

Name: Ross A. Metcalf
Email: pg09ross@vfs.com
Date: 20170410

Class: T3 User Experience (w/ Rob Westwood)
Assignment: A4 – Final Project

UX/UI Design Document

Given Target Specifications

View: 3rd Person
Platform: Xbox One
Genre: Action-adventure
Emphasis: narrative & campaign
Similar Titles: Uncharted

Game Details

Name: StarLord
Theme: Science fiction treasure hunter.
Crash: “Indiana Jones meets Star Wars.”
Inspirations:

- Guardians of the Galaxy: Star-Lord
- Star Wars: Boba Fett, Han Solo
- Uncharted: Nathan Drake
- Firefly: Malcolm Reynolds

Competitive Titles

1. Uncharted
2. Alien Isolation
3. Mass Effect
4. Dead Space
5. Gears of War

1. Uncharted

Notes

Extremely minimal, black and white HUD. Fades away whenever not in use or combat. No health bar, instead screen effect. No mini-map. Cinematic target uninterrupted by UI elements. Playing is like watching an action movie. Lots of unique interactions during performed with in-world UI; the button that needs to be pressed appears and hovers near where the action needs to be performed. The most UI appears in the multiplayer game mode, still minimal.



Takeaways

- Use minimal HUD elements to make way for the artwork, hide when unneeded.
- For unique interactions & quick-time events, use in-world UI correlating to location of the animation.
- Keep normal UI elements black & white with semi-transparency. Visible not eye-catching.

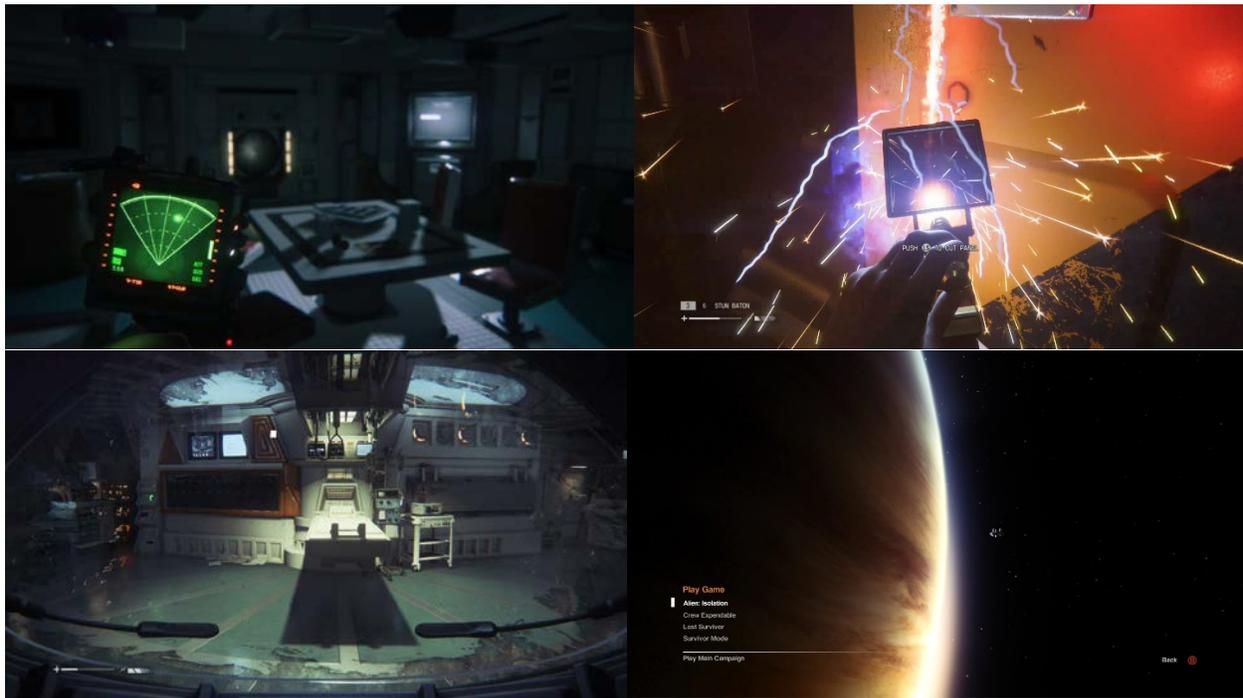
Avoid

- Text queues for obvious actions.
- Lens flares.

2. Alien Isolation

Notes

Minimalistic black and white UI is hidden when not in use. The screens on in-game items are heavily thematic and match the environment and technology level of the setting. Common symbols like batteries and health are used to avoid text. Battery symbol similar to cell phone UIs. Battery symbol might be intentionally imprecise to make gameplay more intense when below 30%. UI elements are narrow and sleek. Text is in ALL CAPS and matches in-game screen text. Main menu matches the lonely isolated mood of the game. Main menu has small, simple text.



Takeaways

- Match UI font to game setting.
- Employ simple, sleek UI elements.
- Draw UI icons and symbols from familiar smartphone icons.

Avoid

- Using unclear symbols on pause menu map screen.
- Large reticles for aiming that are more obtrusive than the standard HUD.

3. Mass Effect

Notes

Dark blue and light blue primary colors, with purple, red and orange supplementary colors.
Health and shield bars, ammo and weapon indicators, ability icons and reticle always visible.
Radial menu for abilities.



Takeaways

- Use clear colors to distinguish between different UI elements.
- Enable the reticle to react to the object its targeting.

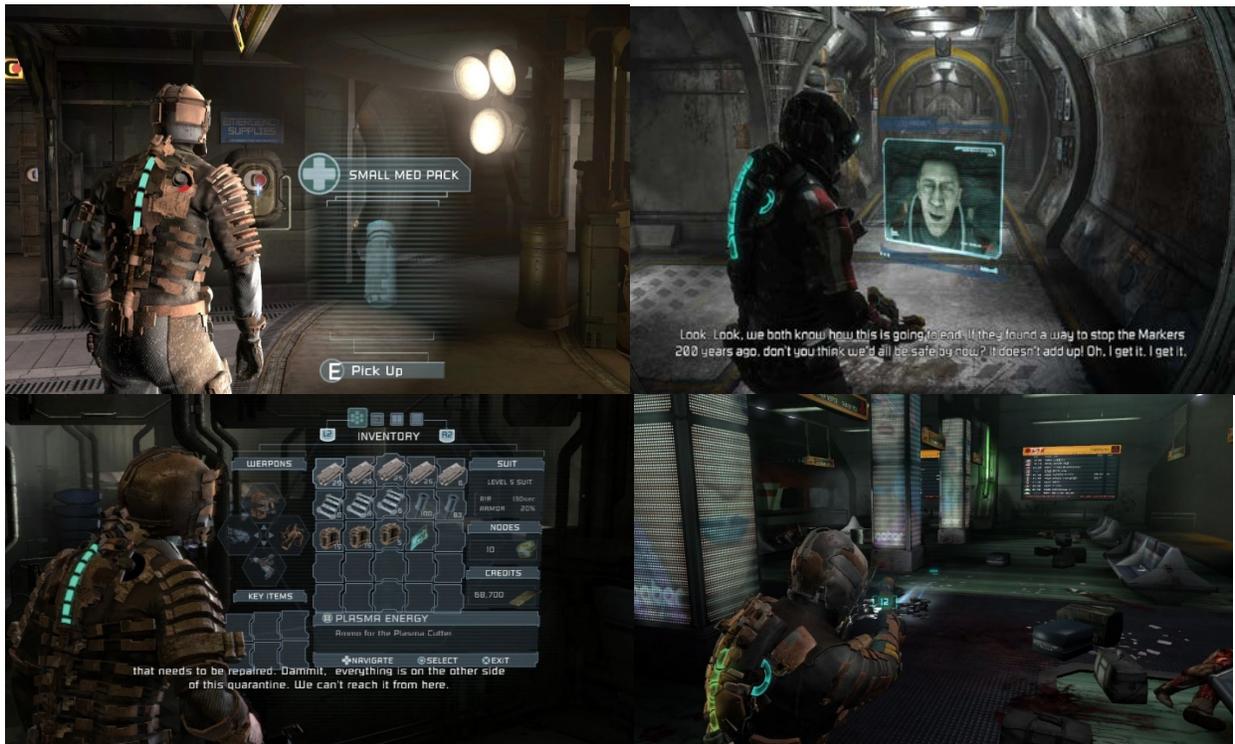
Avoid

- Constant combat info displayed on UI when out of combat.
- Large scrolling list menus.
- Busy and complicated gameplay screen.

4. Dead Space

Notes

Diegetic UI is minimal and has primarily grays, greens, and light blues. Voice captions have different font than UI font. Character looks at UI when player looks at UI. Ammo counter disappears when gun is stowed and changes to red when out of ammo. Health bar is always displayed on the character's back in the form of a glowing tube. Audio clips display amplitude over time chart while playing. Intractable environment glows and has holographic pop-ups. No mini map. No HUD since everything is diegetic.



Takeaways

- Diegetic UI for health and ammo frees up screen space.
- Having less UI makes the few UI elements that exist easy to follow.

Avoid

- Visually displaying audio clips while playing.
- Showing button to press each time when it's the same as usual.

5. Gears of War

Notes

White on black color scheme with red for critical indicators and button colors for actions. Hexagonal reticle matches the GoW theme, changes color and indicates hits. No health bar, only screen effects. Tick marks instead of numbers for current ammo magazine. Weapon icons but no names. UI font is different between ammo count and message area and doesn't match environment. In-game indicators over allies' heads.



Takeaways

- Keep UI simple with semi-transparent white on black colors.
- Use color in UI to identify critical information.
- Heavily themed main menu.

Avoid

- Different font styles on the same screen.
- Large button press indicators.
- Static menu.

Conclusion

Menu

The best menu start pages had dynamic backgrounds that moved and related directly to the gameplay. They were simple and consistent, and were made easy to use by removing repeated actions. They avoided text walls with lots of scrolling. Accept and back button placement was consistent and menus were sized and oriented similarly.

HUD

The majority of the good HUDs used clean, minimal, white on semi-transparent black images. The reticles were reactive according to what they were targeted on. They avoided statically placed health bars and replaced them with screen effects. Few had mini-maps, and HUD elements seamlessly faded in and out as needed.