# Level Up – A Guide to Game UI

## Non-Diegetic

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**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.

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

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

## Diegetic

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## Spatial

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

**Object Text Labels**
- Text label that hovers near an in-game object.

## Meta

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**POV Color Filters**
- Color filter that overtakes a player’s field of view and denotes a change in resources, health, or scenario.

**Scrolling Text**
- Spoken dialogue that scrolls horizontally across the screen.

**Treasure**
- Sword

**Life**
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