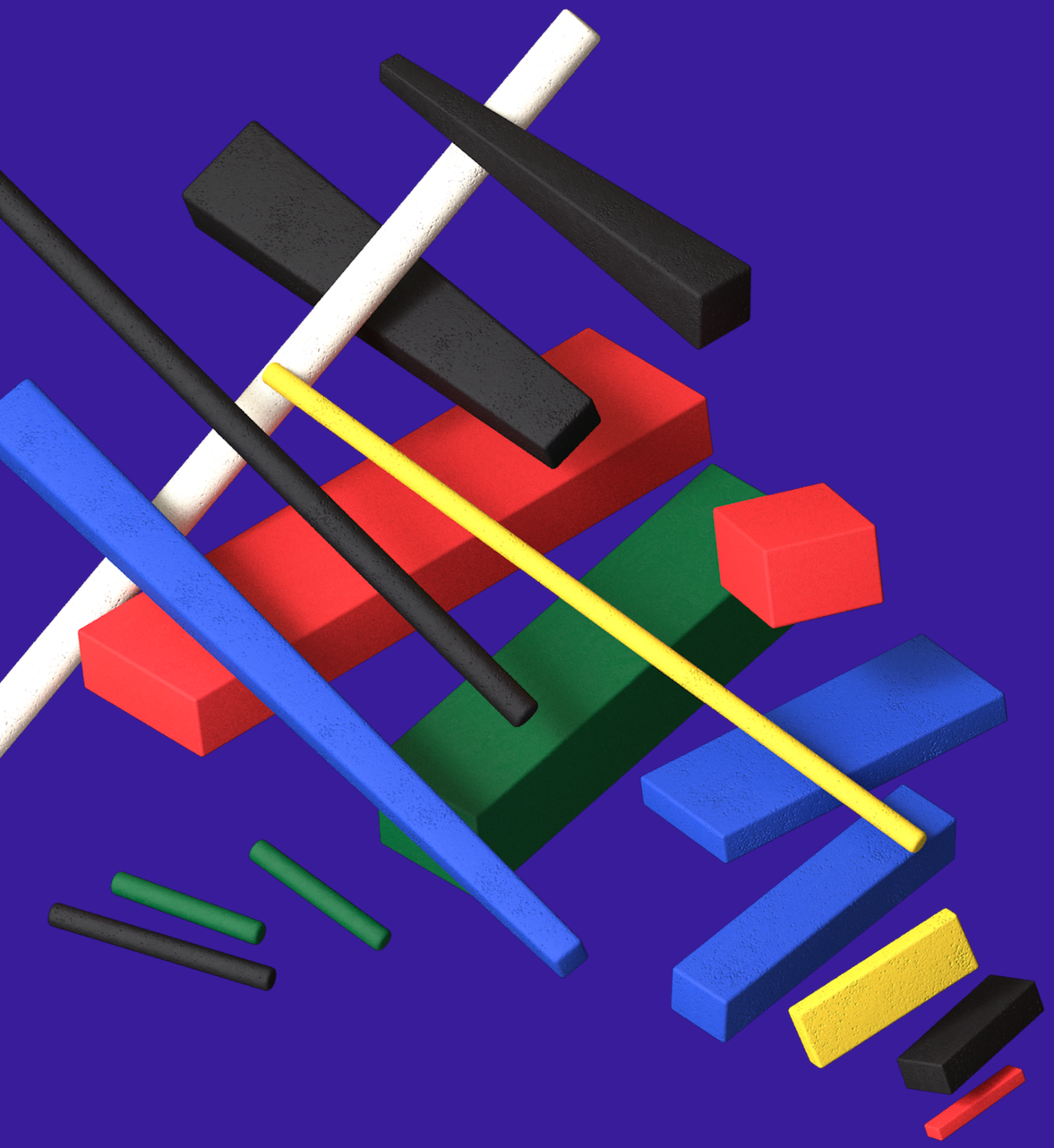
UNIVERSITI TEKNIKAL MALAYSIA MELAKA

GAME ENGINE DEVELOPMENT II

HAMZAH ASYRANI SULAIMAN

DISCLAIMER

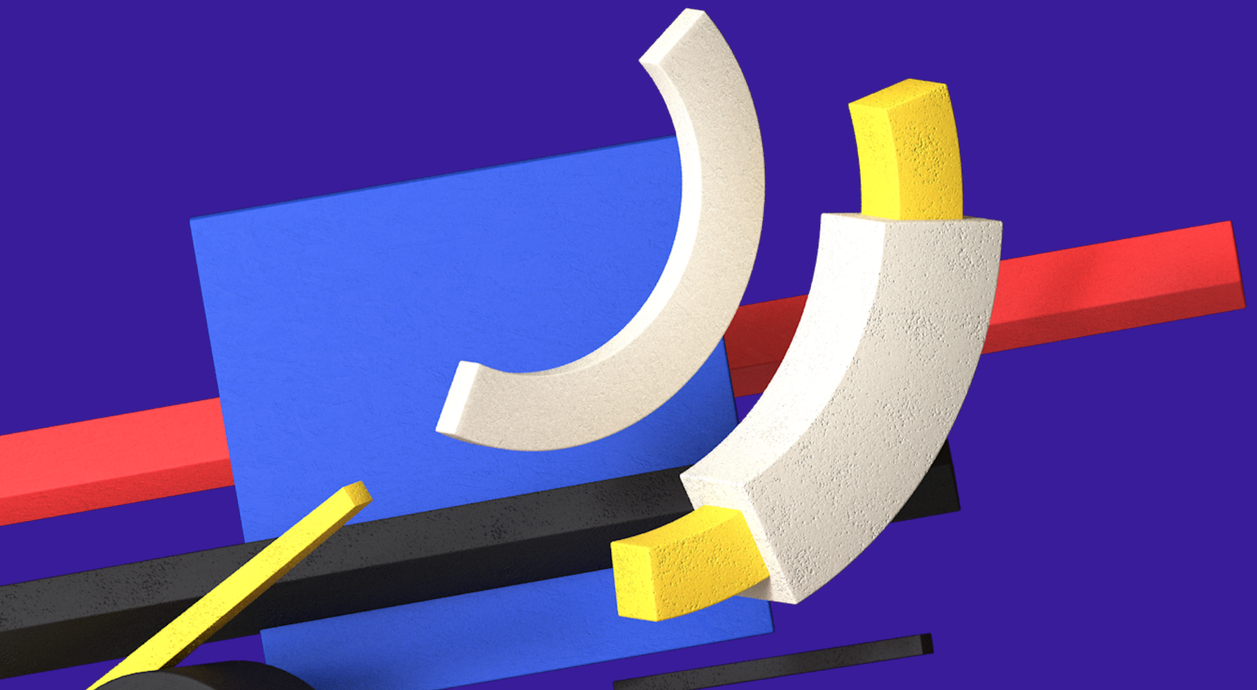
This presentation notes are intended only for educational purpose. All contents and materials are credited/belong to the original authors.



HANDLING UI AND ASSETS FOR GAME ENGINE

OBJECTIVES

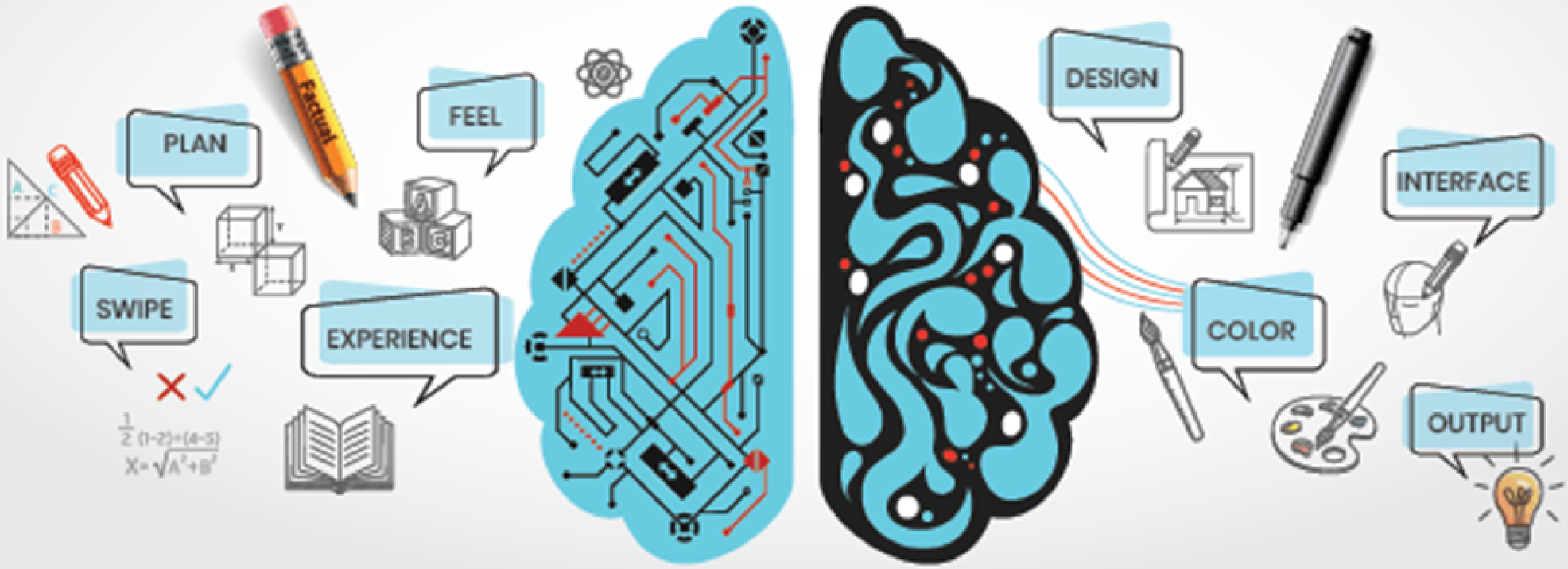
- Theoretical aspect in learning and managing your UI for your game
- Getting your asset available for your game in game engine



Acadgild

UI is Not UX

Difference Between UX and UI Design

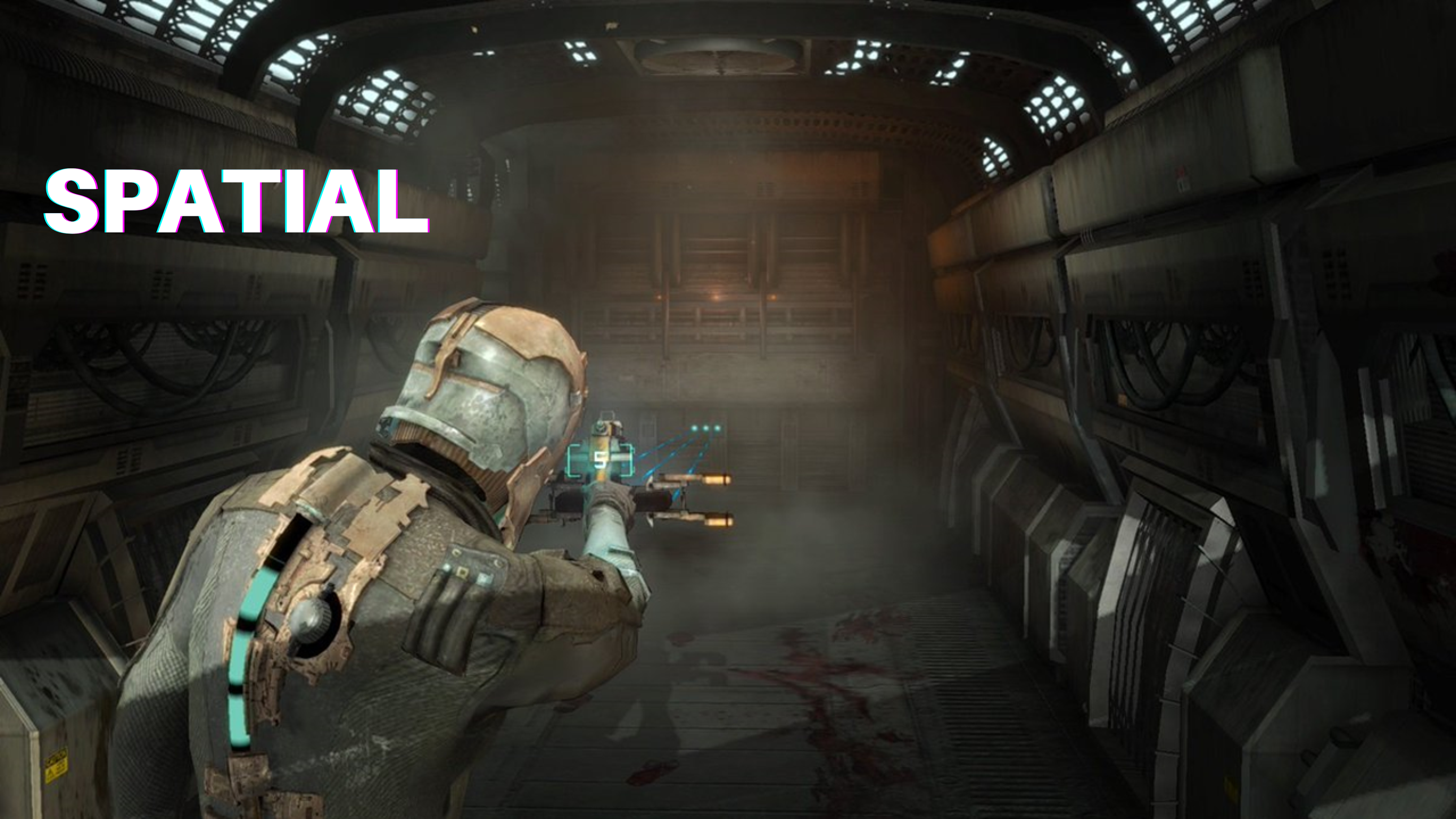


Weapons
Club 3 8 1 100
Goblin Shaman Staff 188 10 100
Iron Arrow 25 1 0.1 1
Rusty Iron Bow 10 8 1 100
Rusty Iron Dagger 5 3 1 100
Rusty Iron War Axe 4 12 1 100
152/200 0 100
Dest
Health
Magicka
Fatigue
Level
Race Dark Elf
Class Acrobat
Strength
Intelligence
Willpower
Agility
Speed
Endurance
Personality
Luck
Major Skills
Acrobatics
Athletics
Marksman
Sneak
Unarmored
Minor Skills
Speechcraft
Alteration
Spear
Hand-to-hand
Light Armor
Misc Skills
Block
Hand-to-hand
71/200
All
Weapons
Apparel
Magic
Misc
Iron Dagger
Type: Short Blade, One Handed
Chop: 4 - 5
Slash: 4 - 5
Thrust: 5 - 5
Condition: 400/400
Weight: 3.0
Value: 1
Armor: 5
Beyda Neen
World
None
Powers
Ancestor Guardian
Spells Cost/Chance
Magic Items Cost/Charge
Engraved Ring of Healing 5/20
Carrot (2)
Cyrodilic Spadetail
Deer Hide
Eidar Cheese Wedge
Footwraps
Fox Pelt
Fur Boots
Green Apple (5)
Honningbrew Mead (2)
Imperial Armor
Imperial Boots
Imperial Bracers
Imperial Light Boots
Imperial Light Bracers
ALL
WEAPONS
APPAREL
POTIONS
FOOD
INGREDIENTS
HONNINGBREW MEAD (2)
WEIGHT 0.5 VALUE 20
Restore 20 Stamina. Stamina regenerates 25% slower for 20 seconds.
A Eat X Drop Y Favorite
Carry Weight 160/300 Gold 55

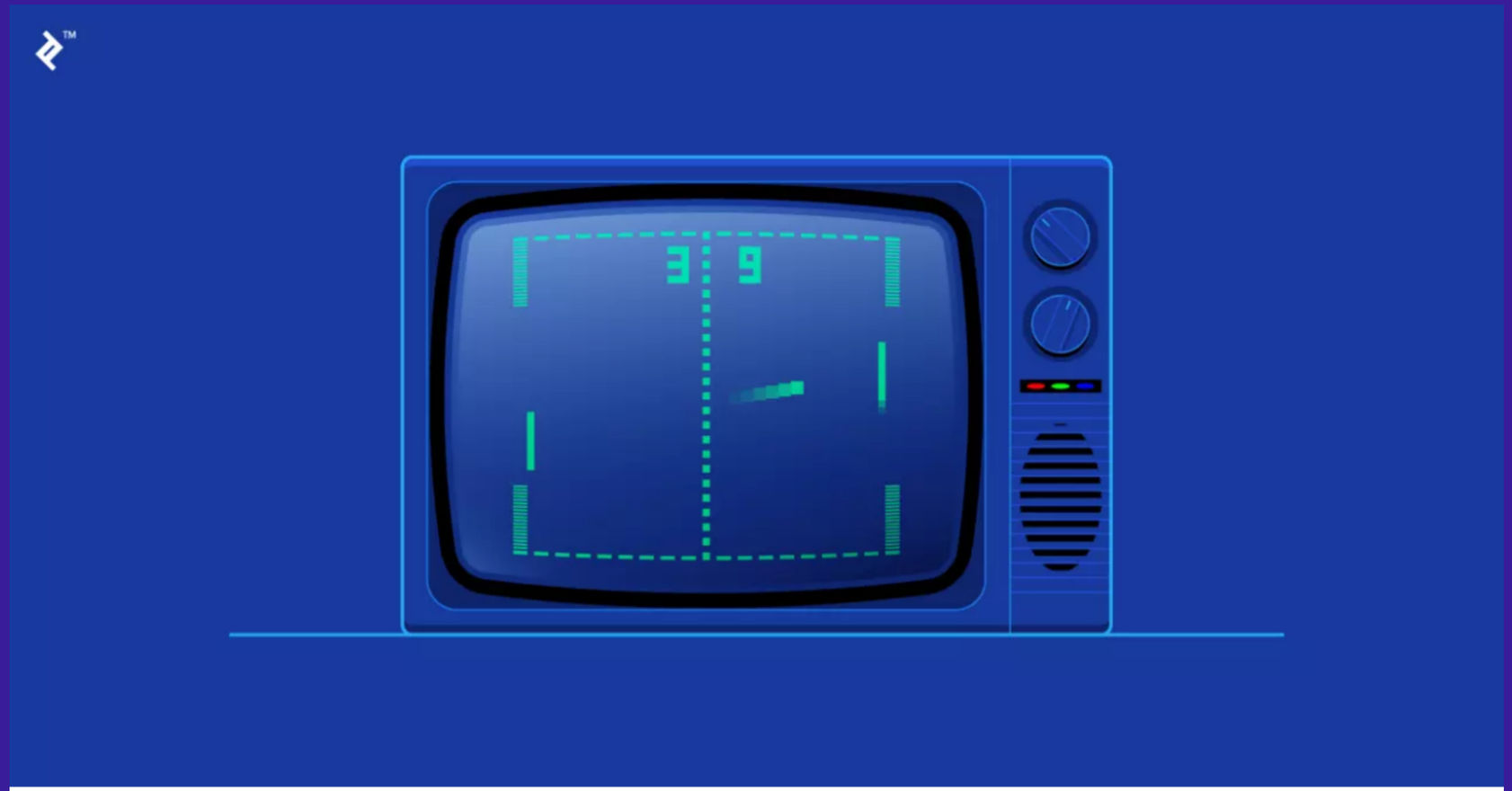
In the game space?
No
Yes
In the game story?
No
Yes
Non-Diegetic
Spatial
Meta
Diegetic

NON
DIEGETIC
4 / 50
17 / 50
A
B
C
D
E
CAPTURE THE COMMAND POSTS
Defeated
Defeated
Defeated
Defeated
N
E
S
Apollo432
DanielswCadell
OnePunch3004
PutNicknameHere
+201
BATTLE POINTS
632
2
LB
RB

DIEGETIC
STATS
HP 170/170
AP 8/8
XP 10/1000
Strength 5
Perception 4
Endurance 5
Charisma 2
Intelligence 4
Agility 7
Luck 6
Agility affects your Small Guns and Sneak skills, and the number of Action Points available for V.A.T.S.
Status
S.P.E.C.I.A.L.
Skills
Perks
General
STATS
ITEMS
DATA
Pip-Boy
Model 3000


SPATIAL

META



Level Up: A Guide to Game UI (with Infographic)

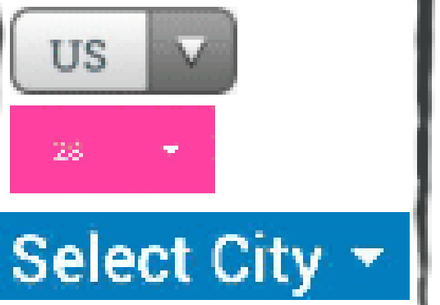
Like websites or mobile apps, video games have common UI components that help players navigate and accomplish goals. Discover the four classes of game UI in this level-warping infographic.

Toptal Design Blog / Micah Bowers / Sep 17, 2019

COOL LINK

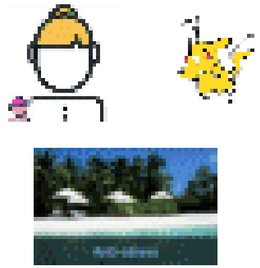
Button

Spinner



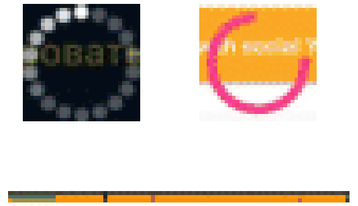
Chronometer

ImageView



RatingBar

ProgressBar

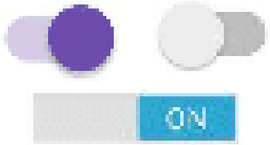


VideoView

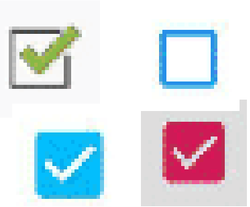
ToggleButton

RadioButton

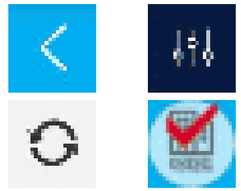
Switch



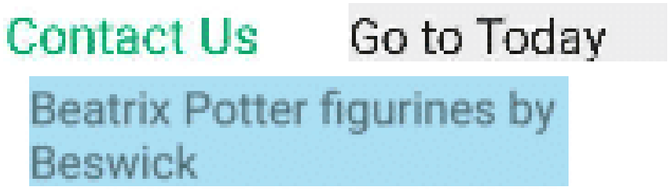
Checkbox



ImageButton



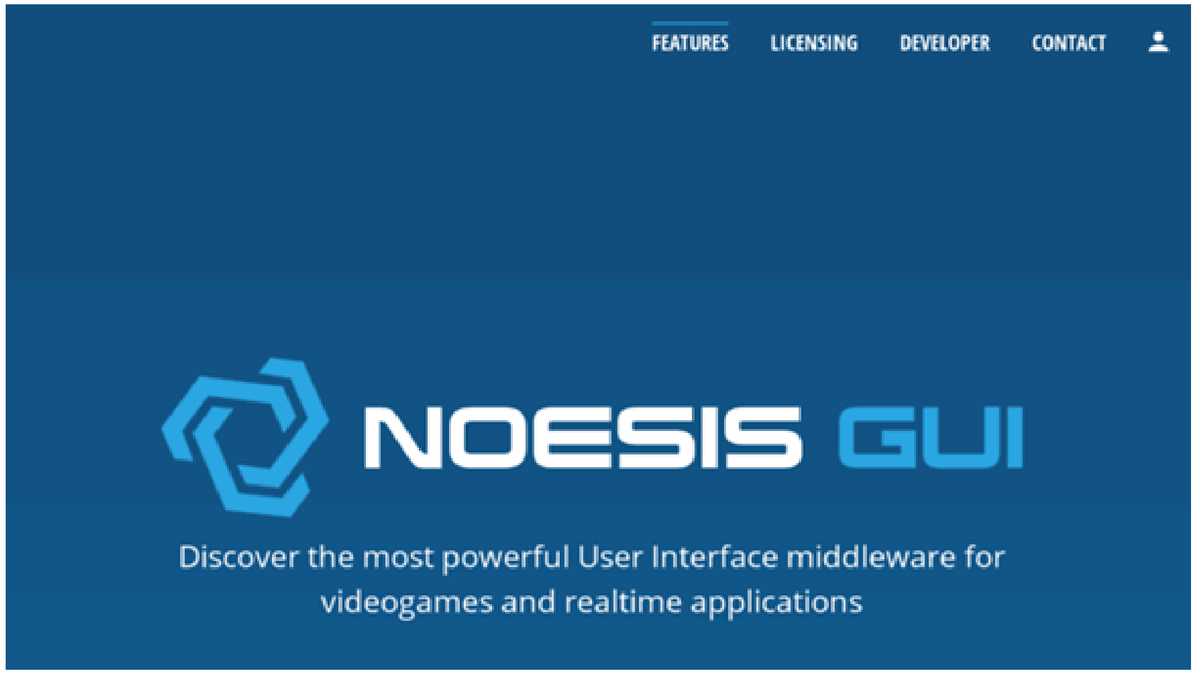
TextView



EditText

SeekBar

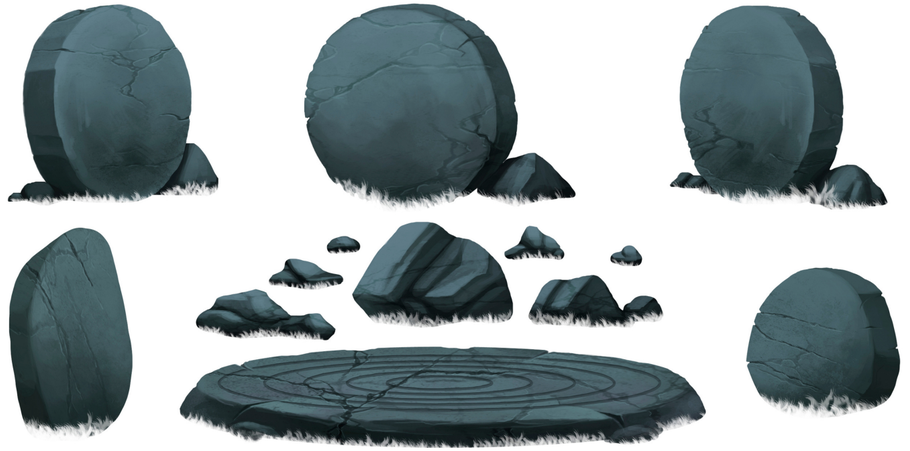
GUI CREATION TOOL



unity UNREAL ENGINE :: UNiGiNE LEADWERKS OGRE OSG

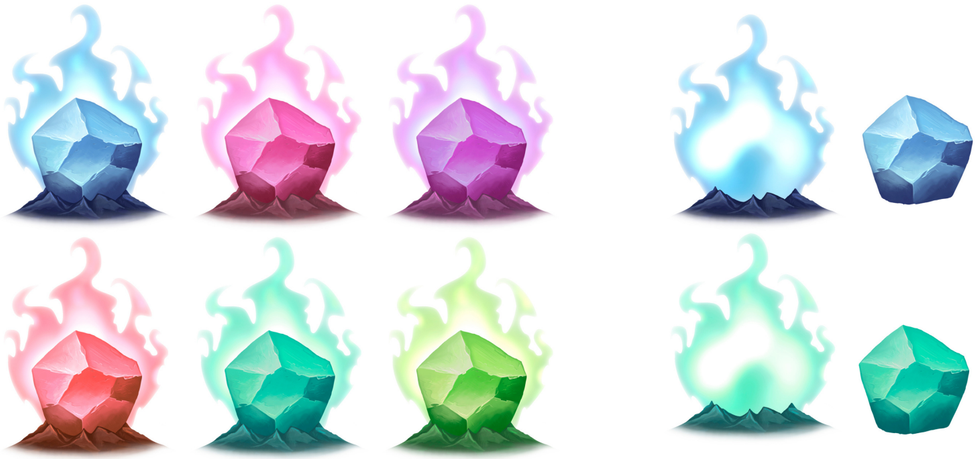
MONOGAME XENKO WAVE ENGINE COCOS2D-X

GAME ASSET



STONE STRUKTURES

game assets design

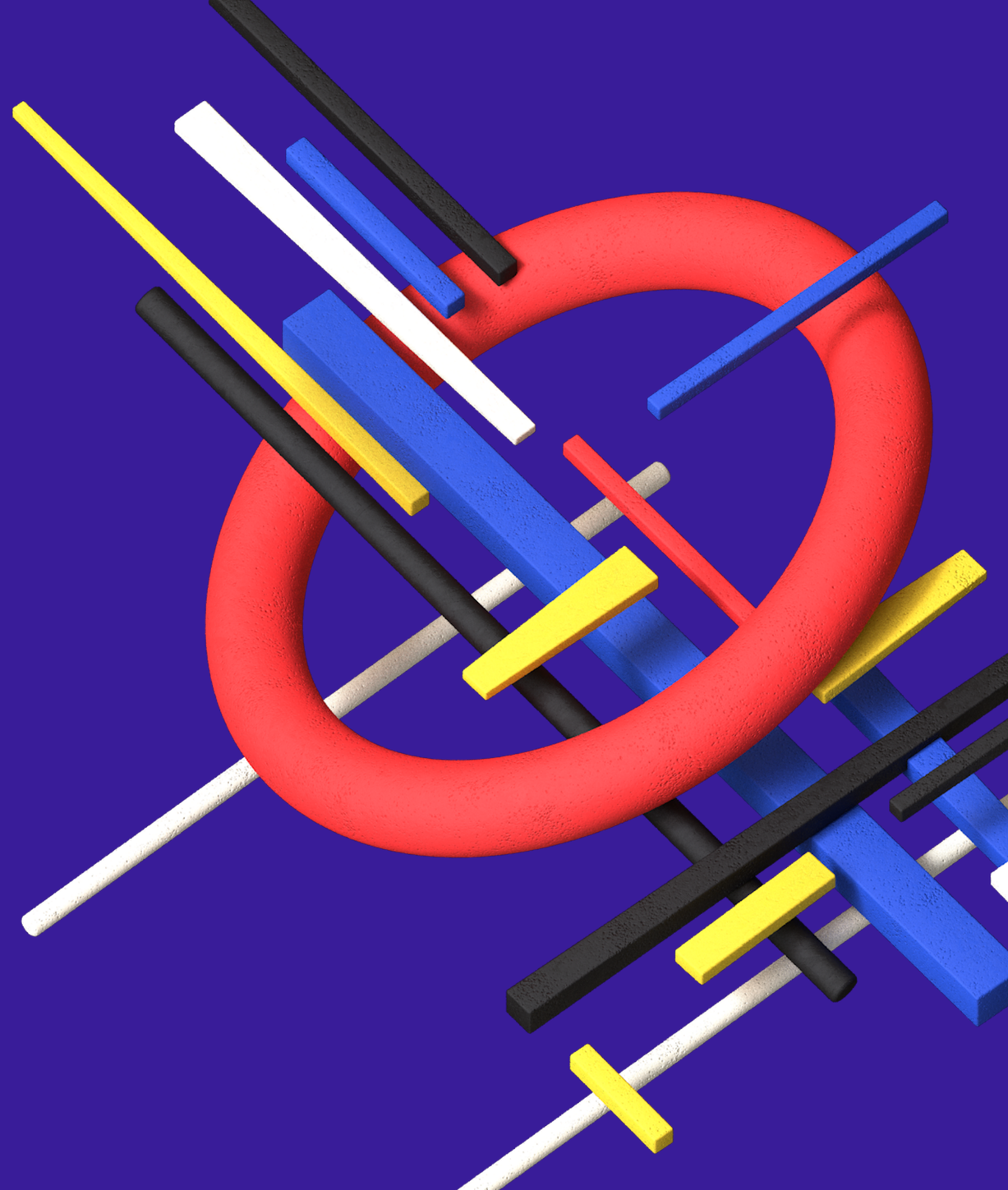


EVERYTHING

- **Level Art.** Level art is a very important part of game design. ...
- **Environment**. A nicely designed environment can make for a highly immersive game experience. ...
- **Characters.** Character design is, of course, very important. ...
- **Props.** ...
- **Destructible Objects**. ...
- **Cars, Planes and Other Vehicles**. ...
- **Guns and Weapons**.

common

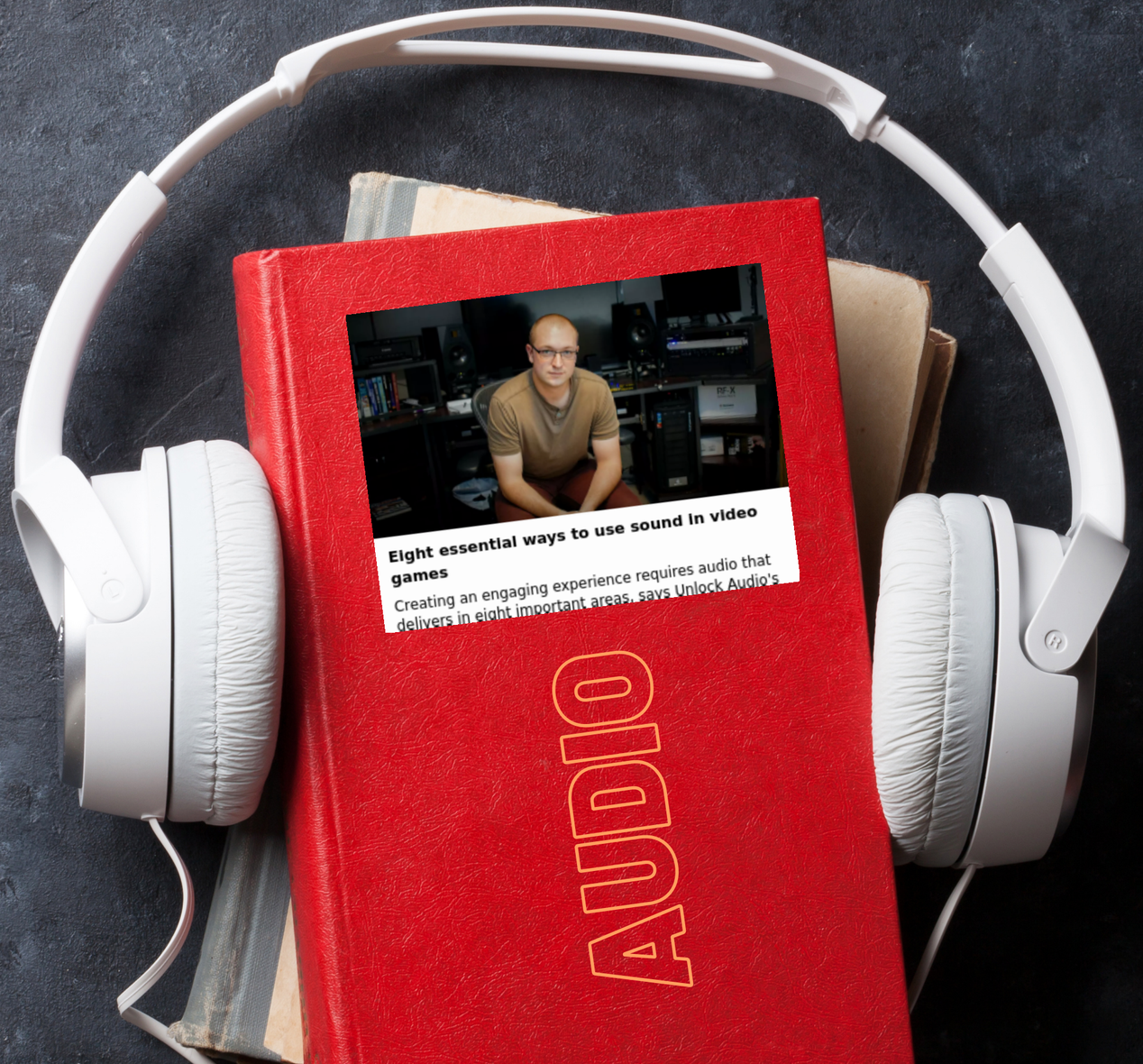
- Characters
- Audio
- Scripts
- Static Objects
- Other Active
- Objects



- How do you convey personality through appearance? (Think Overwatch)
- How do you convey rank or hierarchy?
- How does the environment impact your character's physical features? Posture? Skin? Height? Weight? Body language? Stance?
- How do religious or cultural influences impact your character's features?

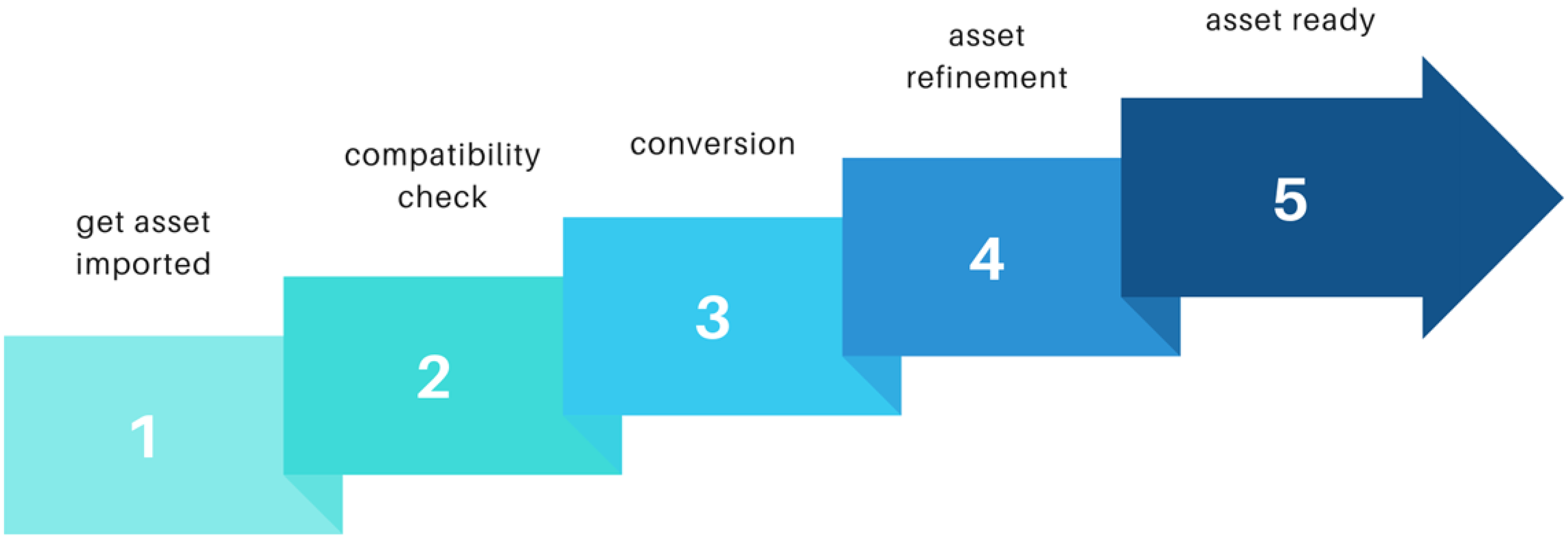
Source - https://makeanysite.com/what-do-you-need-to-know-for-high-quality-design-of-game-characters/

- Contextual/narrative sound
- Focus attention
- Define space
- Create atmosphere/mood
- Emphasise/intensify action



Active objects – can be activated

Passive objects – static and dynamic

GAME ENGINE ASSET INSERTION

basic flow of the asset insertion