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[**MICHAEL CONE . ID SOFTWARE . UI TEST . 2019**]

[ASSIGNMENT]

1) MOCKUP A MAIN MENU FOR A FIRST-PERSON SHOOTER CONSOLE GAME.

A. INCLUDE THESE AS SELECTABLE BUTTONS

1. CAMPAIGN
2. MULTIPLAYER
3. SURVIVAL MODE
4. CUSTOMIZATION
5. SETTINGS
6. STORE
7. EXIT GAME

B. INCLUDE AN ANNOUNCEMENTS/NEWS SECTION C. INCLUDE A SOCIAL/FRIENDS AREA

D. SHOW A GAME CURRENCY

E. DOCUMENT AND EXPLAIN YOUR PROCESS. SHOW WIREFRAMES AND ITERATION.

2) DESIGN AND ANIMATE AN AMMO-COUNTER IN ADOBE ANIMATE.

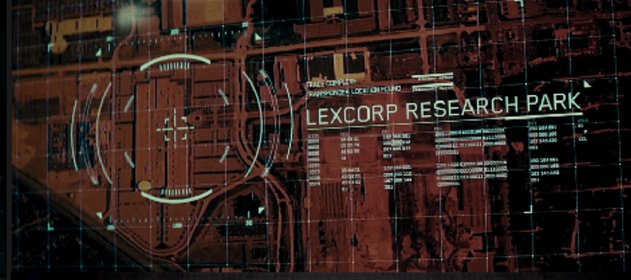
A. INCLUDE THESE ELEMENTS 1. WEAPON ICON

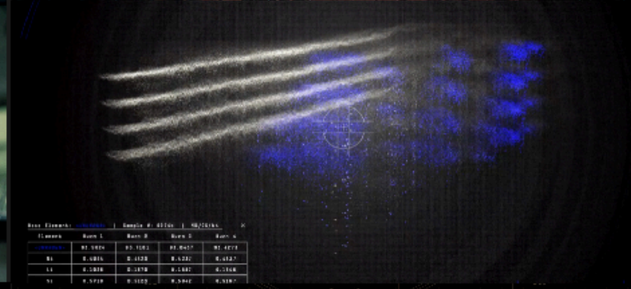
2. WEAPON NAME
3. AMMO AMOUNT
4. OVERHEAT METER
5. RELOAD STATE
6. LOW AMMO / NO AMMO STATE

B. DOCUMENT AND EXPLAIN YOUR PROCESS. SHOW WIREFRAMES AND ITERATION.

*USE THESE VARIOUS PAGES FOR ARTISTIC INSPIRATION:

HTTPS://WWW.HUDSANDGUIS.COM/HOME/2016/11/29/COD-INFINITY-WARFARE-UI HTTP://G-CREATIVE.COM/PROJECT/BATMAN-V-SUPER-DAWN-OF-JUSTICE HTTPS://WWW.HUDSANDGUIS.COM/HOME/2018/SPIDERMAN-HOMECOMING





[MARKET ANALYSIS]

EXAMINING OTHER VARIOUS POPULAR CONSOLE GAMING TITLES I IDENTIFIED THERE ARE 2 TYPES OF UI **1)** IMMERSIVE (STORYTELLING) **2)** STANDARD BEST PRACTICES. ALSO, SMALL TYPE WITH NO SPACING IS DIFFICULT TO READ AND FREQUENT.

DISTINGUISHING CHARACTERISTICS:

1) IMMERSIVE (STORYTELLING)
    - EFFECTS
    - EXCESSIVE DESIGN
    - NOT ALWAYS EASY
    - INSIDE DEVICES
    - BELONGS IN ANOTHER WORLD
2) STANDARD BEST PRACTICES.
    - SIMPLE
    - STORE HEAVY
    - TEXT
    - ICONS
    - BELONGS IN THIS WORLD

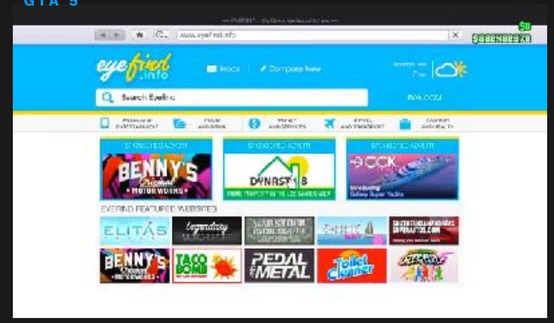
CHARACTER SPACING AND SIZE:

Illegible

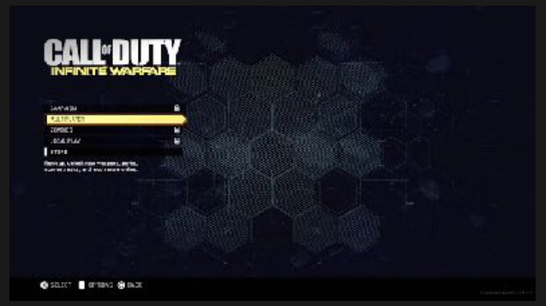
legible

FAR CRY 5

GTA 5

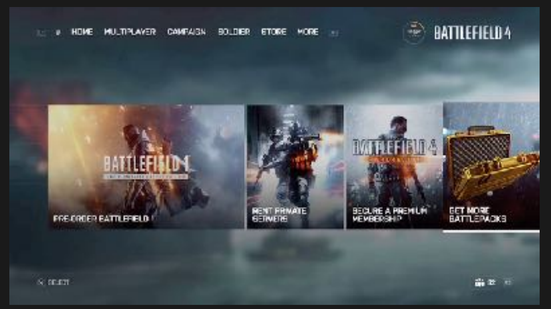


COD: INFINITE WAREFARE



DEAD SPACE 3

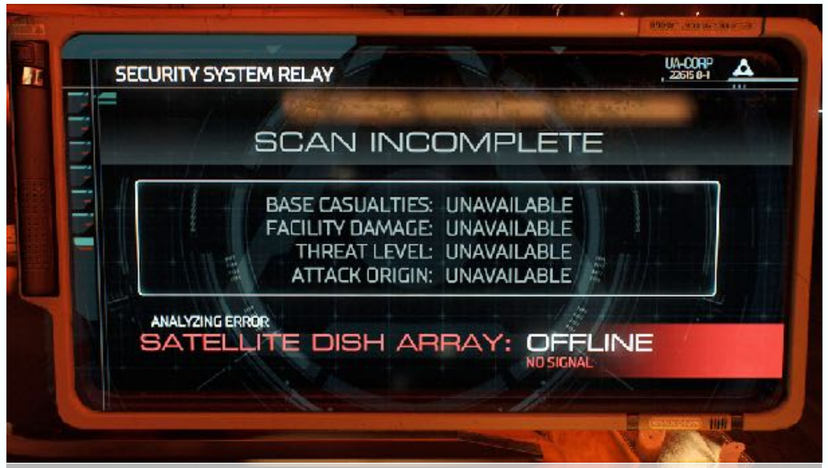
BATTLEFIELD 4



METROID PRIME 3

STORYTELLING VS GOOD UI (BEST PRACTICES)

WHEN CREATING MENUS FOR VIDEO GAMES IT'S IMPORTANT TO MAKE THE DECISION BETWEEN WHAT 2 DIRECTION YOU CAN GO. DO YOU WANT THE EXPERIENCE TO BE IMMERSIVE OR NOT? DO YOU WANT TO TELL A STORY OR NOT? BEST PRACTICES DON'T ALWAYS TELL THE BEST STORY.



STORYTELLING UI

HAS ELEMENTS WITH NO PURPOSE, AND THE STYLE REFLECTS TONE / CONTEXT OF IT'S ENVIRONMENT

GOOD UI (BEST PRACTICES)

CLEAN AND PURPOSEFUL. TRENDING STYLING IN REAL WORLD DESIGN. STILL REFLECTS TONE OF STORY, BUT IS MODERNIZED

[STORY]

ONCE A UPON A TIME… A VIDEO GAME CALLED DOOM WAS BORN. IN THIS FIRST PERSON SHOOTER UNIVERSE THERE IS AN EVIL CORPORATION CALLED UAC (UNION AEROSPACE CORPORATION) THAT IS FOCUSED ON MILITARY INDUSTRY RESEARCH. AS PART OF THEIR RESEARCH FACILITY EQUIPMENT THEY HAVE TERMINALS THAT CAN BE ACCESSED BY THE PLAYABLE CHARACTER TO DISRUPT OR RECOVER FROM UAC OPERATIONS.

TAKE DOOM/UAC/TERMINALS AND ADD A LAYER OF CYBERPUNK CULTURE / STYLING.

NOW, IMAGINE ENTERING THE CYBERPUNK DOOM GAMING EXPERIENCE VIA UAC TERMINAL. MEANING YOU WOULD ALREADY BE IN THE GAME UNIVERSE INTERACTING WITH MENUS WITHIN THAT WORLD AND DESIGN LANGUAGES. IN OTHER WORDS, YOU WOULD ENTER YOUR PERSONAL HUB AND SIMULATORS PROVIDED BY UAC, AND DOOM IS A SIMULATION THAT THE CORPORATION OFFERS. THIS WOULD BE A MORE IMMERSIVE AND STORY DRIVEN EXPERIENCE.

…OR JUST THINK A DOOM VERSION OF WOLFENSTEIN CYBERPILOT

THE FOLLOWING WILL BE A MOCKUP OF WHAT ONE OF THOSE UAC TERMINALS WOULD LOOK LIKE IN CYBERPUNK VERSION OF DOOM

DOOM

Doom is a first person shooter video game where you assume the role of a space marine fighting hordes of invading demons from hell. Created in 1993.

TERMINAL

A computer terminal found in Doom games and provided by UAC to conduct operations related to military research. Sometime you can access these panels to disrupt demonic activities.

UAC

UAC (Union Aerospace Corporation) is a evil conglomerate focused on military -industry research.

CYBERPUNK

A sub-genre of science fiction in a futuristic setting that focuses on a combination and juxtaposition of lowlife and high-tech

[PRINCIPLES]

AFTER ANALYZING THE “ARTISTIC INSPIRATION” THAT WAS PROVIDED, COMBINED WITH BACKSTORY, I DETERMINED 4 PRINCIPLES TO HELP GUIDE THE OVERALL DESIGN. I FOUND MOST OF THE ART WAS UTILITARIAN DATA DRIVEN VISUALS WITH ADDITIONAL DIGITAL ORNAMENTATION AND THAT APPEAR COMPLEX. ADDITIONALLY, UAC IS A VERY NARCISSISTIC EVIL COMPANY WHO'S ACTIVITIES GO BEYOND THIS REALMS CURRENT TECHNOLOGY. THE TERMINALS ARE “POWERED” BY A CRUDE “BIO-AI PIXELS.”

DIGITAL

Elements of technology that reference the digital age.

INTRICATE

Use little details that get granular.
Use a lot of elements to feel complex.

INHUMAN

Visually go beyond digital technology into more bio-tech.
These interfaces shouldn’t by today’s standards of designing for humans.

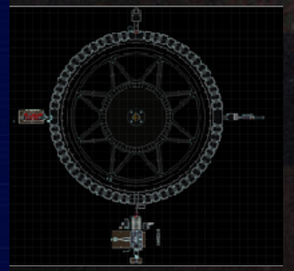
IMMERSIVE

Game starts at the menu. The first screen you are in the game at your hud and simulator with the Doom universe.
don’t break the story.

[MOODBOARD]

DOOM
Repository

NAME
PING



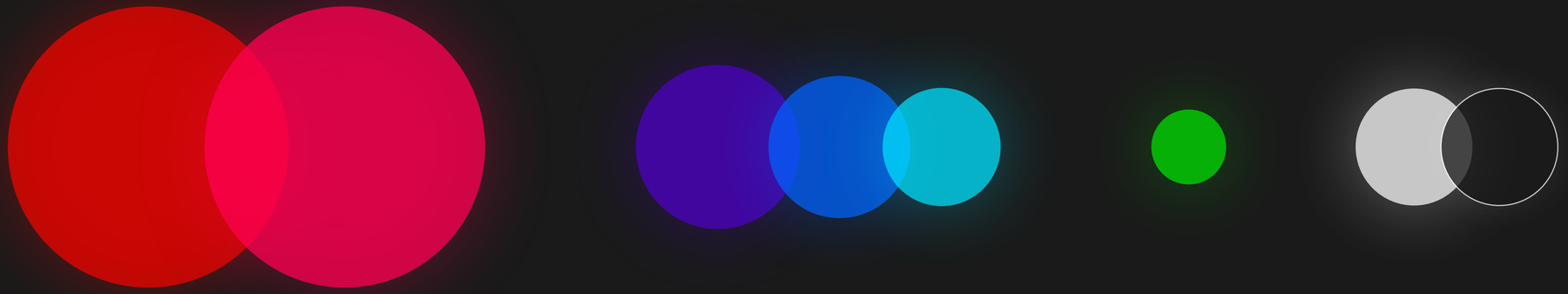
HIRO
OUTER CABITAL
INNER CABITA
ICARUS
EUCLID
PROTEUS
THALES

STARTUP
HELL EMULATION BOOTING...
SINNERS ROASTING...
DEVILS TOASTING...

MFDOOM | DJKRUSH

[COLOR]

BELOW ARE THE COLORS THAT I USED FOR THESE DESIGNS AND MATCH DOOM / CYBERPUNK GENRE



[FONTS]

BELOW ARE THE FONTS THAT I USED FOR THESE DESIGNS. I CHOOSE EUROSTILE BECAUSE IT FITS WITHIN THE DOOM UNIVERSE, HAS MULTIPLE USES, LOOKS BOLD, IT'S SERIOUS, BUT NOT TOO SERIOUS, FUTURISTIC, AND HAS A LITTLE MORE CHARACTER THEN TODAYS TRADITIONAL UI FONTS. I USED EXAM TO GIVE A MORE LOW TECH DIGITAL FEEL IN THE SPIRIT OF THE CYBERPUNK GENRE. I ORIGINALLY USED NEUE HAAS GROTESK IN THE MENU UI DESIGN, BUT IT DIDN'T CAPTURE THE DOOM ESSENCE.

Eurostile Extd

Eurostile Extd

Eurostile Extd

Eurostile Extd

Eurostile Extd

Eurostile Cond

Eurostile Cond

Eurostile Cond

Eurostile Cond

EXAM REGULAR 0123456789

Neue Haas Grotesk Display Pro

Neue Haas Grotesk Display Pro

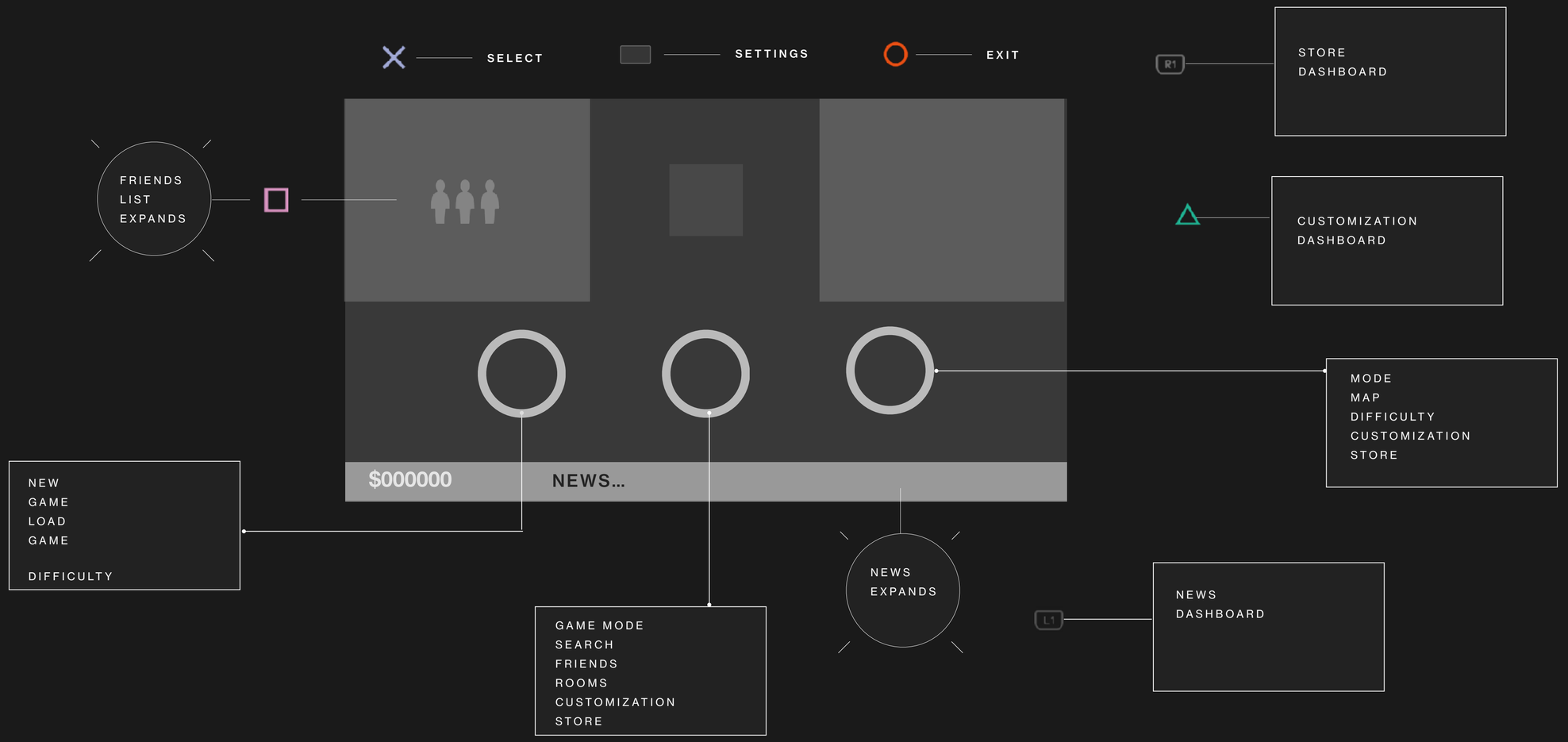
Neue Haas Grotesk Display Pro

Neue Haas Grotesk Display Pro

Neue Haas Grotesk Display Pro

[WIREFRAME]

EASY ACCESS DASHBOARDS AND MENUS WITH MAPPED BUTTON PRESSES, AND QUICK LOOKS THAT ARE EXPANDABLE FOR FRIENDS, CURRENCY, AND NEWS.



[ITERATION]

CAMPAIGN
MULTIPLAYER
SURVIVAL MODE
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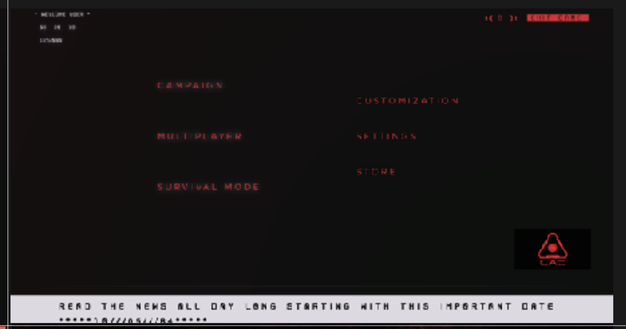
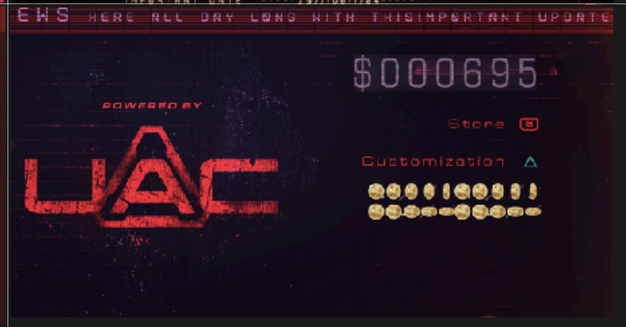
EXIT GAME





[**PRINCIPLES:** CONTEXT]

EXAMPLE IMAGERY OF THE PRINCIPLES APPLIED.

DIGITAL

“Elements of technology that reference the digital age”

INHUMAN

“Visually go beyond digital technology into more bio-tech. These interfaces shouldn’t by today’s standards of designing for humans”

INTRICATE

“Use little details that get granular. Use a lot of elements to feel complex”

IMMERSIVE

“Game starts at the menu. The first screen you are in the game at your hud and simulator with the Doom universe. don’t break the story”

L1 DOWNLOND THE LNTEST DLC PACH, ERNEST GOES TO HELL, HERE NLL DNY LONG WITH

WELCOME, SACRIFICE REQUIRED
09 20 19
125:000

GNTTOKN, PLNYING RNNK 43
KILLI997, PLNYING RNNK 27
CNRGUY27, PLNYING RNNK 15
LUCKYDDOGG:), ONLINE RNNK 01

POWERED BY

UAC

$000695

Store R1

Customization △

Campaign

Multiplayer

Survival Mode

Select this game mode option to enter your similation and obligations ******10//////08//////84******

Settings :[O]:Exit

THANKS!