THE GAME UI CHALLENGE

Exercises to Improve Your
Game User Interface Design Skills
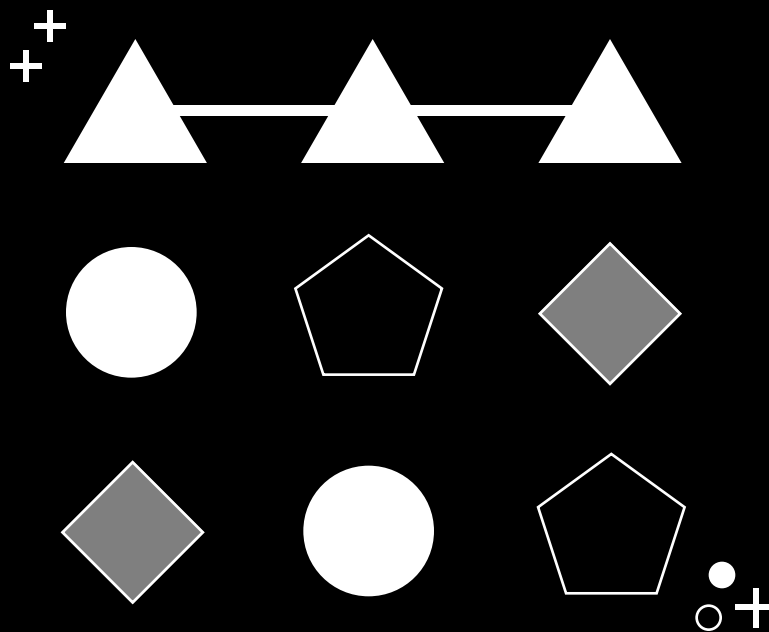
CASUAL MATCH 3

STEPH CHOW

xama

HOW TO USE THESE

These exercises are meant to provide you with an opportunity to apply your growing UI skills to a variety of screens that are often seen in mobile games. This is great if you're looking to add visual examples to your portfolio, or just wanting to exercise your design chops. These wireframes are designed in a combination of landscape and portrait canvases. If you would like to develop a design based on a different orientation or device size, GO FOR IT! Each exercise will likely contain several UI components. If you want to just focus on one component and make variations of that component as your main exercise goal, have at it. These worksheets simply serve as a starting point for your challenges.

EXECUTION TIPS

Timebox your exercise. Giving yourself a deadline will help you manage time according to your specific schedule. Don't try and rush through. Some exercises will be more challenging and just take more time compared to others.

Sketch out thumbnails before you jump into your rendering. You can make as many variations yourself, but I tend to try and create at least 8 thumbnail sketches (see thumbnail worksheets available in the blank templates PDF offered).

Keep track of your process! Especially if you're creating something for your visual portfolio, your reviewers will love to see this process and not just your final designs.

No assets? No problem. Don't have a lack of assets stop you from developing your UI. Collaborate with a friend who's an artist who can provide assets like chests or characters, or get affordable assets from sources like the Unity Asset Store. Get creative! Develop your own place holder asset and mark it as "FPO" which stands for "For-Placement-Only".

Design with accessibility in mind. Think about how players with visual or motor impairments would see and use your design. Color, size, and contrast are just a few elements to keep in mind as you create.

Share and get feedback! Go over it with a peer, professor, or **post online with the tag #GameUIChallenge.**
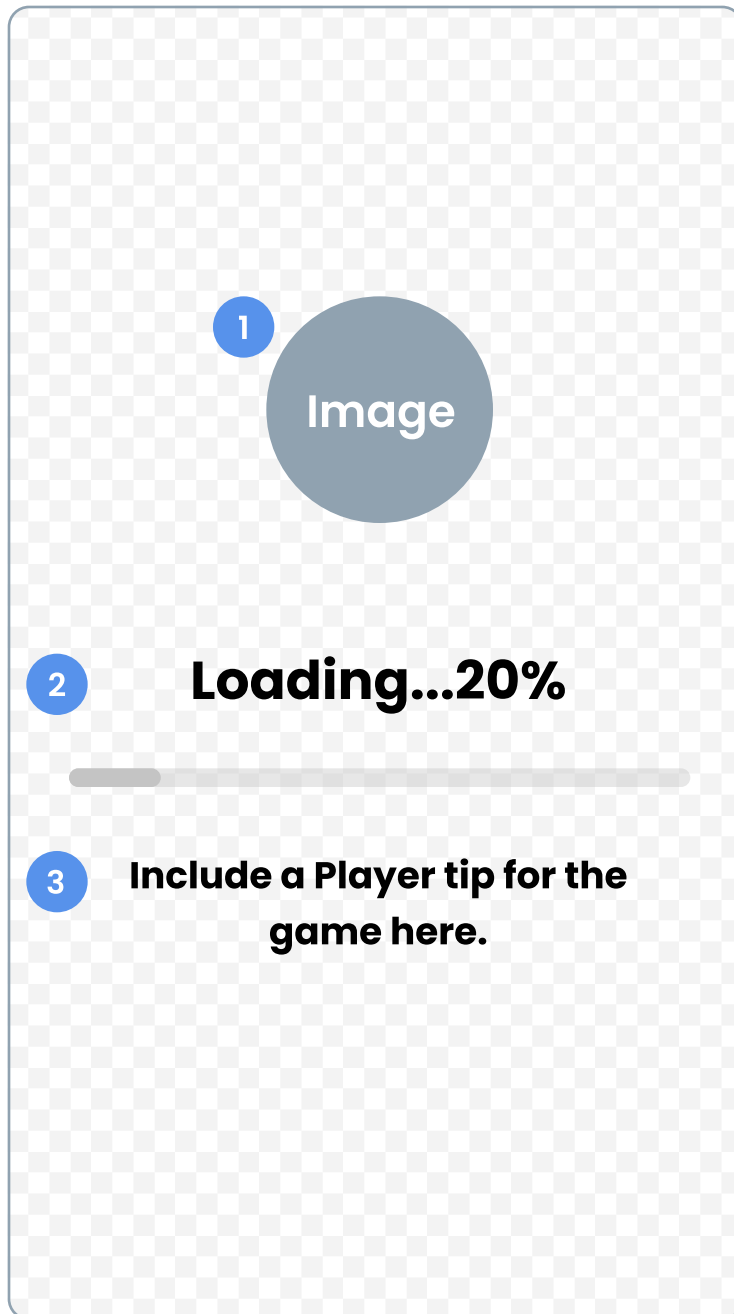
PROMPT

Create a moodboard for your screens' UI. Look for references that can inspire your UI's color palette, textures, shapes, and typography.
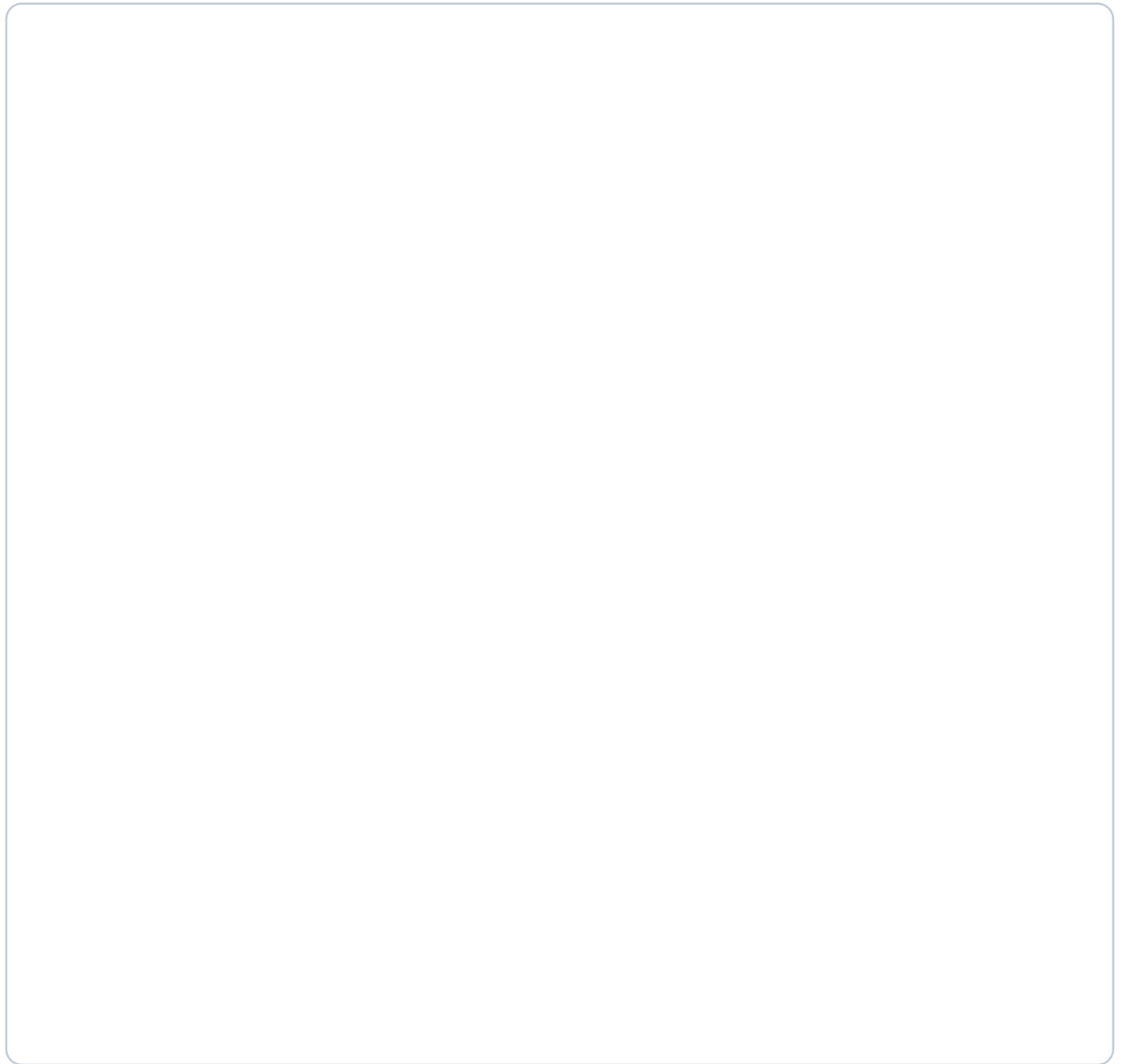
PROMPT

Create a screen that communicates how much longer a player will have to wait for the game to load.

OPTIONAL WIREFRAME

1

Image

2 **Loading...20%**

3 **Include a Player tip for the game here.**

WIREFRAME ANNOTATIONS

1. Game's logo OR other loading graphic.
2. Loading info - Displays a moving meter as well as a percentage notification.
3. Optional player tip - Teaches the player additional tips they may have not known or forgotten.
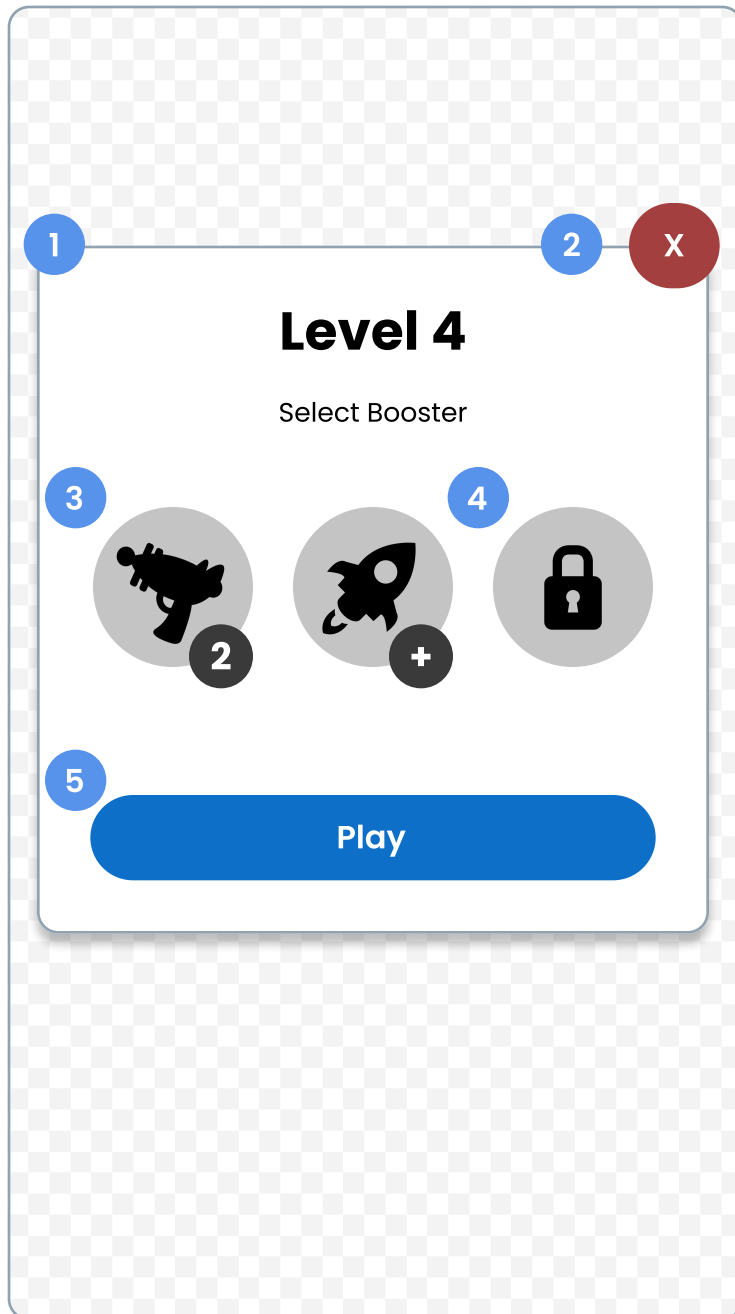
⭐ **Bonus Level**

Create a variation that visually depicts progress loading in a skeuomorphic manner as opposed to using a meter.

PROMPT

Create a pre-level pop-up that allows a player to select boosters before entering the game's level.

OPTIONAL WIREFRAME

1

2   **X**

Level 4

Select Booster

3   4

2   +

5

Play

WIREFRAME ANNOTATIONS

1. Pop-up container.
2. Close button - Dismisses pre-level pop-up.
3. Available boosters - Player can add these before playing a level.
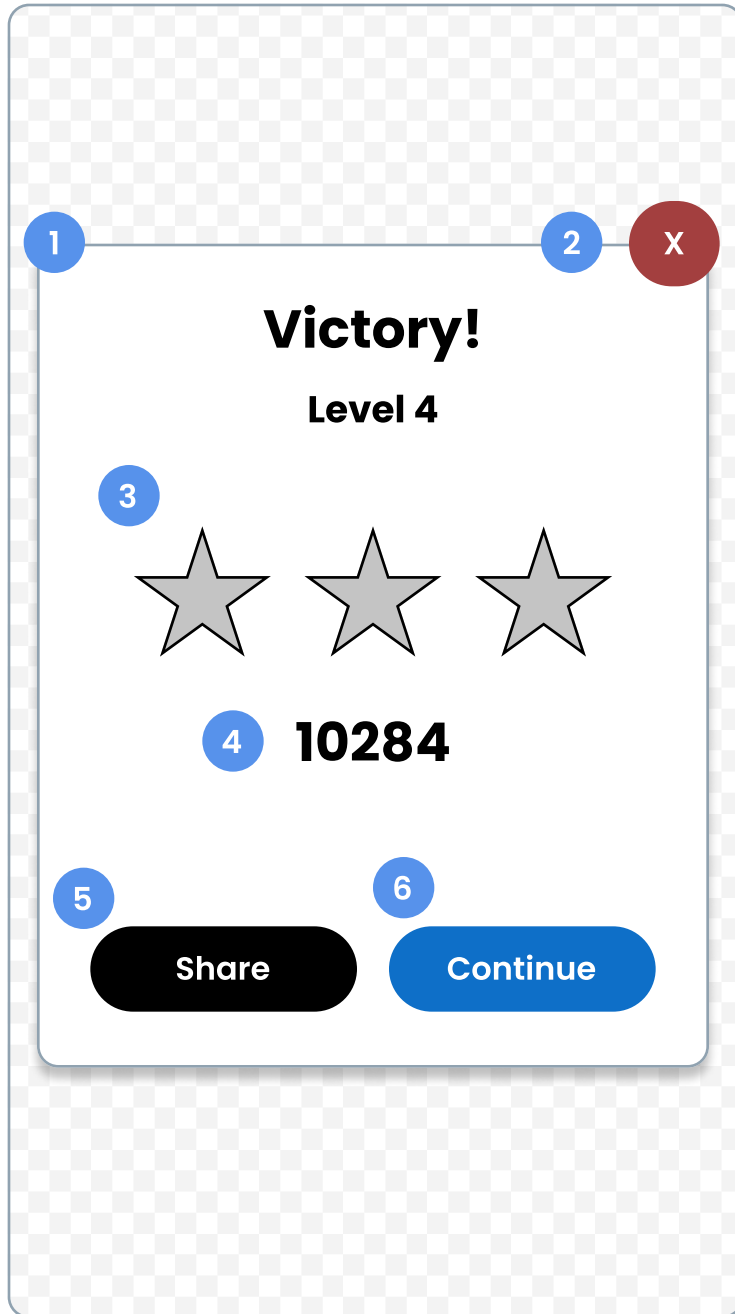4. Locked booster.
5. Play CTA button.

★ **Bonus Level**

Include a leaderboard that shows how well the player's friends have previously scored.

PROMPT

Create a victory sequence that features a 3-star ranking based on a player's score.

OPTIONAL WIREFRAME

WIREFRAME ANNOTATIONS

1. Pop-up container.
2. Close button - Dismisses victory screen and takes player back to the game lobby.
3. Player's final star count.
4. Player's final score.
5. Share button - Allows player to share their level completion.
6. Continue CTA button - Takes player to the next pre-level screen.

🔍 What's Star ranking?
A common three-point visual system used to rate a player's performance after level completion.

★ Bonus Level
Demonstrate the different visuals of a 3-star victory versus only a 2-star victory.

Victory!

Level 4

★ ★ ★

10284

Share   **Continue**

PROMPT

Create a pop-up that offers the player a chance to get more moves after they run out.

OPTIONAL WIREFRAME

1

$ 245 +

Out Of Moves!

Get more moves?

2

Image
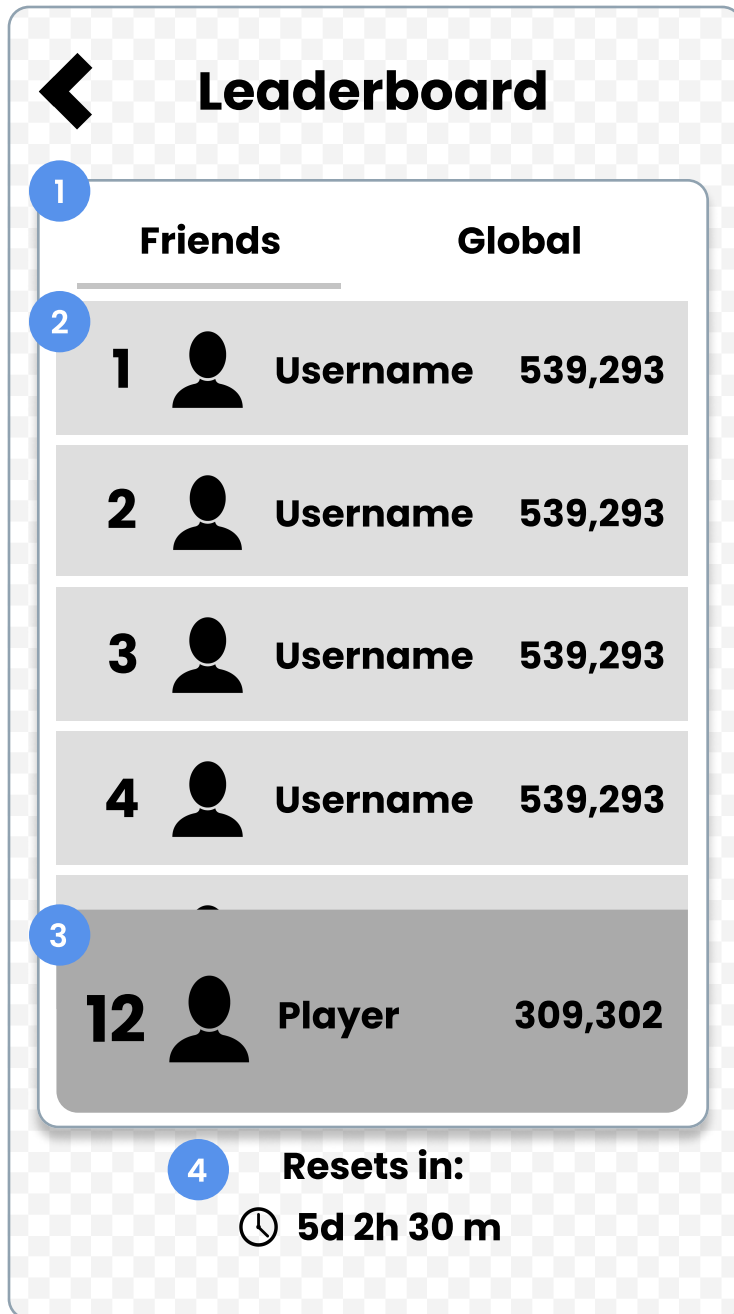
3

4 $10
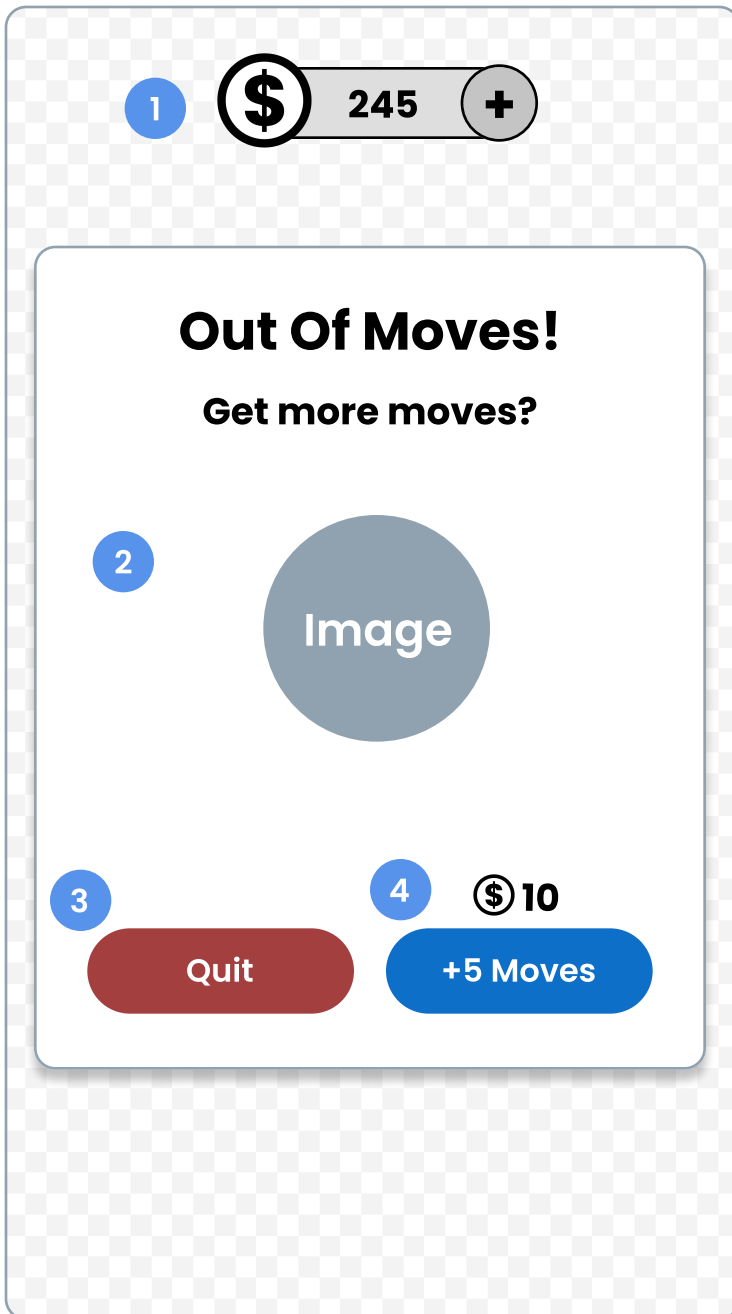
Quit

+5 Moves

WIREFRAME ANNOTATIONS

1. Player's in-game currency counter.
2. Illustration - Emphasizes user's 'Out of Moves' problem in a narrative manner.
3. Quit Level CTA button.
4. CTA button to purchase five more additional moves.

PROMPT

Create a leaderboard screen that compares a player's score to their peers.

OPTIONAL WIREFRAME

Leaderboard

(1)

| **Friends** | **Global** |

(2)

1	👤	**Username**	**539,293**
2	👤	**Username**	**539,293**
3	👤	**Username**	**539,293**
4	👤	**Username**	**539,293**

(3)

| **12** | 👤 | **Player** | **309,302** |

(4) **Resets in:**
🕐 **5d 2h 30 m**

WIREFRAME ANNOTATIONS

1. Navigation tabs - Switches between friends and global leaderboard.
2. Leaderboard cell that contains:
- Player's placement number
- Player's avatar
- Player's username
- Player's highscore
3. Player's Info - Placement number, avatar, username and highscore.
4. Timer - Indicates when the leaderboard will reset.

PROMPT

Create a collection screen that demonstrates a player's in-game progress.

OPTIONAL WIREFRAME

Collection

1

2

3 **Collection Name**

4 12/16

WIREFRAME ANNOTATIONS

1. Available collection items.
2. Collection items that are not yet collected by the player.
3. Player's current selected collection's name. Directional arrows will navigate player throughout different collections.
4. Completion progress bar - Features an image of the collection's completion reward.

PROMPT

Create an in-game currency store pop-up.

OPTIONAL WIREFRAME
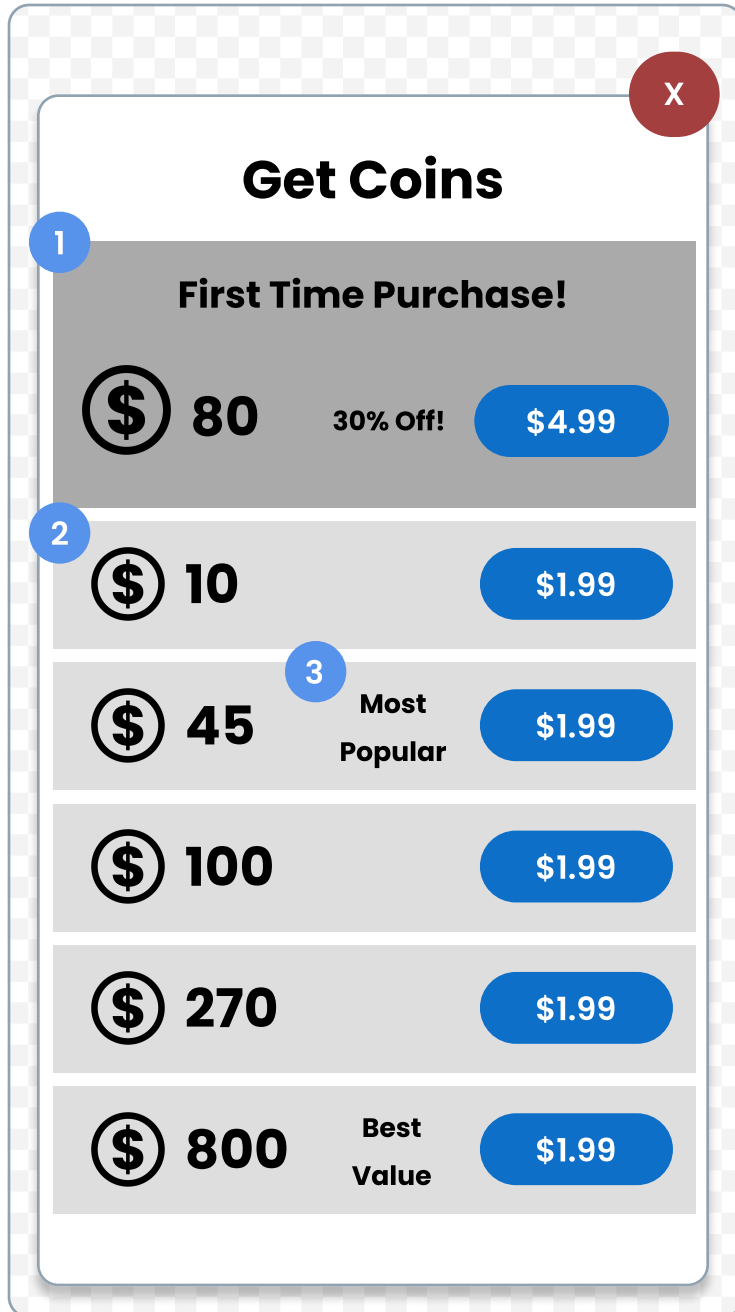
WIREFRAME ANNOTATIONS

1. Limited time offer (LTO) that features the offer's name, amount, marketing callout, and CTA purchase button with price.
2. Purchase panel - Featuring amount, and price.
3. Unique marketing callout for deals like "Most Popular" or "Best Value".

PROMPT

Create a lucky spin sequence that offers a prize to a player based on where the spin marker lands. Animation beats include at least: 1.Pre-spin 2.Wheel spinning 3. Prize selected and received.

OPTIONAL WIREFRAME

WIREFRAME ANNOTATIONS

Lucky Spin
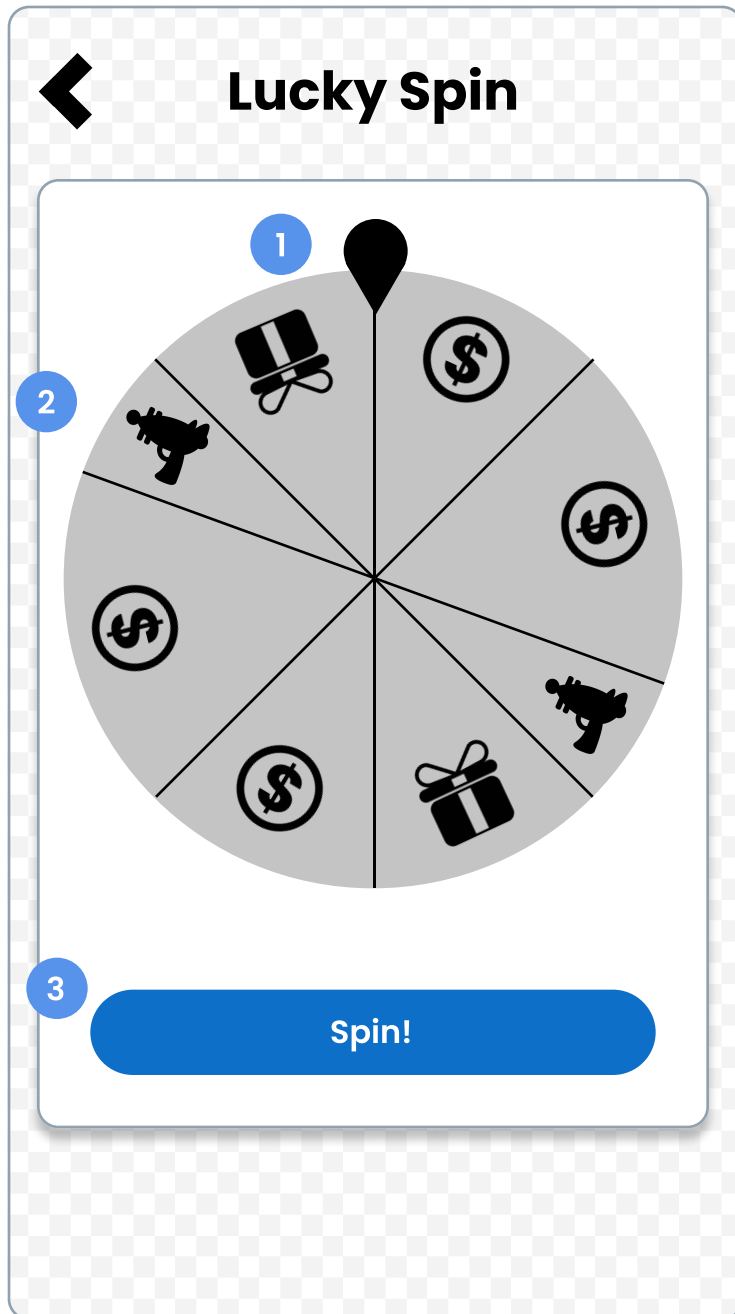
1. Spin!

1. Spin marker.
2. Potential prizes a player can win pending on where spin marker lands on.
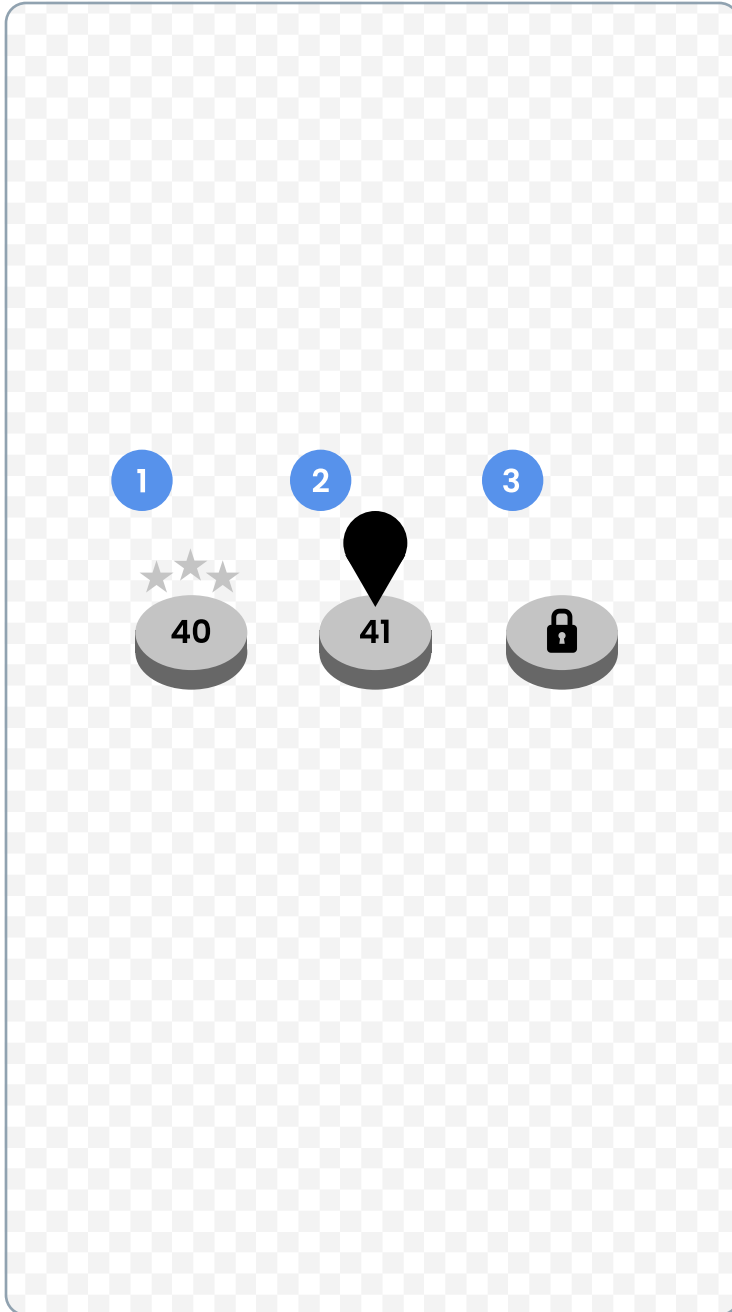3. CTA spin button.

★ **Bonus Level**

Create a cool-down state that communicates when a player can spin again.

PROMPT

Create three different states of a level node: Completed, current, and locked.

OPTIONAL WIREFRAME

WIREFRAME ANNOTATIONS

1. Completed level node - Displays the player's 3-star ranking they achieved.
2. Current level node - Displays a visual marker that represents the player themselves. Can leverage the player's social media profile picture if the player has their social media account connected.
3. Locked level node - A Level not accessible to the player yet.

★ **Bonus Level**

Create a level node variation that could represent a different game mode like a boss level.

PROMPT

Create four different states of a progress bar meter that contains milestone markers for each star goal.
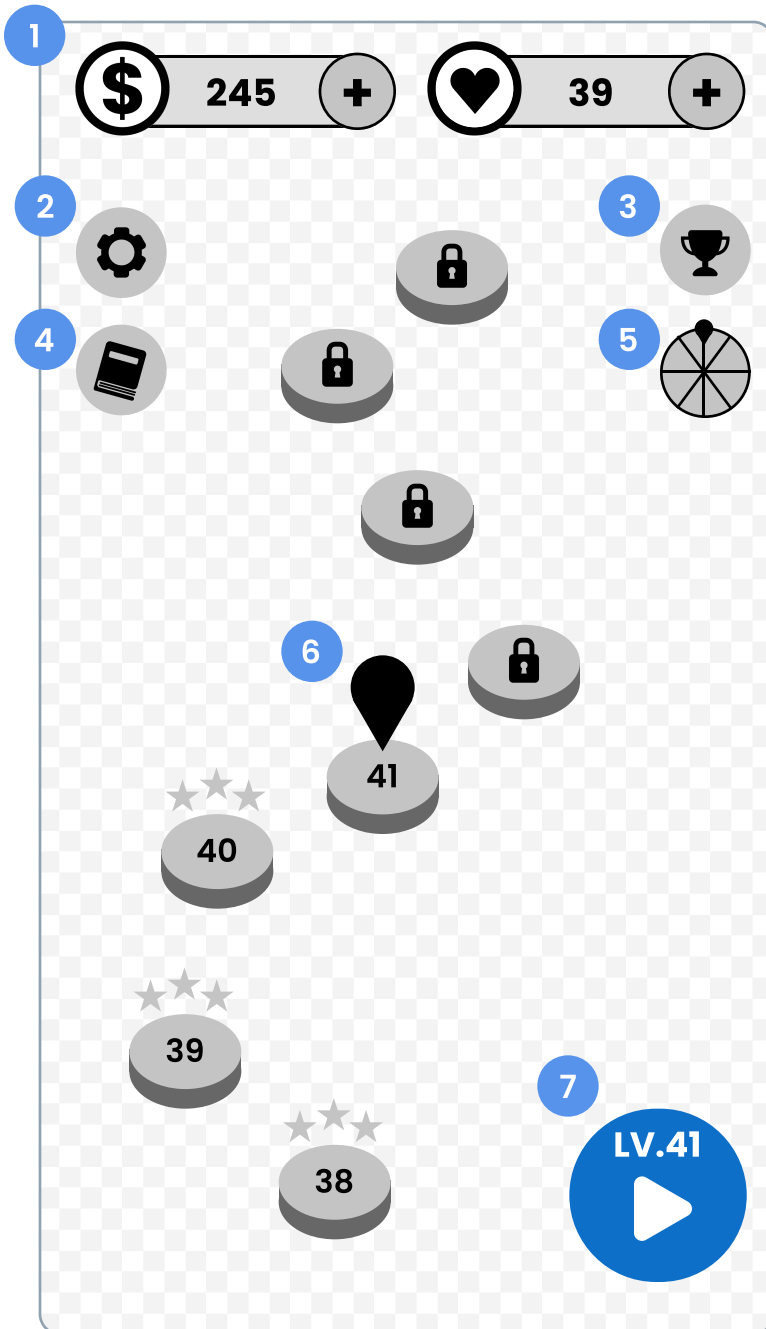
OPTIONAL WIREFRAME

WIREFRAME ANNOTATIONS

1. No stars obtained.
2. One star obtained.
3. Two stars obtained.
4. Three stars obtained.

PROMPT

Create a HUD UI that overlays on top of a saga map. The UI should demonstrate a player's status, map progress, and menu options.

OPTIONAL WIREFRAME

1

$ 245 +   ♥ 39 +

2

3

4

5

🔒

🔒

🔒

6

🔒

41

★★★
40

★★★
39

★★★
38

7

LV.41
▶

WIREFRAME ANNOTATIONS

1. Player's in-game currency and energy counters.

2. Settings button.

3. Leaderboard button.

4. Collection button.

5. Lucky spin button.

6. Level node map - Displays the user's completed levels, current level, and locked levels.

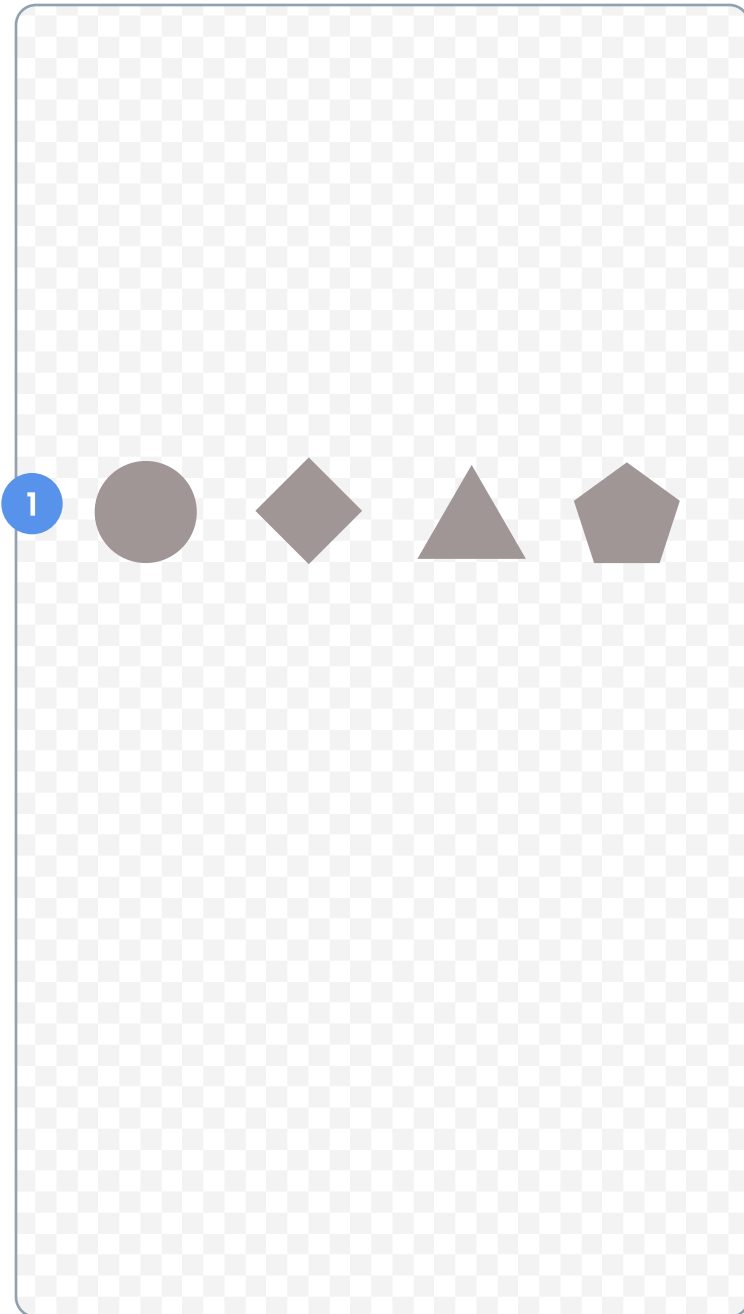7. Play CTA button that displays what level the player is about to play.

★ **Bonus Level**

Create a variation of the UI to reflect a special seasonal event.

PROMPT

Create at least four different match 3 tiles.

OPTIONAL WIREFRAME

WIREFRAME ANNOTATIONS

1. Your four different tiles - Make sure these tiles are visually distinct from eachother for clear reads.

Tips about making tiles:
- Each tile should have a unique color.

- For color-blind players, ensure your tiles have:
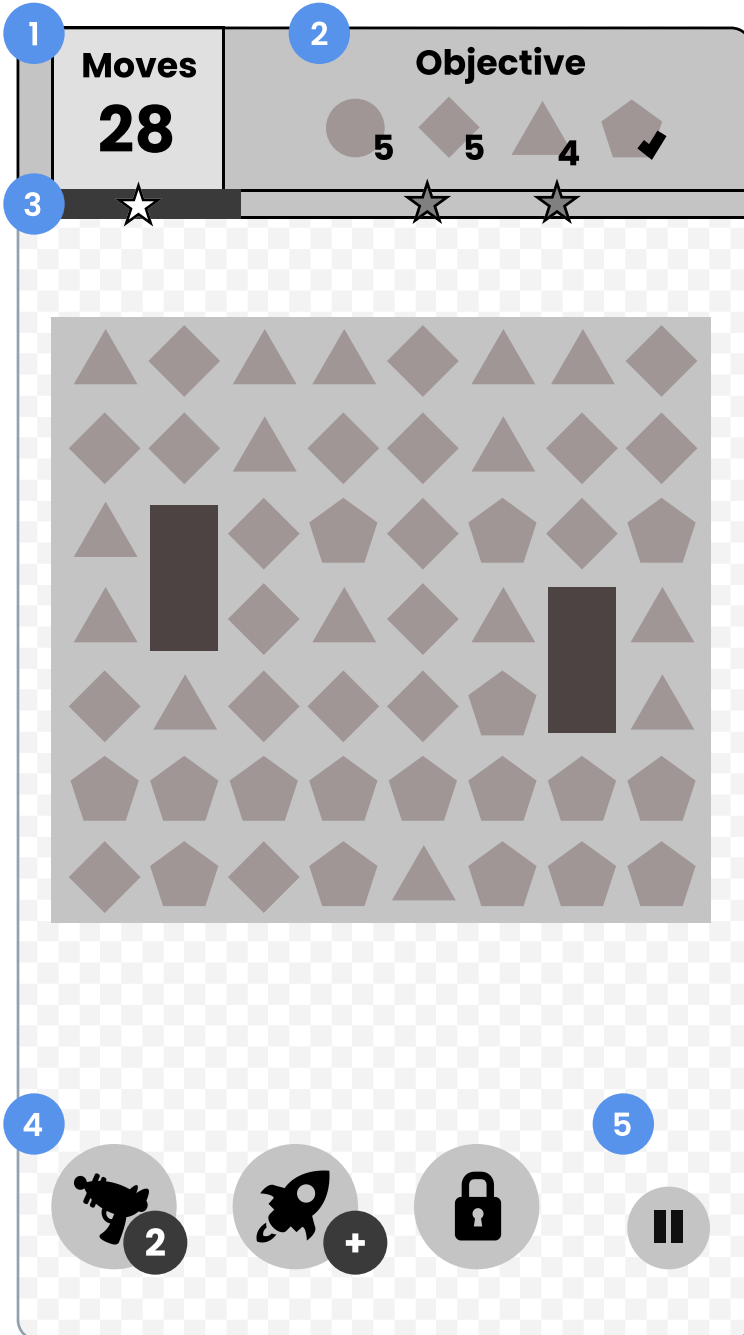1. A unique silhouette.
and/or
2. A unique icon embedded in the tile.

PROMPT

Create a tile-based game board that includes the player's HUD and boosters.

OPTIONAL WIREFRAME

1

Moves

28

2

Objective

5   5   4   ✔

3

WIREFRAME ANNOTATIONS

1. Player's remaining moves.
2. Player's objective goals.
3. Three-star meter.
4. Booster options.
5. Pause button.

4

2

+

5

⏸

★ **Bonus Level**

Create an alternative layout that features a character interacting on the screen outside the game board.