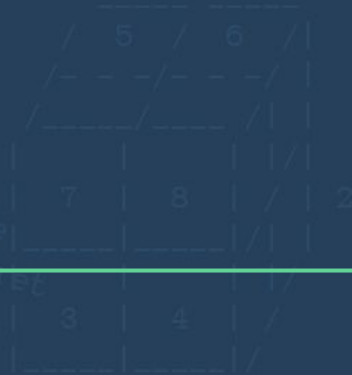


UX/UI @ Valiant

The what and the why, in practice



Today

- Look at Pendula Swing
- What changes were made?
- What's the future?
- Mentoring

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

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

* Sector will be:



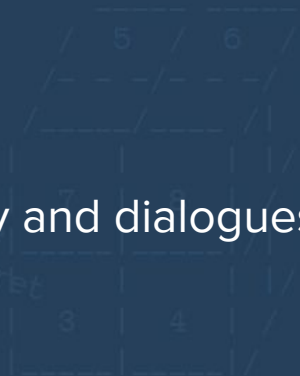
* @param int \$x the x coordinate
* @param int \$y the y coordinate
* @param int \$z the z coordinate
* @return int the number of the sector (0 if x =

```
static function get_sector ($x, $y, $z) {
```


Elevator Pitch

Pendula Swing is an Episodic Adventure Game set in a Fantasy Version of the American Roaring 20s.

Elements of point-and-click and RPGs, but focus on story and dialogues.





PENDULA SWITC



The Team



Anna Jenelius

CEO, Creative Director



Laura Bularca

Business & Marketing Director



Eva Sokolova

Concept/Props Artist

Advisory Board



Chris Avellone

Advisory Board Member



Armin Ibrisagic

Advisory Board Member



Jason Hayes

Advisory Board Member



Mysterious Industry Veteran

Advisory Board Member

Board of Directors



Laura Bularca

Chair of the Board



Anna Jenelius

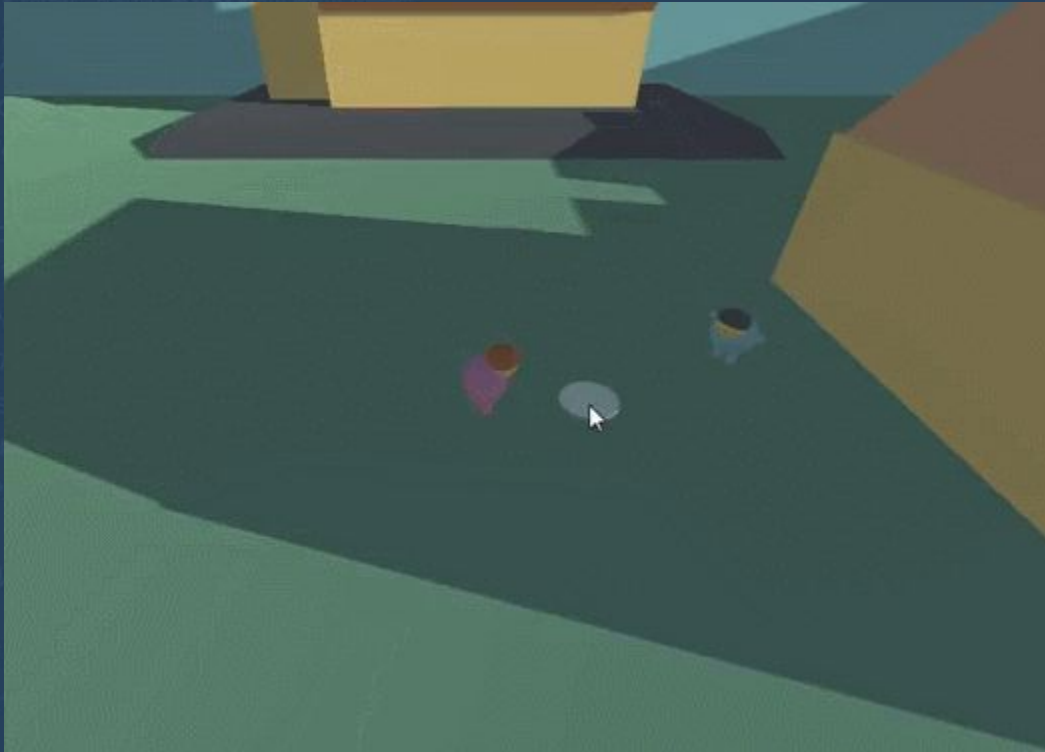
Board Member



Stefan Lindeberg

Board Member

Let's start from the beginning..





Inspiration


```
require 'base32'
require 'cryptosphere'

module Cryptosphere
  # Blocks are the
  # Cryptosphere

  # Common fields
  # Format = fields[0]
  # maxinumchars = 11
  # placeholder
  # datatype = ""
  # placeholder

  # Dirty heuristic to distinguish known hosts from known hosts2
  # Is second field entirely decimal digit?
  # (0-9)* = fields[1]

  # Treat all IPv4s as host key
  # Format: hostip (v4) or host (comment)

  # The coordinates (0, 0, 0) represents the octocube
  # */
  class GeoOctocube {
    # Gets the sector from the (x, y, z) specified
    # *
    # Sector will be
  }
end
```



use when calculating the ID of a block
= "crypt-block"
it on the size of
= 1_048_576

encryption, please see Blake2bXSalsa20po
crypt the file
regularly on the
param int \$x the x coordinate
param int \$y the y coordinate
param int \$z the z coordinate
* @return int the number of the sector (0 if x =

static function get_sector (\$x, \$y, \$z)

Inspiration



Her eyes were so beautiful when she sat here and gazed into the fire...
We got this pair of armchairs from the mayor of Laslayan, after ridding its catacombs of undead.
We got this pair of armchairs from the mayor of Laslayan, after ridding its catacombs of undead.
That's the armor I wore when we fought the legions of Lagketvak.
That shield is part of the reason why I haven't managed to die yet.
Goblin tracks. There has been a goblin in my home.

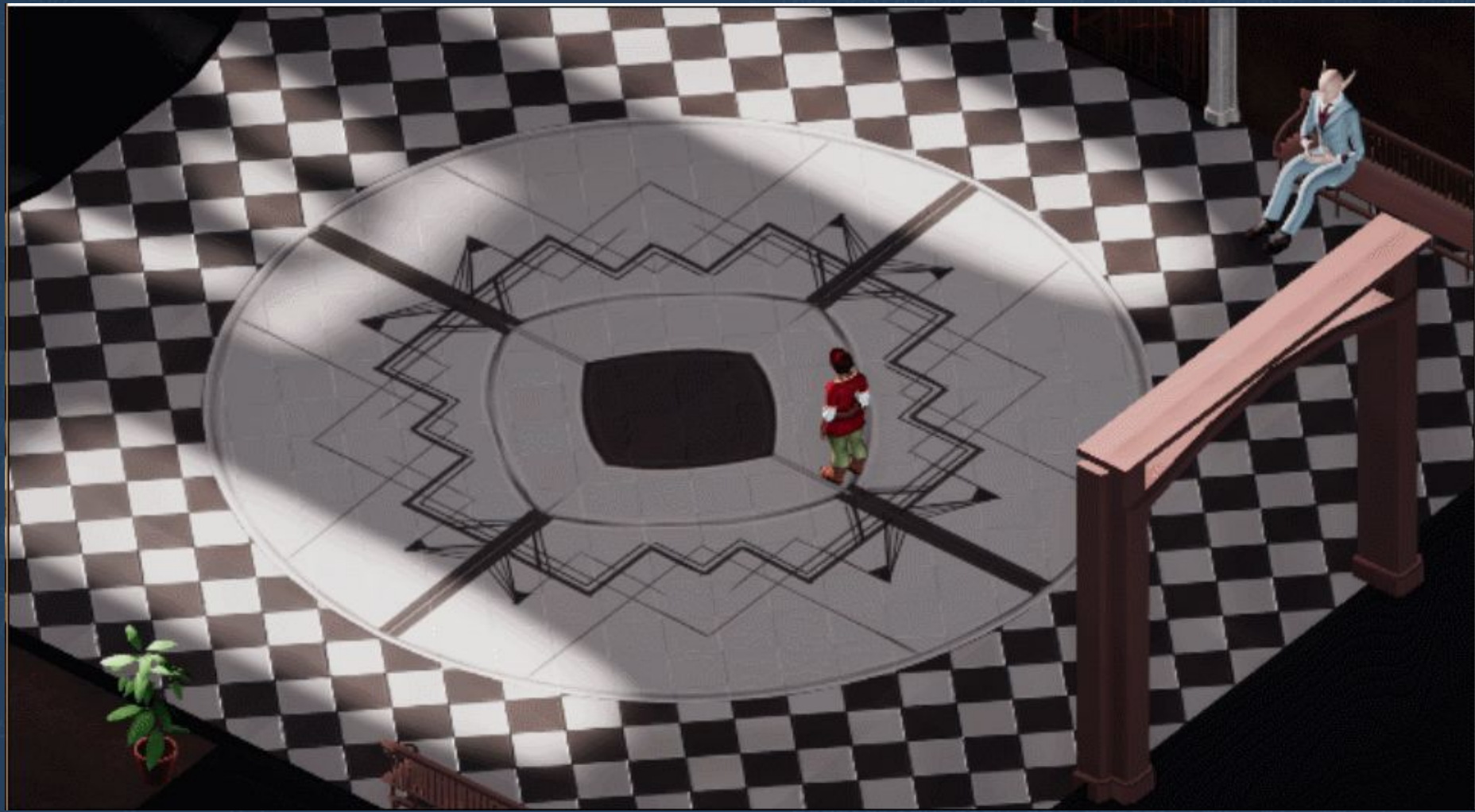




I'm Stan of Stan's Previously Owned Vessels.

Inspiration

Games



The petrified skull is as cold and hard as stone. Wax tears dribble from the eye sockets.

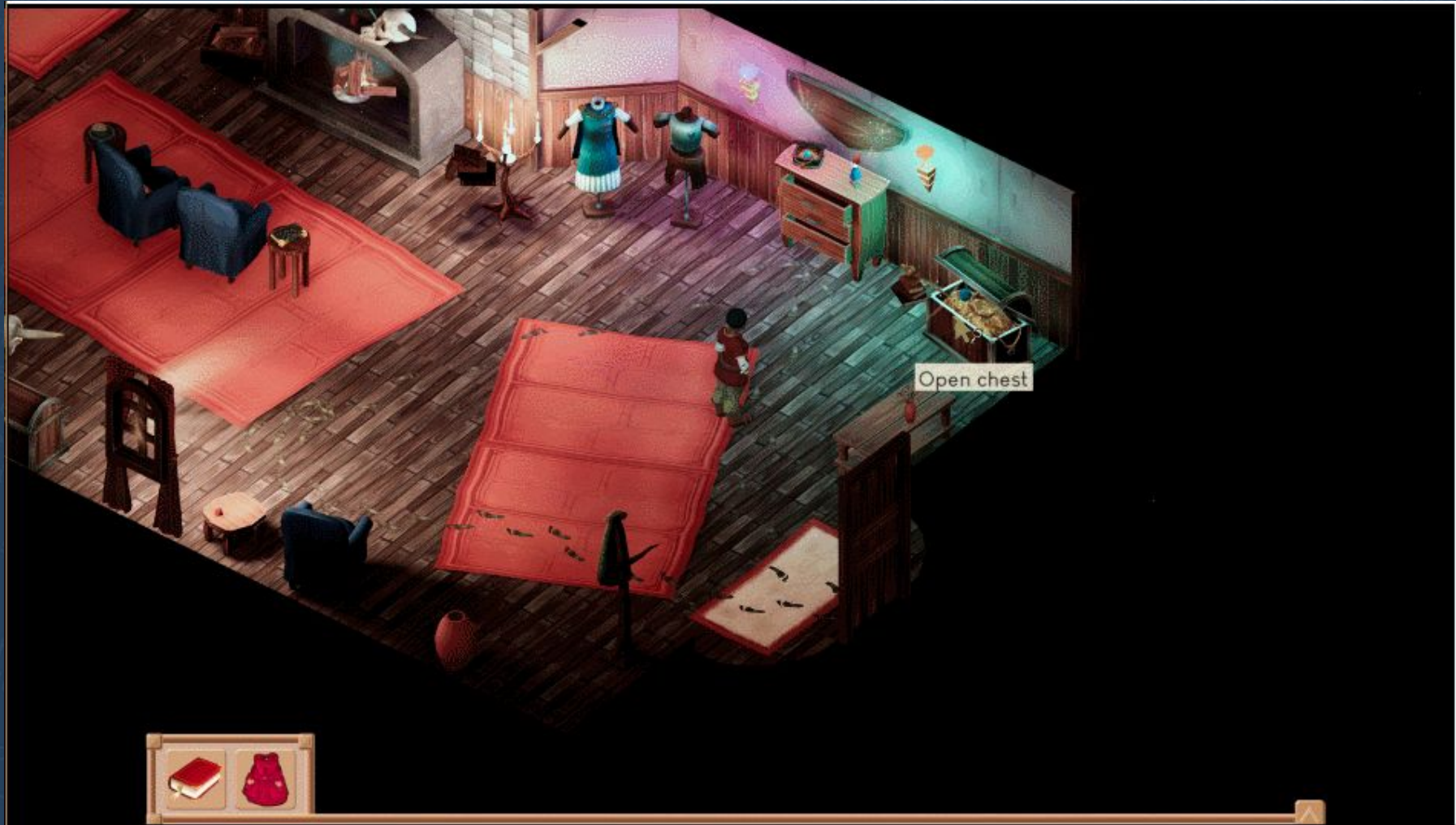
Fast Mode Active

Character portraits and status bars for six party members. From left to right: a male character with 273/273 health, a male character with 245/245 health, a male character with 194/194 health, a female character with 202/202 health, a female character with 185/185 health, and a male character with 210/210 health.

Game interface icons including a sword, a shield, a hand, a compass, a map, a skull, a gear, and a shield with a cross.

Distance affects light with Consecrated Ground. (Additional Effects for 1.4 sec)
New Map Discovered! Flames-That-Whisper Upper Cavern - 60xp earned
Quicksave completed.

Inspiration







I took the day off work. Promised I'd take the kids to the park.



Showing possible interactions



INVENTORY



BACKPACK

Your backpack contains random items



WALLET



MAP



OUTFITS

Gizmodo, Hand of A'dal

Level 70 Gnome Mage

-
-
-
-
-
-
-
-
-
-

0

0

0

0

0

0

0

0

0

0

Base Stats	Spell
Strength: 34	Bonus Damage: 109
Agility: 48	Bonus Healing: 1109
Stamina: 486	Hit Rating: 178
Intellect: 503	Crit Chance: 17.02%
Spirit: 221	Haste Rating: 54
Armor: 1477	Mana Regen: 235

Character
Pets
Reputation
Skills
Currency

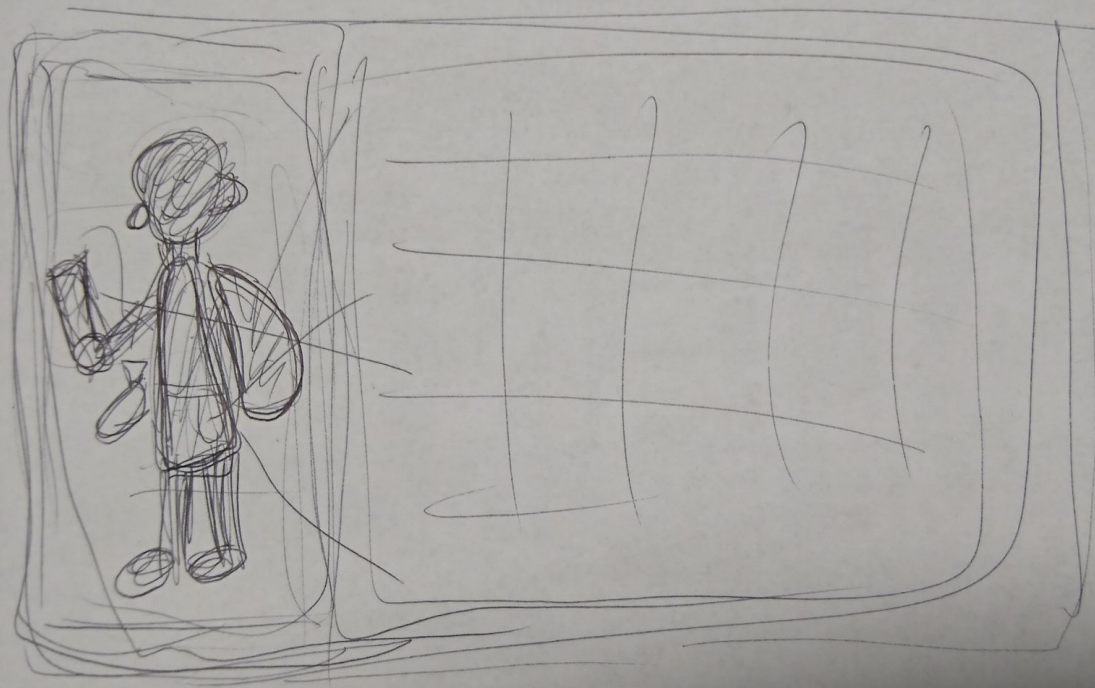
Outfitter 4.3

Outfitter

- Complete outfits
- Birthday Suit
- Normal
- Raid (Disabled)
- Accessories
- Argent Dawn (Disabled)
- Cauchy
- Evocate
- Fishing
- PvP Trinket
- Riding
- Shadow Resist
- Stamina
- Sun Goggles

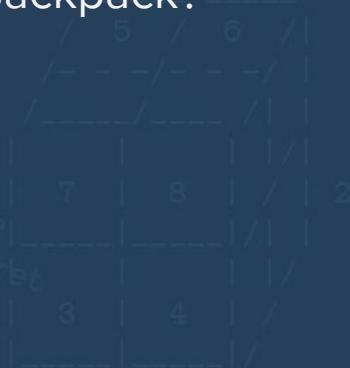
About
Options
Outfitter

Inspiration



Rework: All on one page

- Technical difficulties
- Should you be able to access Wallet when has no Backpack?
 - An UI button for every part of the inventory?
- No need for such focus on inventory
- Moved the map to separate interface



```

* The coordinates (0, 0, 0) represents the octocube
*/
class GeoOctocube {
    /*
    * Gets the sector from the (x, y, z) specified
    *
    * Sector will be:
    * <code>
    *
    * @param int $x the x coordinate
    * @param int $y the y coordinate
    * @param int $z the z coordinate
    *
    * @return int the number of the sector (0 if x =
    */
    static function get_sector($x, $y, $z) {
        $sector = 0;
        if ($x > 0) {
            $sector += 1;
        }
        if ($y > 0) {
            $sector += 2;
        }
        if ($z > 0) {
            $sector += 4;
        }
        return $sector;
    }
}

```




Vendors



Containers



Edge Cases



```
* The coordinates (0, 0, 0) represents the octocube
*/
class GeoOctocube {
    /**
     * Gets the sector from the (x, y, z) specified
     *
     * Sector will be:
     *
     * @param int $x the x coordinate
     * @param int $y the y coordinate
     * @param int $z the z coordinate
     * @return int the number of the sector (0 if x =
     */
    static function get_sector($x, $y, $z) {
        $x = floor($x / 100);
        $y = floor($y / 100);
        $z = floor($z / 100);
        $sector = ($x * 100 + $y) * 100 + $z;
        return $sector;
    }
}
```

Companions



Which companion do you wish to continue with?



To Do

~~Get dressed.~~

~~Have breakfast.~~

~~Go outside, take in the sun.~~

~~Gather clues about the
burglary.~~

Notes

The burglar was a Goblin who stole my axe but left everything else which means that...

my axe is gone forever

I will never find the thief

they will be coming back

they knew what to steal

Tasks

- Investigate the murder of Peter Carey
- Inspect the crime scene at Woodman's Lee
- Select a suit to wear using your personal wardrobe and join Lestrade at Woodman's Lee

The Fate of Black Peter



Inspector Lestrade pays a visit to Baker Street, where he relates to Holmes the grotesque affair that involved the former captain known as Black Peter.

LB

RB

B

Quit

Inspiration



Inspiration

To Do

Quest 1 description here

Quest 1 description here (clues gathered)

Quest 1 description here

Quest 1 description here (clues gathered)

Quest 1 description here

Quest 1 description here (clues gathered)

Quest 1 description here

Quest 1 description here (clues gathered)

Quest 1 description here

Quest 1 description here (clues gathered)

Quest 1 description here

Quest 1 description here (clues gathered)

4/10

Quest 1 description here

Quest 1 description here (clues gathered)

Quest 1 description here

Quest 1 description here (clues gathered)

Quest 1 description here

Quest 1 description here (clues gathered)

Quest 1 description here

Quest 1 description here (clues gathered)

Quest 1 description here

Quest 1 description here (clues gathered)

Quest 1 description here

Quest 1 description here (clues gathered)

TO DO

DONE

HINTS

NOTES

MINIGAMES

Explaiun Page Flipping. You should have a page corner to flip only if there is somethign to flip for

You only flip pages within current cathegory

If we have many pages, it would be nice to show page number and at what page you are (ie 3/10)

5/10



New home of the log



Disneyland



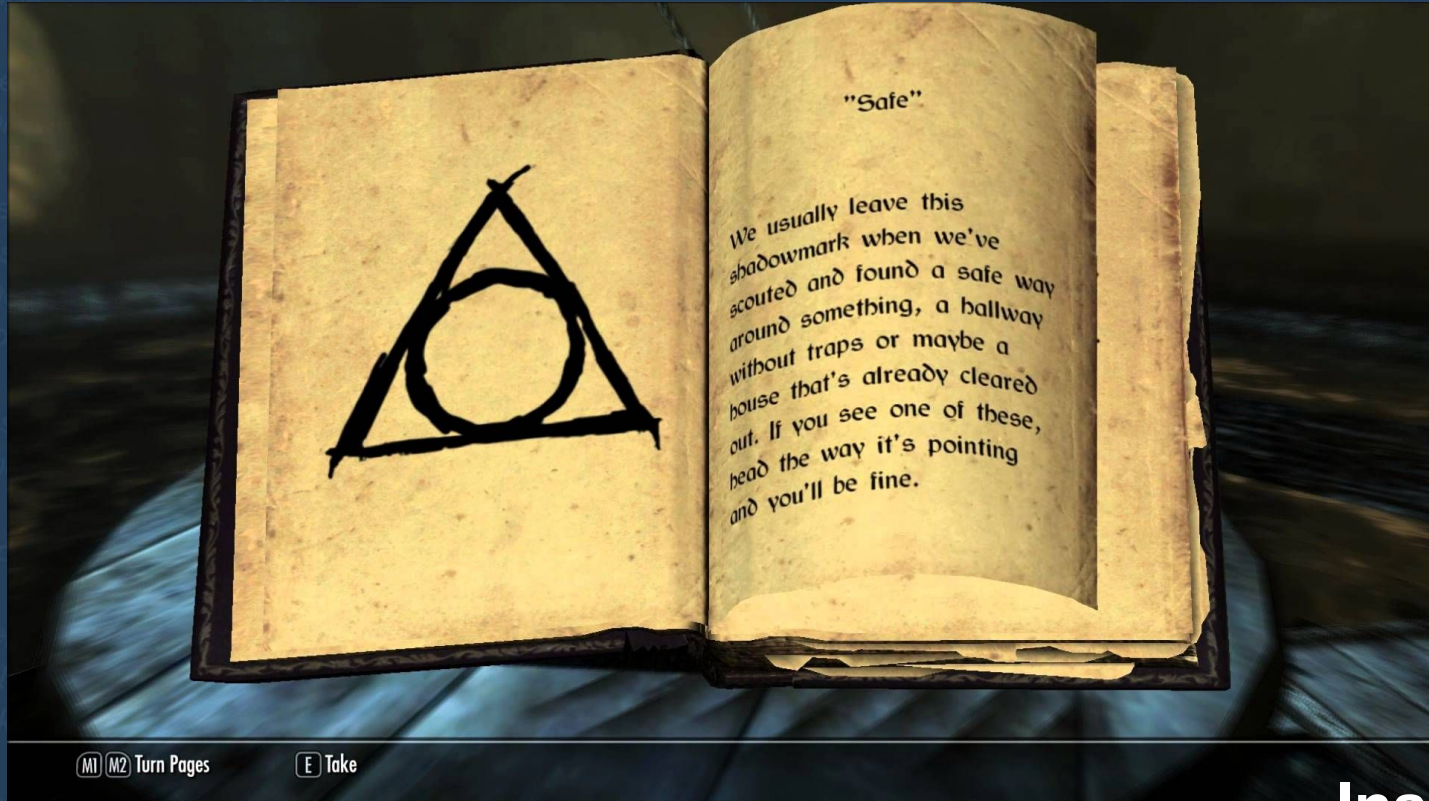
Inspiration



Viewable art



Readable books



Inspiration

Main menu

- 1920s movie feeling





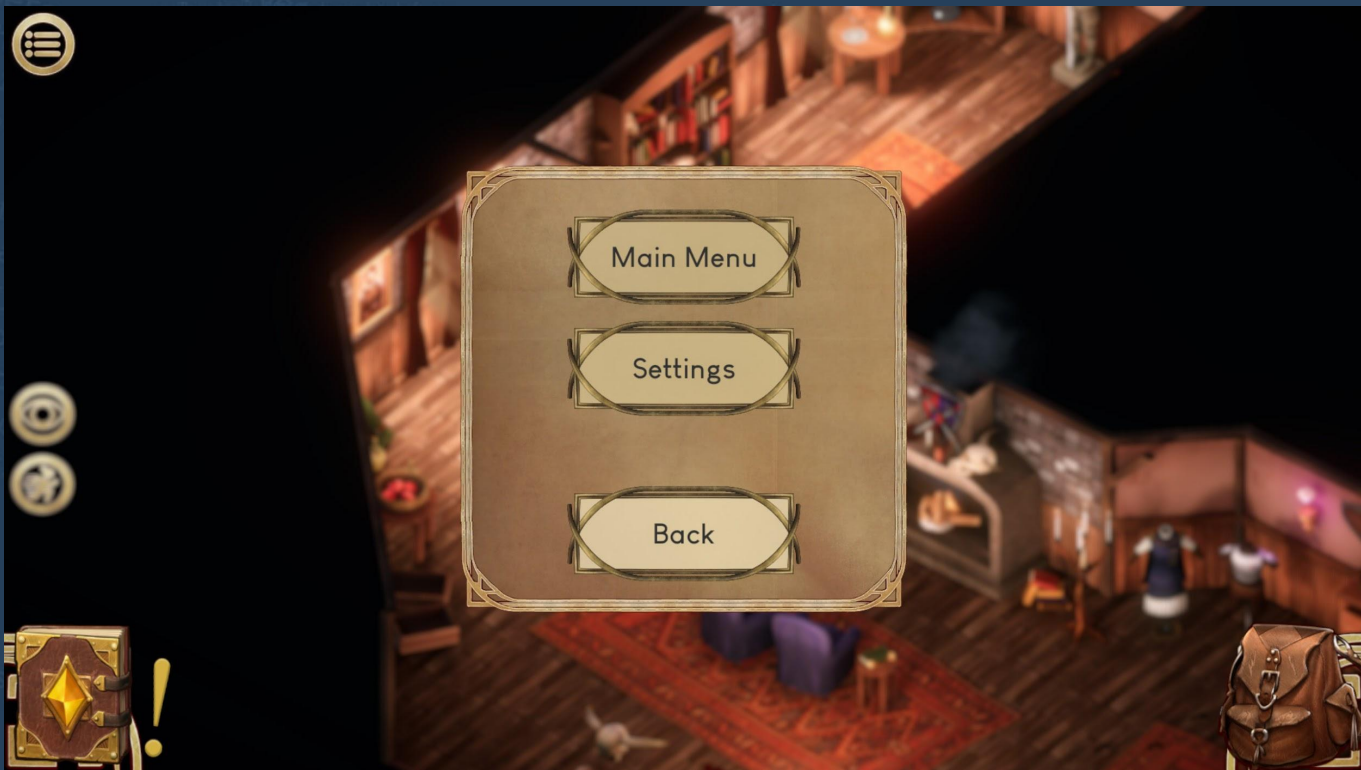
Episode store



Settings menu



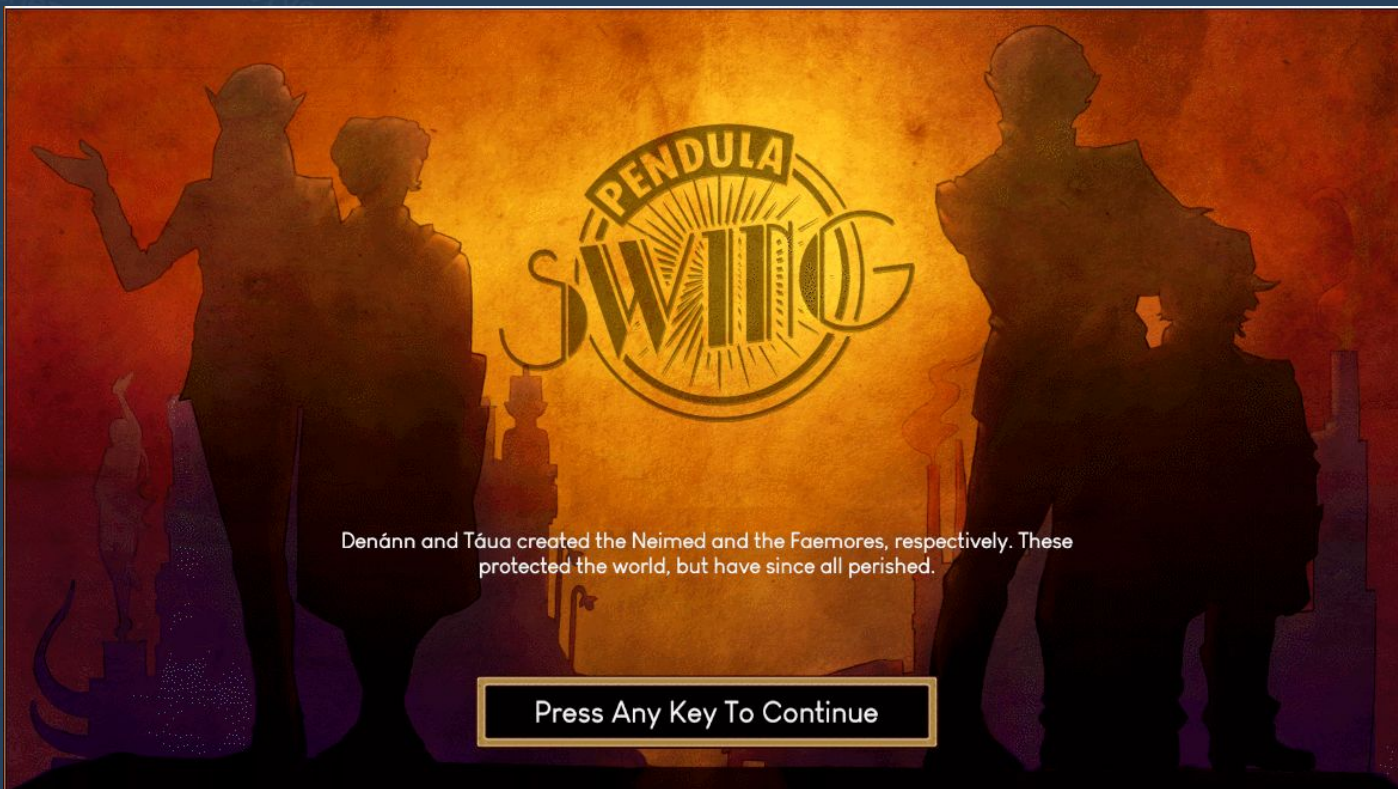
Pause menu



Credits



Loading Screen



Denánn and Táua created the Neimed and the Faemores, respectively. These protected the world, but have since all perished.

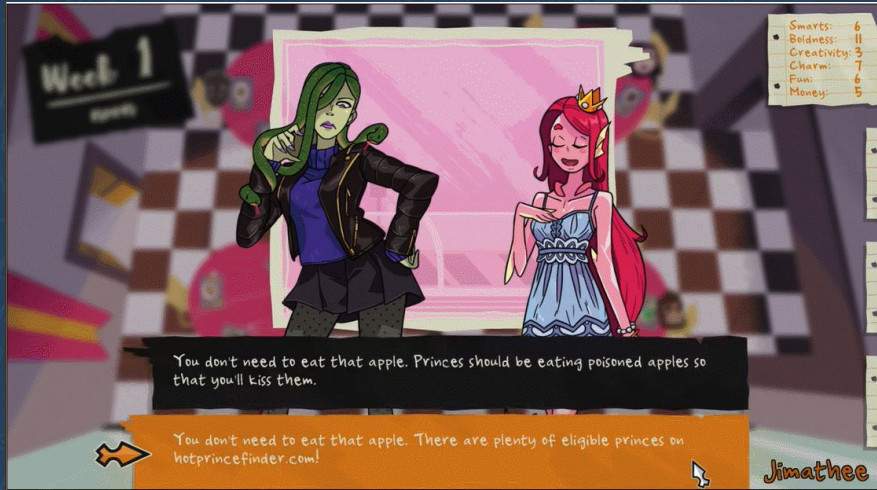
Press Any Key To Continue

Intro cinematic



Proprietary key for the

New dialogue UI



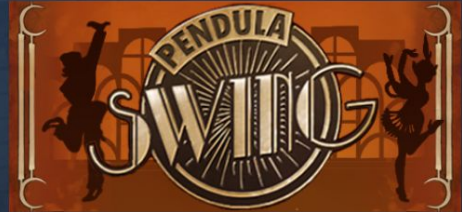
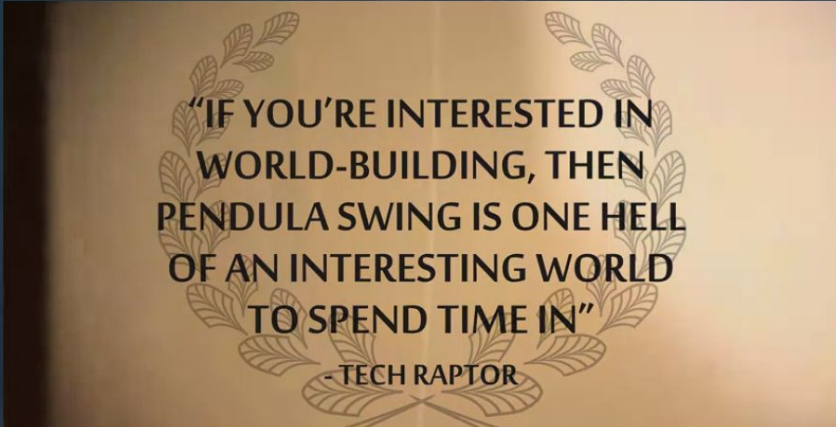
Inspiration



All Games > Adventure Games > Pendula Swing Franchise > Pendula Swing Episode 1 - Tired and Retired

Pendula Swing Episode 1 - Tired and Retired

[Community Hub](#)



The once famous dwarven hero, Brialyrne Donu Tenúm, is forced to interrupt her indefinite retirement on her idyllic island when she discovers that an important artefact has been stolen.

ALL REVIEWS: **Mostly Positive** (21)
RELEASE DATE: 15 Aug, 2018
DEVELOPER: **Valliant Game Studio AB**
PUBLISHER: **Valliant Game Studio AB**

Popular user-defined tags for this product:
[Indie](#) [Free to Play](#) [RPG](#) [Casual](#) [Adventure](#) +



[https://store.steampowered.com/app/840290/Pendula Swing Episode 1 Tired and Retired/](https://store.steampowered.com/app/840290/Pendula_Swing_Episode_1_Tired_and_Retired/)

Handledning

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