

User Interface Breakdown

Summary

This document describes how the UI (User Interface) will work in the game. Explanations are provided in text accompanied with illustrations.

Text

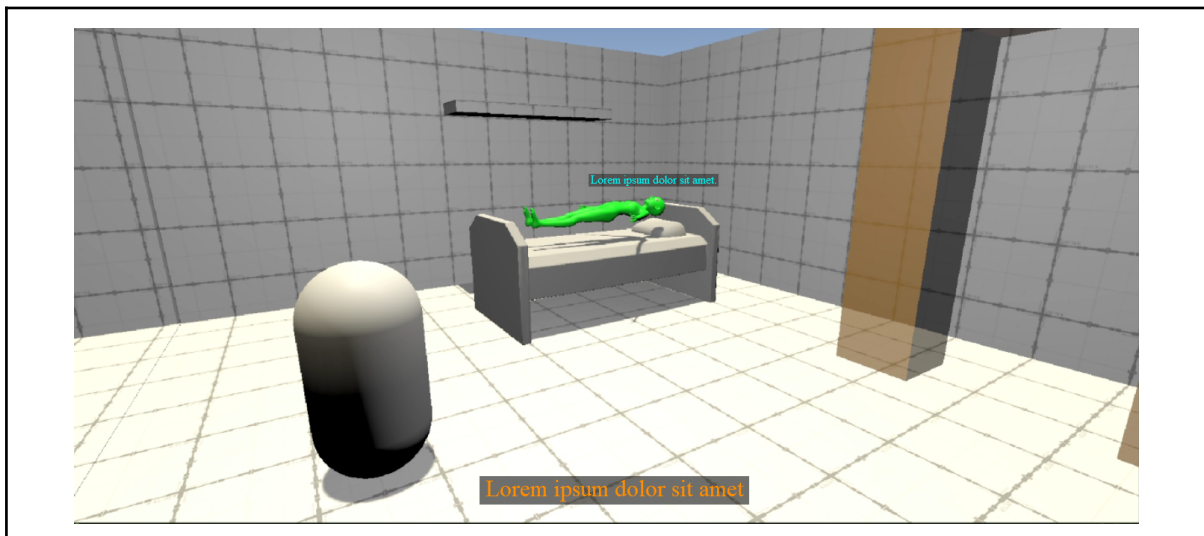
When using text:

- Clean, san serif font
- Mixed case rather than all caps
- 1.5x line spacing
- Avoid more than 70 characters in a line

Reference 1: <https://youtu.be/ObhvacflOg0?t=199>

Reference 2: <https://www.youtube.com/watch?v=xrqdU4cZaLw>

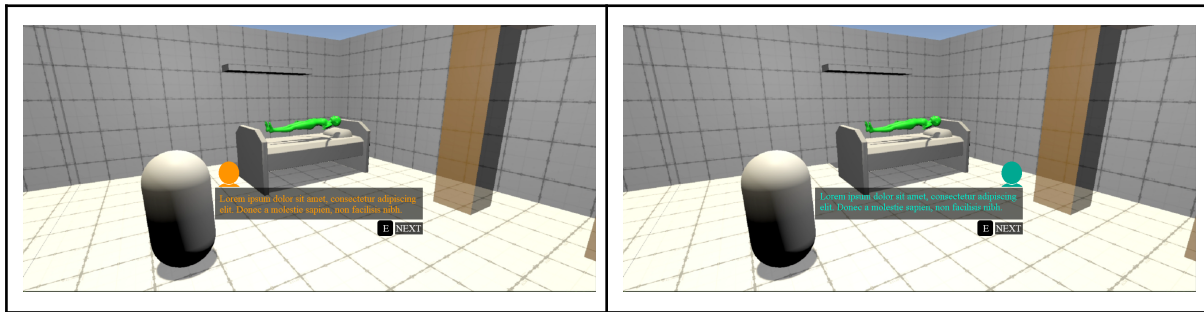
Conversations: Suggestion 1



Combining both voice acting & text, while the Main Character is talking, that character's text appears at the bottom in the middle of the screen & the Girls text appears above the Girl itself.

To give contrast to who's speaking, the font's color is different depending who's speaking.

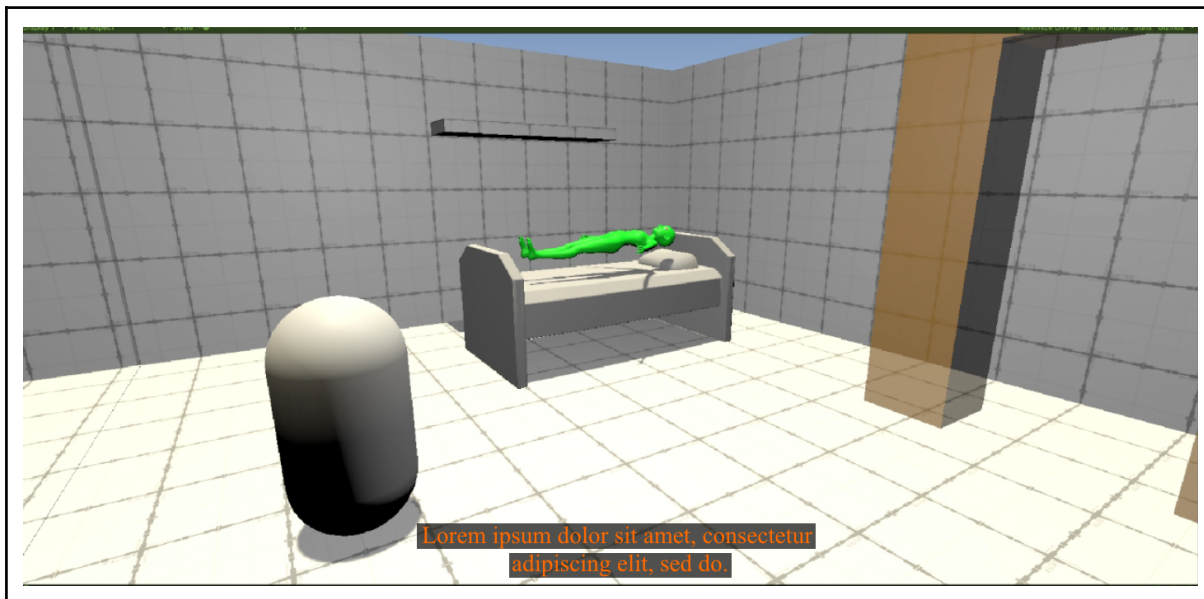
Conversations: Suggestion 2



Using text only, a dialogue window pops up in the middle of the screen that displays the talking portrait (Main characters portrait appears to the left, the Girls to the right).

Below the dialogue window a UI prompt icon (can be the E-key or anything else) that the player needs to press in order to progress the conversation. To give contrast to who's speaking, the font's color is different depending on who's speaking.

Conversations: Suggestion 3



Combining both voice & subtitles, whenever characters are talking text will appear in the bottom/middle of the screen. Text is in a sans serif font with a maximum of 70 characters at once if possible. To distinguish & make it VERY clear who's currently talking, whomever is talking has a color to the font that's specific to that character & no one else.

Suggested font to use

For regular subtitles	1. Avrile Serif 2. Droid Serif
Dyslexic friendly (if there's time)	OpenDyslexic

Conversation features

Trigger new conversation

When a current conversation is active & player goes to trigger another (ex: In bedroom, player has triggered the sleeping girl & then directly goes to trigger the book) the old conversation ends immediately & the new starts next.

Skip current conversation

When a player is in a conversation that is currently active, the player can press the **[E-KEY]** to skip it.

Reading other text

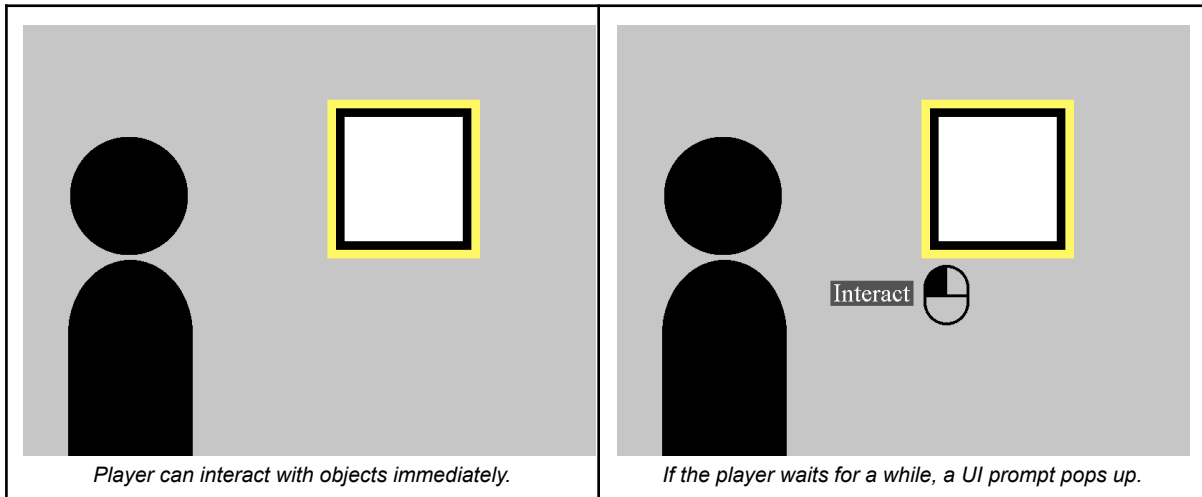


When the player is reading other items with text (ex: Girl's diary) a larger UI window will appear on screen with the text on screen at the bottom the player can go to the next page if the item has multiple pages.

On the bottom corners, the player can press arrows that the player can use to switch pages to go forwards or backwards.

When the player is done reading an UI prompt will appear at the bottom right corner of the UI windows (not illustrated but similar to "[Conversations: Suggestion 2](#)") that says "Exit/Close" to exit the window.

Interacting with the world



If the player wants/can interact with an object in their environment, an outline appears around that object. The player can then use the **[LEFT-MOUSE BUTTON]** to interact with it. If the player waits for a little while highlighting an interactable object, a UI prompt pops up around the middle of the screen, informing the player which button to press to interact with the object.

Reference 1:

<https://assetstore.unity.com/packages/tools/particles-effects/quick-outline-115488>