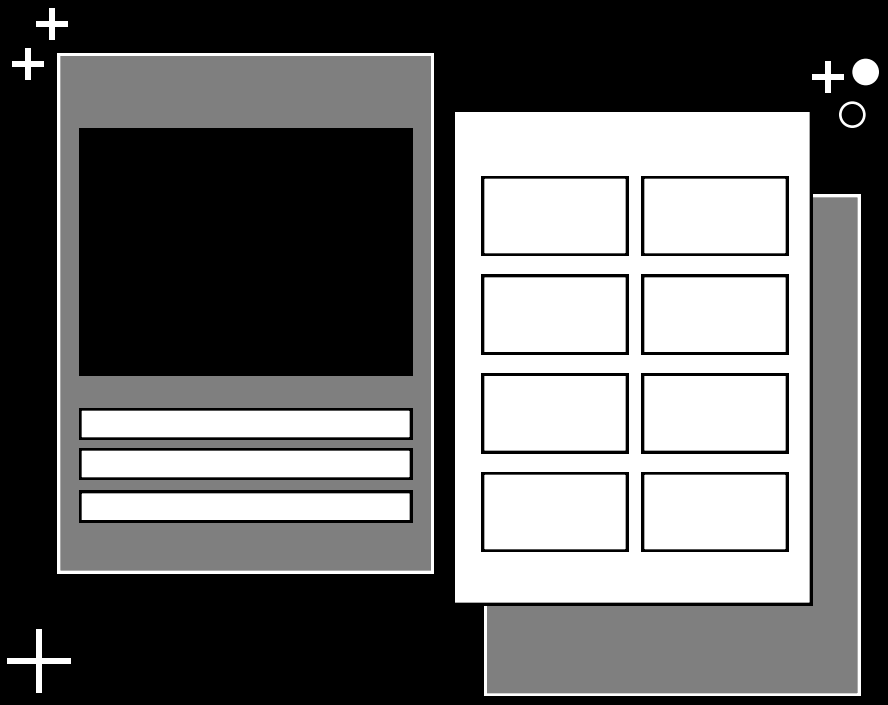
THE GAME UI CHALLENGE

Exercises to Improve Your Game User Interface Design Skills



BLANK TEMPLATES

STEPH CHOW

Author: Steph Chow (@StephChow)
Copyright © 2020 by Steph Chow, and XAMA LLC
Published 2020. All rights reserved.

Digital edition April 2020

www.xamacreative.com

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

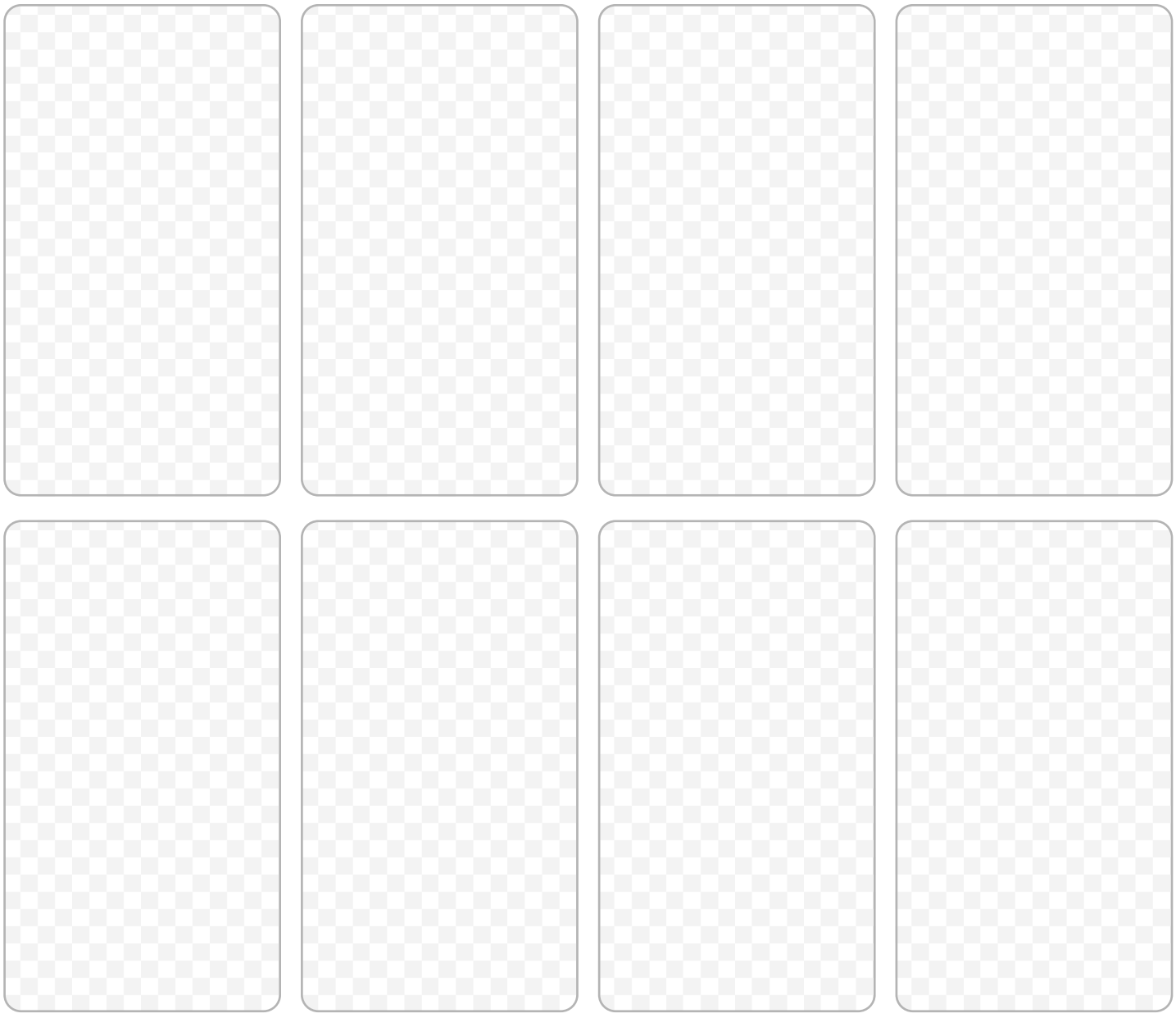
Create a moodboard for your screens' UI. Look for references that can inspire your UI's color palette, textures, shapes, and typography.

PROMPT

OPTIONAL WIREFRAME

WIREFRAME ANNOTATIONS

PROMPT

OPTIONAL WIREFRAME

WIREFRAME ANNOTATIONS