UI & UX

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What are "UI" and "UX"?
User Interfaces (UI)

- How players *interact* with your game
  - What they look at
  - What they click
  - What they do
User Experience (UX)

- How players feel when playing your game
  - More subjective
  - What makes your game feel *smooth* or *good*
User Experience

User Interface
What UI and UX components does your game use?

e.g. Decisions you've made to make your game look or feel good.
Fonts  Readability  Words  Dialogue
The obvious advice:
"Don't use Comic Sans MS"
The obvious advice:

"Don't use Comic Sans MS"

... But you could do worse.

At least it's easy to read!
Font Choice

Legibility is important!
Game: Persona 5

Don’t let it get to you.
You can change.
Beep boop.

She thought I was a robot...

Makoto

Dialogue
Simple and legible!

Short labels
Fancy font is OK!
Would you want to read an entire tutorial cutscene if it was written in cursive? A few words might be okay, but the longer the text gets, the more difficult this becomes!
Would you want to read an entire tutorial cutscene if it was written in this font? Is this an B or a B or an F? What is A? Can you imagine how painful this would be?
Keep text simple and legible!

Pick an easy to read font over one that's harder to read, even if it fits the mood of your game!

(Unless you're doing a typography based puzzle)
Legibility is (still) important!
Use a black outline!

A shadow/overlay behind your text works well too!
Character Dialogue
Fixed Dialogue Boxes

Usually at the top or bottom of the screen. Doesn't obscure main visual focus.

The dialogue is usually the main focus and requires active attention.

Game: Animal Crossing New Leaf
Floating Dialogue Boxes

Positioned relative to the speaker(s).

Not all text requires attention.

Game: Final Fantasy XIV
Who's Speaking?

Games: Maplestory 2 (Left), Mabinogi (Right)

Character Portrait

Dialogue Colours
Deciding on how to display dialogue

- How important is the dialogue?
- Is the dialogue the focus of your game?
- Do you want to try force players to read it?
Assume players won't read!
Game: Maplestory 2
https://youtu.be/20F6RsihU3c?t=517
Playtest your text choices!
Control Schemes
A bit harder to reach (but still easy)!
Less important interactions.

Easiest to reach!
Most used interactions here.
Teaching Controls to your Player

1. Introduce new control
2. Let the player practice the new control
3. Let the player use the new control with other controls they've learned
Playtest your controls!
Example: Opening an Inventory
Example: Opening an Inventory

Games: Don't Starve (Left), Animal Crossing (Right)
Heads Up Display
Games: Don’t Starve (Left), Animal Crossing (Right)

Inventory in HUD
Players have to constantly check their inventory

Inventory not in HUD
Players only occasionally access their inventory.
Map in HUD
Players have to constantly check their map

Map not in HUD
Players only occasionally access their map.

Games: Mario Kart (Left), Splatoon 2 (Right)
Keep HUDs Simple!
HP / Damage Gauge Displays

- Lives?
- Large number/HP amount?
- Some other number?

Games: Legend of Zelda (Left), Pokemon (Middle), Super Smash Bros. (Right)
Players should be able to see *roughly* how they're doing *without having to read!*
HP / Damage Gauge Displays
HP / Damage Gauge Displays

3/5
HP / Damage Gauge Displays
HP / Damage Gauge Displays

10232/13000
HP / Damage Gauge Displays

10232 / 13000
HP / Damage Gauge Displays
HP / Damage Gauge Displays

Colours are a visual cue too!
Other Visual Cues

Game: Overwatch
Other Visual Cues

Game: Don't Starve
Targeting UI

Games: Overwatch (Left), Splatoon 2 (Middle), League of Legends (Right)
Simple HUDs let players focus on the game!
Cameras
Deciding on how to display dialogue

● 1st Person vs. 3rd Person
  ○ 1st Person: More immersive and more motion sickness
  ○ 3rd Person: Occlusion and camera positioning

● Keep motion sickness in mind!
Occlusion: 3rd Person Perspective
Occlusion: 3rd Person Perspective
Occlusion: 3rd Person Perspective
Playtest your Camera Settings!
Camera Effects

Cinematography
Zooming In

Game: Tales of Vesperia
Slow Motion

Game: Breath of the Wild
Freezing

Game: Super Smash Bros. Ultimate
Screen Shakes

Game: Nier Automata
Sound
Sound

- Mood
Sound

- Mood
- Ambience
Sound

- Mood
- Ambience
- Space
I love this game, but can we admit, footsteps have gone to shi...(self.FortNiteBR)

submitted 1 year ago * (last edited 1 year ago) by [redacted]

It used to be so useful and it's now a joke. (Nb4 get a better headset: I play with Astro A40's and a mixamp)

Edit for clarification: -Footstep audio range has been greatly reduced, not giving you much time to react and easily losing players past 5-10 ft. range when tracking footsteps. -Crouch walking/running is loud and does not give much incentive to play stealthy as players can still hear you clearly when crouch walking/running. -difficult to gauge how much noise you're actually making when moving. I sound quiet through my headset but apparently am stomping around like an elephant to other players...even when crouch walking. -when crouch walking/running, your own footsteps continue playing after you have stopped moving -footsteps sound like they are coming from a couple feet behind you
<table>
<thead>
<tr>
<th>Simlish</th>
<th>English</th>
</tr>
</thead>
<tbody>
<tr>
<td>🎺 Sul Sul</td>
<td>🎺 Hello</td>
</tr>
<tr>
<td>🎺 Oh Feebee Lay!</td>
<td>🎺 I'm Hungry!</td>
</tr>
<tr>
<td>🎺 Nooboo</td>
<td>🎺 Baby</td>
</tr>
<tr>
<td>🎺 Lalo</td>
<td>🎺 Milk</td>
</tr>
<tr>
<td>🎺 Checkmar</td>
<td>🎺 Checkmate</td>
</tr>
<tr>
<td>🎺 Za Woka Genava</td>
<td>🎺 I think you are hot</td>
</tr>
<tr>
<td>🎺 Ooh Be Gah</td>
<td>🎺 Very Good!</td>
</tr>
<tr>
<td>🎺 Woofum</td>
<td>🎺 Dog</td>
</tr>
<tr>
<td>🎺 Dag Dag</td>
<td>🎺 Goodbye</td>
</tr>
<tr>
<td>🎺 Xor</td>
<td>🎺 Be</td>
</tr>
<tr>
<td>🎺 Choo wagga choo choo!</td>
<td>🎺 Something in the way!</td>
</tr>
<tr>
<td>🎺 Whippna Choba Dog!</td>
<td>🎺 This is cool!</td>
</tr>
<tr>
<td>🎺 Sulsul Plerg Majah Blifff?</td>
<td>🎺 Hello! Can I do something else?</td>
</tr>
<tr>
<td>🎺 Sherb</td>
<td>🎺 Shake</td>
</tr>
<tr>
<td>🎺 Gerb Woof Em</td>
<td>🎺 Come Here</td>
</tr>
<tr>
<td>🎺 Sass Awful</td>
<td>🎺 That’s Awful!</td>
</tr>
<tr>
<td>🎺 Badeesh / Vadish</td>
<td>🎺 Thanks</td>
</tr>
<tr>
<td>🎺 Blush!</td>
<td>🎺 Excuse me! Get out of my way!</td>
</tr>
</tbody>
</table>
Sound

- Mood
- Ambience
- Space
- Character Voices
Colours
Colour Blindness
Colour Blindness
Brightness
Brightness
Brightness
Brightness
Brightness
Perception
Perception
Perception
Perception
"The whole is something else than the sum of its parts." (Kurt Koffka)
## Law of Proximity

| A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | X | Y | Z |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10| 11| 12| 13| 14| 15| 16| 17| 18| 19| 20| 21| 22| 23| 24| 25| 26| 27| 28| 29| 30|
| 31| 32| 33| 34| 35| 36| 37| 38| 39| 40| 41| 42| 43| 44| 45| 46| 47| 48| 49| 50| 51| 52| 53| 54| 55| 56| 57| 58| 59|
| 60| 61| 62| 63| 64| 65| 66| 67| 68| 69| 70| 71| 72| 73| 74| 75| 76| 77| 78| 79| 80| 81| 82| 83| 84| 85| 86| 87| 88|
| 89| 90| 91| 92| 93| 94| 95| 96| 97| 98| 99| 100|
Law of Similarity
Law of Closure
Law of Continuity
Law of Common Fate
Law of Common Fate
Awareness
Animations
Animations
Animations
Animations
Animation Curves
Putting Stuff Together
Guiding Players

Second most readily available source of healing is your waterskin. When used, it recovers part of your missing health, and can be refilled at occasional water fountains. There is always at least one fountain per chapter.

As you descend deeper into the dungeon, ambient lighting becomes less and less noticeable, limiting your field of vision. To counter this, you can use torches scattered around the dungeon. They decrease your stealth though.

Scrolls can be very powerful when used correctly. Some of them can lead to your quick demise if used incorrectly. There is no way to know which one is which.
Guiding Players
Guiding Players

When there’s no sound, try counting to yourself to keep the beat.
Guiding Players

- Text
- Contrast
- Outlines, overlays, highlights
- Animation
- Special effects
- Sound
Guiding Players

- Text
- Contrast
- Outlines, overlays, highlights
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Guiding Players

- Text
- Contrast
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- Animation
- Special effects
- Sound
Guiding Players
Guiding Players
Feedback
Animation Feedback
Animation Feedback
Example (Tetris Effect)

https://twitter.com/turdl33/status/1060773730236932097?lang=en
"Correct Action" Feedback

Game: Tales of Vesperia
"Incorrect Action" Feedback

Game: Tales of Vesperia
Rhythm Game Feedback

Game: osu
Rhythm Game Feedback

Game: Rhythm Heaven Fever
https://youtu.be/FdUhPG69PTo?t=176
UI & UX

● Art and technical details make a game. Good UI and UX make a game *good*!
● Pay attention to UI and UX!
● Playtest *a lot*!