

SHIPWRECK CREWMATES

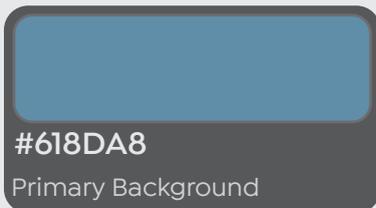
By: Wong Sui Yang
1900767

DES 396 : UI Style guide
05 Aug 2021

COLOR PALETTE

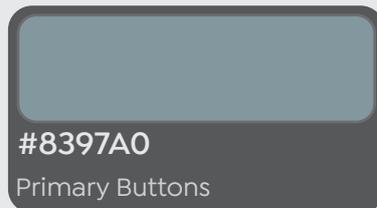


Main Colors



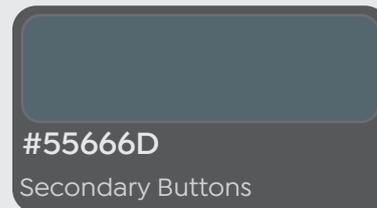
#618DA8

Primary Background



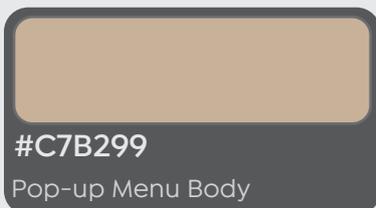
#8397A0

Primary Buttons



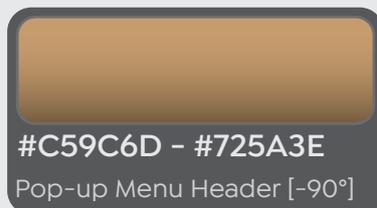
#55666D

Secondary Buttons



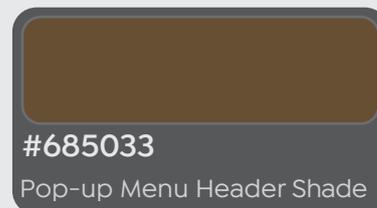
#C7B299

Pop-up Menu Body



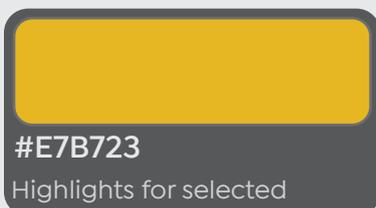
#C59C6D - #725A3E

Pop-up Menu Header [-90°]



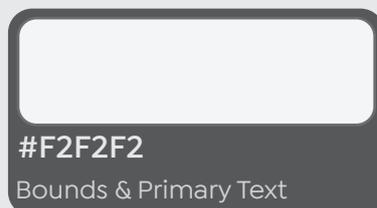
#685033

Pop-up Menu Header Shade



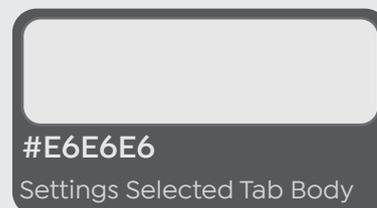
#E7B723

Highlights for selected



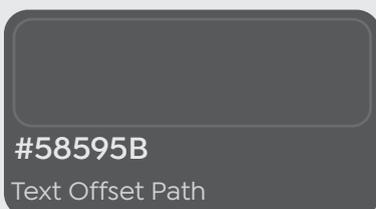
#F2F2F2

Bounds & Primary Text



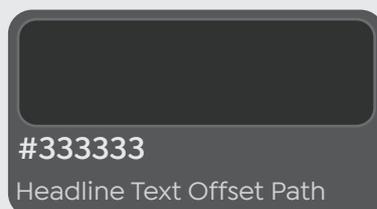
#E6E6E6

Settings Selected Tab Body



#58595B

Text Offset Path



#333333

Headline Text Offset Path

TYPOGRAPHY



How To Use

OPEN SEASON REGULAR

Headers (120pt), Body Text (69pt), Buttons (56pt)

All Text will be using Open Season Regular.

Usage includes buttons and body text with.

Important: All text other than body text will have to keep the first letter and the last letter of the text in caps.

AA BB CC DD EE FF GG HH II JJ KK LL MM NN Oo

Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz

BACKGROUND

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Main Menu



Measurements: Base on Illustrator grid guide Resolution: 1920 x 1080 (px)
1 square = 8 unit

[Primary]

Color	#618DA8
Opacity	100%
Location	12.72%
Gradient Slider	46.73%

[Secondary]

Color	#618DA8
Opacity	100%
Location	46.9%
Gradient Slider	49.6%

[Tertiary]

Color	#505C63
Opacity	100%
Location	100%

[Other]

Gradient Type	Radial
Angle	94.6°
Aspect Ratio	202.9%

UI ELEMENTS

&

Animations

~

Buttons

[Main Menu Buttons]

Idle

39 x 13 Units

Highlighted

61 x 22 Units

STORY

STORY

ARCADE

ARCADE

VERSUS

VERSUS

SETTINGS

SETTINGS

QUIT

QUIT

- Allow 4.5units of padding in between each button during idle.

- Idle Buttons are at 77% opacity.

Animation Cycle:

- 1) When highlighted, this element will grow scale up in its place and will turn yellow to show it is highlighted. Opacity will be switch to 100%
- 2) The Highlighted button will began to pulse after 0.2 secs between 95% to 105% of its original size.

[Story Menu Buttons]

Idle

84 x 81 Units



Highlighted

114 x 89 Units



*Idle Button
text is at 77%
opacity*

- Idle Button text will be at 77% opacity.

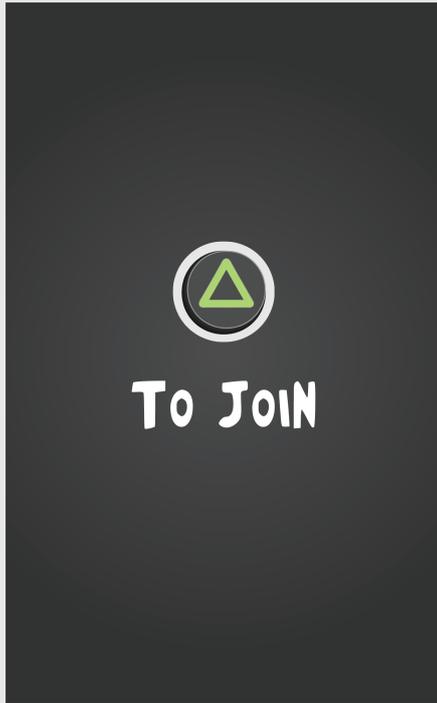
Animation Cycle:

- 1) When highlighted, this element will grow scale up in its place and will turn yellow to show it is highlighted. Opacity will be switch to 100%*
- 2) The Highlighted button will began to pulse after 0.2 secs between 95% to 105% of its original size.*

[Crew Select Panel]

Empty

79 x 124 Units



Filled

95 x 150 Units



- This element serves as both a frame and a button.

Animation Cycle:

- 1) When a player press to join, the triangle button will sink in to give input feedback.
- 2) The empty element will then start to upscale while the BG change color based on the slot that the player joined. Character will fall into the frame from above.

[Difficulty Select Buttons]

Idle

79 x 22 Units

Highlighted

91 x 26 Units



- Idle Button text will be at 77% opacity.

Animation Cycle:

- 1) When highlighted, this element will grow scale up in its place and will turn yellow to show it is highlighted. Opacity will be switch to 100%
- 2) The Highlighted button will began to pulse after 0.2 secs between 95% to 105% of its original size.

Note: This is the same for the pause menu button.

[Default Selection Buttons]

49 x 17 Units



Give a padding of 2 units between word and button

[New Game & Continue Menu Elements]



*Empty save slot
112 x 86 units*

Note: Grey box is for better viewing of element. It is not included in the actual UI asset



*Saved Game Data
120 x 91 units*

Note: If there are multiple saved data, only the current data selected will be highlighted by the yellow bound.

Animation Cycle:

- 1) If there is existing saved data, when the player go into this menu, there will be a 0.2 sec delay before this UI fall into the empty save slot and behave like it was drop from quite some height before settling down.*

[Menu Drop-Downs]



*Drop-Down for all menus other than main menu
424 x 199 units*

Animation Cycle:

- 1) The main body of the drop-down will fall immediately when a player goes into a menu, after 0.1 sec, the header element will fall into the scene as well. Text will already be in the header depending on what the option menu is.*

[Dialog Box]



Dialog box for all confirmation of action. Same layout with different text to double confirm with players that they would like to perform a certain action that might bring them out of the game.

218 x 143 units

Animation Cycle:

- 1) Similar to the drop-down menu body, the dialog box from down form the top of the screen with a 0.1 sec delay the selection buttons will drop and another 0.1sec the text would drop*

[Settings Menu]



*Main body of the settings option menu
373 x 191 units*

Note: The grey box at the back is not included in the UI element. It is purely for visual purposes only.

Animation Cycle:

- 1) After the drop-down menu animation has completed, the settings option menu will rise up from the bottom of the screen in 0.3 secs. Default activated tab is [Game]. Text will then fade in for a duration of 0.2 secs.*
- 2) When the player changes the tab, text will fade out in 0.1 sec. The tab will change accordingly and the text will fade in for a duration of 0.2 sec like the 1st cycle.*

[Settings Menu Elements -Game-]

Highlighted

328 x 24 Units



Specific options in the settings will be highlighted which will enable the player to make changes to that particular settings.

Idle

16 units of padding



Text will be greyed-out if the option is not selected

Music and SFX bar will increase 1 by 1 depending on the arrow that the player press.

Note: Keep 1 unit of padding between each large bar while keeping 2 units of padding between each small box.

[Settings Menu Elements -Controls-]



In this setting option, there is only 1 existing option which allows the payer to toggle the kind of controls that the player is currently using. Other than the arrow keys that can be used, no other key can be pressed. This section if for information only.

[Settings Menu Elements -UI-]



In this setting option, there is only 1 existing option which allows the player to toggle the scale of the UI in the game. The bars works similarly to the bars for music and SFX.

[Settings Menu Elements -Others-]

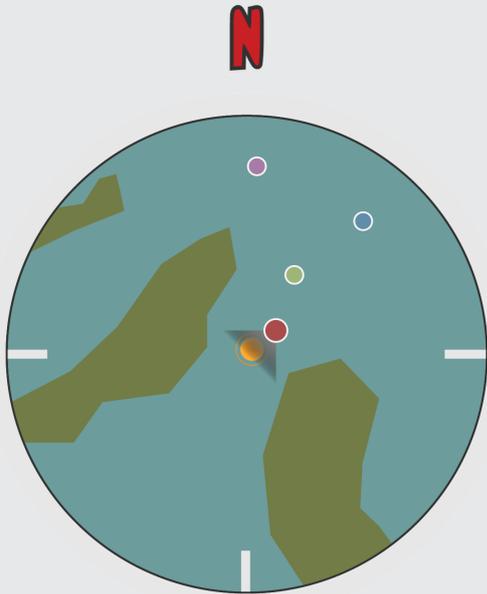


3 x 112 units



19 x 14 units

[HUD]



Navigation In Game
62 x 73 units



Quest Objective In Game
44 x 47 units

Animation Cycle:

- 1) There will be a "?" in the map. When the player interacts with it, this will pop up from the "?" and if the quest has been done before, the amount of stars will pop out.

[Loading Icon]

LOADING...

50%

Animation Cycle:

- 1) The “...” in the screen will enlarge and return to normal from left to right while the “%” number increases.



136 x 96 units

Animation Cycle:

- 1) The characters behind the logo will have the animation playing till the loading is completed.

Game Title

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Logo

SHIPWREK

CREWMATES

137 x 54 units

END