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class GeoOctocube

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UX/UI

Intro

This week?

- One of four UX/UI weeks
- Alongside the game project
- Understand what UI and UX are
- What to think about when designing UI and UX
- Common pitfalls, best practices

* The coordinates (0, 0, 0) represents the octocube */

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Gets the sector from the (x, y, z) specified c

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class GeoOctocube

Today:

- Who am I?
- What is UX and UI?
- UI basics

Gets the sector from the (x, y, z) specified c

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Who am I?

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st Gets the sector from the $({ m x},~{ m y},~{ m z})$ specified c

• Anna Jenelius

Sector will be:

- Bachelor's Degree in Game Development (Stockholm University)
- First game development job in 2011 (Animation)
- Started at Paradox in 2012
 - QA Tester
 - Assistant QA Manager
 - Senior QA Manager
- Quit my job, started Talecore Studios
- One-person indie developer
- Head Teacher for the Game Design program here at FutureGames
- Also: Writer, making a card game, organizing gamedev meetups (Link in Park/Link in Bar), etc

What have I done?

Independent Game Developer Midvinter Shantee's Choices (in development) Capitals (in development)

Writer Rain of Reflections (in development)

Analog Games IndieCards (in development)

Motion Capture Assistance Battlefield 3

Animation The Horror of MS Aurora

Game Jams

Castle Game Jam Global Game Jam International Love Ultimatum Jam * The coordinates (0, 0, 0) represents the octocube */ class GeoOctocube {

st Gets the sector from the $({ m x},~{ m y},~{ m z})$ specified

OA A Game of Dwarves Ancient Space Cities in Motion Cities in Motion 2 **Cities: Skylines Crusader Kings II** Dungeonland Europa Universalis IV Hearts of Iron III Hearts of Iron IV Hollowpoint Impire Knights of Pen and Paper +1 Edition Knights of Pen and Paper II Leviathan: Warships Magicka

Magicka 2

Magicka: Wizards of the Square Tablet Magicka: Wizard Wars Pillars of Eternity Runemaster (Cancelled) The Showdown Effect Starvoid Stellaris Sword of the Stars II Teleglitch: Die More Edition Warlock: Master of the Arcane Warlock 2: The Exiled War of the Roses War of the Vikings

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class GeoOctocul

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Shantee's Choices

* The coordinates (0, 0, 0) represents the octocube */ class GeoOctocube {

* Gets the sector from the (x. v. z) speci

"You won her in a bet", repeated Shantee, "really?"

Menu

"I did. The man was so drunk I almost felt bad for taking his ship in the end. Just almost... Anyway, it has been great talking to you...?"

The woman looked like she wanted Shantee to finish the sentence.

1: "Shantee."

2: "Erysa."

shantee's choices | talecore studios | alpha screenshot

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Capitals

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* Gets the sector from the (x + z) spe



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class GeoOctocube

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Q: What does UX and UI stand for?

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rotty Hauristic to distinguish known_hosts from Known_hos s merced field estimate designs! disits?

User Experience and User Interface

Answer:

* The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube

Gets the sector from the (x, y, z) specified c

Sector will be:

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class GeoOctocube

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User Interfaces!

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class GeoOctocube

Brothy Heuristic to distinguish known bosts from Known bosts?
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Sector will be:

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Why do we use UIs?

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* Oreturn int the number of the sector (0 if ${f x}$ =

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Purpose

Display information \bullet

Interact with game

a Conner finldn Honipal - finldn(0) Hugionanbers - [] - planebolder Leyhype - ¹² - a planebolder * The coordinates (0, 0, 0) represents the octooub */

class GeoOctocube

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What kinds of UIs?

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Common menus

* The coordinates (0, 0, 0) represents the octocube */

class GeoOctocube

• Main menu

- New game
- Load save/Continue
- Settings
- Credits
- Exit
- (Social buttons)

• Pause menu

- o (Save)
- Load save
- Settings
- Exit to menu
- Exit to desktop

Gets the sector from the (x, y, z) specified c

Sector will be:

(dode)

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Heads-Up Display (HUD)

Common HUD items?

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HUD

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class GeoOctocube

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Inventory



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Codex/logs

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class GeoOctocube

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class GeoOctocube

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Gets the sector from the (x, y, z) specified c

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Other?

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lagic_function get_sector (\$x, \$y, \$z) {

Terminology

* The coordinates (0, 0, 0) represents the octocube */ class GeoOctocube {

Diegetic: Interface that is included in the game world -- i.e., it can be seen and heard by the game characters.

Non-diegetic: Interface that is rendered outside the game world, only visible and audible to the players in the real world.

Spatial: UI elements presented in the game's 3D space with or without being an entity of the actual game world (diegetic or non-diegetic).

Meta: Representations can exist in the game world, but aren't necessarily visualized spatially for the player; these are **meta representations**.

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* The coordinates (0, 0, 0) represents the or */

Diegetic

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Gets the sector from the (x, y, z) specified c



Diegetic



Non-Diegetic

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class GeoOctocube

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Non-Diegetic

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class GeoOctocube

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class GeoOctocube

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Spatial

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class GeoOctocube

Spatial

Gets the sector from the (x, y, z) specified c



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class GeoOctocube

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class GeoOctocube

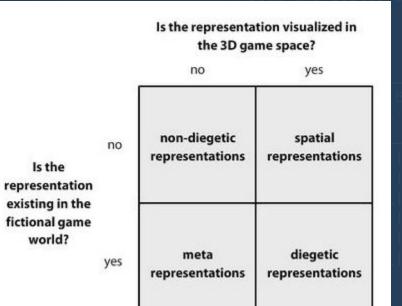
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Platform specifics

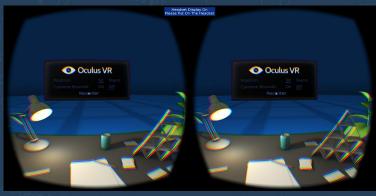
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Gets the sector from the (x, y, z) specified c



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PC vs. console

* The coordinates (0, 0, 0) represents the octoou */

class GeoOctocube

to distinguish known bests from Known bests?:

- Elements close to edge
- Input method
- Lists vs. grids

Gets the sector from the (x, y, z) specified c

Sector will be:

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PC vs. console

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PC vs. console

* The coordinates (0, 0, 0) represents the octocube */

class GeoUctocu

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* Sector will be

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PC vs. console

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class GeoOctocube

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class GeoOctocube

Mobile

• Big elements

No hover

Gets the sector from the (x, y, z) specified c

Sector will be:

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Mobile

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class GeoOctocube

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class GeoOctocube

Gets the sector from the (x, y, z) specified c

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VR

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VR

- Hard having things stuck to camera
- Text can easily become pixelated
- Diegetic UI works well

Gets the sector from the (x, y, z) specified c

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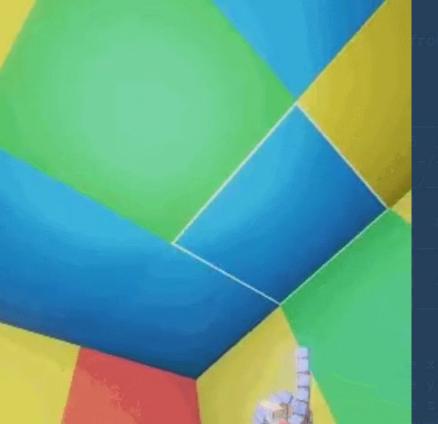
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class GeoOctocube

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Gets the sector from the (x, y, z) specified c

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Immersion

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Immersion

* The coordinates (0, 0, 0) represents the octocube */ class GeoOctocube /

auristic to distinguish known bests from known bosts?:

Gets the sector from the (x, y, z) specified c

- Give the info
- Don't take the player "out" of the experience
- Don't be intrusive

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Make important things obvious

• Don't have to see to "get"

- Damage red edges
- Velocity in car game

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legic_function get_sector (\$x, \$y, \$z) {

Visibility of System Status

* The coordinates (0, 0, 0) represents the octocube */ class GeoOctocube {

"The system should always keep users informed about what is going on, through appropriate feedback within reasonable time."

- Nielsen, 1995

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Recap

: Gets the sector from the (x, y, z) specified c

- UI = User Interface
- There are several different kinds, different purposes
 - In/outside the game world
 - Visible/Invisible to the characters
- Different platforms have different pros and cons
- Basic design practices
 - Keeping immersion
 - Don't intrude
 - Visibility of system status

Dearam^t16t \$x the x coordinate Operam int \$y the y coordinate Oparam int \$z the z coordinate

More questions?

anna@futuregames.nu

 \star The coordinates (0, 0, 0) represents the octocube $\star/$

class GeoOctocube

Kroen_hosts2: / state

Gets the sector from the (x, y, z) specified c

Sector will be:

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