

User Interface Design

# Head Up Display (HUD)

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SMALLAND  
SURVIVE THE WILDS

.....N.....



♥

70%

☁

60%

☀

COMFORTABLE

1

2

3

4

5

6

7

8

⬆

LIGHT ATTACK

⬆

HEAVY ATTACK

E

BLOCK

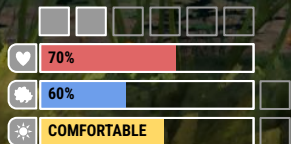
X

DODGE



COMPASS

SURVIVAL  
STATS



STAMINA BAR



HOTBAR



CONTEXTUAL TIPS

- LIGHT ATTACK
- HEAVY ATTACK
- BLOCK
- DODGE

# SURVIVAL STATS

## SURVIVAL STATS ICONS

These icons are just placeholders, they need to be designed properly.

The icons' frame has **2 rounded corners** on the left-hand side to differentiate them from status effects icons that have a square frame instead.



70%



60%

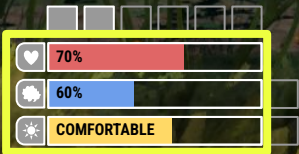


COMFORTABLE

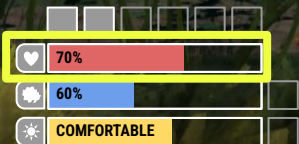
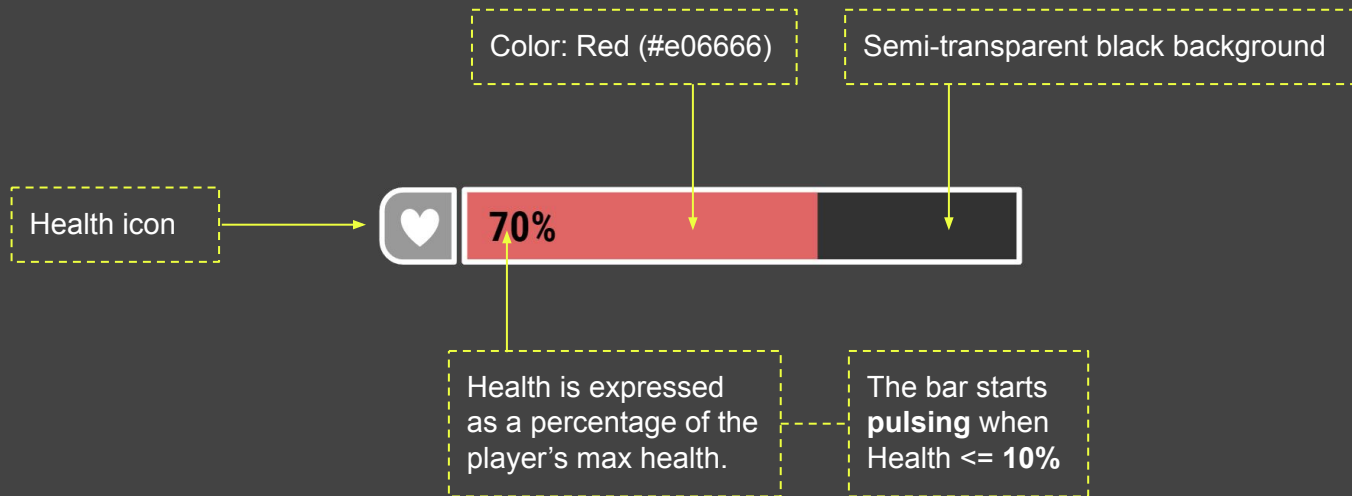
HEALTH BAR

NOURISHMENT BAR

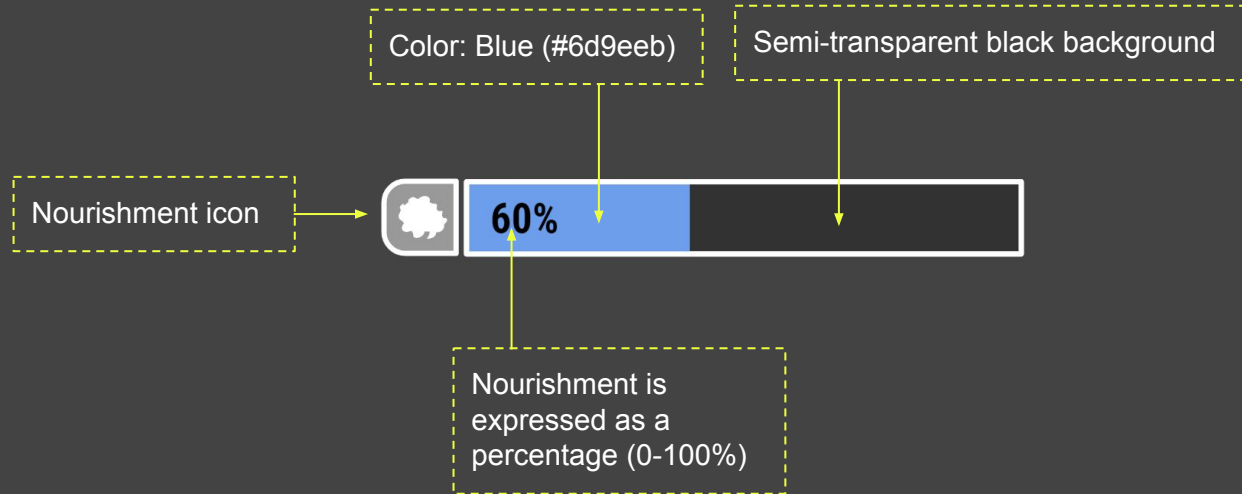
TEMPERATURE BAR



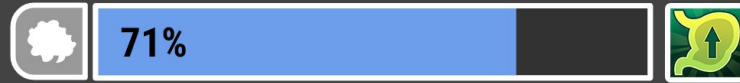
# HEALTH BAR



# NOURISHMENT BAR



# NOURISHMENT BAR Well Nourished



When Nourishment  $\geq$  70% the **Well Nourished** Status icon appears to the right of the Nourishment Bar



# NOURISHMENT BAR Malnourished

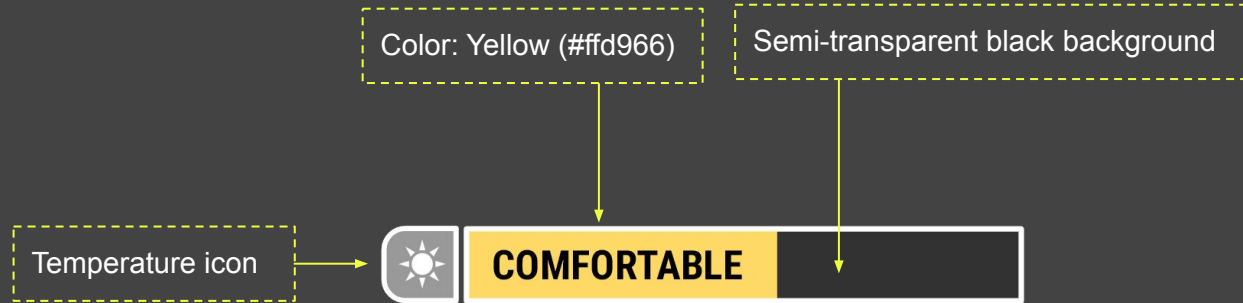
When Nourishment  $\leq 30\%$ , the **Malnourished** Status icon appears to the right of the Nourishment Bar



The bar starts **pulsing** when Nourishment  $\leq 30\%$

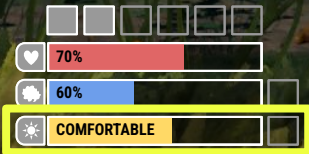


# TEMPERATURE BAR



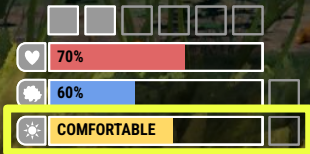
Temperature is expressed with an adjective based on the temperature's numeric value.

0 - 20	<b>FREEZING</b>
21 - 30	<b>COLD</b>
31 - 70	<b>COMFORTABLE</b>
71 - 80	<b>HOT</b>
81 - 100	<b>OVERHEATED</b>



# TEMPERATURE BAR **Overheated**

When Temperature  $\geq 80$ ,  
the **Overheated** status icon  
appears to the right of the  
Temperature Bar



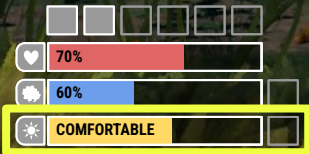
# TEMPERATURE BAR Freezing

When Temperature is  $\leq 30$ , the **Freezing** status icon appears to the right of the Temperature Bar



**NOTE:** to improve contrast, the portion of the text over the dark part of the bar is **white**, while the portion on the colored part of the bar is **black**.

**This is true for ALL the survival stats bars.**



# EXTRA STATUS ICONS

**Sheltered** and **Poisoned** status icons appear here when the respective status is active.

The left-most position is taken by whatever status is active first.

These icons' size is **exactly the same** as the Nourishment and Temperature status icons.



These 4 slots are NOT VISIBLE, the space is reserved for future statuses, such as:

- Wet
- Burning
- Diseased
- Insomnia

70%

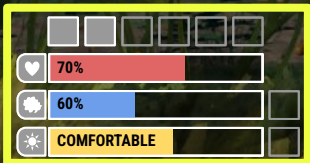
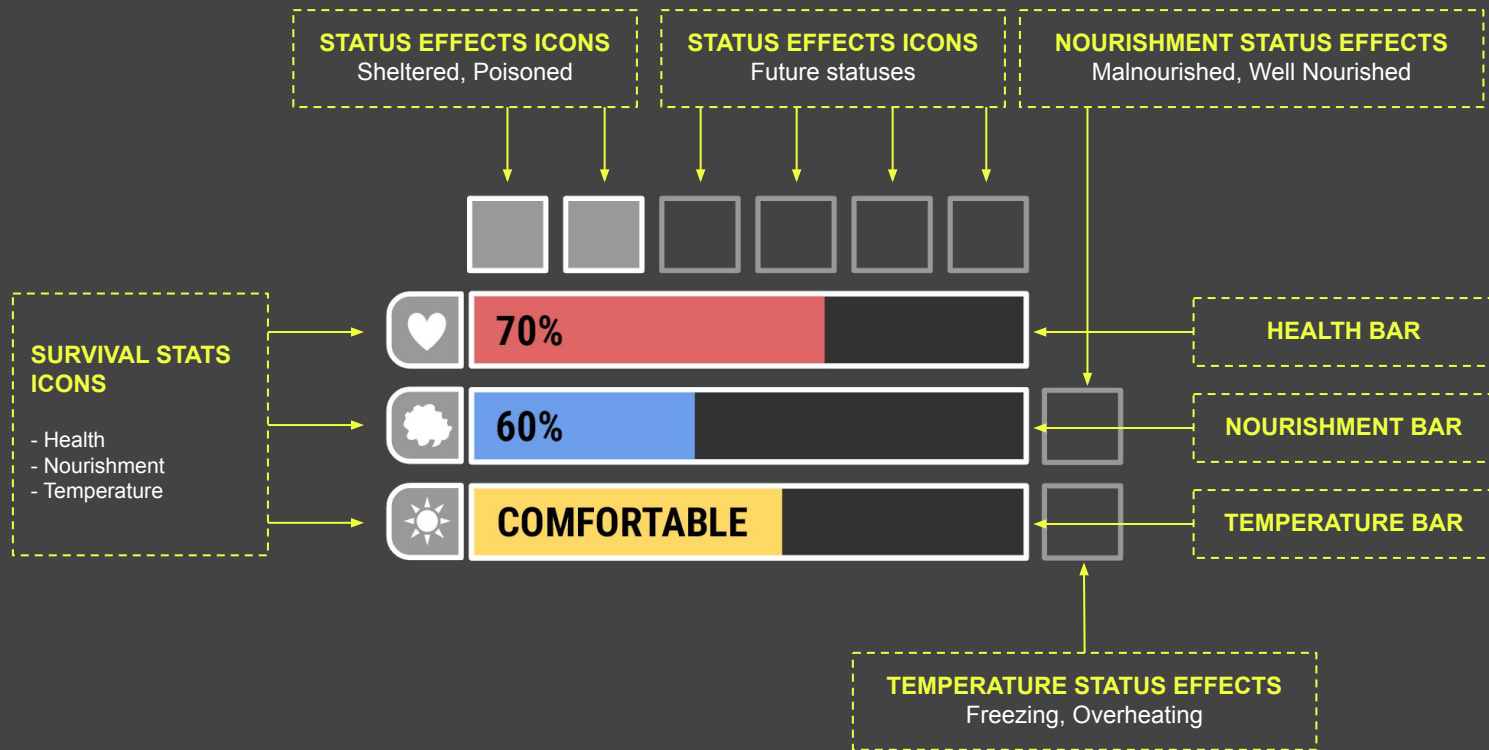
80%

COMFORTABLE

The left-most icon is aligned to the left with the left end of the survival stats bars.



# SURVIVAL STATS Recap

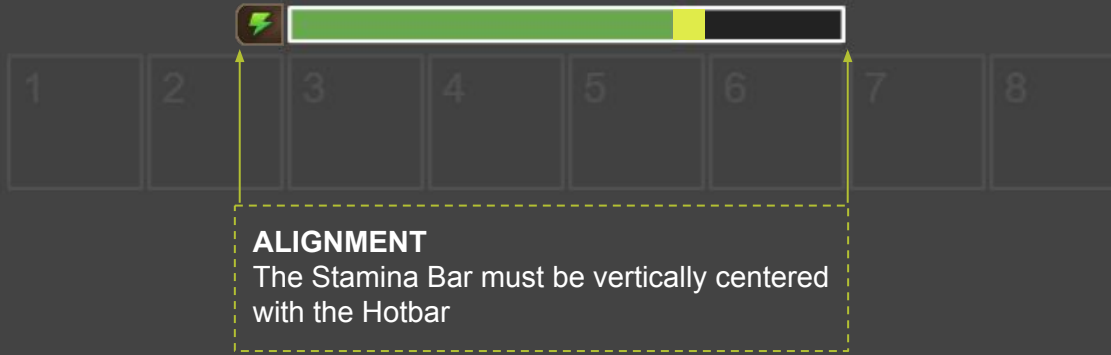


# STAMINA BAR

The Stamina bar fades in when Stamina is consumed and fades out when Stamina is full.

The Stamina cost of an action is displayed in a different color (yellow in the example below)

After the Stamina cost has been subtracted, the yellow part stays visible for a fraction of a second and then quickly decreases to match the actual Stamina value.





# COMPASS

## ISSUE

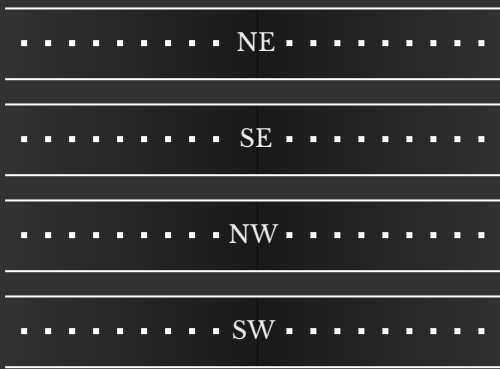
Sometimes, if the player is facing a point in between the 4 cardinal directions (N,S,E,W), the Compass only show a dotted line.



## SOLUTION [STRETCH]

Add textual markers to the Compass for the 4 directions in between (NE, SE, NW, SW).

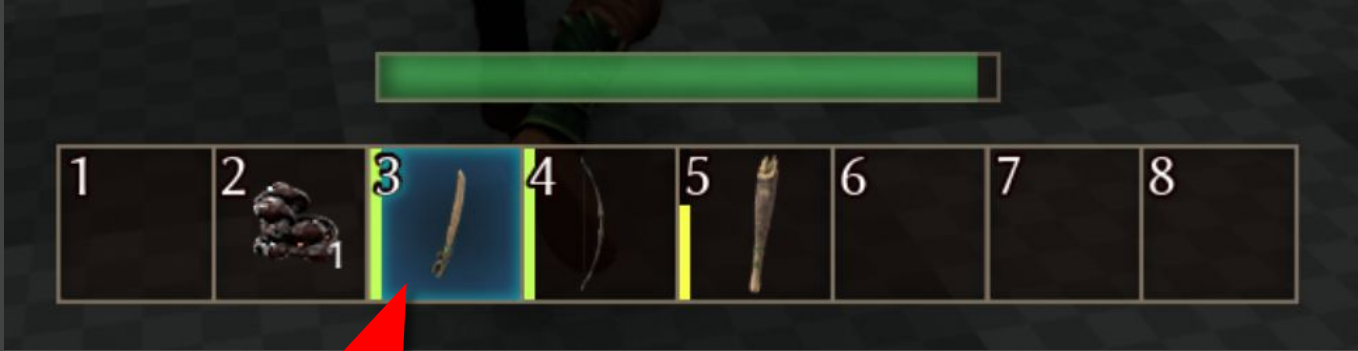
The **FONT SIZE** for these should be visibly smaller than the one used for N, S, W, E.



# HOTBAR

## EQUIPPED ITEMS

Equipped items in the Hotbar should have a **light blue background** to make them stand-out more and clearly visible to the player.



Reference (Valheim)



# CONTROLS TIPS

Control Tips remind the player of the most common available actions and are located in the bottom-right corner of the screen.

## KEY STYLE

The style of keyboard keys is the corresponding key symbol in a rounded square with dark grey background and a white outline.



LIGHT ATTACK



HEAVY ATTACK



BLOCK



DODGE

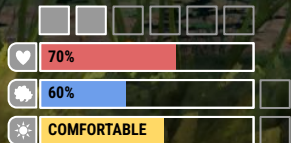
## TEXT STYLE

Note that text has a **black outline** to give contrast against the game background



## CONTROLLER

If the player is using a controller, icons change to represent controller's buttons instead.



# CONTROLS TIPS

Control Tips are **contextual** and change according to the type of item that the player has equipped.

## 1. MELEE

The player has a **melee weapon** equipped

-  LIGHT ATTACK
-  HEAVY ATTACK
-  BLOCK
-  DODGE



## 2. RANGED

The player has a **ranged weapon** equipped

-  FIRE
-  AIM
-  BLOCK
-  DODGE

## 3. TOOL

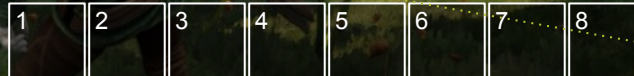
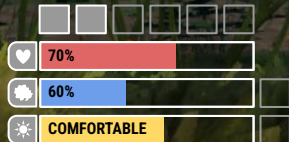
The player has a **tool** equipped

-  USE
-  SPRINT
-  JUMP
-  CROUCH
-  ROLL

## 4. REGULAR

The player has no tool or weapon equipped

-  SPRINT
-  JUMP
-  CROUCH
-  ROLL



Head Up Display (HUD)

# Interaction Widget



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# INTERACTION WIDGET



## 1. NAME

The name of the object or NPC that the player is interacting with.

STYLE - Font Size: 18; Bold; Color (text): #ffb028; Color (outline): #000000; Outline thickness: 1 pixel

## 2. LINE SEPARATOR

This line is aligned with the left-most side of the name text and is as wide as the right-most last letter of either the name or the verb, whichever is longer.

STYLE - Thickness: 1-2 pixels; Color: #ffb028

## 3. KEY / CONTROL

The symbol of the key or control used for this action. The middle point is vertically aligned with the middle point of the reticule. The left-most side is aligned with the left of name text.

STYLE - Outline: 1-2 pixels; Color (outline & text): #f3f3f3; Color (background): #434343

## 4. VERB

The action that will be performed.

STYLE - Font Size: 24; Color (text): #f3f3f3; Color (outline): #000000; Outline thickness: 1 pixel



**NOTE:** Font sizes are relative to each other, not absolute values.

# CRAFTING STATIONS & OWL EFFIGIES



## VERBS

Use

Examine

# NON PLAYING CHARACTERS



## VERBS

Talk

Craft

## NAVIGATING OPTIONS

As we have only two choices each one of them will have a key assigned **[F]** and **[C]**


# GATHERING



## VERBS

Gather

Pick Up

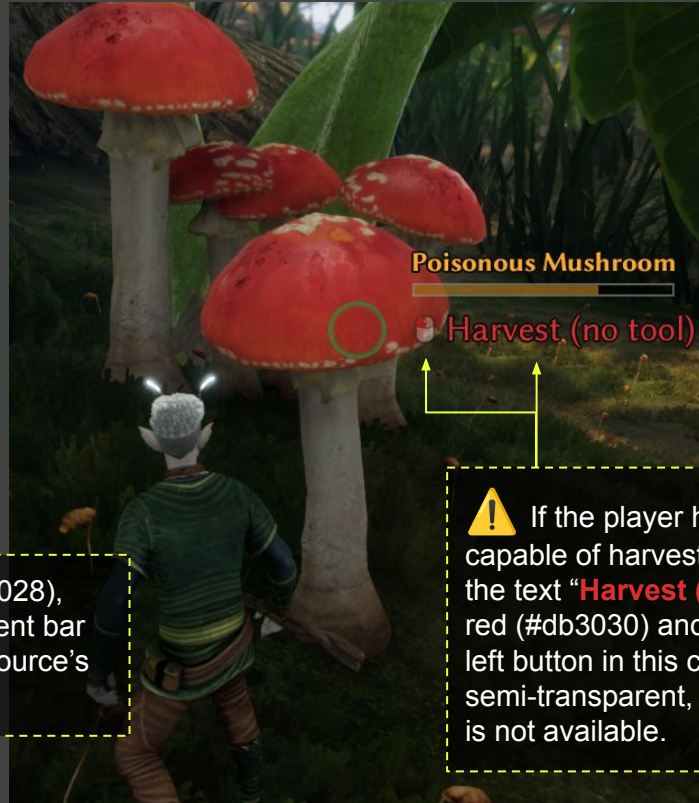
 Note that when Gathering or Picking Up resources **NO HEALTH BAR** is shown for the resource.

# HARVESTING



An icon shows the control used to Harvest

A **yellow** (#ffb028), semi-transparent bar shows the resource's health.



⚠ If the player hasn't equipped a tool capable of harvesting a particular resource, the text "**Harvest (no tool)**" will appear in red (#db3030) and the **control icon** (mouse left button in this case) will be semi-transparent, to indicate that this action is not available.

## VERBS

Harvest

Harvest (no tool)

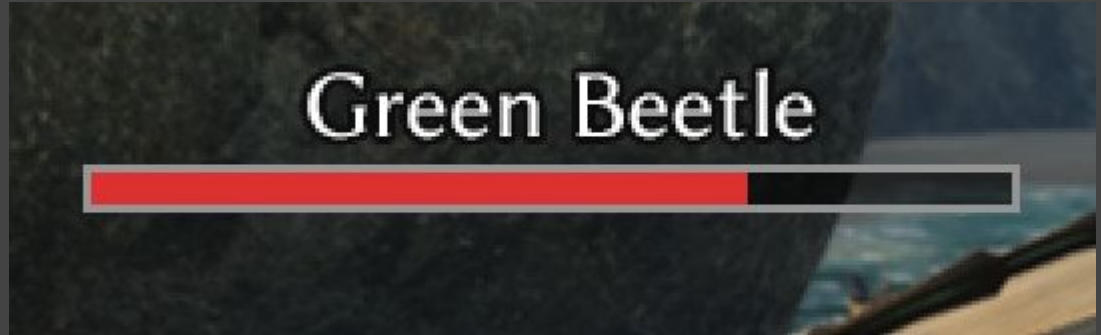
Head Up Display (HUD)

# Creatures



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# COMBAT



During combat, the following UI elements are shown on the screen:

## 1. Creature's Name

White text with a black outline to increase contrast.

## 2. Health Bar

It has the same red color (#e06666) as the player's health, against a semi-transparent black background.



## POSITION

Right on top of the creature (i.e. NOT in a fixed position under the compass).

# BOSS FIGHT



During a boss fight, the following UI elements are shown on the screen:

## 1. Boss Name

White text with a black outline to increase contrast.

## 2. Health Bar

It has the same red color (#e06666) as the player's health, against a semi-transparent black background. A boss' health bar width is as wide as [70%] of the entire screen width.



## POSITION

Horizontally centered, fixed position under the compass.

# TAMING



## VERBS

Tame

Tame (no bait)



If the player doesn't have the right bait in the inventory, the text "**Tame (no bait)**" will appear in red (#db3030) and the **control icon ('F')** will be semi-transparent, to indicate that this action is not available.

# MOUNT & RELEASE



## VERBS

Mount

Release

### NAVIGATING OPTIONS

As we have only two choices each one of them will have a key assigned **[F]** and **[C]**

# RIDING



While riding a creature, the following UI elements are shown on the screen:

1. **Creature's Name**  
White text + black outline
2. **Health Bar**  
Red bar (same color as the player's health bar) + semi-transparent black background.
3. **Stamina Bar**  
Green bar (same color as the player's stamina bar) + semi-transparent black background.



## POSITION

These elements have a fixed position, horizontally centered on top of the hotbar.