# HUD & interaction design document

Demon Night

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## Game overview

The game plays out in a rural mountain area somewhere in Russia. Much of the map consists of trees and small villages with the occasional abandoned house. The setting of the game will be dark as it plays out during the night and the player has to try and survive until it gets light again, when the demons return to hell.

In order to overcome the darkness there is always a flashlight present to the player, whether they want to use it is up to them, but it makes navigating easier but also more dangerous. When the flashlight is active all environmental sounds are boosted to give the player a more nervous feeling and more of edge.

The first part of the game relies solely on surviving and escaping from danger. The mystic will have taught them how to come into contact with their guide animal. During this time the player has no means to kill any demons as they will find out when trying to shoot one and it proves to be in-effective. Later when the Indian mystic is met again he will give them a solution to actually damaging the demons with sanctified bullets and teaches them how to do it. When it is learned all ammunition that is picked up is immediately sanctified by the character.

The player will be guided by the animal guide that the Indian mystic taught them how to use. He teaches them this as he will stay with the group for only a short period of time, he runs of trying to find ways of fighting the demons and stopping the rituals. With this all the characters in the group will have an animal spirit guide. The spirit will consist of an agile animal, in this case we opt for a bird as it is small and can be both aerial and ground based. The bird will fly around on the player’s screen at all times as most of it plays out in open areas. The only time when the animal is not present is when combat occurs. Since demons are supernatural beings as well the animal spirit is affected by their presence and as such will not stick around when demons are close.

During the escape from the demon infested mountain the player needs something to hold equipment and items. As such they will at all times have a backpack available to them which contains all items, this also gives a more realistic feel to the game.

The player will at all-times have access to a journal that contains information, objectives and a crude overview of the map. The journal will get updated whenever the character has learned something new or received a new goal to go to.

The characters will have to pick up items in the world and open doors in order to progress. These items are varied but will consist of food, ammo, batteries and potential weapons. The locations of the items are scattered across the map but are more commonly found rural areas, such as houses. Some of the items are obtained whenever the player meets the Indian mystic again.

## Movement/controls

The players will use the PS Move Motion controller and the PS Move Sub controller to move and control their character. The diagram bellow shows what which button does what.



**PS Move Motion Controller:**   
**Pointer**: Where the layer points on the screen will move the in-game crosshair to where they are pointing. Moving the pointer to the edge of the screen will   
move the camera.   
**Square**: Puts the player in a zoomed in view for better precision.  
**Triangle**: Opens the player’s backpack.  
**Cross**: Uses the selected item.  
**Circle**: Reload current weapon.  
**Move**: Interact with what the player is pointing to.  
**Trigger**: Shoot with current weapon.  
**Select**: Press and hold to pause the menu and recalibrate.  
Start: Access the Pause Menu.



**PS Move Navigation Controller:**   
**Cross** and **Circle** do the same as the main controller.  
**Small Trigger**: Switch item to the last used item.  
**Large Trigger**: Make your character sprint.  
**Analog Stick**: Move the character.  
**D-pad**: Switch Weapons.

## The main HUD

**(1) Health bar** (Non-Diegetic): The health bar will show the player their current health and if the bar is depleted their character dies. When full the bar the colour of the bar will be green and as the player loses health it will turn from green to red. At 50% health, or below, the bar will start giving small red and infrequent pulses, and as the player loses more health the pulses will become more frequent and larger. The bar has a small heart icon directly on its left. The bar is located in the upper left corner of the screen during active play in a horizontal display, decreasing from the right to the left.

**(2) Crow** (Diegetic): The crow is the mystic’s animal companion and as such the mystic shows the direction the player has to go through the crow. The crow will have a glow to it, and will hover in the sky in the direction the player has to go. The area around the crow (in the air) will also have a glow to ease the player’s ability to locate the crow. The crow will stop on tree branches and other objects when it doesn’t have enough space to fly and points with its head the direction the player has to go. The crow is a diegetic element and as such will be represented in-game and the player character does see the glow and can comment on it early on in the game.

**(3) Mini-map** (Non-Diegetic): The mini-map will always be on the top right corner of the game screen during active play. The mini-map rotates with the player. The mini-map will only show the environment the player is currently in and some helpful icons like save points.

**(4) Weapons** (Non-Diegetic): The weapon selection is done through a cross (+) pattern selection. This means that the weapon the player is currently using is in one of the tips of cross. This makes it easier for the player, as this is mapped to the d-pad of the controller. This allows the player to select the weapon they want by pressing the direction on the d-pad the weapon icon is positioned on screen. For example if the weapon is on top of the cross they press the up button on the d-pad to select it. The currently selected weapon is bigger while the others are smaller. The icons of the weapons also allow the player to see how much ammunition the player has available for that weapon. The weapon selection is located on the bottom left corner of the screen during active play.

**(5) Crosshair** (Diegetic): Where the player points with the PS Move controller a crosshair will be shown to tell the player where they are pointing. They also use this to interact with objects.

**(6) Warning box** (Non-Diegetic / Dynamic): When the player enters combat there is a warning in the bottom centre of the screen warning the player and giving a button hint to press the square button so that the player enters action mode. This element will also show when the player has picked up an important quest item or when the player is required to use a certain item giving button hints.

**(7) Backpack and Items** (Non-Diegetic): The items the player collects are placed in the characters backpack. The backpack will be visually represented on screen, and this icon will have the triangle button on it, for help player see their items and to give visual feedback to the player. Around the backpack icon are the currently selected item and the previously used item, so that the player knows which item they are using and which item they can quickly switch to. There is also an icon in between the items to show the player what button they have to press to change items.   
When the player opens the inventory screen, a wheel with all the items the player has are represented and the player can select here which items they want. When the player picks up an item the backpack will give of a slight yellowish flash and when the player tries to pick up an item that the player is already full, the backpack will flash red and if the item is selected the item icon will also flash red. The backpack icon and the item icons are represented on the bottom right corner of the screen, above the health bar.

**(8) Player path guide** (Diegetic): During active play the path of the player is made obvious by darkening the area where the player is not meant to go. By making the path lighter it will feel safer thus guiding the player besides the Crow to their destination.



## The main interactions

**Journal**

The player has at all times access to a journal that is kept in the backpack. This journal contains information about enemies, locations and the story. The book is navigated in a similar fashion as the pause and main menu. Whenever the book is used the game pauses and the button change back to menu navigation.

**Shooting/Combat**

When the player enters action mode the camera zooms in, the character draws the current selected weapon and a reticule appears on screen. When the gun is aimed at an enemy or objects, if it is meant to be shot at, a light red glow appears around the target. Anything that is not meant to be shot at, be they interact-able or not, will not have this red glow around them and this glow will not be used by any other assets. When the gun is fired and it hits a demon, a fleshy hit sound is heard. If the shot misses the enemy a different sound it heard depending on the material that is shot. Metal would for instance make a different sound than wood when it is hit.

**Interact-able items**

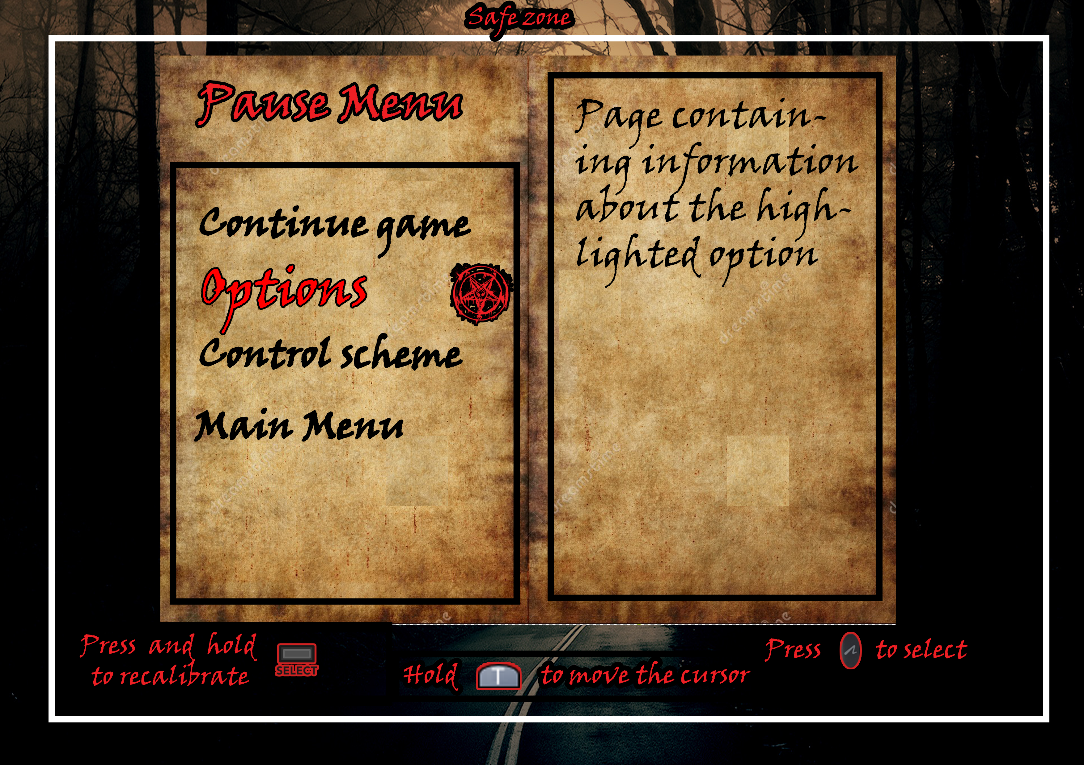
The game features items that are able to be picked up. The items that are picked up will enter the backpack. As described in the HUD elements items have a glow depending on what happens. Items are placed in a visible place and near the most likely path of the player. When the player is near the item it will not say anything on the screen. When standing next to the item and pointing at it a button prompt will show on the item like: Press [Move] to pick up. If the backpack of the player is full, the blue glow on items that are obtainable changes to yellow, other interact-able items/objects will remain blue. Depending on the item that is being interacted with there will be sound feedback if it is picked up. For instance keys will make rattling sound and a water bottle would have sound of a fluid being shaken.

When the player has failed to notice the item and pick it up after a short period of time it will start pulsating a blue glow to draw the player’s attention more.

**Obstacles**

The game features several obstacles that need to be overcome in order to progress. The main obstacle the player will face will be doors. This obstacle is in a more lighted area when compared to the rest of the surroundings and clarifies to the player that they need to go through the obstacle. When the player stands in front of the door only the door knob will have a light blue glow indicating that it is interact-able. The player will then need to use a button to interact with the doorknob. At this point two things could happen the door makes a click sound and it will open or a rumbling sound indicating that the door is locked. If the door is locked but it is required to progress through and item might be needed to open it such as a key. The game will not give feedback on this expect indicating it needs to be opened. That a key is needed to open it will be something the player needs to figure out themselves.

## The pause menu



In the pause menu the first option the player will encounter is the continue game in case they pressed the pause button by accident. When the pause menu is opened the active play pauses and the pause menu opens.  
The second option is the options menu, for the player to change the options of the game in case a visual effect is unwanted or the general volume of the game is too high.  
The third option is one that allows the player to review the control scheme of the game in case they have forgotten.  
Finally the last option is the back to menu option which should have a yes/no confirmation before going to the main menu.  
The player here is reminded that they can recalibrate the controller here and how to navigate on the menu. Such as they need to press and hold the T-button to move the cursor around.

Bibliography

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