



25 Days on Cyberpunk Roadtrip – UI Design and Assets

This project is a PC narrative game, with a focus on creating a user interface that fit the cyberpunk theme, resembled a futuristic digital diary codex, and communicated everything clearly to the player whilst using a limited colour palette.

This UI kit demonstrates some of the key iconography and screen layouts.

25 DAYS ON A CYBERPUNK ROADTRIP



Tabs to navigate between different areas of the codex.
The tab currently selected is highlighted.

< DAY 1 >

< DAY 25 >

Title for each day - aligned centrally above each journal entry.



How happy Ego, your driver, is.

Icons to represent each of the five stats.

Pop-ups appear when each icon is hovered over with the mouse to explain what the stat represents.



How well family bonds are holding up.



How much fuel is in Ego's tank.



How close Jay is to the end of his tether.



How much charge Vi has left.

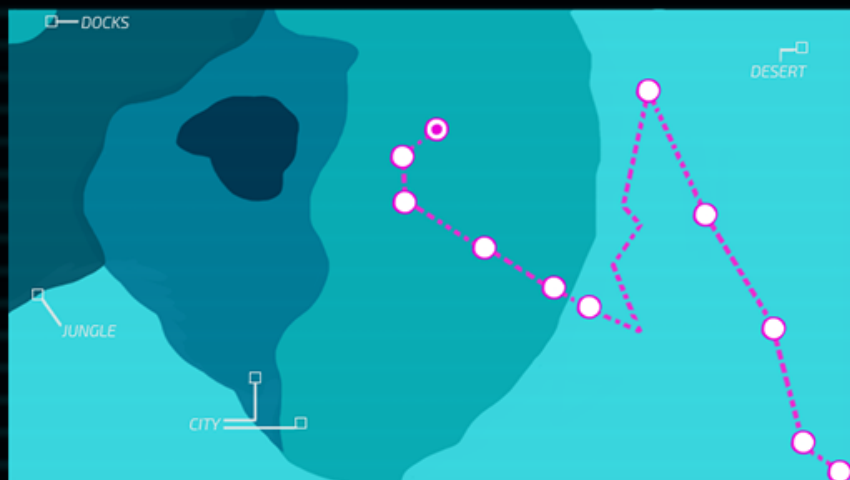
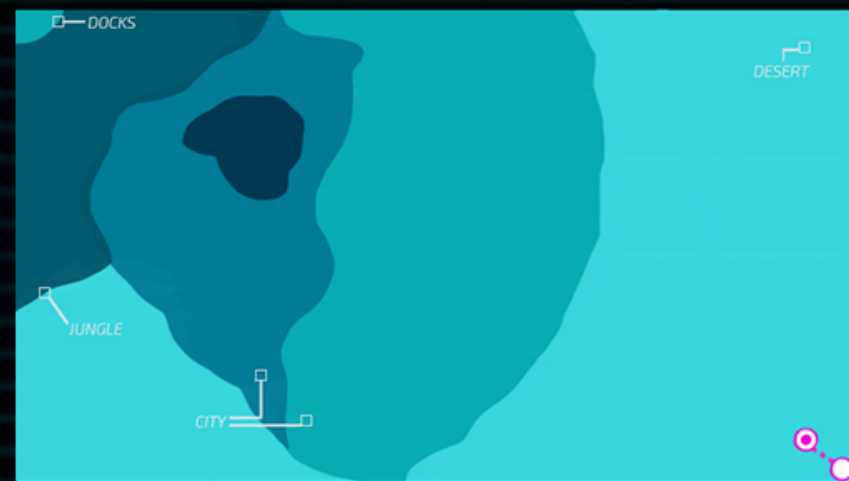
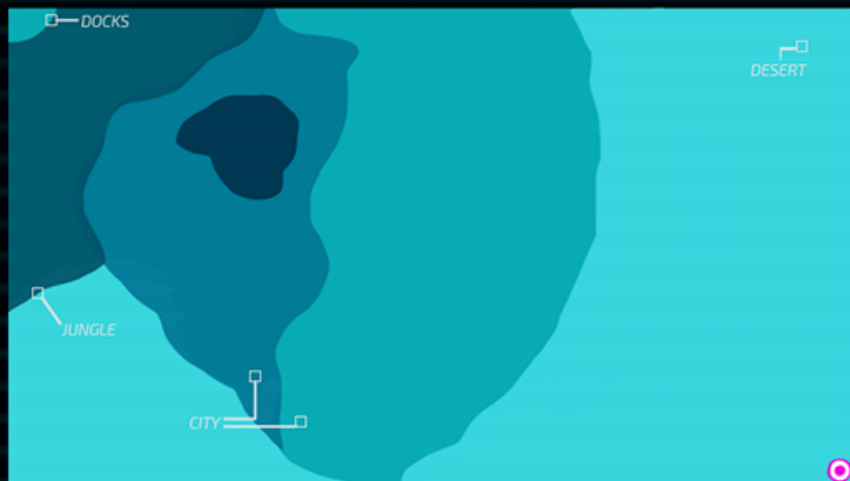


A button to "turn the page" and move on to the next diary entry.
Only appears once the current diary entry has been completed.

25 DAYS ON A CYBERPUNK ROADTRIP

An in-game map displaying the route of the road trip, updating with each new diary entry accessed.

A white dot connected with a pink dotted line represents a completed leg of the journey. A white dot with a pink circle in it at the end of the dotted line represents the location where the current day's diary entry is taking place.



25 DAYS ON A CYBERPUNK ROADTRIP

DIARYTAB

MAPTAB

DAYTITLE

STATS

100

STATS

100

STATS

100

STATS

100

STATS

100

[DIARY IMAGE - PICTURE]

[DIARY ENTRY - TEXT]

> DIALOGUE OPTION 1

> DIALOGUE OPTION 2

> DIALOGUE OPTION 3

> DIALOGUE OPTION 4

NEXT

25 DAYS ON A CYBERPUNK ROADTRIP

[DIARY] [MAP]

< DAY 10 >



35



75



30



55



30



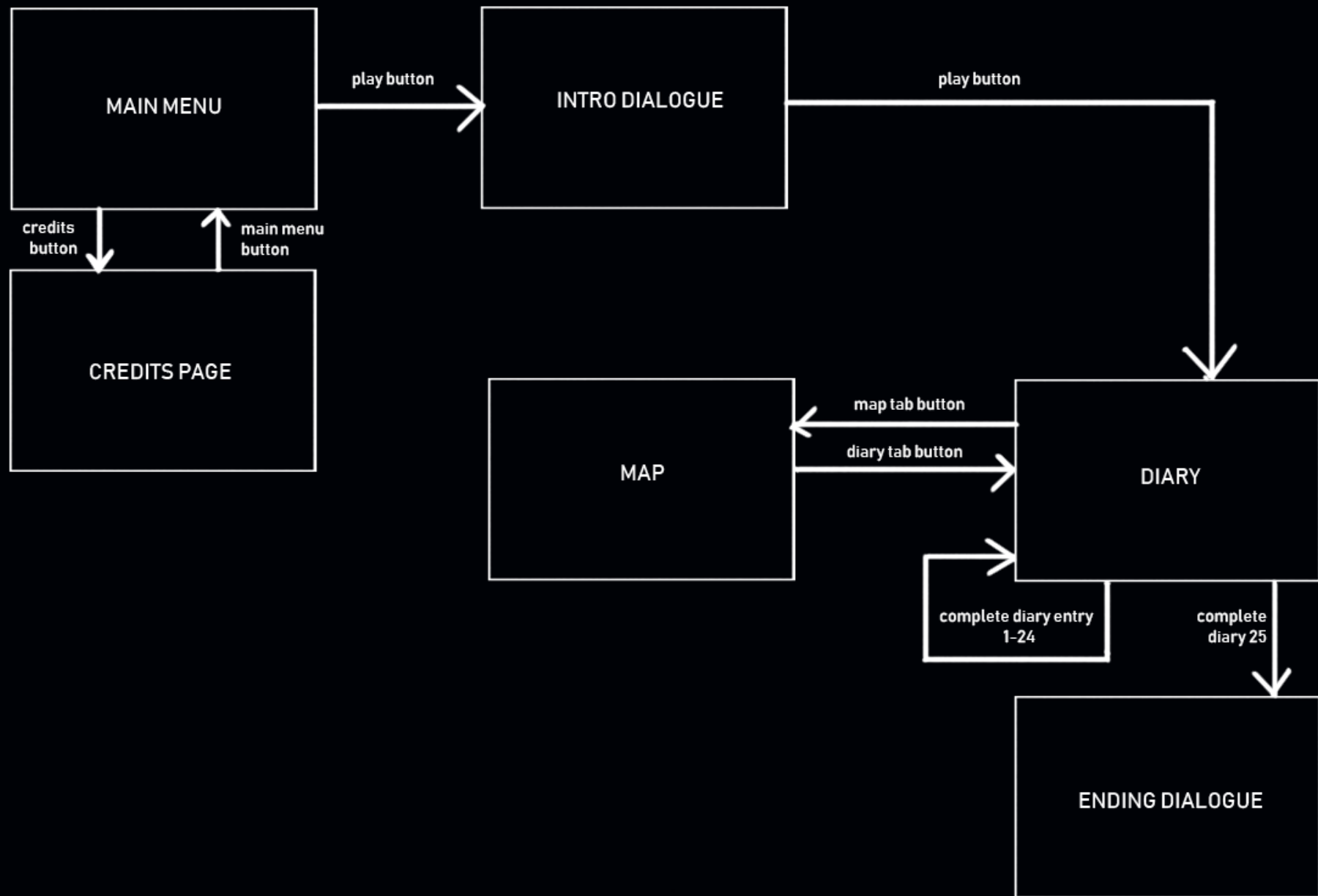
When you're this close to the main roads, you can't tell day from night; the city never sleeps, and every street is lined with blinding neon. It was Asley's first time in the city - she was as impressed as anyone would be, but you can't be around here long before the cracks start to show themselves. The fancy homes for the rich were built high around the edges just to hide the slums behind them. We had reached the Undercity. Kiwi cares very little about what goes on here, which was good for us keeping a low profile. I'd never been this high on Kiwi's wanted list before. The streets were crowded, with huge groups of people all huddled around bonfires, and it wasn't long before a particularly rough-looking group caught sight of Ego's fancy build. Maybe if we'd just carried on driving they would have left us alone. Maybe not. None of that mattered anyway, because Ego had to taunt them, looking for trouble, as always. Well, they got what they wanted. A woman strolled towards us - glowing bright pink hair, scars and machinery covering her body; you only had to look at her to know trouble was coming your way. She walked over like she owned the place, leaned over Ego, and asked us if we were with them, or not. I...

> Agreed with Ego.

> Disagreed with Ego.



25 DAYS ON A CYBERPUNK ROADTRIP





Mobile UI Kit



Puzzlepaws – UI Design and Assets

Puzzlepaws was created as a University UI project, with a focus on creating an effective and easy-to-understand user interface optimised for a mobile screen.

Whilst the game is only notional, this UI kit shows some of the key screens and the creation of a colour palette to fit the light-hearted, casual tone of the overall game.

Interactive UI Prototype available via InVision: <https://invis.io/8RT0TRSTCZ6>

puzzlepaws

puzzlepaws

level select

tutorial

shop

customisation

settings

MAIN MENU

settings

back to menu

sounds ☐

music ☐

restore purchases

connect to:



SETTINGS MENU

loading...



LOADING

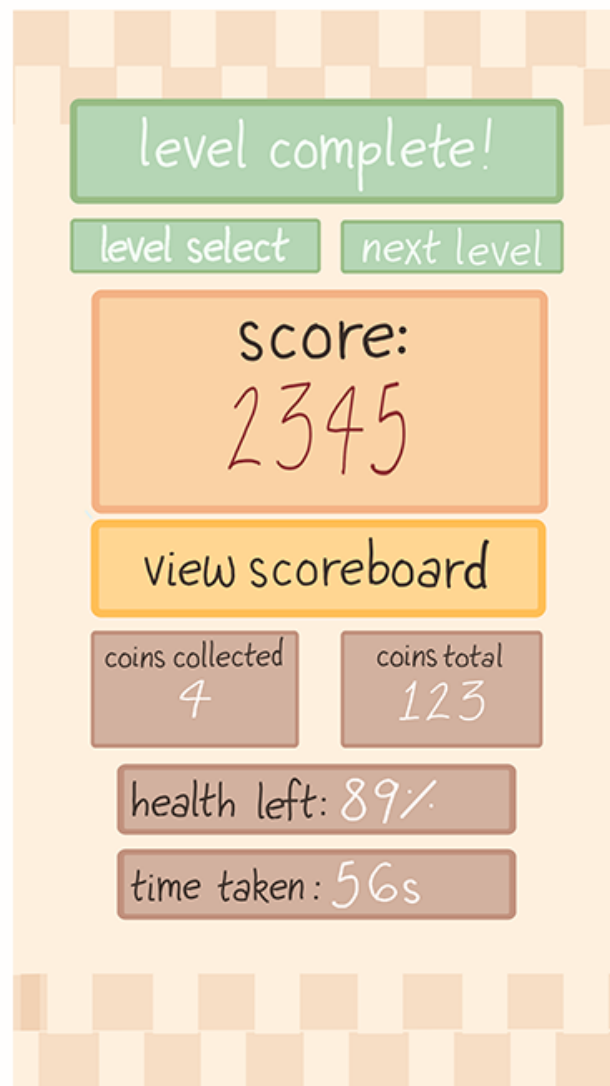
puzzlepaws



PAUSE POP-UP



LEVEL FAIL



LEVEL CLEAR

puzzlepaws



SHOP SCREEN



SHOP - PURCHASING ITEMS



CUSTOMISATION

CYGNUS



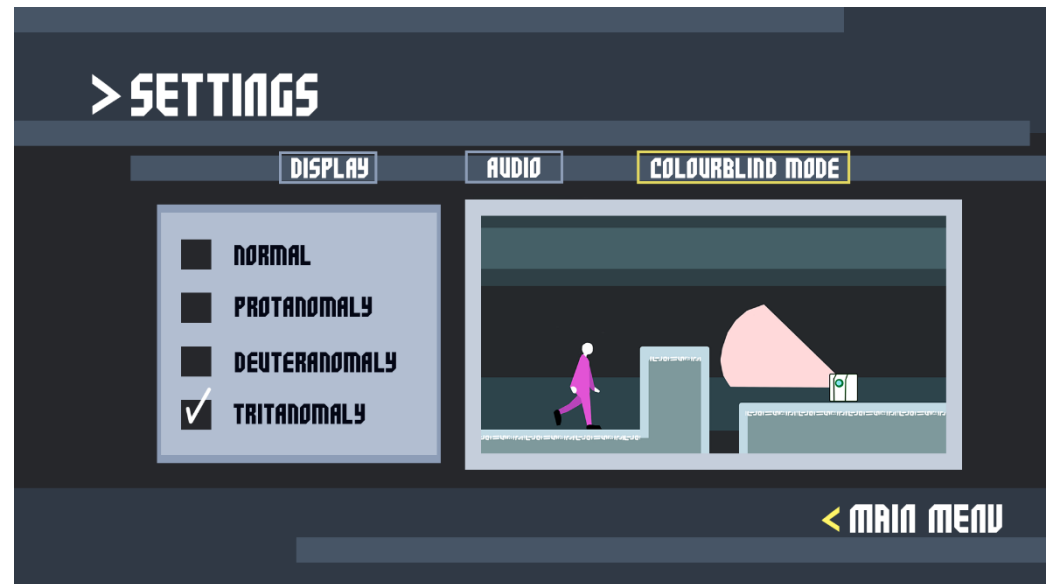
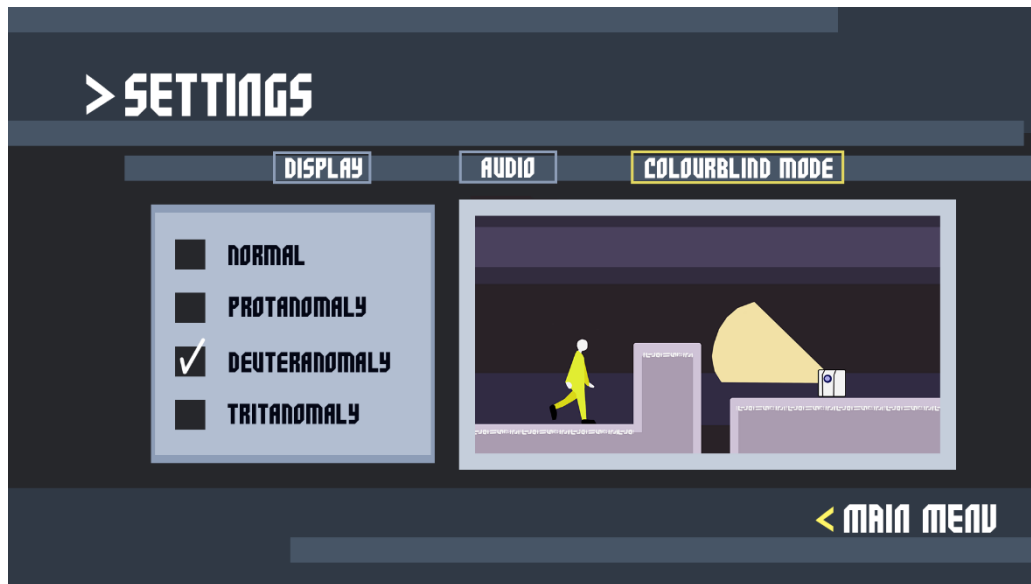
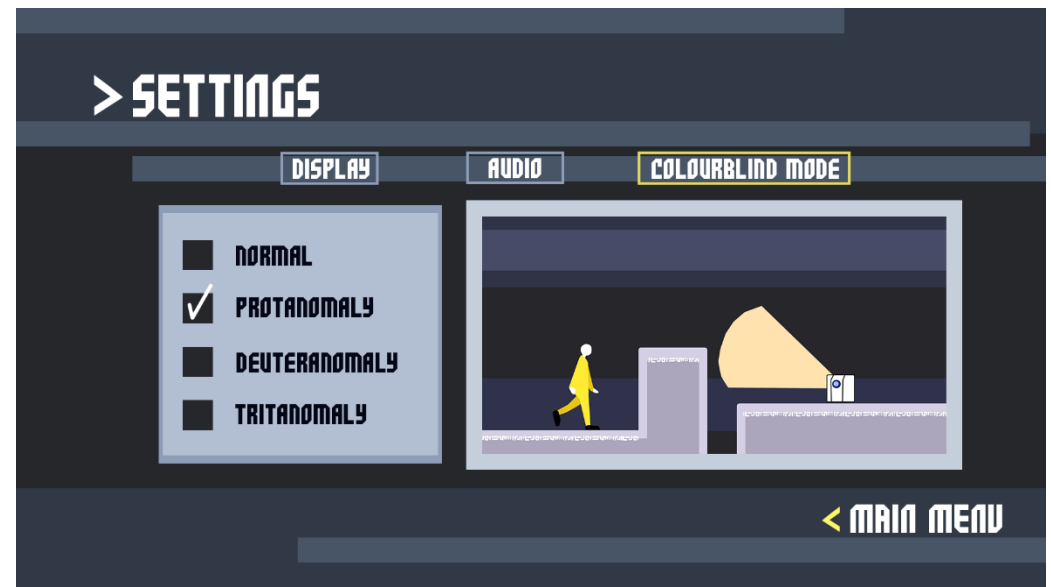
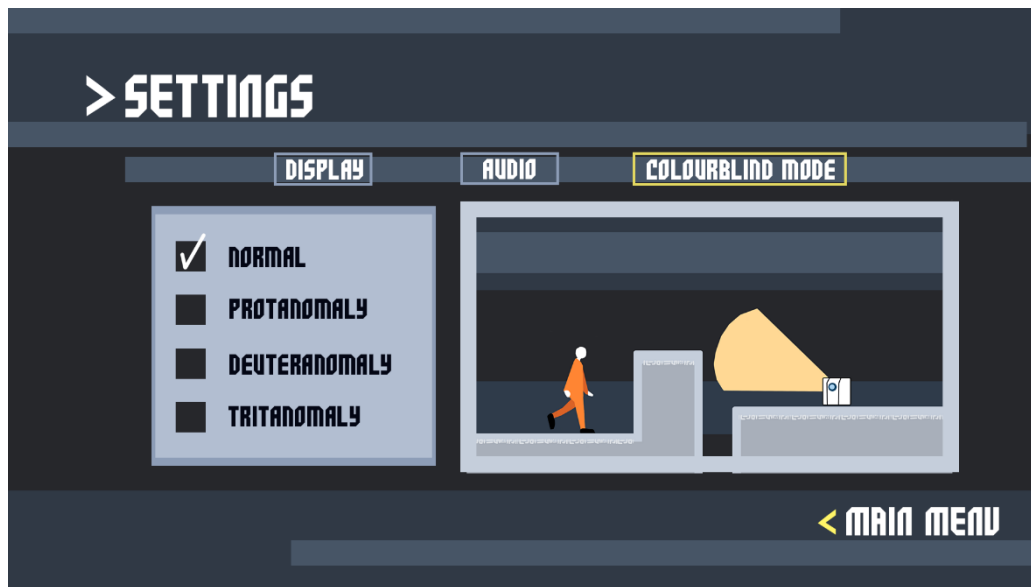
- > **CONTINUE**
- > **NEW GAME**
- > **TUTORIAL**
- > **SETTINGS**

< **QUIT**

Cygnus – UI Design and Assets

This was a UI Design project for a notional PC sci-fi/stealth game, designed to focus on creating an accessible experience for players with colour-blindness.

Interactive UI Prototype available via InVision: <https://invis.io/UHT0TMLYRX5>



Settings menu mock-up to demonstrate the four different in-game colour palettes, designed to accommodate players with any of the three most common forms of colour-blindness.



My Pet Ghost – UI Assets

This project is a PC idle game inspired by Tamagotchi. For this particular game, most of the UI design was concerned with fitting all of the necessary information into a very small browser window so that the game could be played casually alongside other programs or tabs. As a result, it needed clear iconography and a very limited colour palette.

my pet ghost



back

main menu

new ghost



name your pet ghost:

confirm

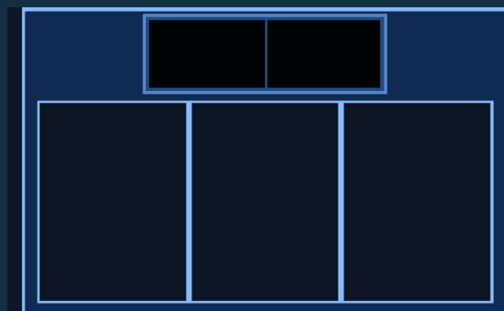
continue

options

credits!



cure

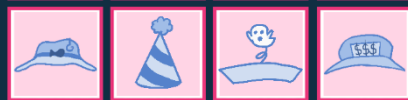


praise

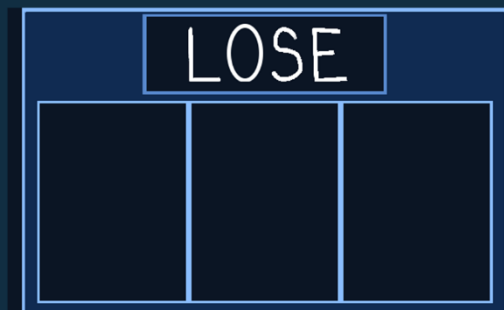
praise

scold

scold



z z z





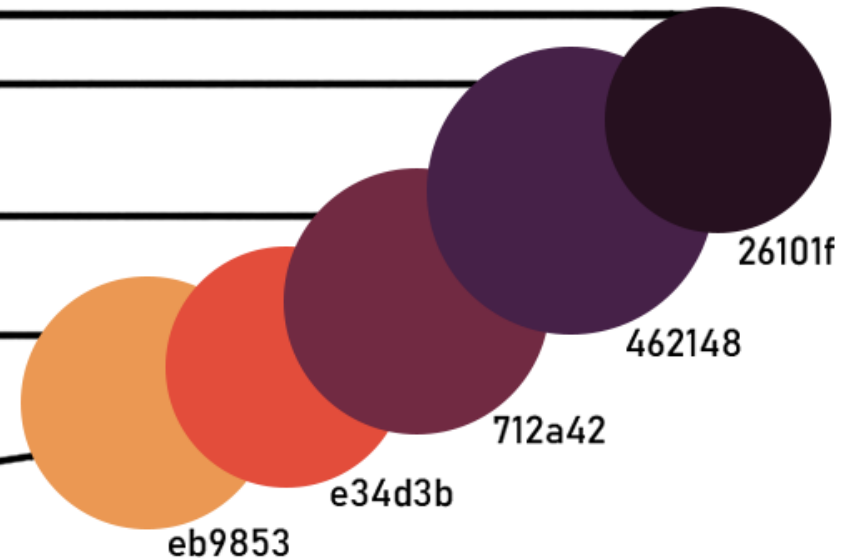
Monsoon – UI Design & Assets

Monsoon was an art game created as a game assets-focused project for my final year at University. For this particular project, it was important for the UI to fit thematically with the rest of the game world, through the use of colour schemes, a custom typeface, and creating diegetic elements (e.g. having the map and quit pop-ups resemble scraps of paper/parchment). As Monsoon's gameplay is largely cinematic and art-focused, it was also important for the UI to be as minimal as possible, whilst still affording all the necessary functionality for the player to progress through the game, e.g. by picking locations on a map.

MONSOON UI KIT



Main menu background and colour scheme



Game title (stylised) on dark and light backgrounds



Main menu buttons
(left)

Main menu buttons
(clicked in) (right)

MONSOON UI KIT

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

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

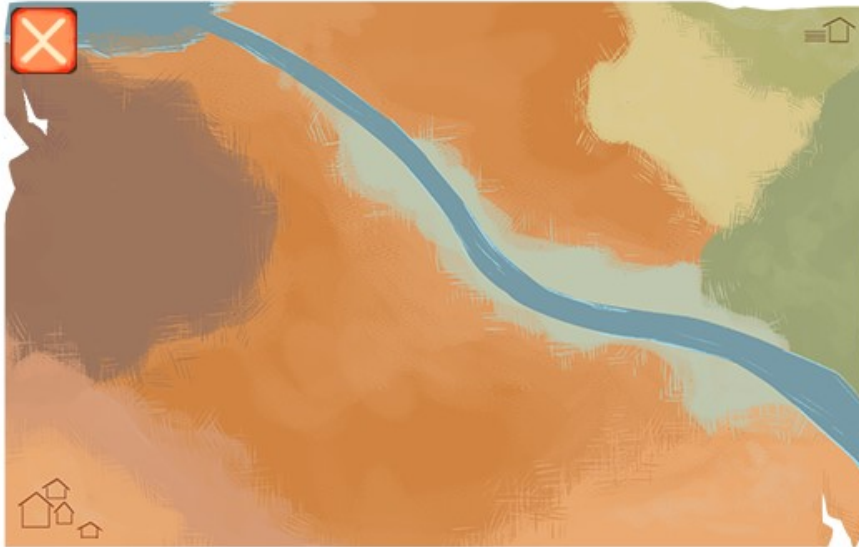
0 1 2 3 4 5 6 7 8 9 ; . , ! ?

Monsoon custom typeface

MONSOON UI KIT



Quit game button
Quit game pop-up window
Quit game - "no"
Quit game - "yes"

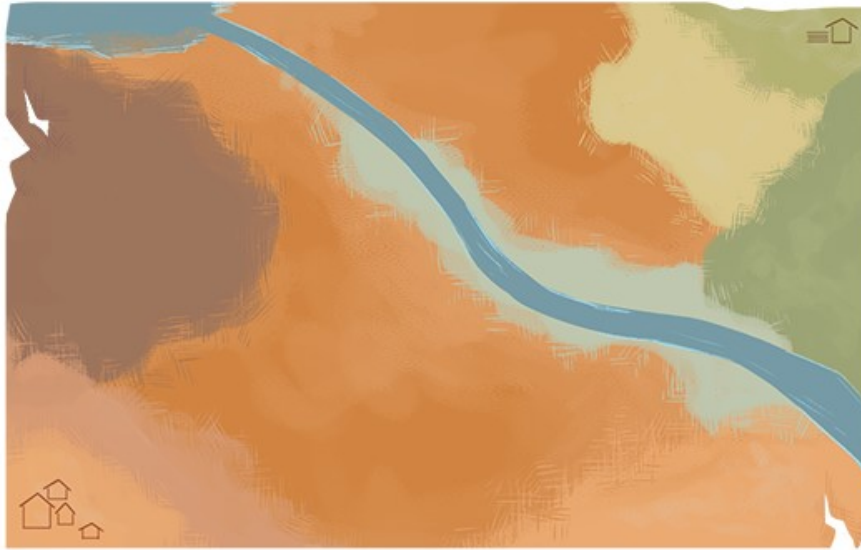


Quit game button in corner of game screen



Quit game pop-up (screen darkened behind it)
No: closes pop-up, returns game screen to full brightness
Yes: returns to main menu

MONSOON UI KIT

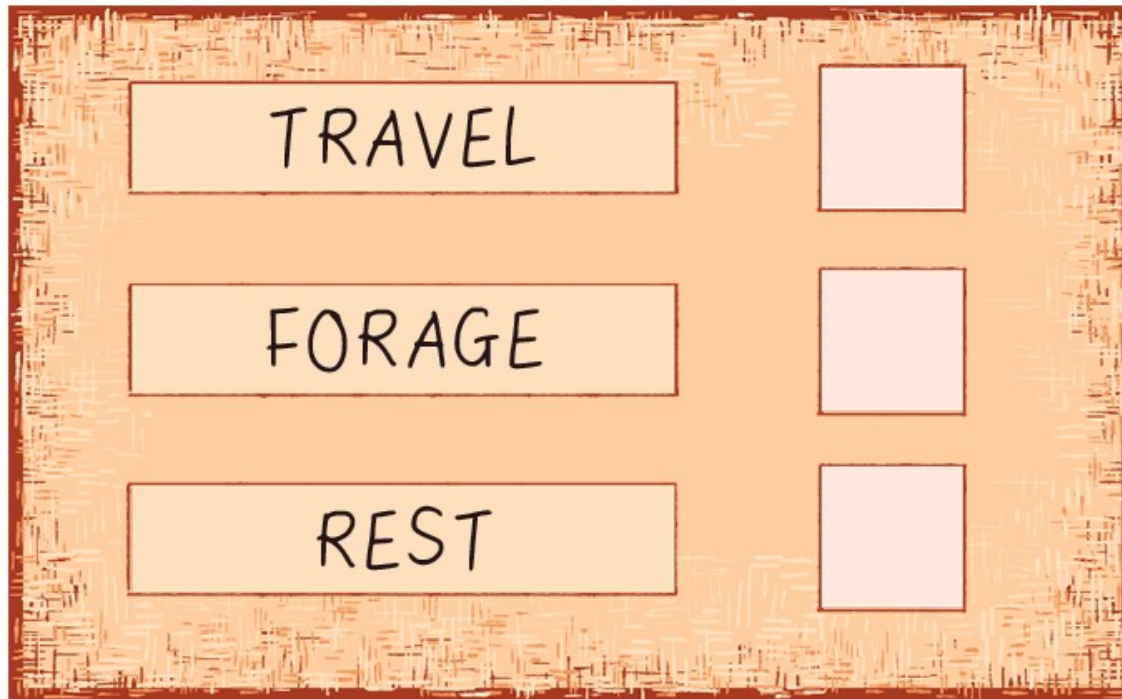


- Map screen icons (L-R)
- Current location marker
 - Completed location marker
 - Next location option marker



Animation for selecting a location

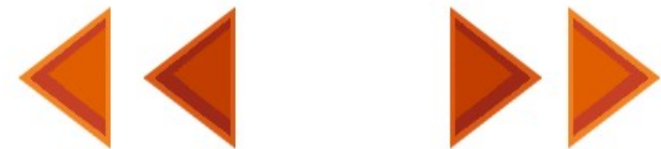
MONSOON UI KIT



Action point allocation box



Character stat box
Left - portrait
Middle - stat titles
Right - stat bars (full)



Subtract action point button & clicked (left)
Add action point button & clicked (right)



Box for days remaining (left) & box for action points remaining (right)



Confirm button (top)
Confirm button (clicked) (bottom)

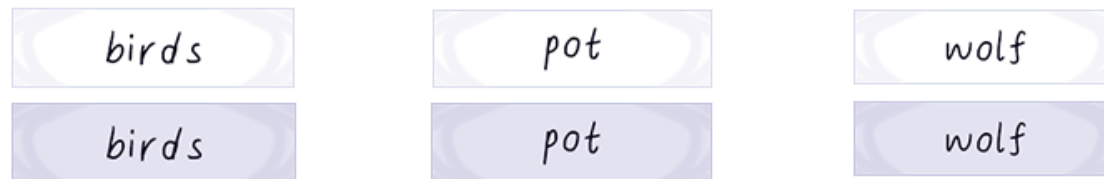
MONSOON UI KIT



Navigate button (left) and button clicked (right)



Example constellation (left) and three constellation answer options (right)



Constellation option buttons (top) and buttons clicked (bottom)

MONSOON UI KIT

