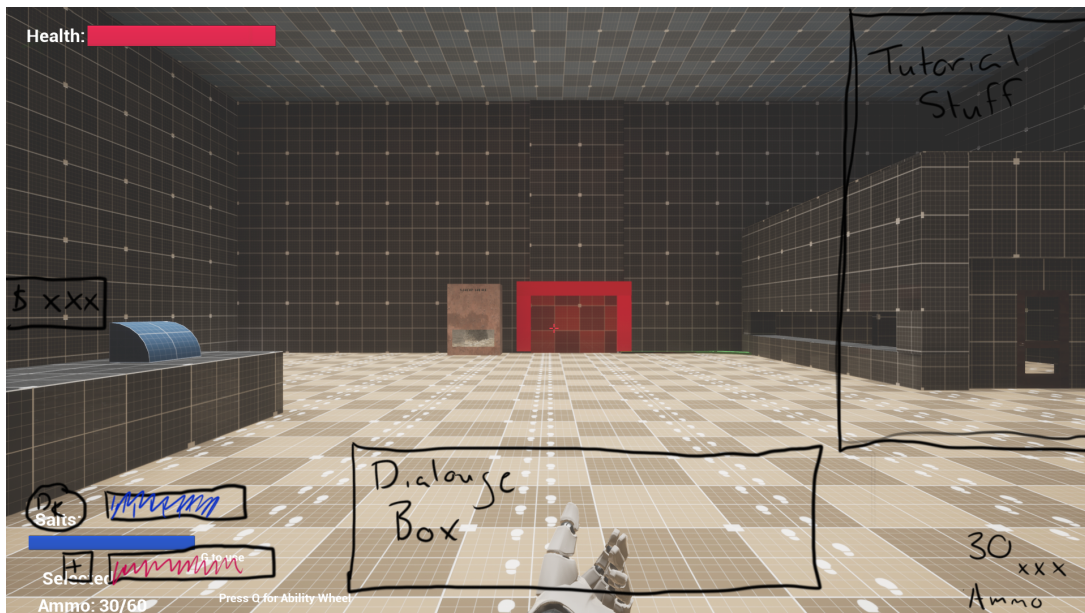


# Planned UI Layout

## Just Hud



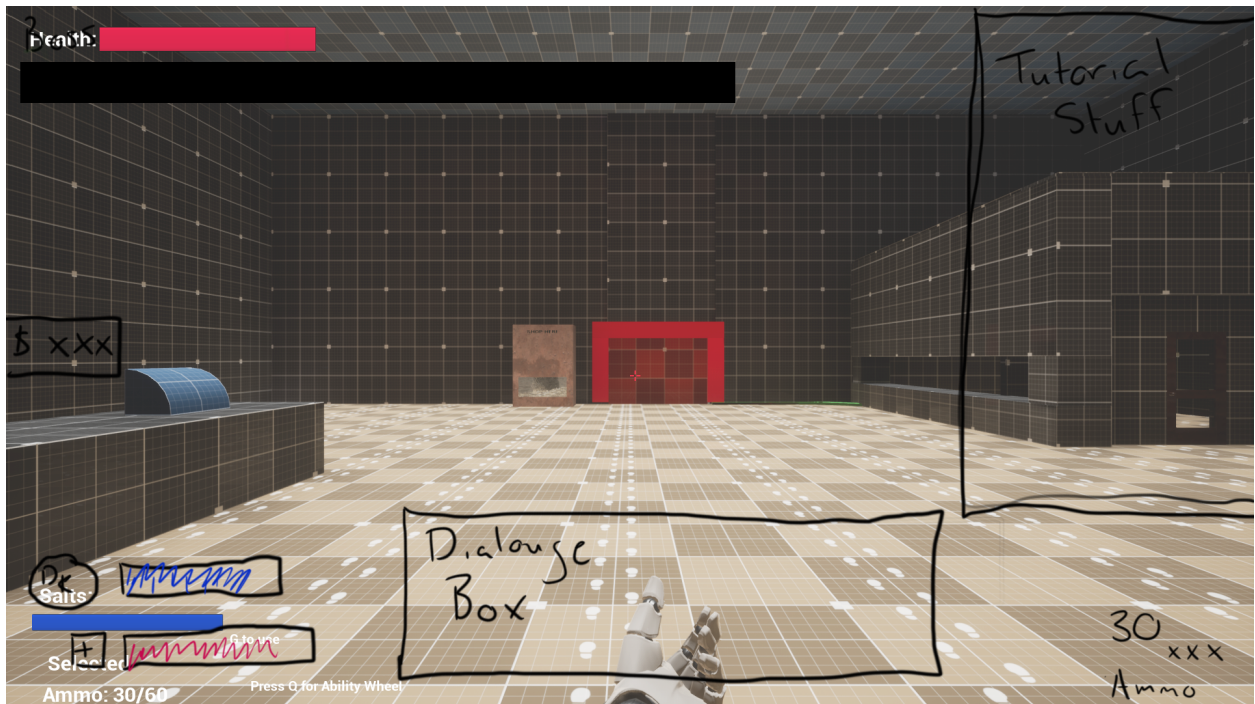
## With Tutorial and Dialogue Boxes



## With Blink



## With Everything



## Revision

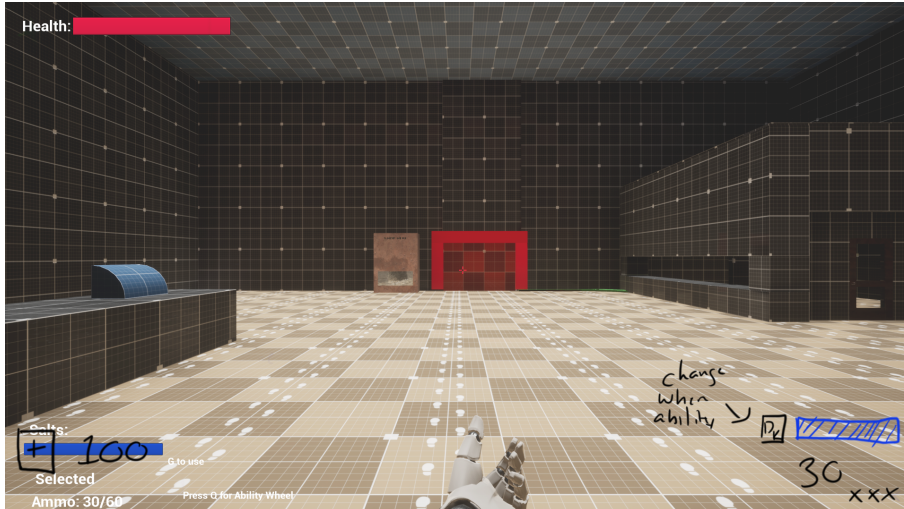


## Design Goal

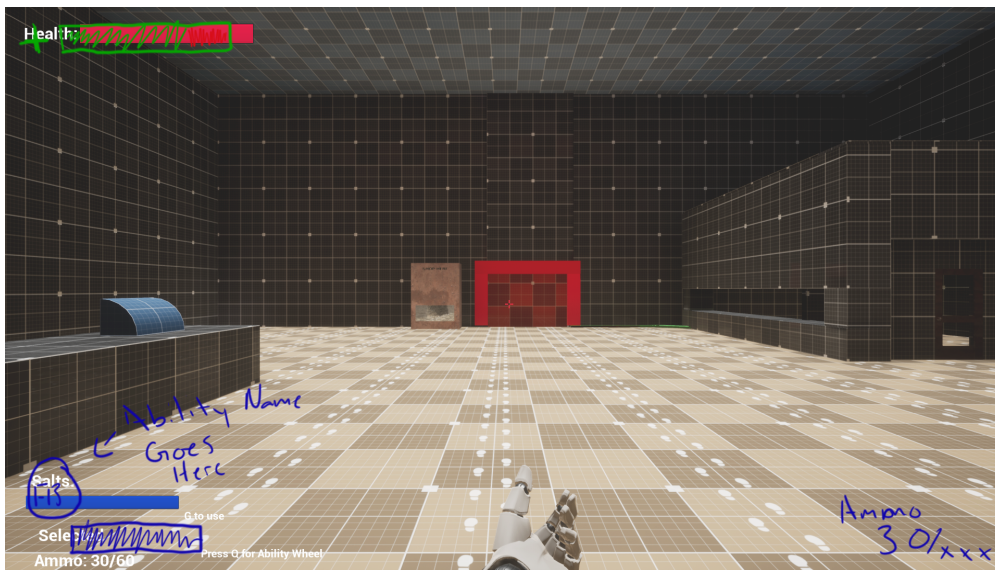
- Ensure Hud is Readable
- Have Parts that can be turned off, and on should the designer wish it
- Maintain Functionality
- Added More Polish to All Aspects

## The Hud

- Move items around and remove some of the elements on the Screen
  - Everything at the bottom



- Each Corner has its own resource to keep track off
  - Top Left Health
  - Bottom Left Abilities
  - Bottom Right Ammo



- Ultimately Decided on Moving everything to the bottom of the Screen and keep the Health Bars



## Health

- HP should be visible at all time
  - When low animated to draw attention to it
    - Perhaps a sound fx
  - Considerations
    - Change the bar color to green and as it reduces turn into a red??
    - ~~Change to a number??~~



## Salt/Juice Abilities

- Salts should be visible
  - Consideration??
    - If at 100 Fade Out after a 7-second Delay
- Abilities should be visible at all times
  - Every Ability should have an icon associated with it
  - Icon Changes when ability change

## Ammo

- Move Ammo to the Right side and increase the size of the ammo itself to make it more visible.

## Blink

- Should Showcase when the player can blink
  - My understanding of the current implementation
    - Player Avatar can blink up to 3 times

- If the player has less than 3 blinks will start a timer (the timeline) and after the timer will return on blink charge to the player.
- Planned UI Implementation



- Dots represent the amount the player can blink (only appears in levels where the blink ability is active).