

Project “MACHINA”

UI/UX Design Documentation

<https://docs.google.com/presentation/d/1d7-l-ijvtapBb5FIDdvHisfSGPuvuyUXw7UJMtwFU5g/edit?usp=sharing>

UI Elements:

Health Bar

- A bar that indicates the current status of the player. The bar communicates the players current health, encouraging players to be mindful of their health at all times.

Ability Icon'

- An icon that indicates the current equipped ability. The icon gives the player information on which ability they currently have equipped as they switch through multiple different abilities.

Ability gauge

- A gauge that determines how many times the player can use their ability before letting the gauge recharge. Makes the player aware of how many uses of their current ability they have, making them mindful of not only their current equipped ability, but other abilities they can switch to.

Title Screen

- An entry screen that welcomes the player as soon as they start the game. It typically includes the game's logo, and a “start” button. The screen is essential as it sets the tone for the rest of the game.

Game Over Screen

- A screen that appears when the player has lost all health or failed to complete a level. It includes an 'Exit' or 'Try Again' button, informing players that they have lost and providing the option to retry or quit.

Pause Menu

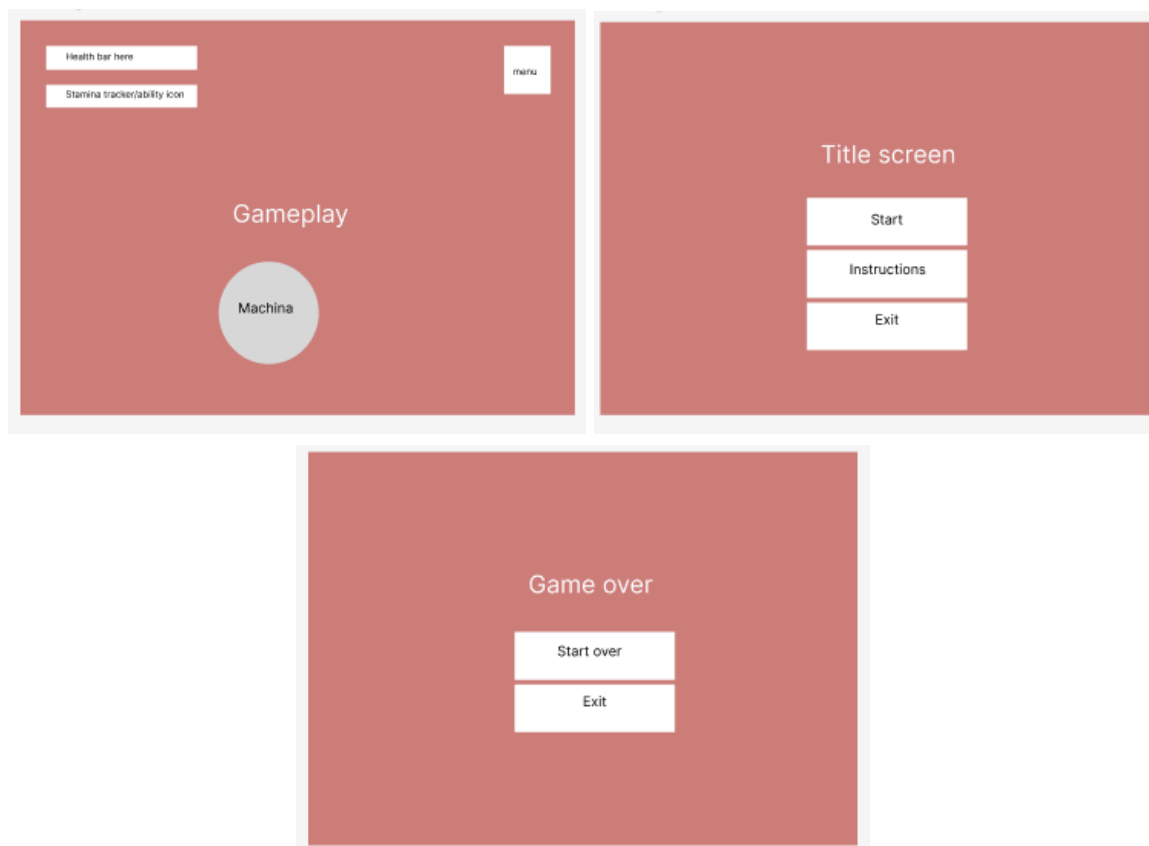
- A menu that appears when the player wishes to pause the game. It allows players to adjust settings, take a break, or resume their game. This menu allows for players to have more control during their gaming sessions.

Wireframes/MockUps

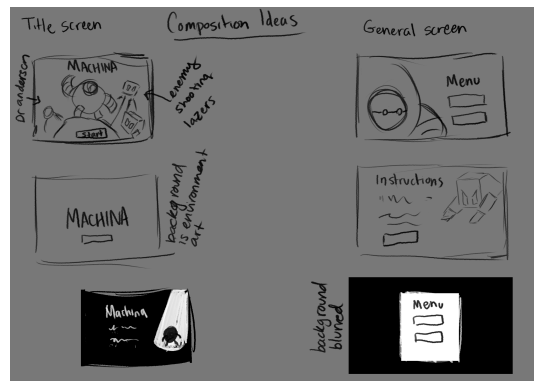
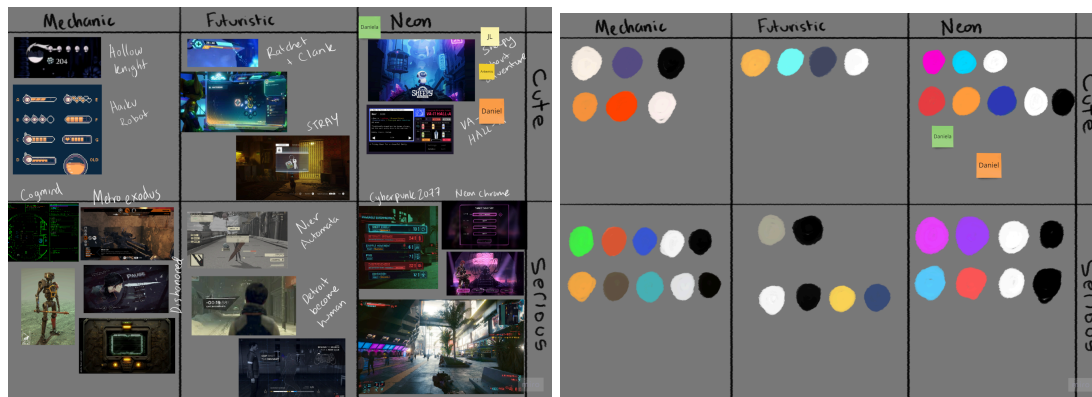
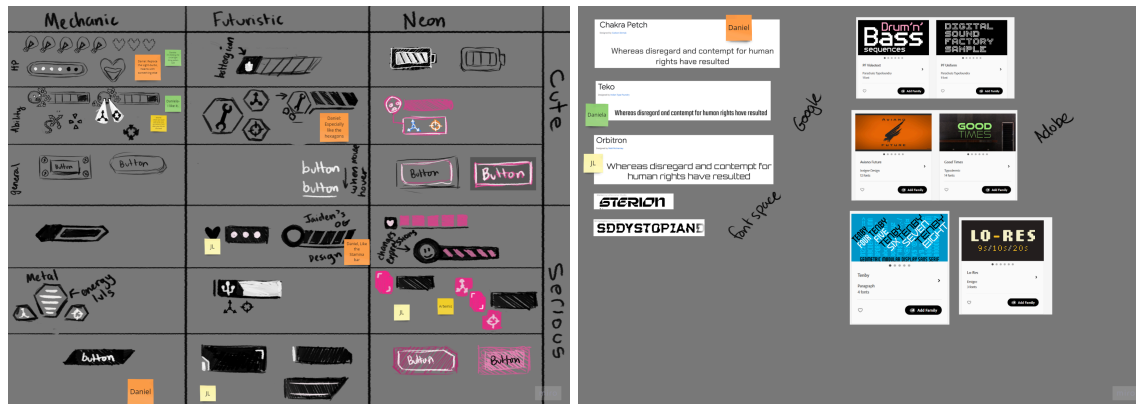
[Machina Prototype – Figma](#)

First UI iterations for various screens:

Wireframe made on figma

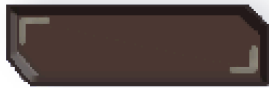


UI Iterations: Exploring Styles, Themes, Fonts, and Color Palettes



Final UI Mockup:

General Button UI



Hp Bar UI



Ability Gauge & Icon - (folded)



Ability Gauge & Icon - Ability switching (unfolded)



UI Applied to Gameplay Mockup



UI Designs for Key Screens: Title, Pause, and Game Over:

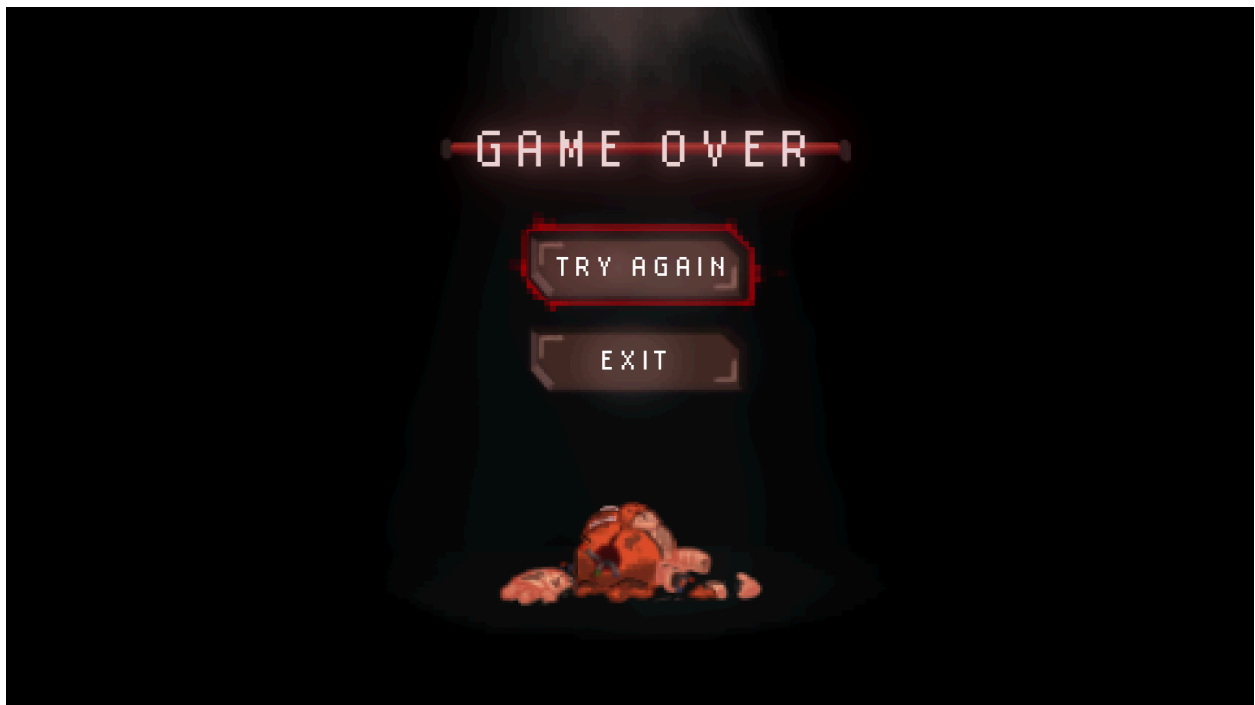
Title screen



Pause Screen



Game Over Screen



UI Design: Simplicity, Consistency, and Player-Friendly Navigation:

Minimalistic Layout:

- Features clear symbols and a simple, clean font.
- The font has appropriate kerning (spacing between letters) and weight (thickness), making it easy to read.
- **Why it helps:** By minimizing distractions and focusing on essential information, players can quickly process key game elements without feeling overwhelmed. A clean font with proper spacing enhances readability, ensuring that important details are instantly recognizable.

Simplistic Design:

- Focuses on only the essentials: Health, Ability, and General text.
- These elements are designed to fit the overall theme while still being easy to read.
- **Why it helps:** Simplified UI elements allow players to focus on gameplay without struggling to decipher more complex visuals. Essential information, such as health and abilities, is presented in a way that fits the game's theme, keeping the player immersed while also being functional.

Consistent Color Palette & Style:

- The color scheme and feel are uniform across the UI.
- Icons have a cohesive, mechanical appearance that matches the design.
- **Why it helps:** Consistency in color and icon design allows players to form quick connections in their head about certain actions or game states. This uniformity reduces cognitive load, making the interface intuitive and predictable.

Predictable UI Behavior:

- The UI uses consistent shape language, so players can quickly associate certain actions with specific shapes.
- For example, health is represented by circles, which are typically perceived as soft, safe, and friendly.
- Circles are also easy to identify, helping players follow their intuition while interacting with the UI.
- **Why it helps:** Associating specific shapes with recurring functions (like circles for health) enables players to intuitively grasp what each UI element means. This predictability will allow for decision-making to happen faster, as players won't need to re-learn or guess what each symbol or shape could mean for each level or scenario.