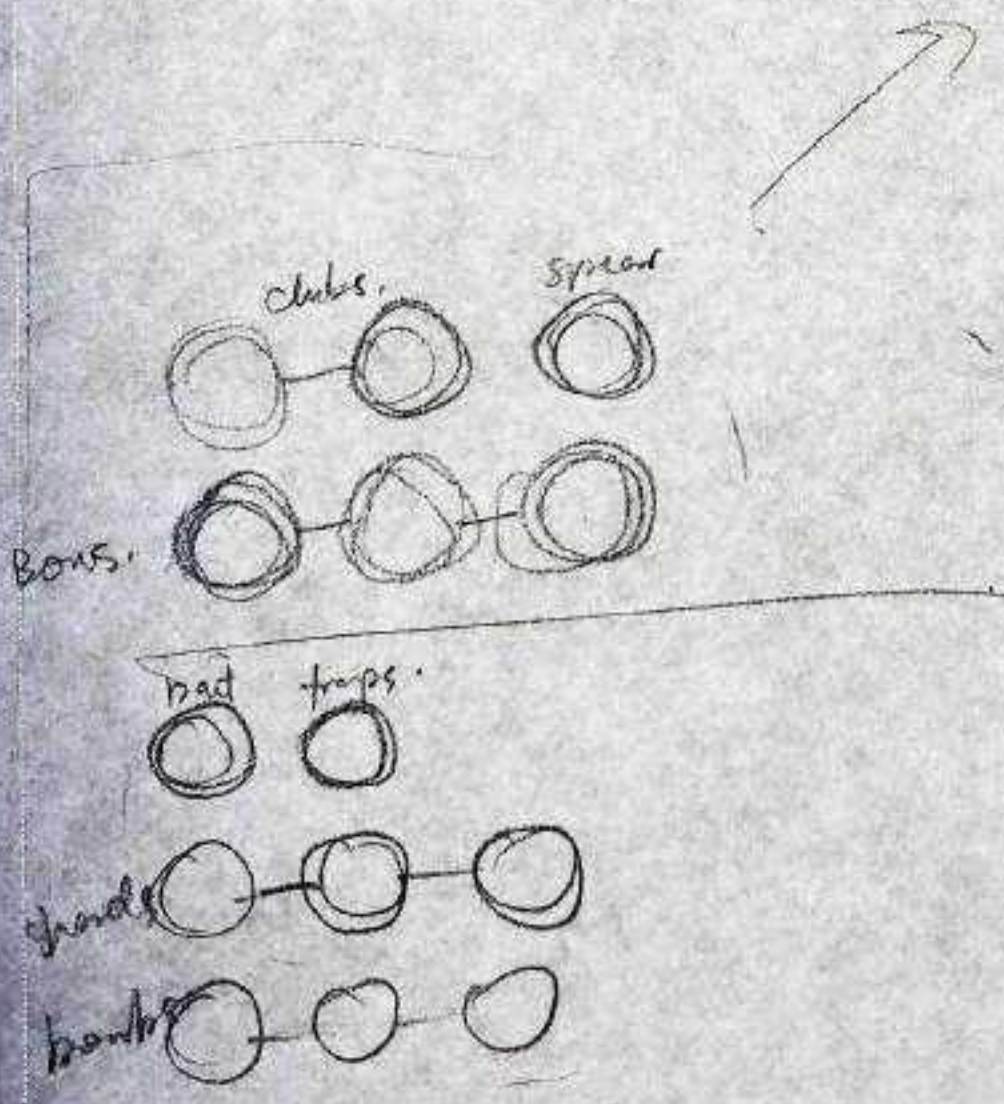
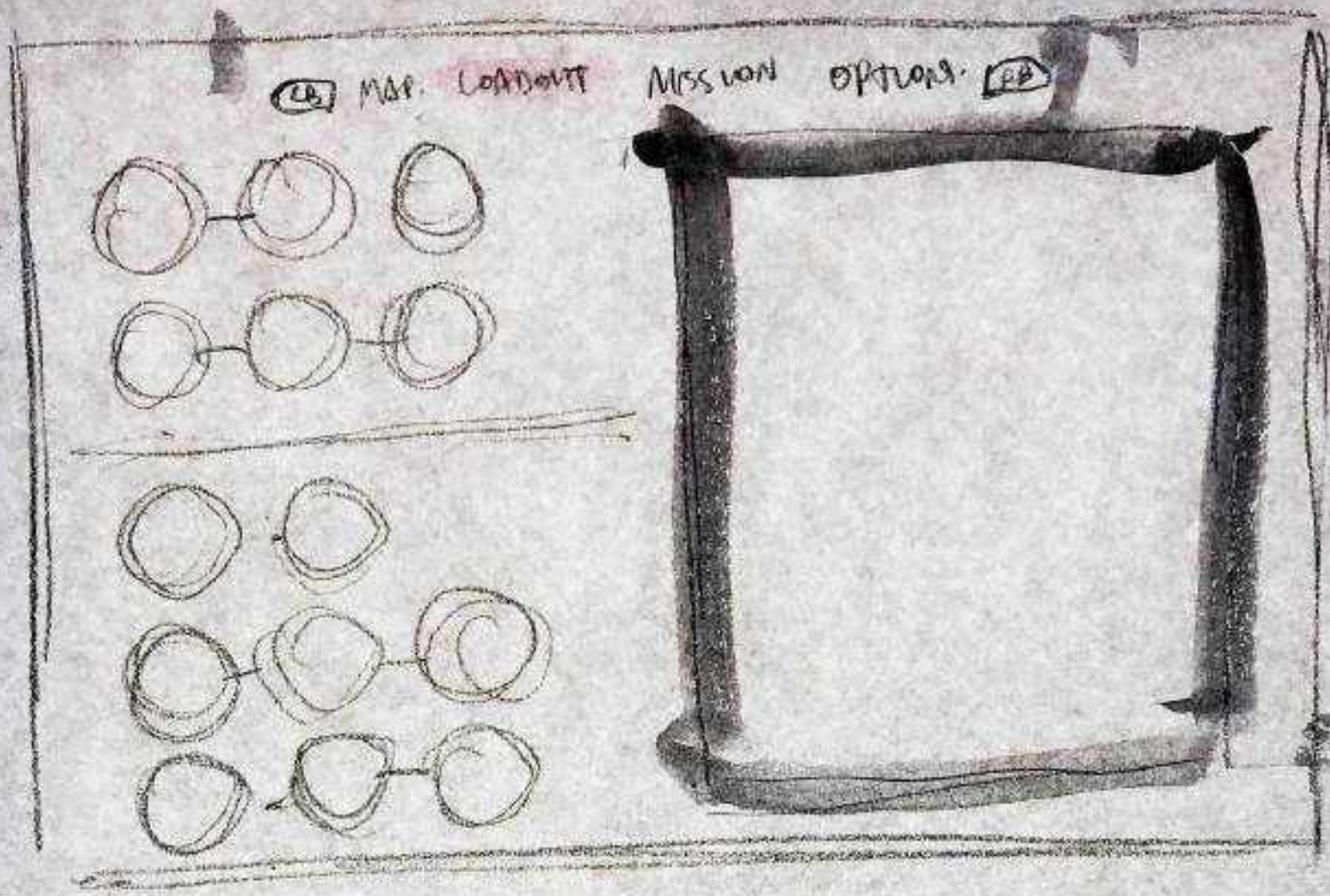


equipped → yellow circle

purchased

unaffordable

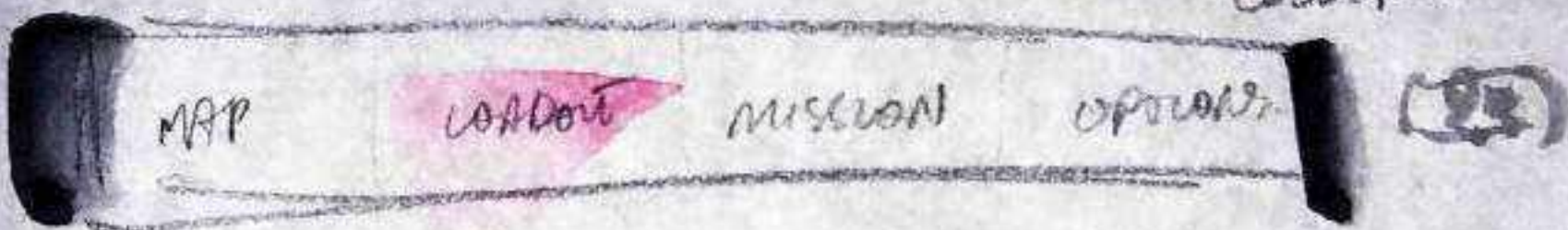
available →  some marker, highlighted.



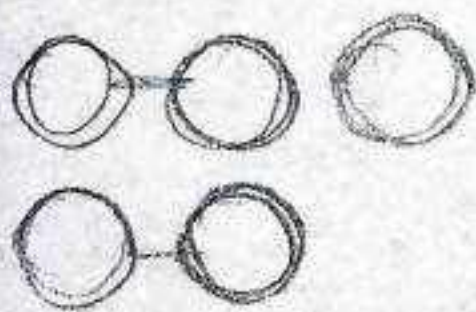
STATS

* notation for locked weapon?
 ↳ show equip/unequip/purchase

if in component
colour.



MELEE



OR

MELEE

AXE

club

RANGE



SPEAR



BLA



Launcher

SPEC.



Melee

Ranged

bow / arrow

catalpult

Slingshot

spear

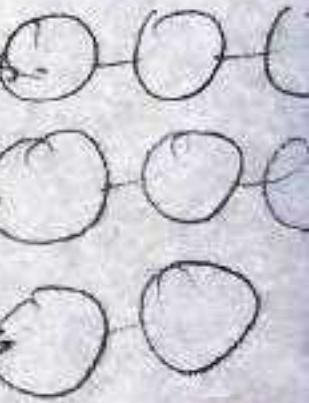
clubs

axes

SAVES

SHARDS

DENTS



WEAPONS

- slingshot

- bow / arrow

- catalpult

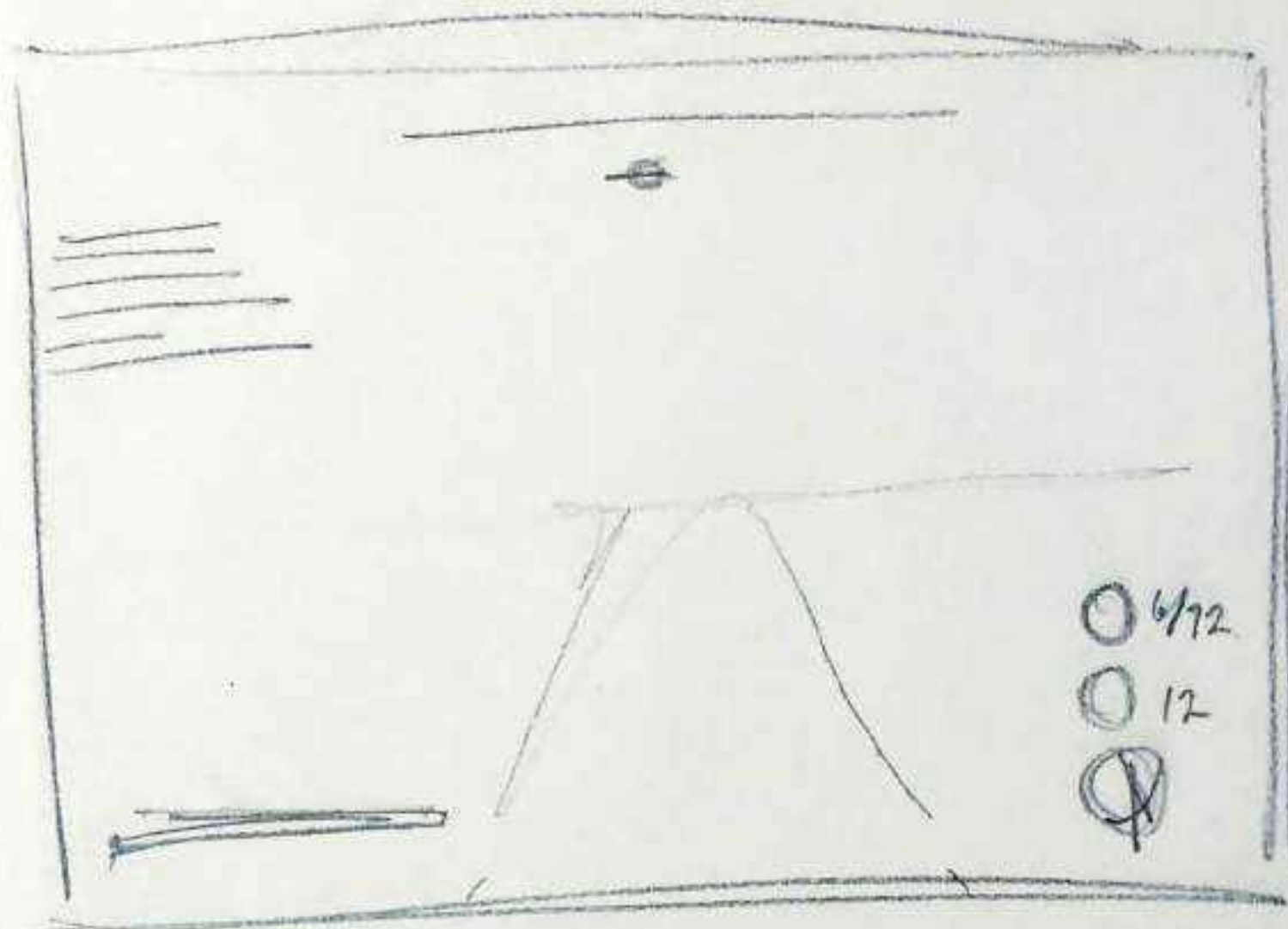
- 2h. axe

- poison dent shooter

spec.

bombs, shards, dents





Motion
- Flashing.

Bars.

○ 6/12

○ 12

○

OR.

○ |||

○

○

colours. * → Accessibility-

→ change equip colour, too sm to non coloured
(Cent.), (Proton.)