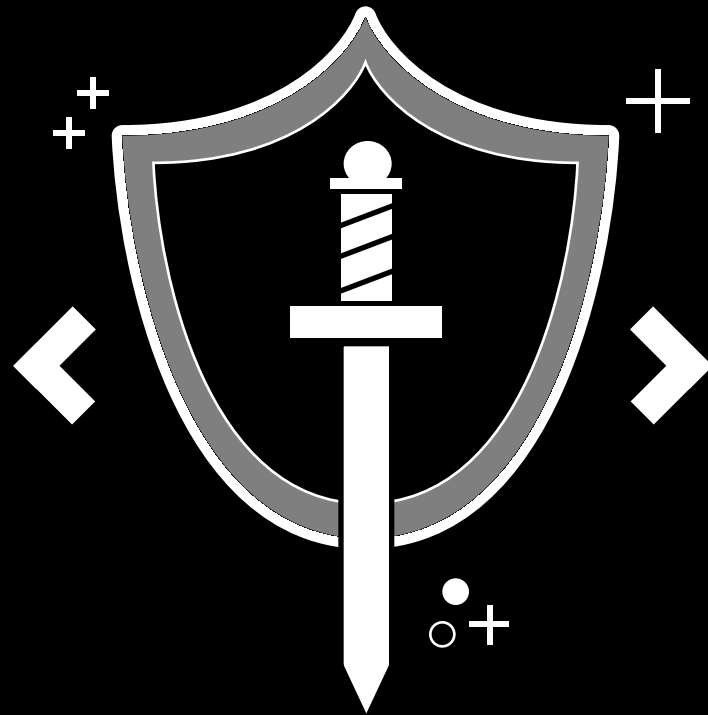


THE GAME UI CHALLENGE

Exercises to Improve Your
Game User Interface Design Skills



TURN-BASED RPG

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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".

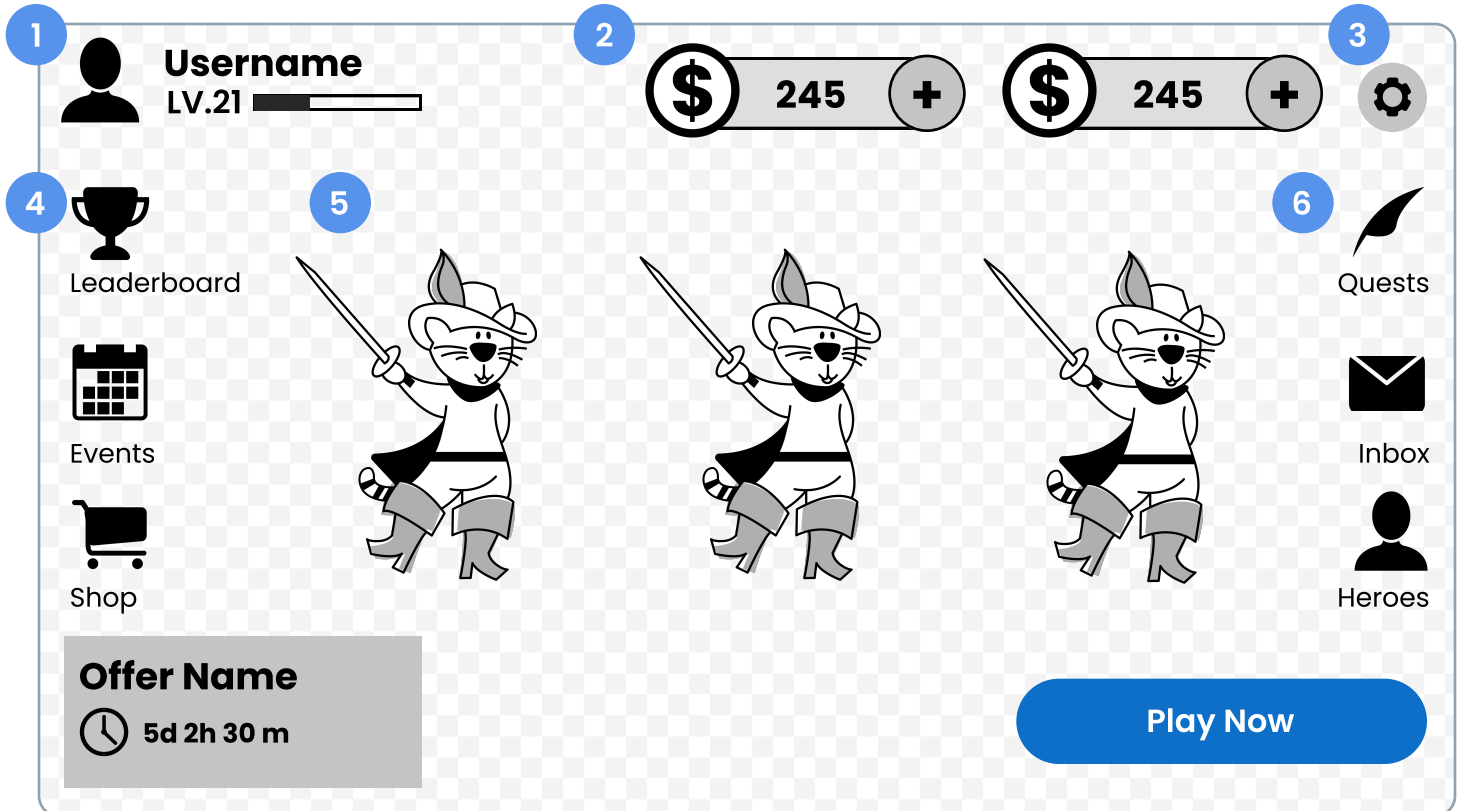
Design with accessibility in mind. Think about how players with visual or motor impairments would see and use your design. Color, size, and contrast are just a few elements to keep in mind as you create.

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

PROMPT

Create a lobby screen that features your game's characters.

OPTIONAL WIREFRAME



WIREFRAME ANNOTATIONS

1. User badge.
2. Player's in-game currency.
3. Settings button.
4. Left Nav - Includes a limited time offer (LTO) banner.
5. Characters - Can feature one to three characters.
6. Right Nav - Includes a Play CTA button.

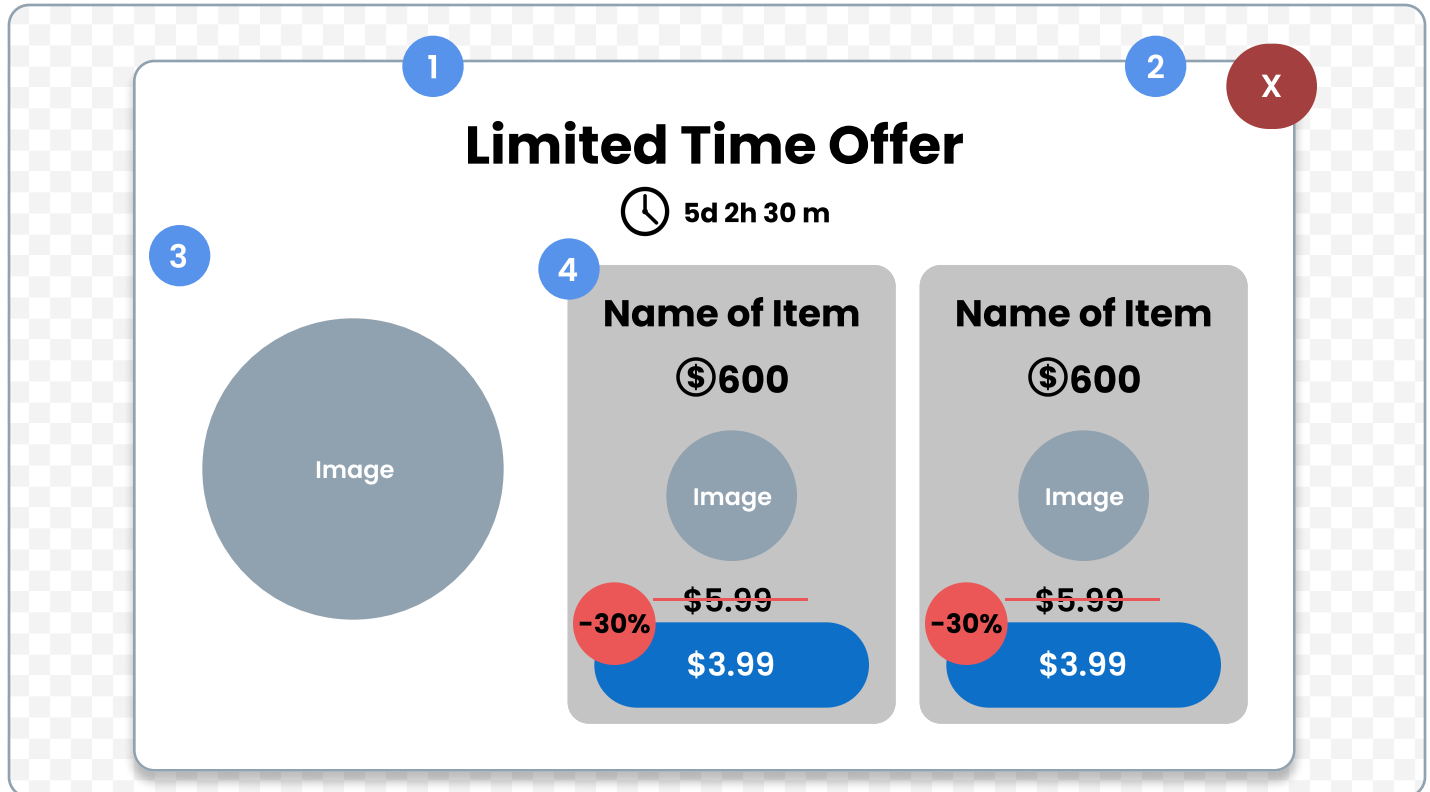
★ **Bonus Level**

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

PROMPT

Create a limited time offer pop up featuring eye-catching offer cards.

OPTIONAL WIREFRAME



WIREFRAME ANNOTATIONS

1. Limited time offer title along with a timer.
2. Close button.
3. Promotional graphic.
4. Offer card - Features the offer's name, content, discounted price information, and a purchase CTA.

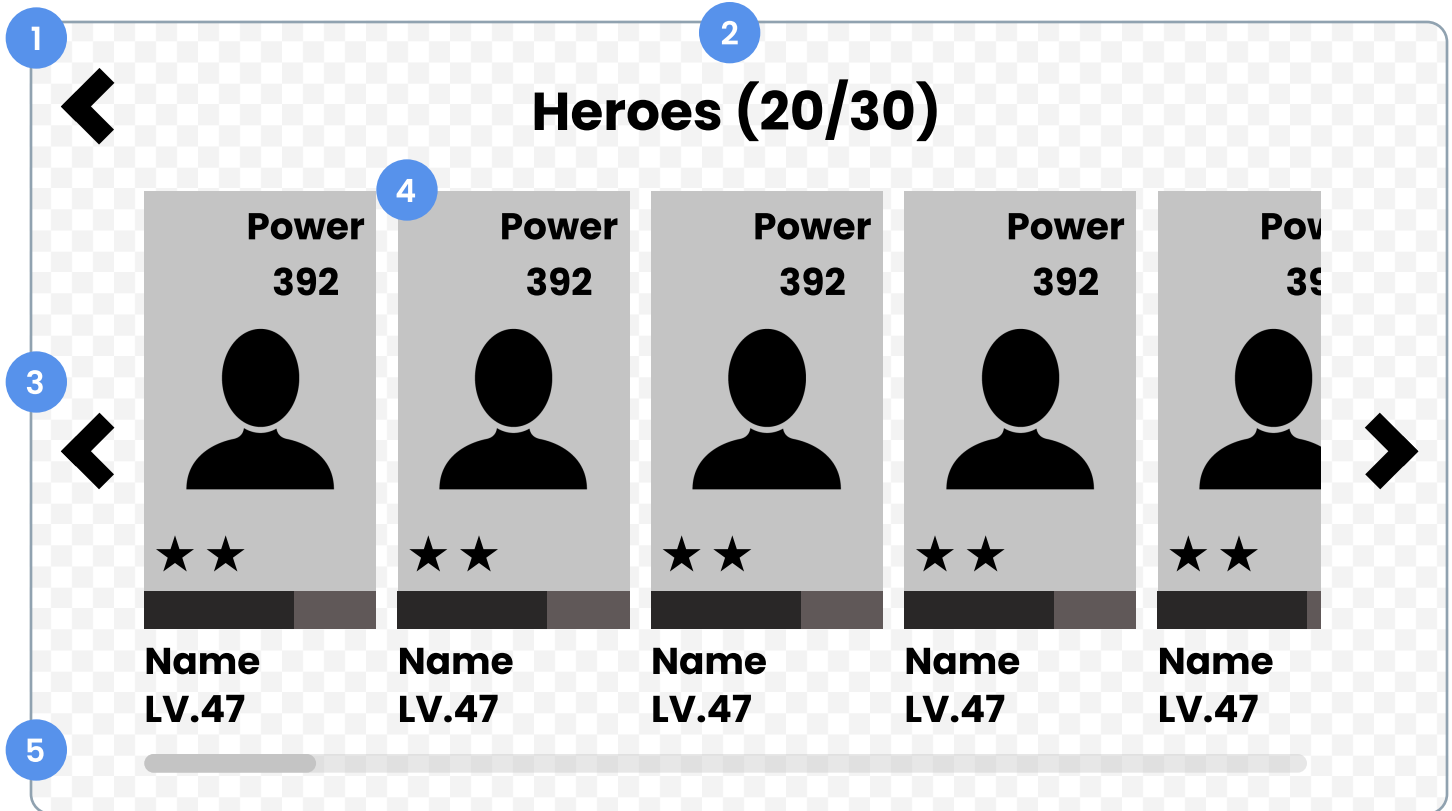
★ Bonus Level

Create a variation of the offer card that represents several items available in a single offer.

PROMPT

Create a heroes screen that demonstrates character cards at different rarities: Common, uncommon, rare, epic, and legendary.

OPTIONAL WIREFRAME



WIREFRAME ANNOTATIONS

1. Back button.
2. How many characters the player has.
3. Scrolling arrows to help navigate heroes collection.
4. Character slot - Contains a character's power stat, profile art, rarity, XP meter, name, and level.
5. Scroll bar indicator.

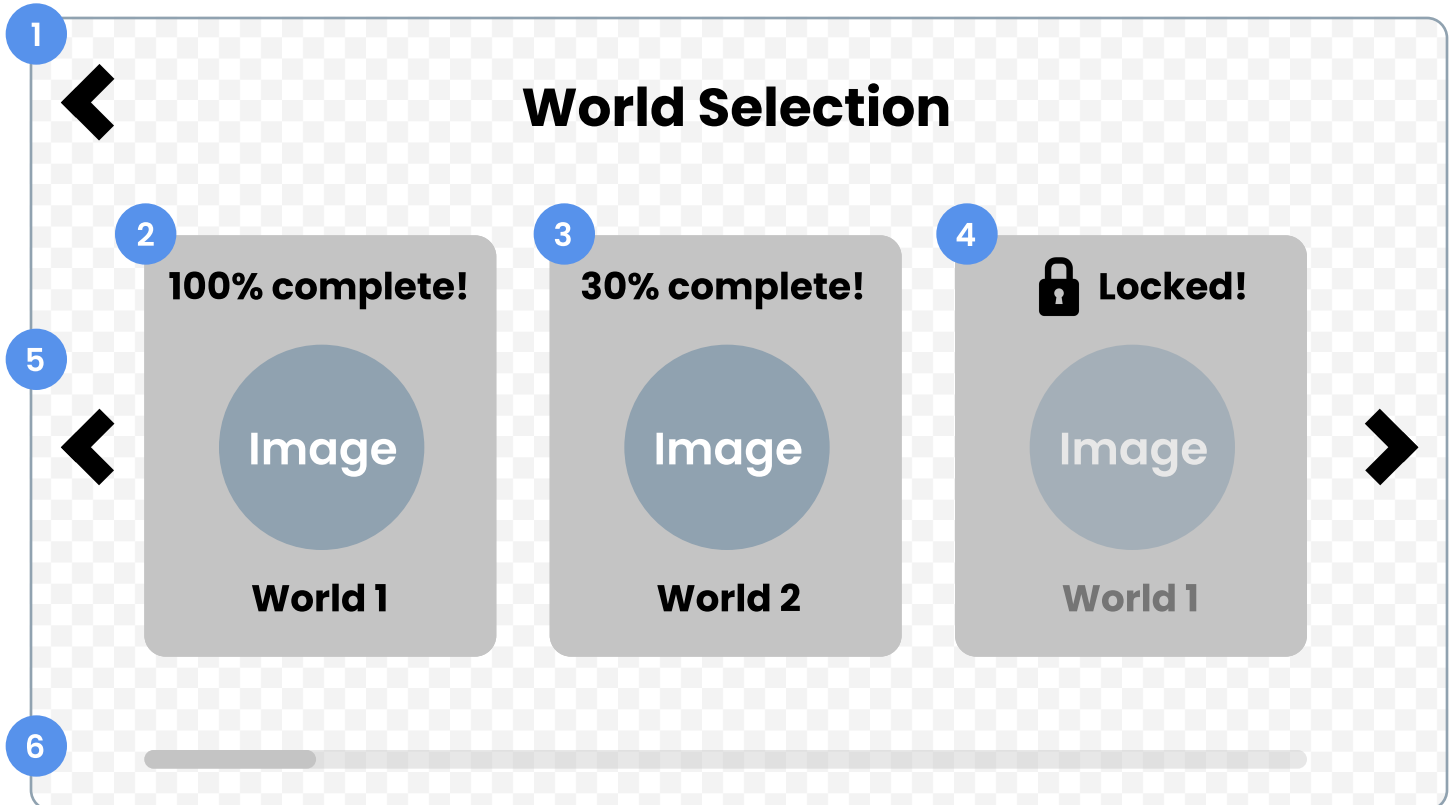
★ **Bonus Level**

Incorporate an additional state to the Character slot that signifies that a character is locked and unavailable.

PROMPT

Create a screen that displays all the locations a player can and will have access to.

OPTIONAL WIREFRAME



WIREFRAME ANNOTATIONS

1. Back button.
2. World card - 100% completion rate.
3. World card - In progress but not complete yet.
4. Locked world card.
5. Scrolling arrows to help navigate world.
6. Scroll bar indicator.

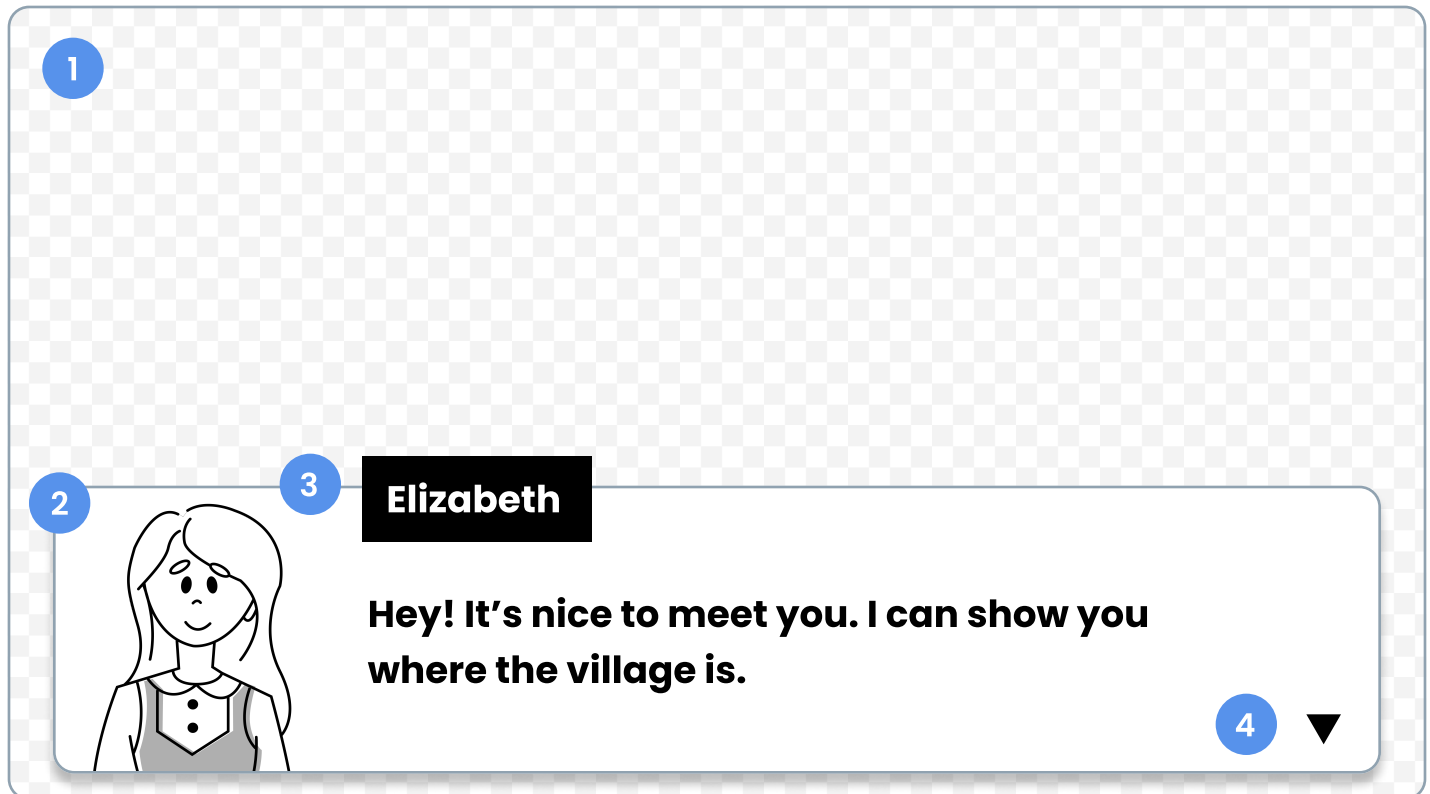
★ Bonus Level

Try creating a more narrative/skeuomorphic way to convey these worlds.

PROMPT

Create a character dialog box that displays a character talking to the player.

OPTIONAL WIREFRAME



WIREFRAME ANNOTATIONS

1. Game environment background.
2. Character's profile image.
3. Character's name and dialogue.
4. 'Continue' button - Takes player to next line of dialogue.

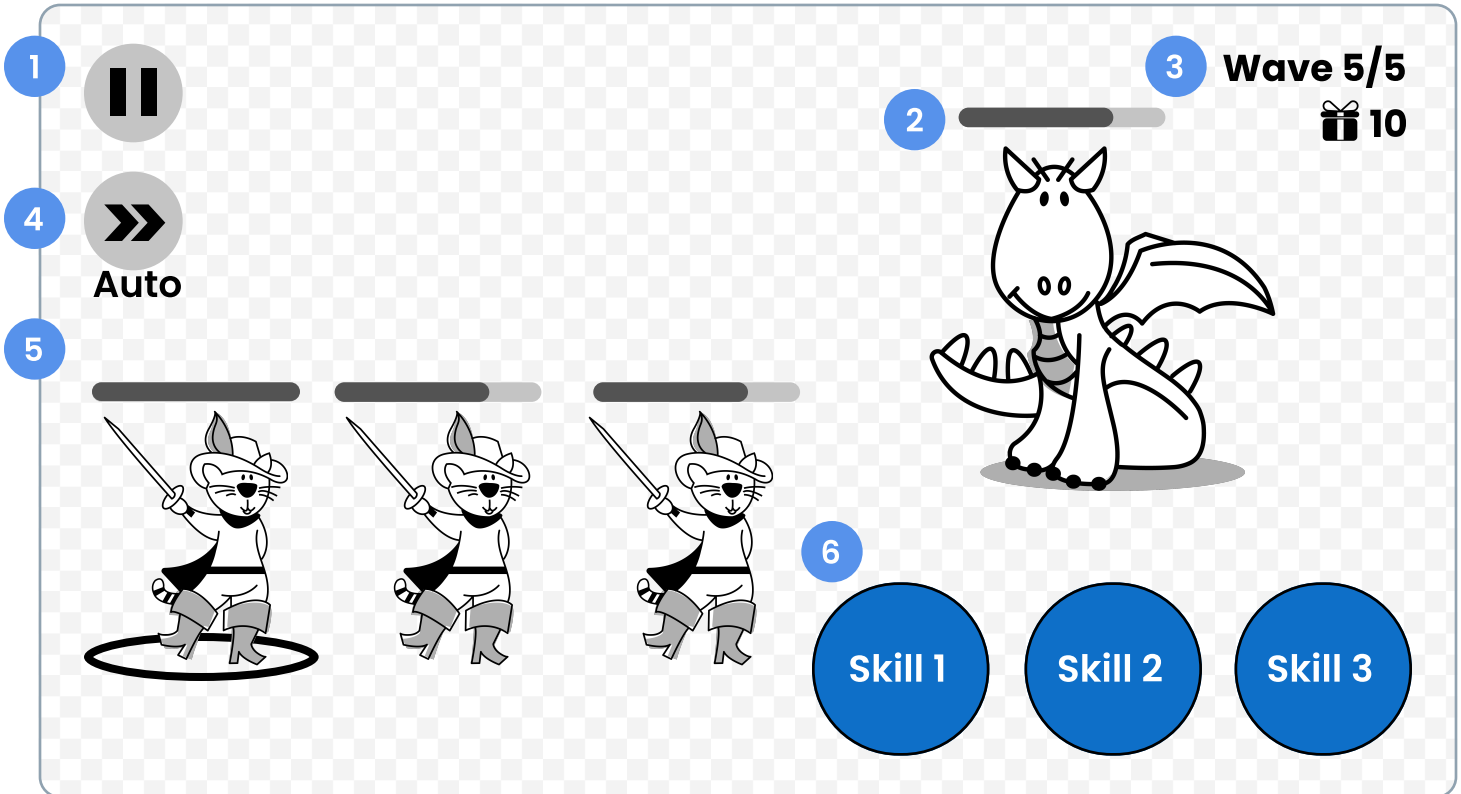
★ Bonus Level

Create a variation of the offer card that represents several items available in an offer.

PROMPT

Create a battle scene that features your heroes battling against a boss. Show off an active hero's turn along with their skill options.

OPTIONAL WIREFRAME



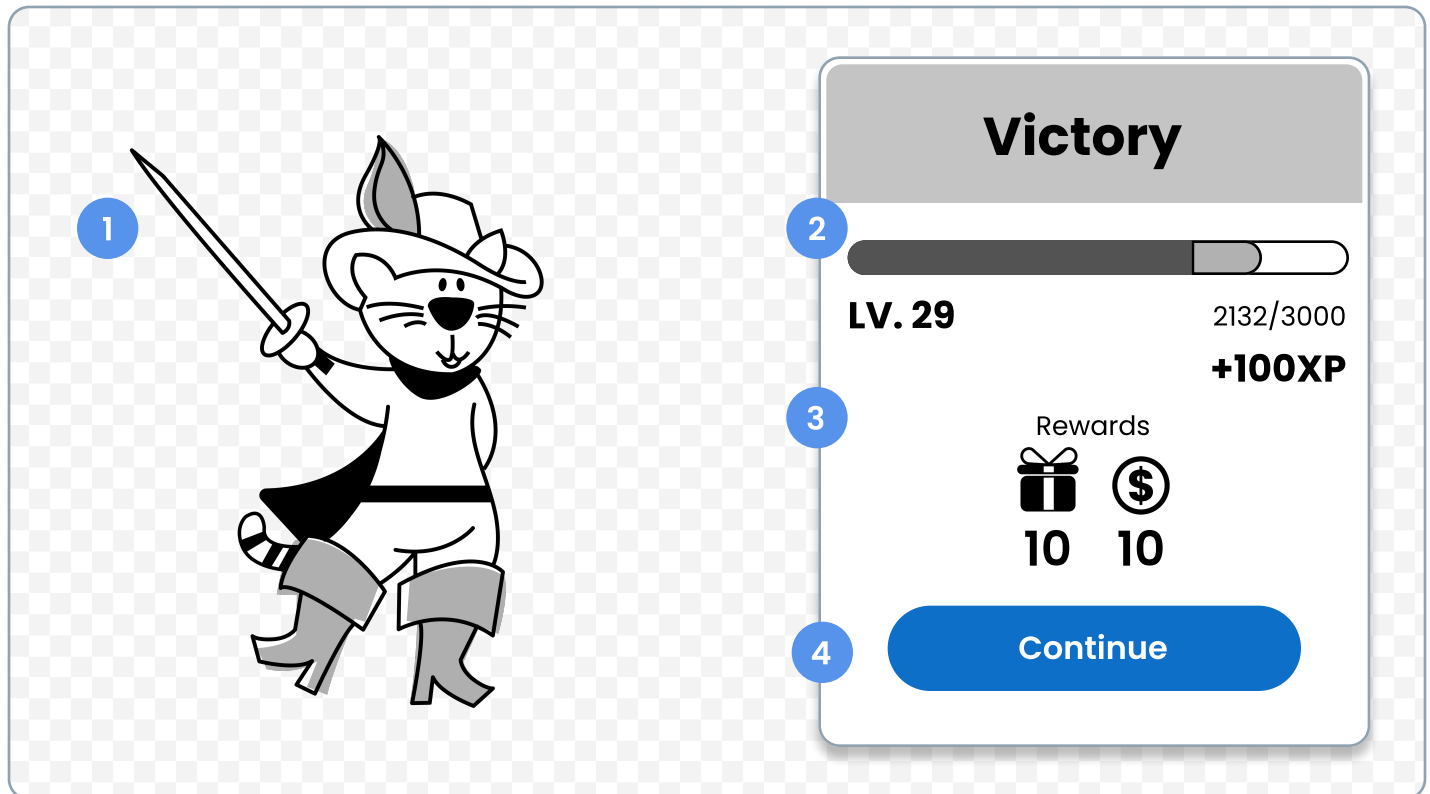
WIREFRAME ANNOTATIONS

1. Pause button.
2. Boss health.
3. Player's battle progress: Wave number and rewards.
4. Automate button.
5. Selected hero's turn and the rest of player's party.
6. Selected hero's skill options.

PROMPT

Create a victory screen that displays the player's rewards and XP gained.

OPTIONAL WIREFRAME



WIREFRAME ANNOTATIONS

1. Player's main character in a victory pose.
- 2 Player's XP meter that reflects how much they gained.
3. Player's rewards from battle.
4. Continue CTA button.

★ **Bonus Level**

Include an additional state conveying a player level up happening.

PROMPT

Create a game over screen that encourages a player to continue playing.

OPTIONAL WIREFRAME



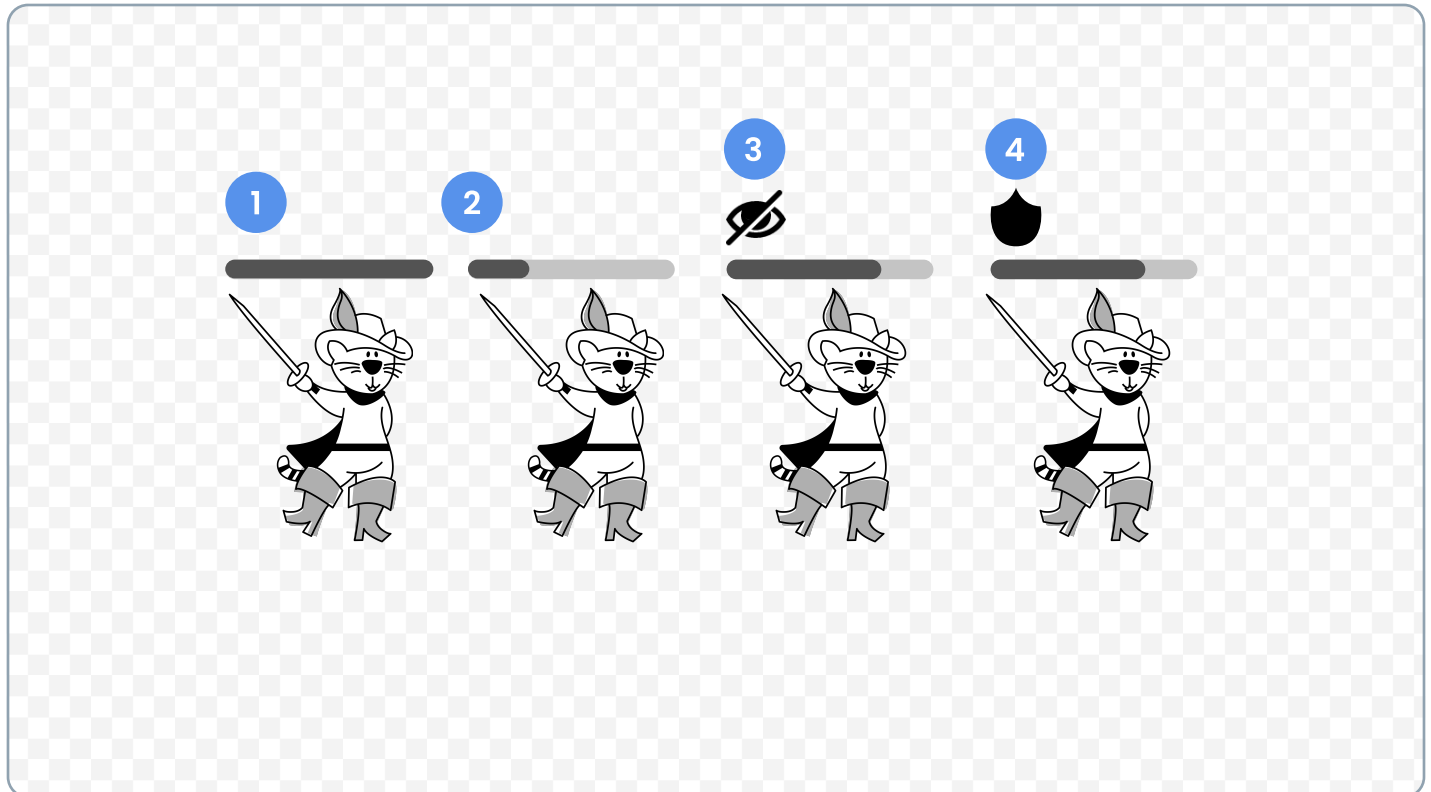
WIREFRAME ANNOTATIONS

1. Player's in-game currency counter available since purchasing action is available.
2. A clear message that communicates the consequences of quitting.
3. Quit CTA button.
4. Continue CTA button using in-game currency.

PROMPT

Create different states that represent a character's health and status.

OPTIONAL WIREFRAME



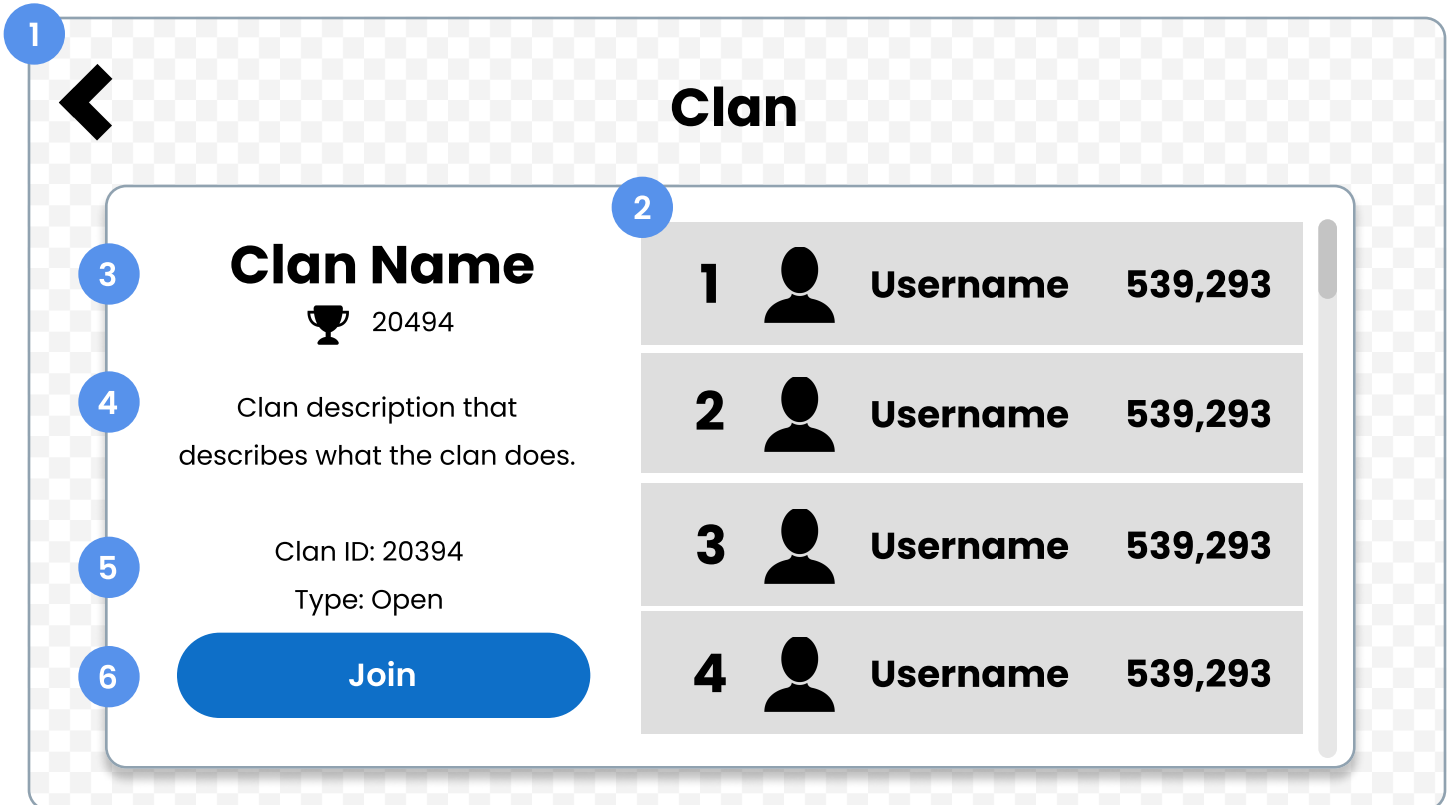
WIREFRAME ANNOTATIONS

1. Full health.
2. Low health.
3. Ailment status.
4. Buff status.

PROMPT

Create a clan profile that displays a list of members and the clan's profile information.

OPTIONAL WIREFRAME



WIREFRAME ANNOTATIONS

1. Back button.
2. Clan members list.
3. Clan's name and trophy count.
4. Clan's general description.
5. Clan ID and Clan type.
6. Join CTA button.

★ Bonus Level

Include a visual distinction in the clan members list that declares who is the clan leader.