

Level Up – A Guide to Game UI

Non-Diegetic

In the game story?

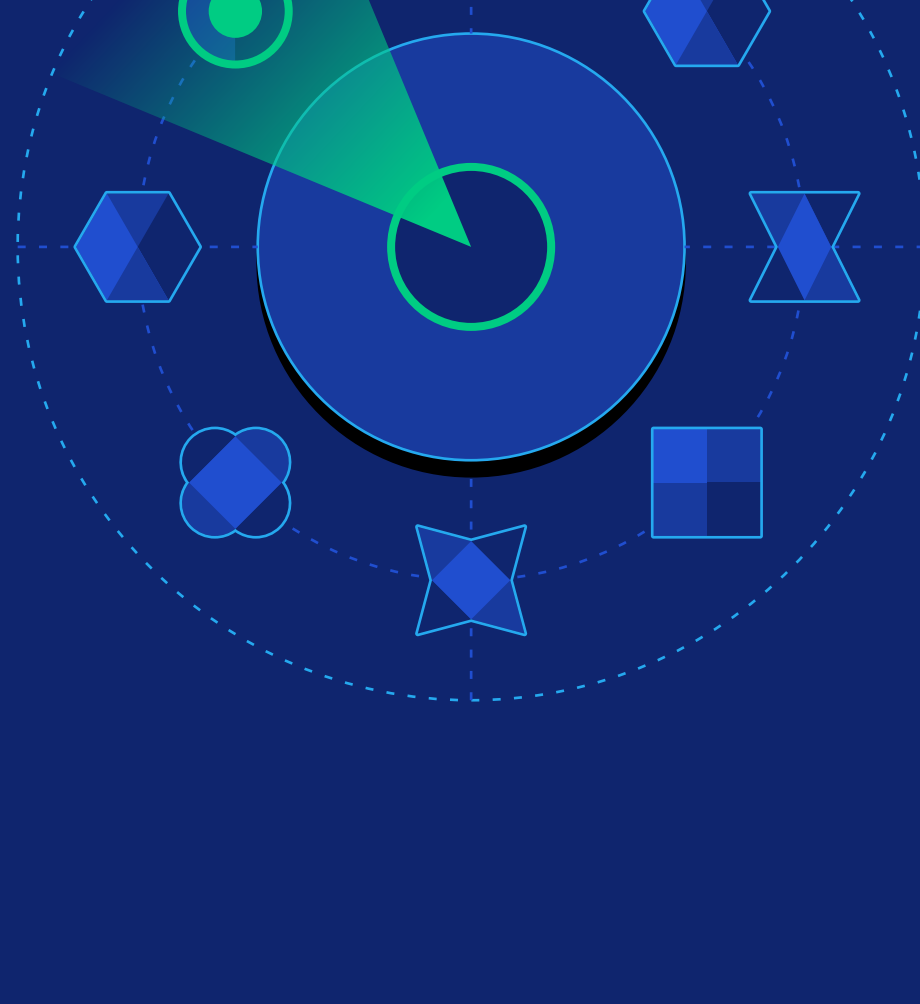
NO

In the game space?

NO

Ring Menu

Circular menu that allows a player to spin through resources or actions.



Life Meter

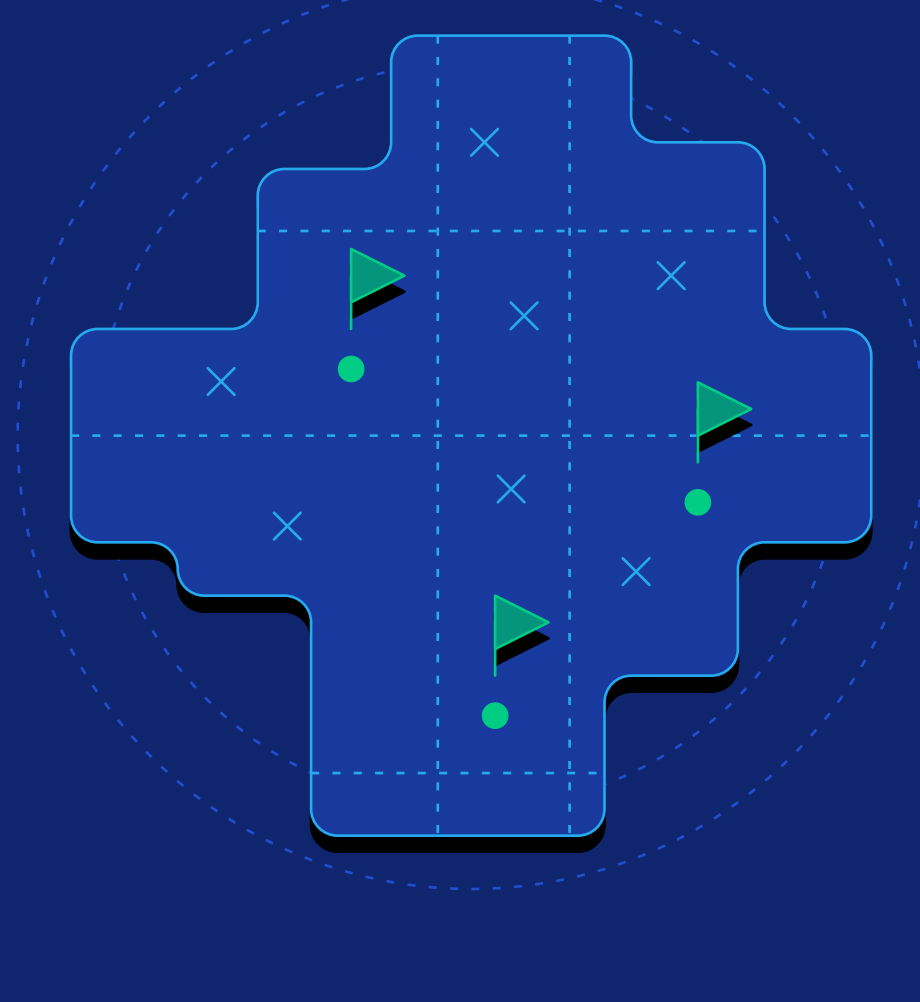
Meter that shows how much life a player's avatar has remaining.

Life Meter

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Level Map

Small-scale map that shows the entire layout of a level.



Diegetic

In the game story?

YES

In the game space?

YES

In-Game Gadgets

Gadget that holds important clues for a player's avatar.

Futuristic UI Overlays

Advanced UI, often inside of a helmet, that provides a player's avatar with vital stats and information.

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Physical Limitations

When a player's avatar is physically hindered after sustaining damage.

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Spatial

In the game story?

NO

In the game space?

YES

Selection Auras

Colored bracket that a player uses to select in-game objects.



Selection Auras

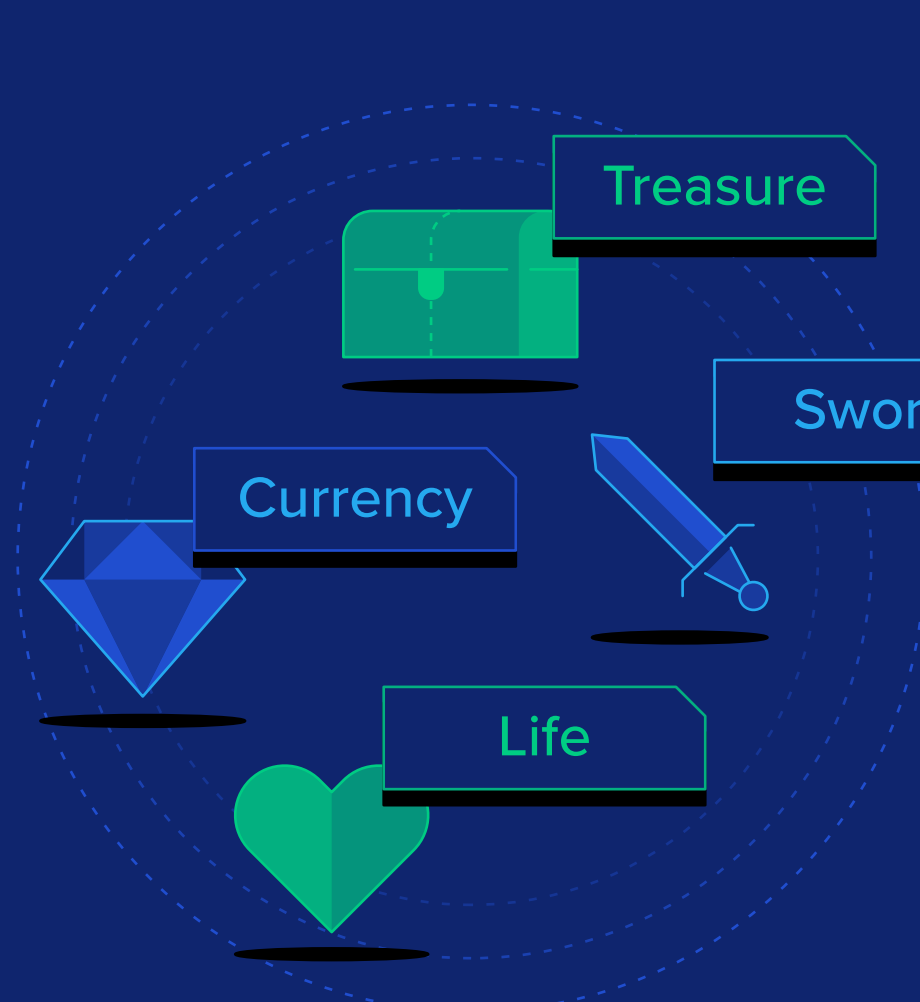
Colored bracket that a player uses to select in-game objects.

Racing Lines

Highlighted line that indicates the path a player's vehicle should follow.

Object Text Labels

Text label that hovers near an in-game object.



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Text label that hovers near an in-game object.

Meta

In the game story?

YES

In the game space?

NO

FOV Color Filters

Color filter that overtakes a player's field of view and denotes a change in resources, health, or scenario.

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Grime

Materials like blood, dirt, and cracked glass that advance the story but exist only on the 2D plane.



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Scrolling Text

Spoken dialogue that scrolls horizontally across the screen.

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