

HUD design task

In groups of 3–4 you will be dealt one of four games, each built around one player type. Design a HUD that serves that player: what they see always, what appears when it matters, and what waits until they ask. Then swap with another group, test, and improve one thing.

THE FOUR GAMES

Player type	Game	What it is	Example HUD features
Achievers	Quest of Champions	Tasks, goals and rewards. Players are motivated by progression and accomplishment: leaderboards, badges and in-game achievements mark milestones.	Progress bars, achievement trackers, goal completion percentages, an inventory of earned rewards.
Explorers	Mysteries of the Forgotten Lands	An open world of hidden secrets, puzzles and vast, intricate environments. Exploration is rewarded with discoveries and lore.	A minimap that reveals areas as you explore, a journal of discoveries, a scanner that highlights interactable objects.
Socialisers	Gathering Realms	A multiplayer co-op game about communities, friendships and team objectives. Social hubs and group quests are central.	A chat box or social feed, team status, cooperative objectives, proximity-based interaction prompts.
Killers	Arena of Conquest	A competitive PvP game: combat, strategy and dominance, with tournaments, leaderboards and ranked matchmaking.	Target indicators, damage dealt, kill/death ratio, a leaderboard of player rankings.

STEP 1 · ANALYSE A GAME KNOWN FOR GOOD UI (10 MIN)

Choose one: **Celeste, Stardew Valley, Hades, Breath of the Wild, Dead Space, Destiny 2, Ori and the Blind Forest, Persona 5, The Witcher 3, Horizon Zero Dawn**. Fill in the table.

Game	
Usability	Can you find what you need in two seconds? How many presses to common things?
Accessibility	Text size options, subtitles, colour-blind support, remapping. Anything shown by colour alone?
Visual design	Hierarchy, grouping, colour codes, typography. Does it match the game's style?
Kinds of UI	Diegetic, non-diegetic, spatial, meta: one example of each it uses.
Steal · avoid	Three things to steal, one to avoid.

Steps 2–5 · design the HUD

Our game _____ Player type _____

Step 2 · Persona (5 min). One line: who they are, when they play, what they want, what frustrates them.

Step 3 · Wireframe (20 min). Grey boxes, no colour yet. Then list every element.

Element	Always / contextual / on demand	Kind of UI	Why this player needs it

Step 4 · Make it readable (10 min). Hierarchy (most important, most visible) · grouping (related things together) · colour codes, each with a second cue (shape, icon, text) · two typefaces at most · contrast at least 4.5 : 1 for text and 3 : 1 for icons · one accessibility option.

Step 5 · Swap and iterate (10 min). Another group looks at your HUD for two seconds, then answers the checklist. Change one thing.

Checklist (the other group fills this in)	Notes
After two seconds: what is my health? my current goal?	
Is anything shown by colour alone?	
Does it serve this player type?	
Does it look like it belongs to the game?	
The one change we made, and why	

Present: two minutes each. Player type and persona, the HUD (always, contextual, on demand), which kinds of UI and why, and your change.