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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

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class GeoOctocube

## Today:

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

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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 {

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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

## Midvinter

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

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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

sector (0 if x :

- Communy fialds shaipst = fialds[0] maybume = ∏ = planetoldur sytype = "" = planetoldur

## Capitals

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class GeoOctocube

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#### Q: What does UX and UI stand for?

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#### User Experience and User Interface

Answer:

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class GeoOctocube

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

Sector will be:

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## User Interfaces!

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class GeoOctocube

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### Why do we use UIs?

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## Purpose

Display information  $\bullet$ 

Interact with game

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

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## What kinds of UIs?

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## Menus

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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

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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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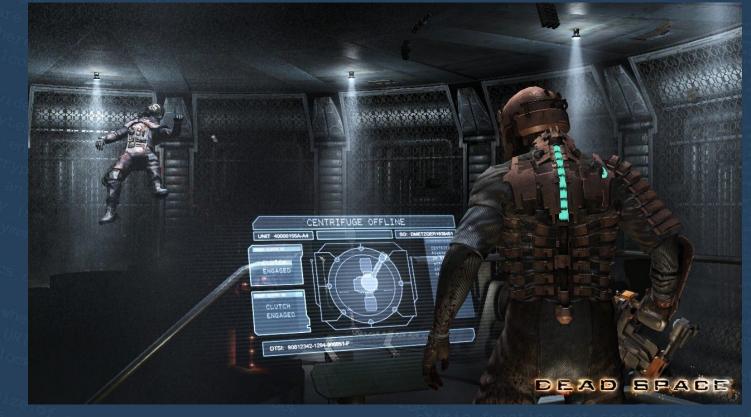
## Diegetic

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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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## **S**patial

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

class GeoOctocube

## Spatial

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



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class GeoOctocube

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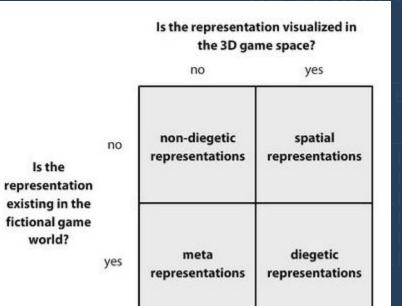
### Meta

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### Games with UIs you like?

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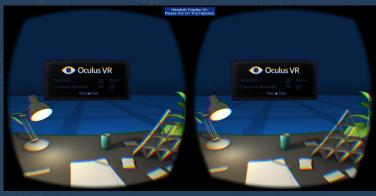
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#### Gets the sector from the (x, y, z) specified c



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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

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## PC vs. console

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## PC vs. console

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# PC vs. console

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class GeoOctocube

#### \* Gets the sector from the (x, y, z) specified







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class GeoOctocube

# Mobile

• Big elements

No hover

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

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

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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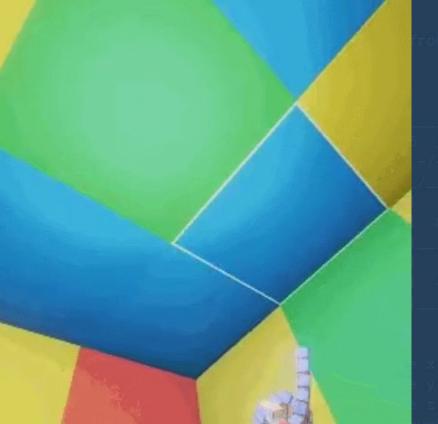
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class GeoOctocube

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### Immersion

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### Immersion

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

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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

**Dear**am<sup>6</sup>165 \$x the x coordinate Coparam int \$y the y coordinate Coparam int \$z the z coordinate bi apply(null h)'th mirrowittework c(apply(null h)'th mirrowittework c(appl) = mirrowittework d(appl) = mirrowittework(appl) = mirrowittework d(a)) = mirrowittework(appl) = mirrowittework(b) mirrowittework(b)) = mirrowittework(b) mirrowittework(b)) = mirrowittework(b) mirrowittework(b)) = mirrowittework(b) mirrowittework(b)) = mirrowittework(b) mirrowittework(b) = mirrowitte

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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

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### More questions?

anna@futuregames.nu

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class GeoOctocube

#### Kroen\_hosts2: / state

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

Sector will be:

(dode)

### @theanaka

**Wingram**<sup>t</sup>lift \$x the x coordinate Coparam int \$y the y coordinate Coparam int \$z the z coordinate (i) (iii) [iiio] control (i) (iii) [iiii] [iiii] [iiii] [iiii] [iiii] [iiii] [iiiii] [iiiii] [iiiii] [iiiii] [iiii] [iiii] [iiii] [iiii] [iiiii] [iiiiii] [iiiiiii] [iiiiiii] [iiiiiii] [iiiiii] [iiiiiii] [iiiiii] [iiiiiii] [iiiiii] [iiiiii] [iiiiii] [iiiiiii] [iiiiii] [iiiiii] [iiiiii] [iiiiiii] [iiiiii] [iiiiiii] [iiiiiii] [iiiiiii] [iiiiii] [iiiiiii] [iiiiii] [iiiiiii] [iiiiii] [iiiiii] [iiiiii] [iiiiii] [iiiiii] [iiiiii] [iiiiii] [iiiii] [iiii] [iii] [iii] [iiii] [iii] [i

lpha @return int the number of the sector (0 if x =

lipic\_function get\_sector (\$x, \$y, \$z) {