User interface (UI)

User interface (UI) in games is to allow the player to control the game as well as the design of the game and the presentation of how it looks and the accessibility of it. The reason why user interface will be important in our game as it will help the player understand the game and traverse through the options on the start-up screen as well as pause menu. To create an efficient (UI) we will be using Adobe photoshop this is because it will allow us to be more creative in what we can do with the (UI). In addition to this, the reason why we will be using Adobe photoshop is because we have a vast amount of knowledge on the application.

In addition to this, our user interface will feature a simple interface that will not be too confusing as well as not over loading the player on information and only providing the player with useful information that will help the player in the game an example of this can be seen in fallout 3. This is because it’s simple design is laid out for the player to understand as well as a brief description of what is highlighted as seen in the picture below. 