THE GAME UI CHALLENGE
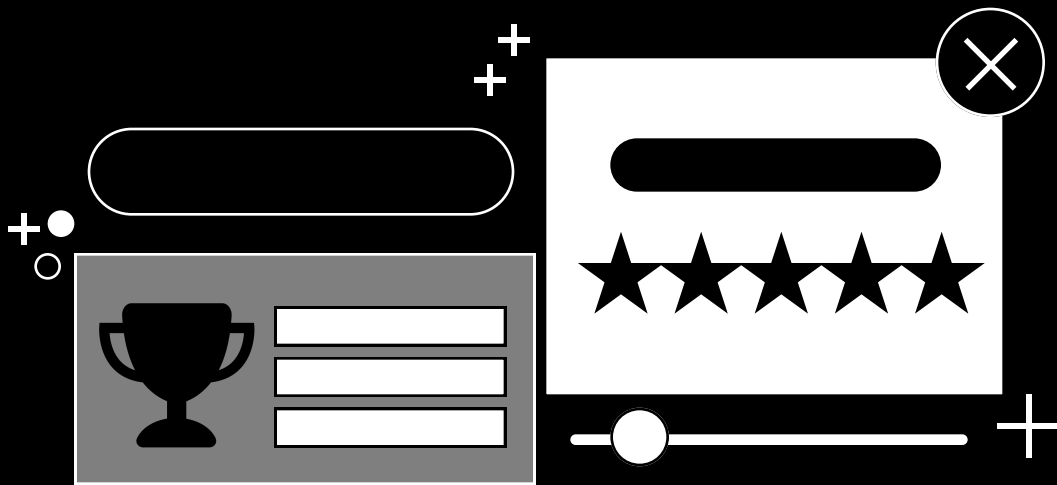
Exercises to Improve Your
Game User Interface Design Skills

UNIVERSAL COMPONENTS

STEPH CHOW

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.**
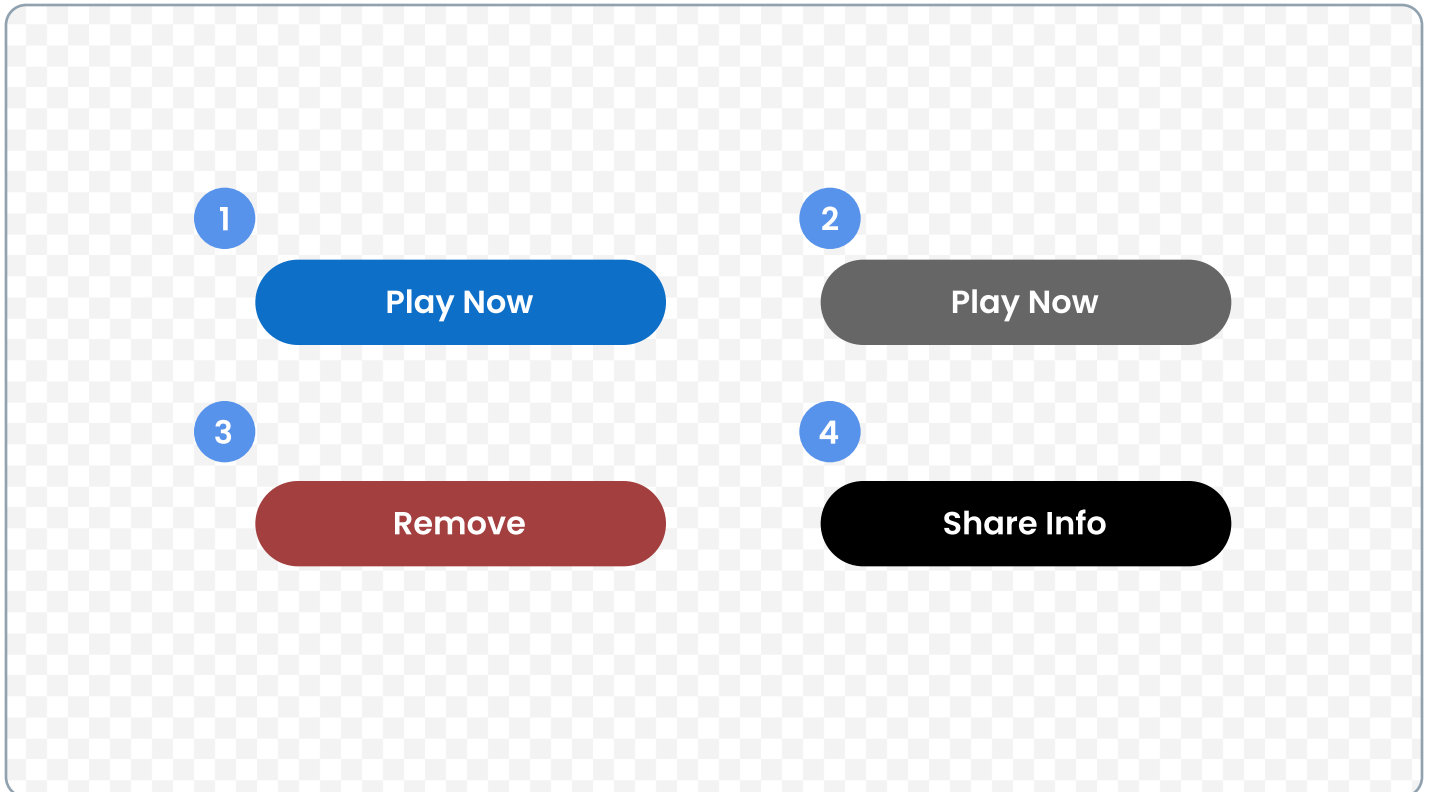
PROMPT

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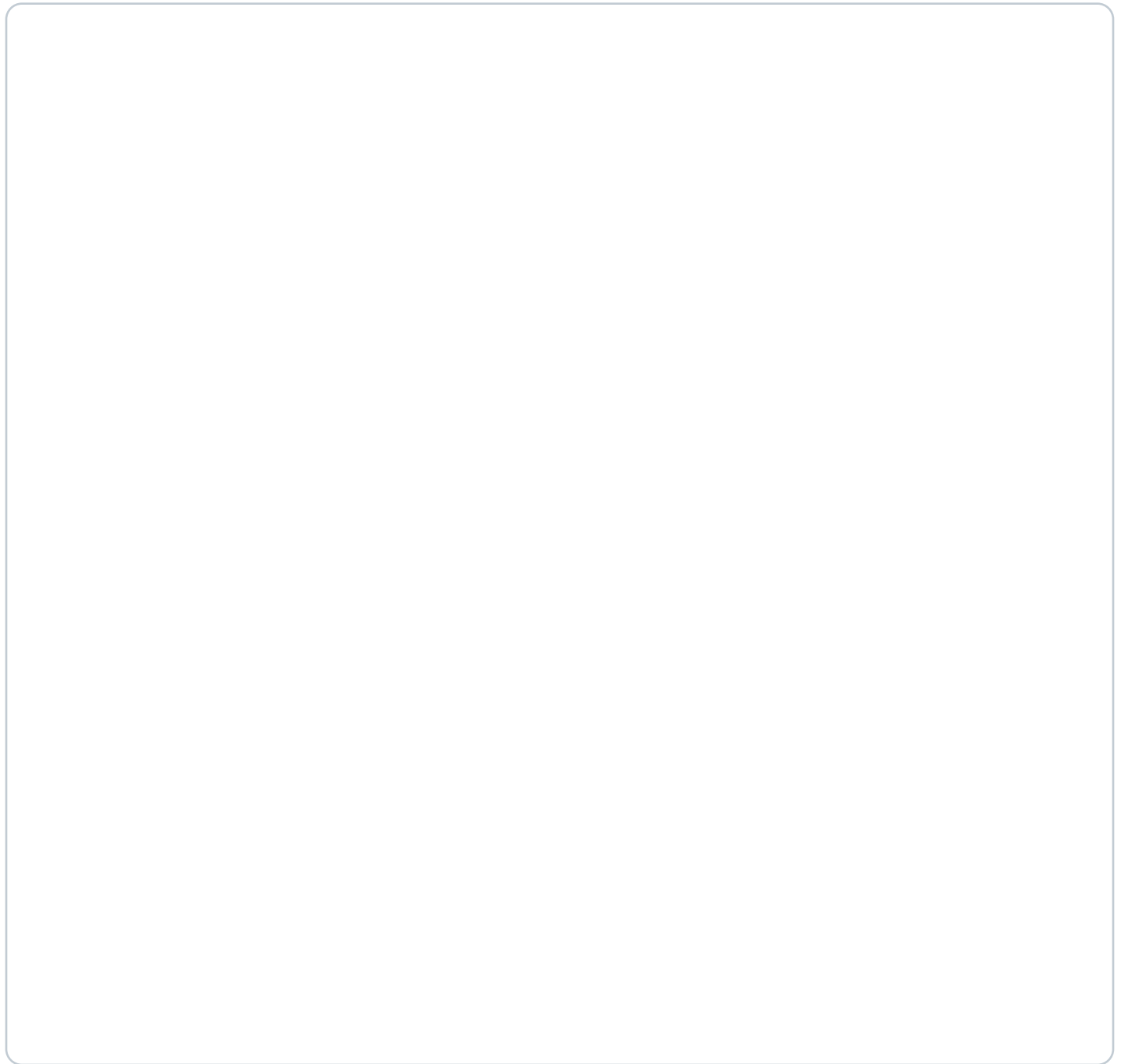
PROMPT

Create a button set that matches the theme of your game. Aim for a set that at least represents a primary call-to-action (CTA), a secondary CTA, and a destructive CTA.

OPTIONAL WIREFRAME

1 **Play Now**

2 **Play Now**

3 **Remove**

4 **Share Info**

WIREFRAME ANNOTATIONS

1. Primary call-to-action button.

2. Disabled button.

3. Destructive action button.

4. Secondary action button.

★ **Bonus Level**

Create a variation of your CTA button that incorporates an in-game currency cost (E.g. 10 coins).

PROMPT

Create a stylized set of icons in your theme of choice.

OPTIONAL WIREFRAME

WIREFRAME ANNOTATIONS

1. Leaderboard.
2. Events.
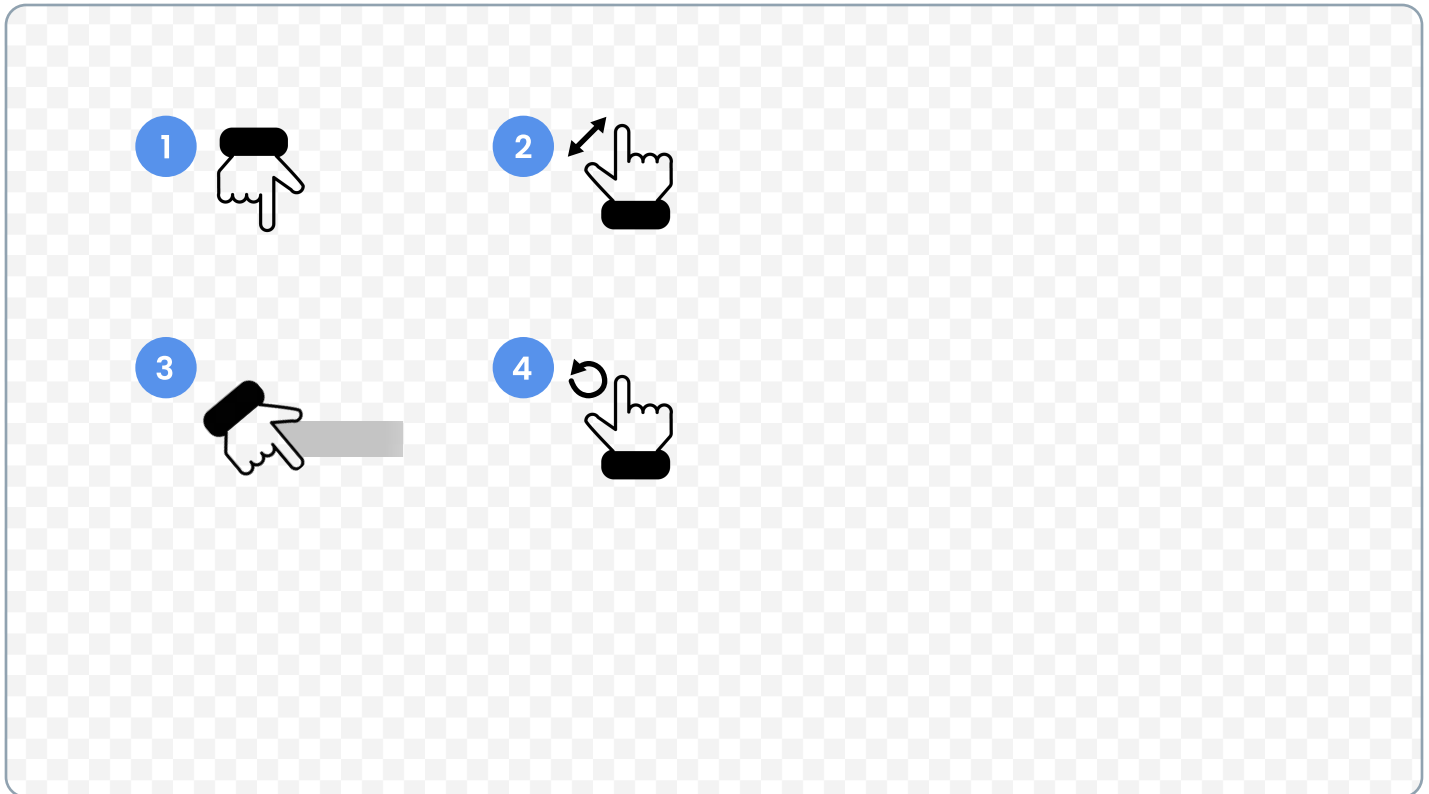3. Store.
4. Quests.
5. Inbox.
6. Player.

★ **Bonus Level**

Create a button casing that you can have the icons live in. Adjust the icons as needed to remain legible.

PROMPT

Create a stylized set of tutorial gesture icons that demonstrate different motions a player would use on a mobile device for your potential game.

OPTIONAL WIREFRAME

WIREFRAME ANNOTATIONS

1. Tap gesture.
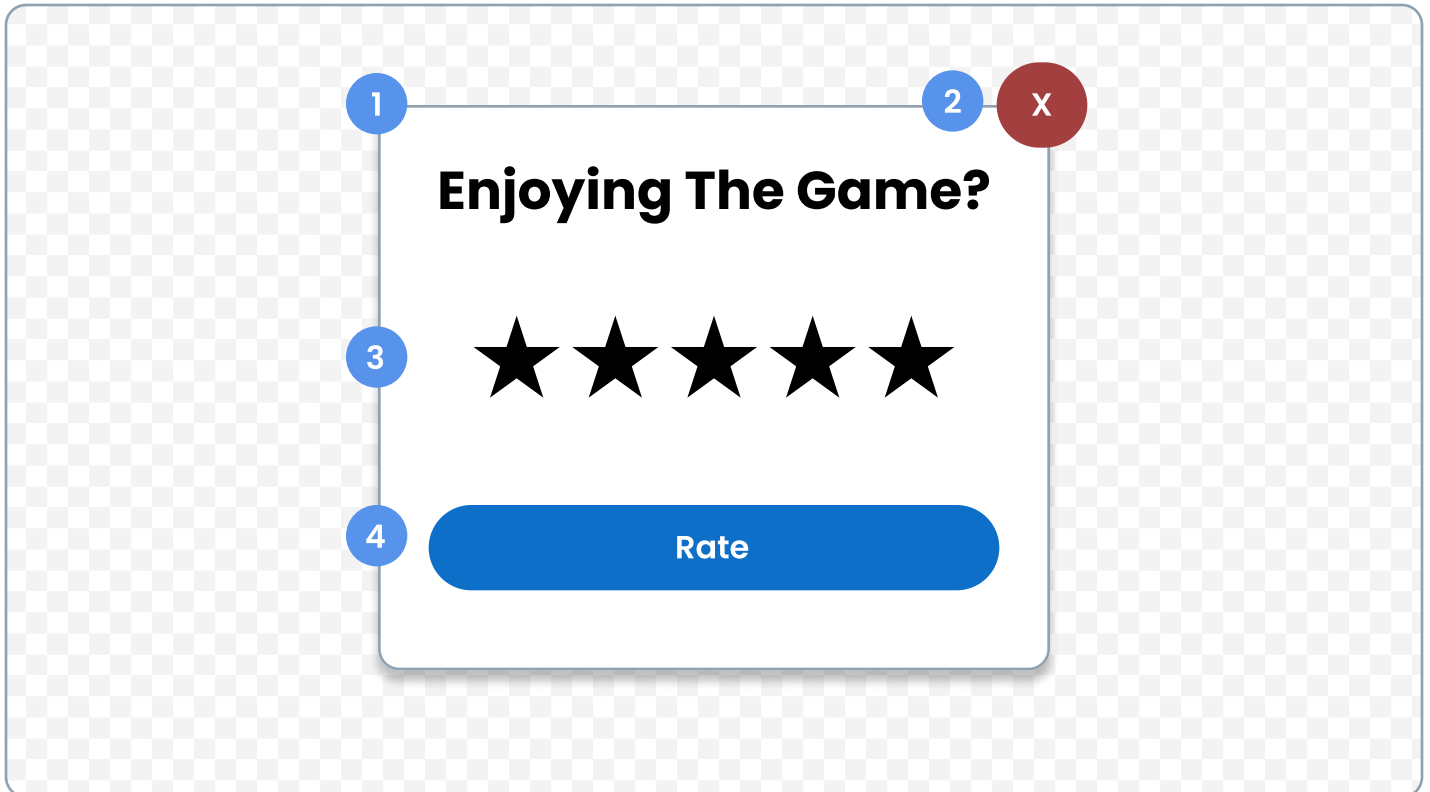2. Pinch gesture.
3. Swipe gesture.
4. Rotate gesture.

★ **Bonus Level**

Animate the tutorial gestures to emphasize their actions.

PROMPT

Create a pop-up prompt that asks a player to rate your game.

OPTIONAL WIREFRAME
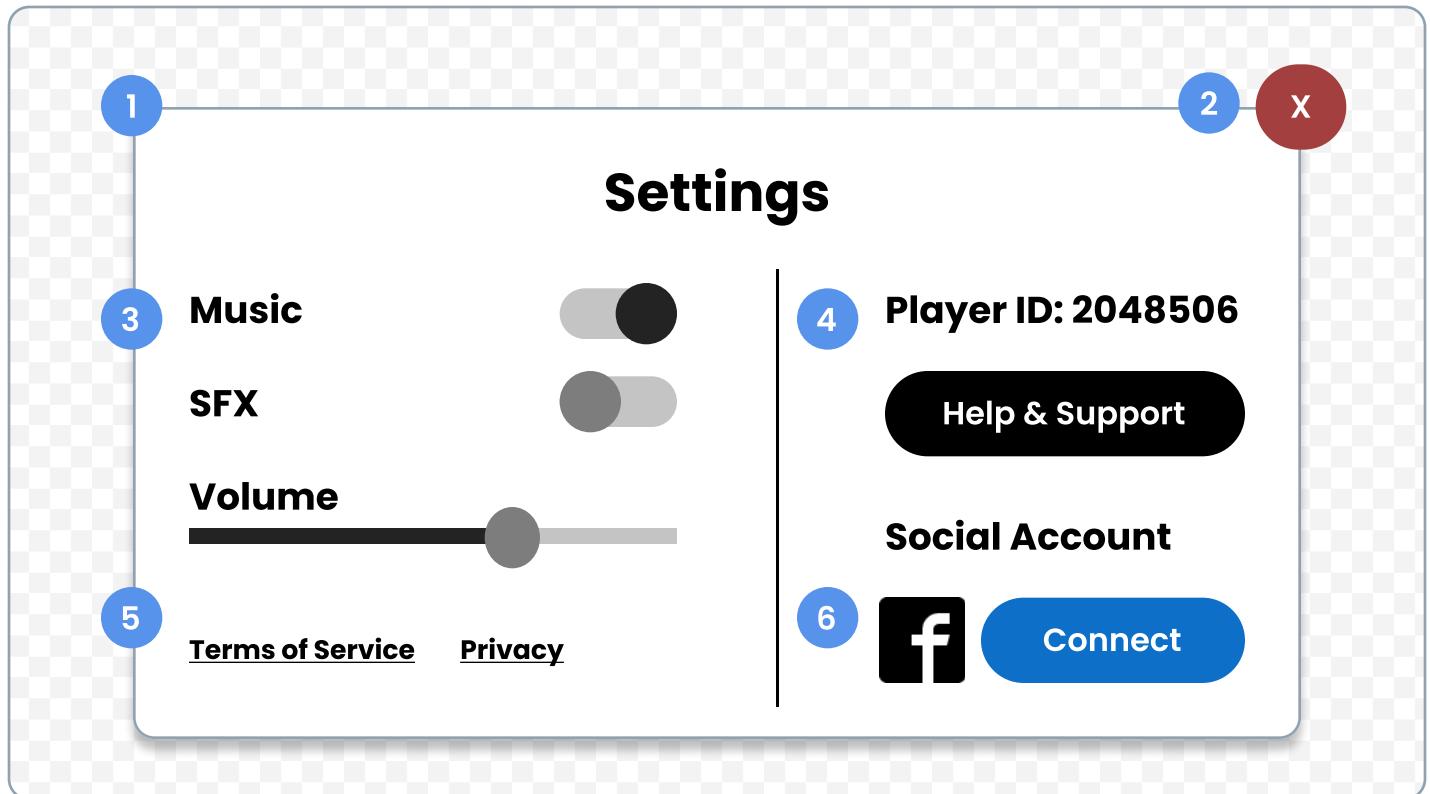
Enjoying The Game?

★★★★★

Rate

WIREFRAME ANNOTATIONS

1. Pop-up container.

2. Close button - Dismisses pop-up prompt.

3. Star illustration - Mimicking the 5 star scale in app store.

4. Rate CTA Button.

PROMPT

Create a settings pop-up that contains the player's preferences and other settings.

OPTIONAL WIREFRAME

1

2   X

Settings

3   **Music**

SFX

Volume

4   **Player ID: 2048506**

Help & Support

Social Account

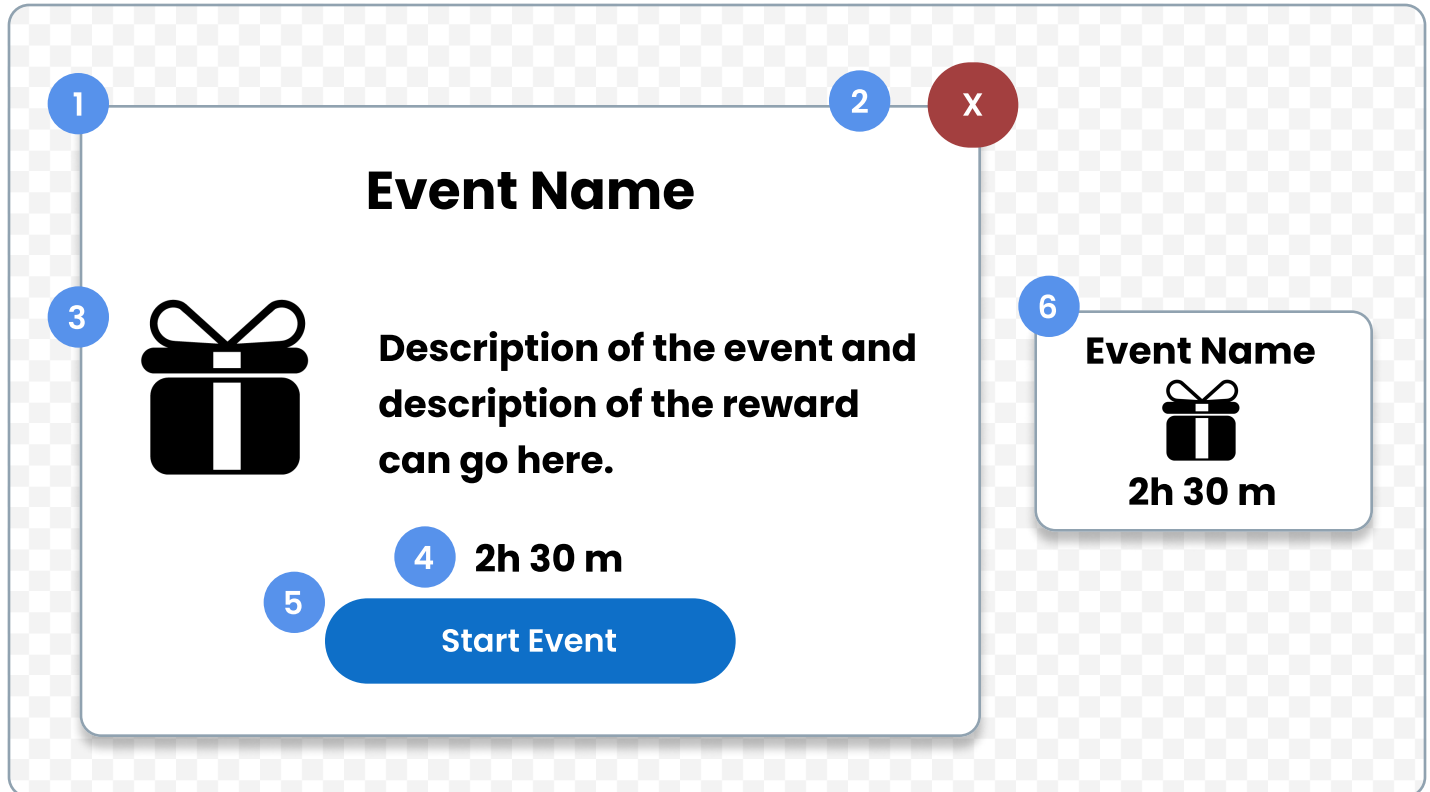5   Terms of Service   Privacy

6   f   Connect

WIREFRAME ANNOTATIONS

1. Pop-up container.

2. Close button - Dismisses pop-up prompt.

3. Switch controls - Music/sfx along with a volume slider.

4. Support - Player ID label along with a support button.

5. Terms of Service and Privacy links.

6. Social Account - Sync player's social media account.

PROMPT

Create a pop-up that markets a special event going on in your game. Afterwards, make a smaller card version of the special event that feels consistent with the pop-up.

OPTIONAL WIREFRAME

1

2

X

3

Event Name

6

Description of the event and description of the reward can go here.

Event Name

2h 30 m

4 **2h 30 m**

5 **Start Event**

WIREFRAME ANNOTATIONS

1. Pop-up container.

2. Close button - Dismisses pop-up prompt.

3. Description of event including the event's reward.

4. Time remaining for the event.

5. Start Event CTA button.

6. Smaller marketing card.

PROMPT

Create three different states for a timer that communicates the remaining time left for an in-game event.

OPTIONAL WIREFRAME

1 🕐 **5d 2h 30 m**

2 🕐 **2h 30 m**

3 🕐 **25 m**

WIREFRAME ANNOTATIONS

1. Days Timer - Involving days, hours, and minutes.

2. Hours Timer - Involving only hours, and minutes.

3. Minutes Timer - Involving only minutes.

PROMPT

Create a five day "Daily Login Bonus" pop-up. Create a visible distinction that brings attention to Day Five's prize.

OPTIONAL WIREFRAME

Daily Login Bonus
Come back tomorrow for special gifts!

1

2 Day 1

3 Day 2

4 Day 3

Day 4

Day 5
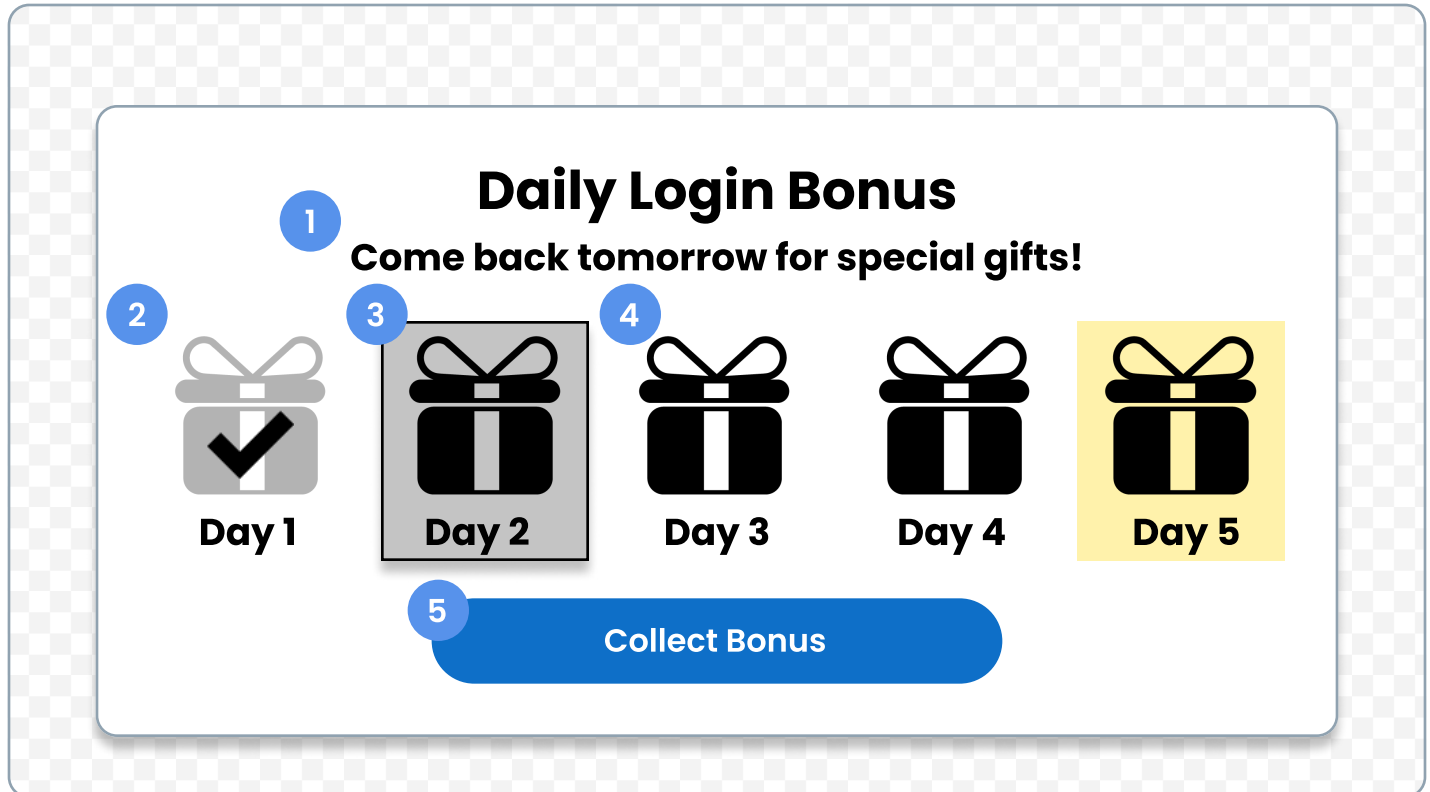
5 Collect Bonus

WIREFRAME ANNOTATIONS

1. Subheader explaining how the player gains a bonus gift.

2. Bonus gift - Claimed previously by player.

3. Bonus gift - Player's newly received gift.

4. Bonus gift - Player's future login gift.

5. Collect button - Will claim the player's reward and return to the main game screen.
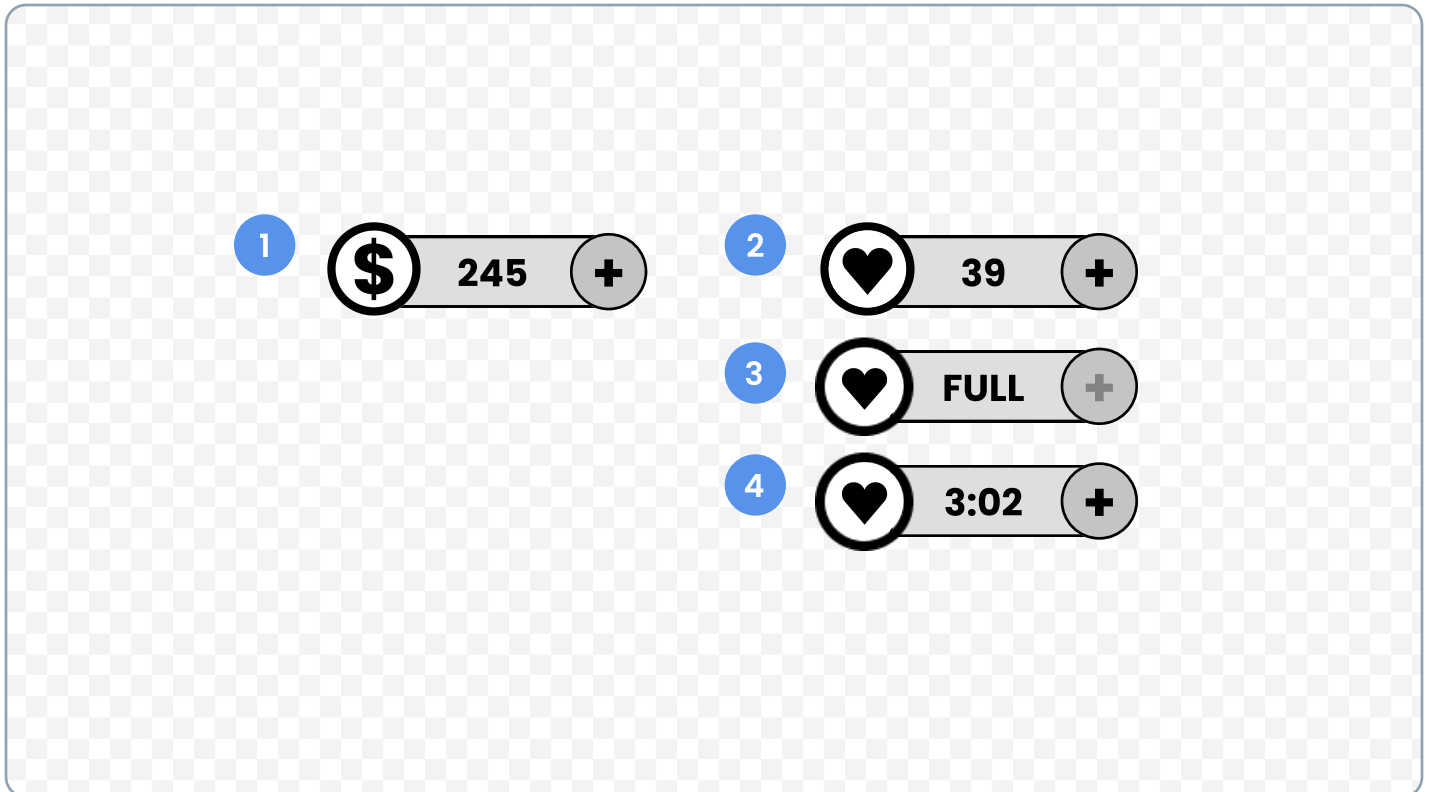
⭐ **Bonus Level**

Create a variation of this pop-up as if it went up to ten days instead of five.

PROMPT

Create an in-game currency and energy counter container.

OPTIONAL WIREFRAME

1 $ 245 +

2 ♥ 39 +

3 ♥ FULL +

4 ♥ 3:02 +

WIREFRAME ANNOTATIONS

1) In-game currency container.

2) Energy - Counter container.

3) Energy - At full amount.
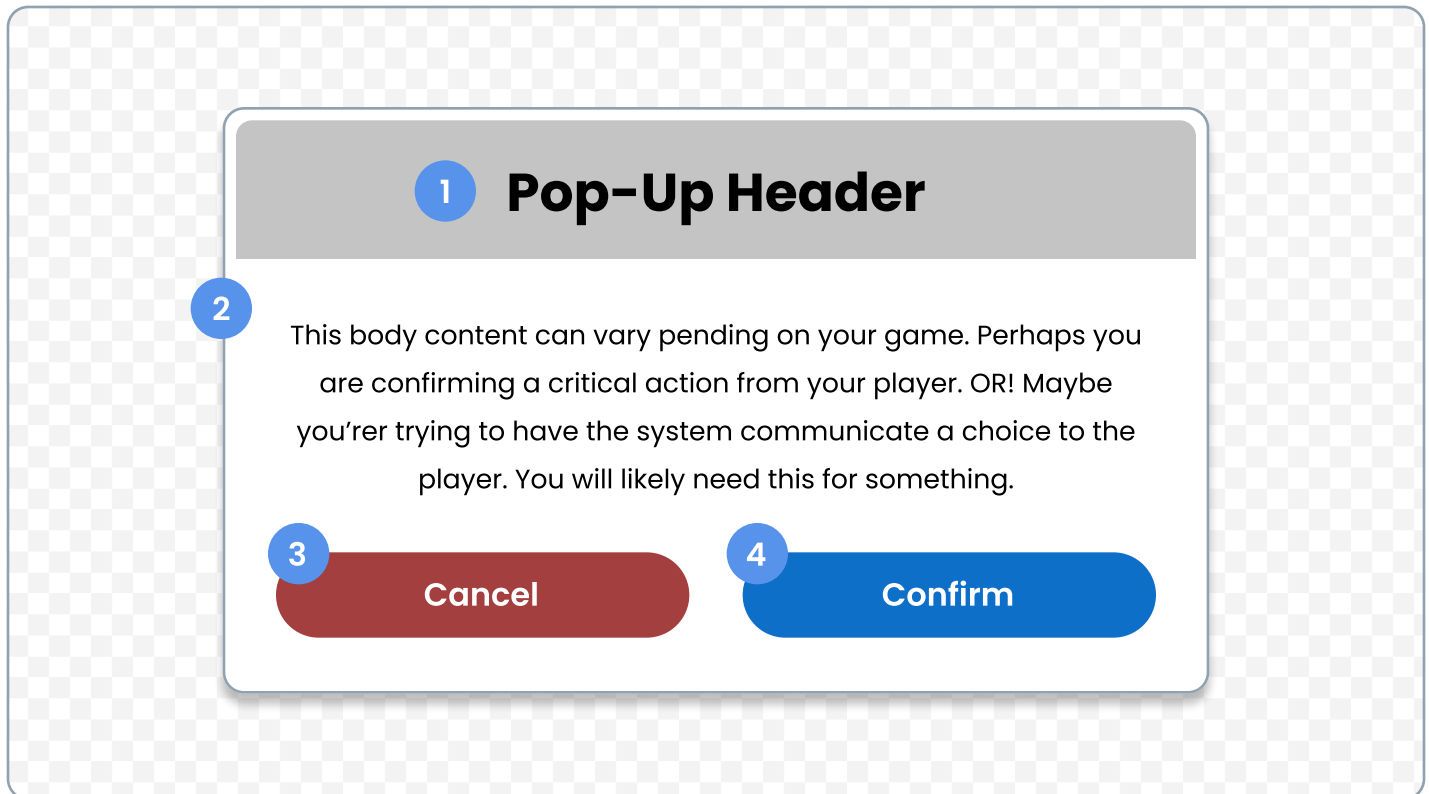
4) Energy - Depleted along with cool-down timer.

★ **Bonus Level**

Create an additional XP meter consistent with these containers.

PROMPT

Create a stylized pop-up container for general information.

OPTIONAL WIREFRAME

1 **Pop-Up Header**

2 This body content can vary pending on your game. Perhaps you are confirming a critical action from your player. OR! Maybe you're trying to have the system communicate a choice to the player. You will likely need this for something.
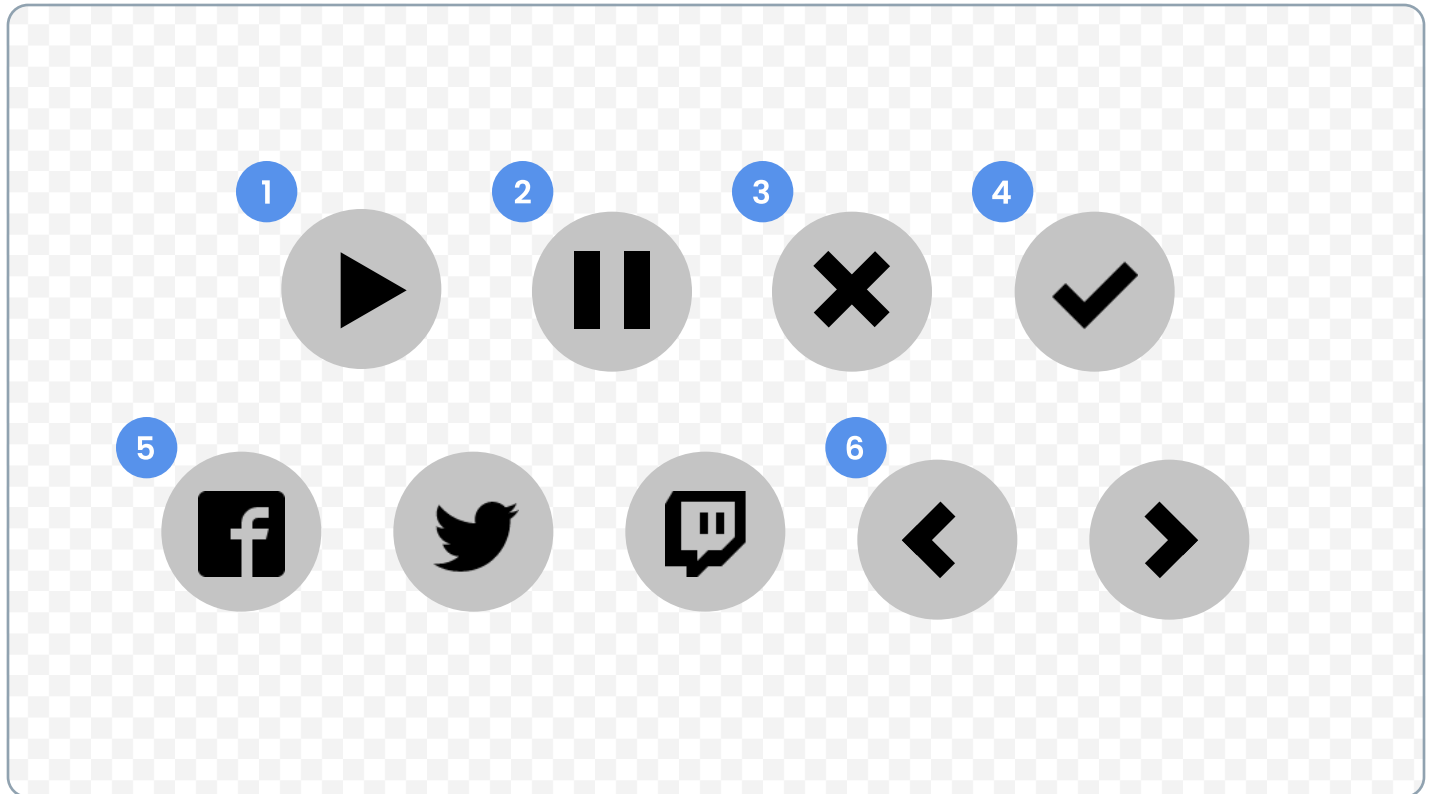
3 Cancel   **4** Confirm

WIREFRAME ANNOTATIONS

1. Pop-up header.
2. Pop-up content.
3. Cancel CTA button.
4. Confirm CTA button.

PROMPT

Create a stylized set of icon buttons.

OPTIONAL WIREFRAME

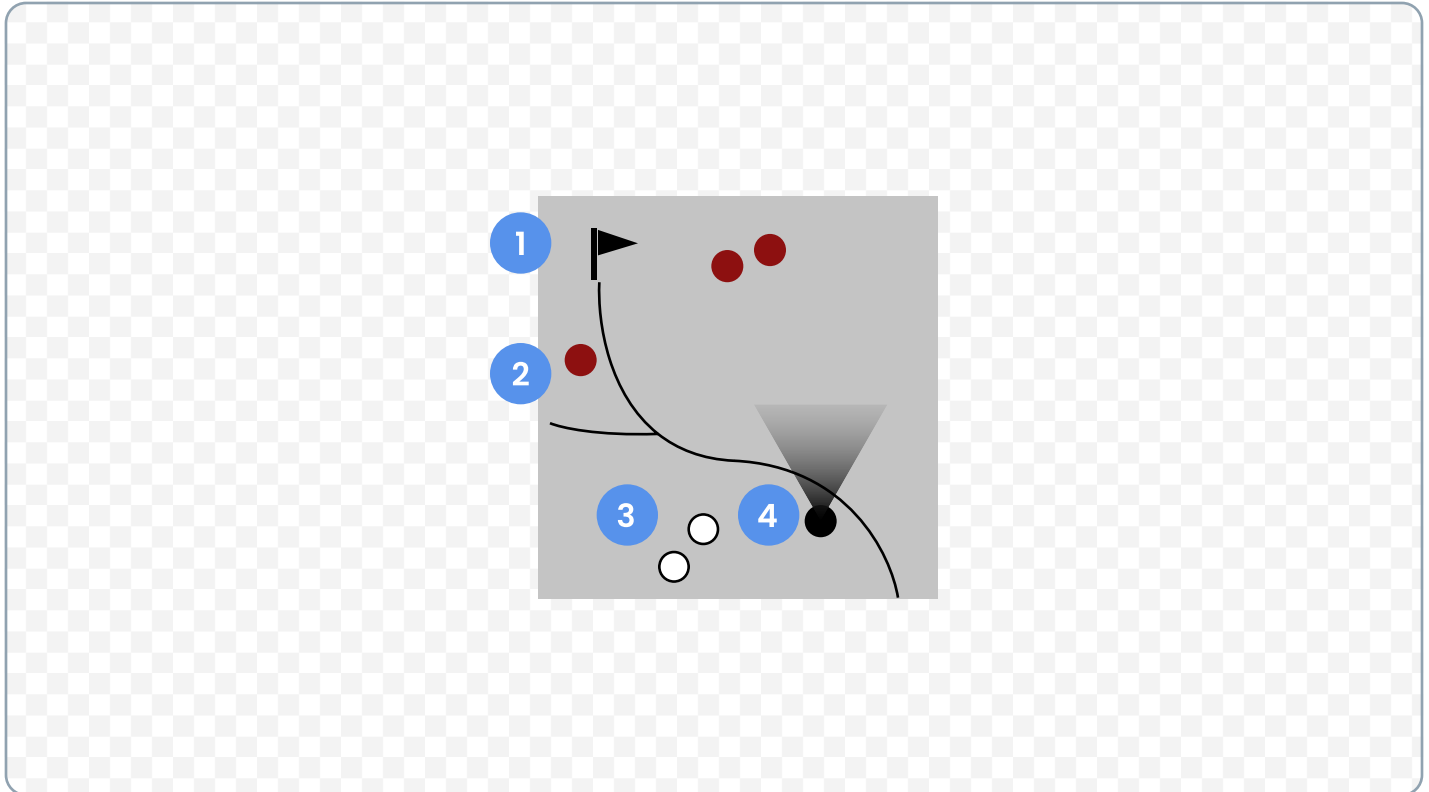## WIREFRAME ANNOTATIONS

1. Play button.

2. Pause button.

3. Close button.

4. Confirm 'check' button.

5. Social media buttons.

6. Directional buttons.

PROMPT

Create a map component that communicates where the player's location, goal landmark, allies, and enemies are located.

OPTIONAL WIREFRAME

WIREFRAME ANNOTATIONS

1. Goal landmark.
2. Enemy icon.
3. Ally icon.
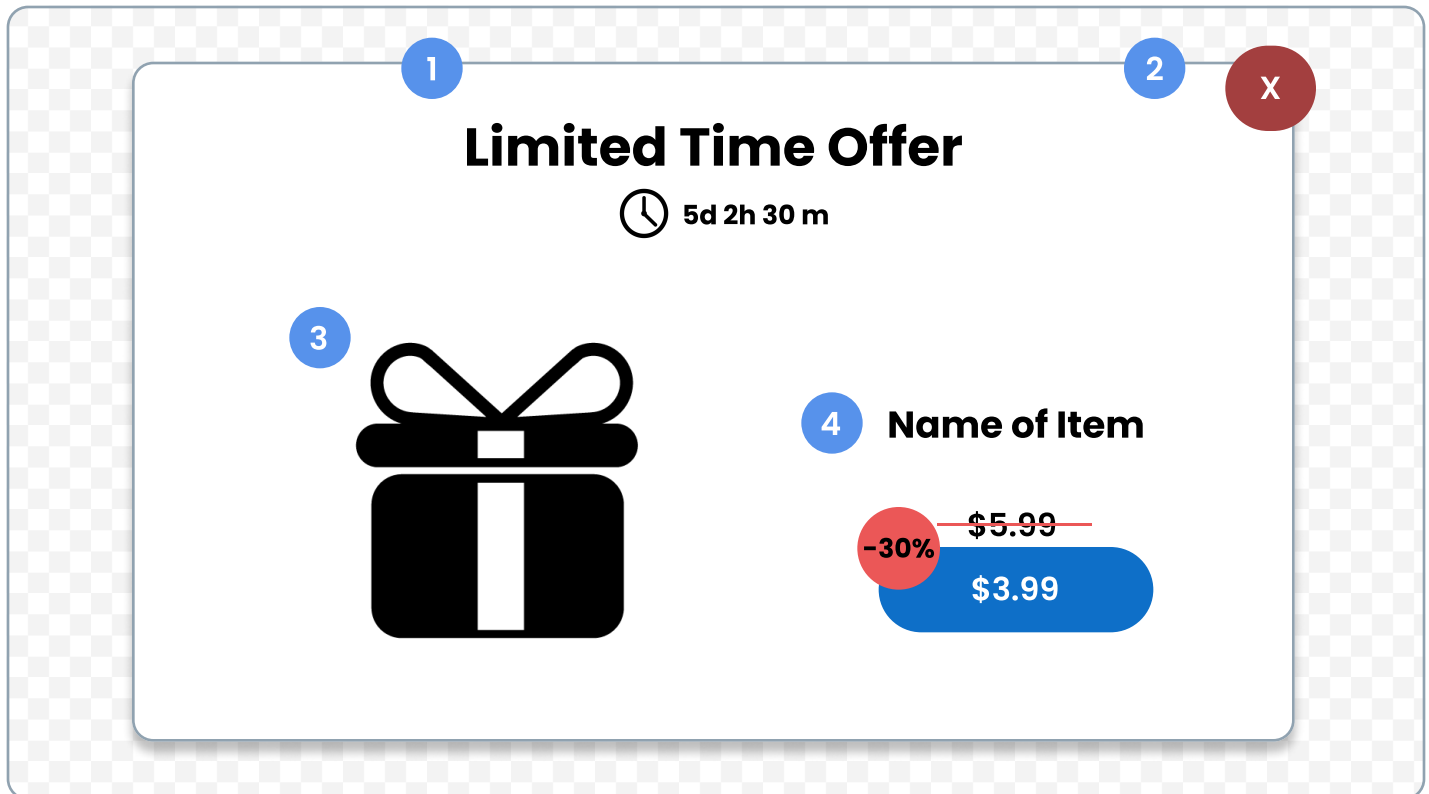4. Player's location and view.

⭐ **Bonus Level**

Explore different abstractions of the map's rendering. Should it be an abstract one? A literal terrain one?

PROMPT

Design a limted time offer pop up that demonstrates a promotion for an in-game item.

OPTIONAL WIREFRAME

1

2

X

Limited Time Offer

🕐 **5d 2h 30 m**

3

4 **Name of Item**

-30% ~~$5.99~~

$3.99

WIREFRAME ANNOTATIONS

1. Limited time offer's title along with timer.

2. Close button.

3. Promotional offer graphic.

4. Offer info - Features offer's name, content, and discounted price information.

⭐ **Bonus Level**

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