



Game Interface Design
Instructor: Prof. Chevon Hicks

The Circular Ruins

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Introduction

"The Circular Ruins" is a 3rd person 3D adventure game, inspired by the Argentine writer Jorge Luis Borges' eponymous novel.

In the game, you'll step into the shoes of Rhea, exploring an ever-evolving world where time loops and mysteries unfold in a gripping third-person narrative. Experience a unique circular storyline where each action echoes through time, revealing new layers of the plot with every cycle. Join Rhea's journey to unravel the secrets of her reality, in a game where the past, present, and future intertwine in unexpected ways.

Platform: PC & Console

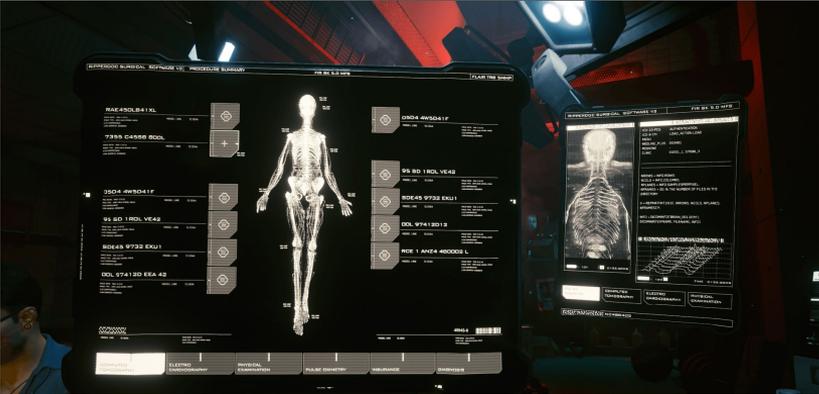
Genre: Open World, Action, Adventure

Part I - Brainstorming

Moodboard

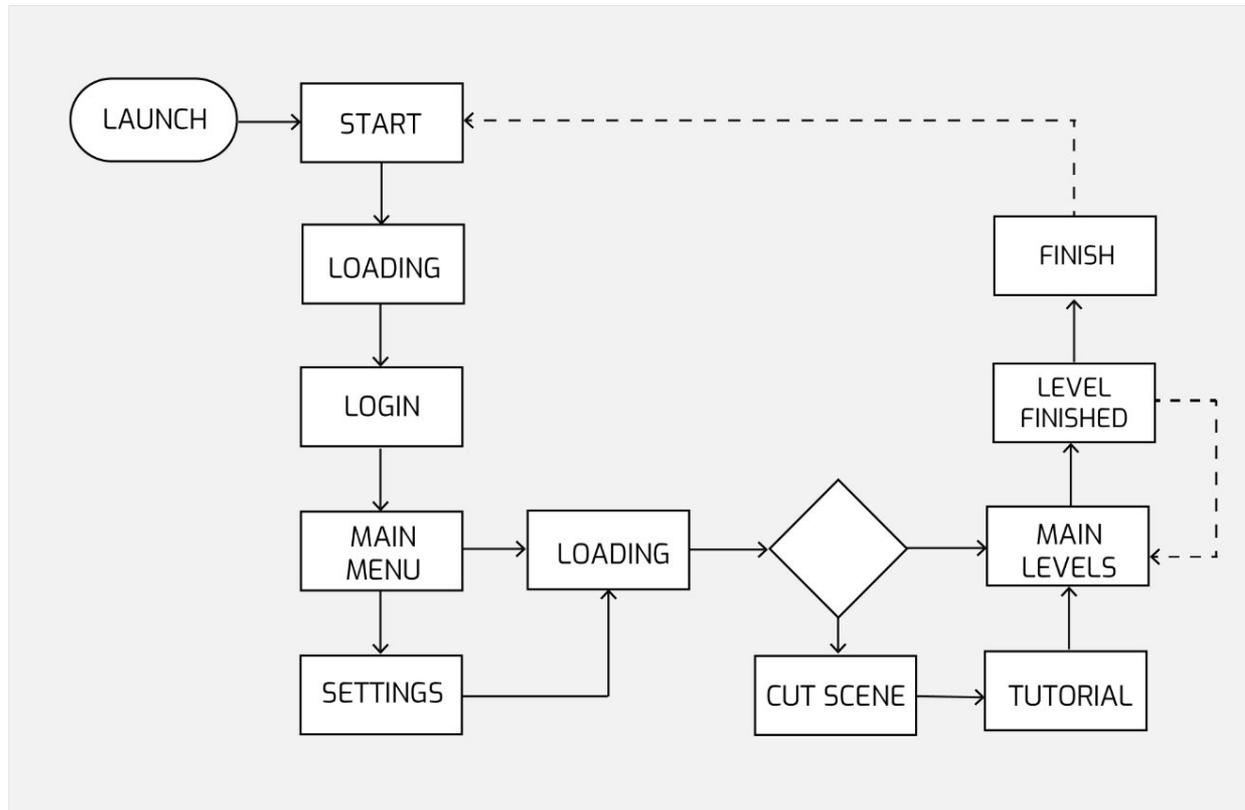


Moodboard

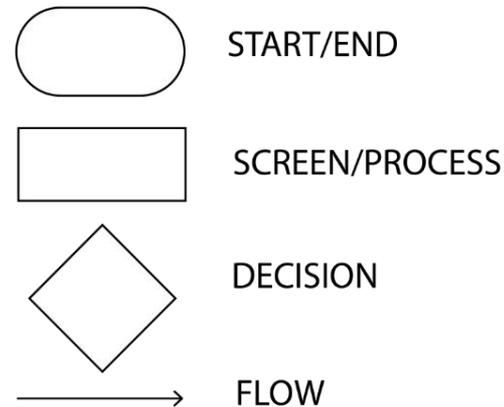


Part II - Ideation

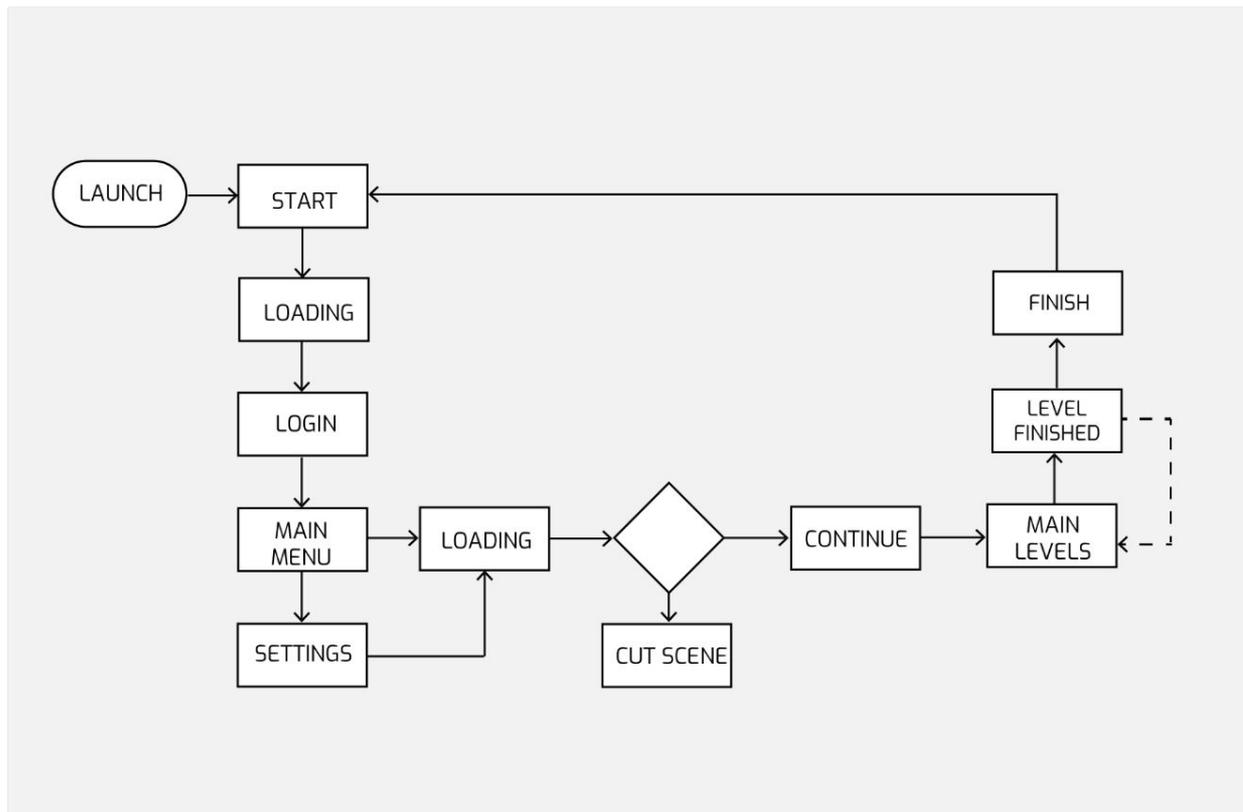
The Circular Ruins - New User Flow



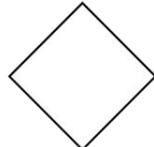
LEGEND



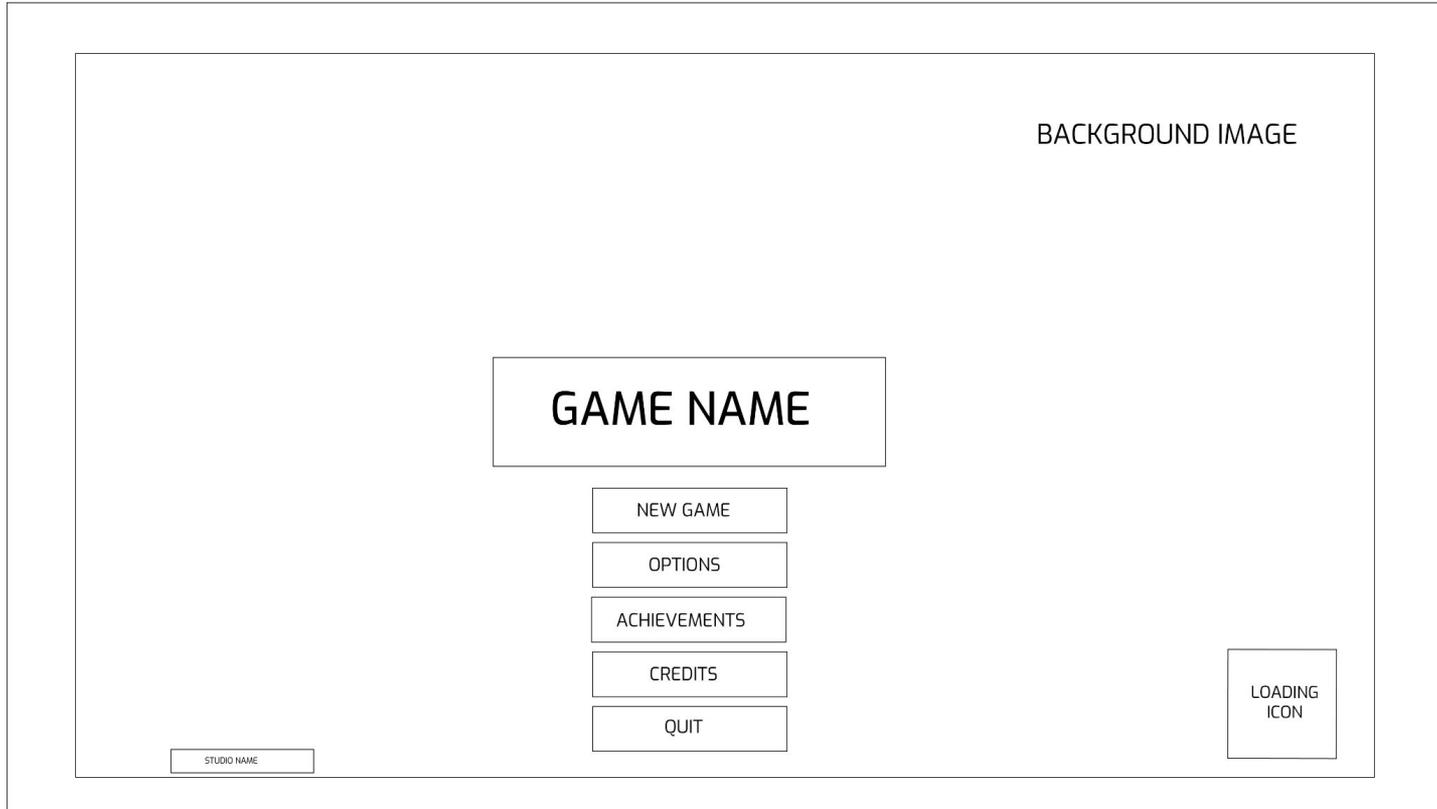
The Circular Ruins - Returning User Flow

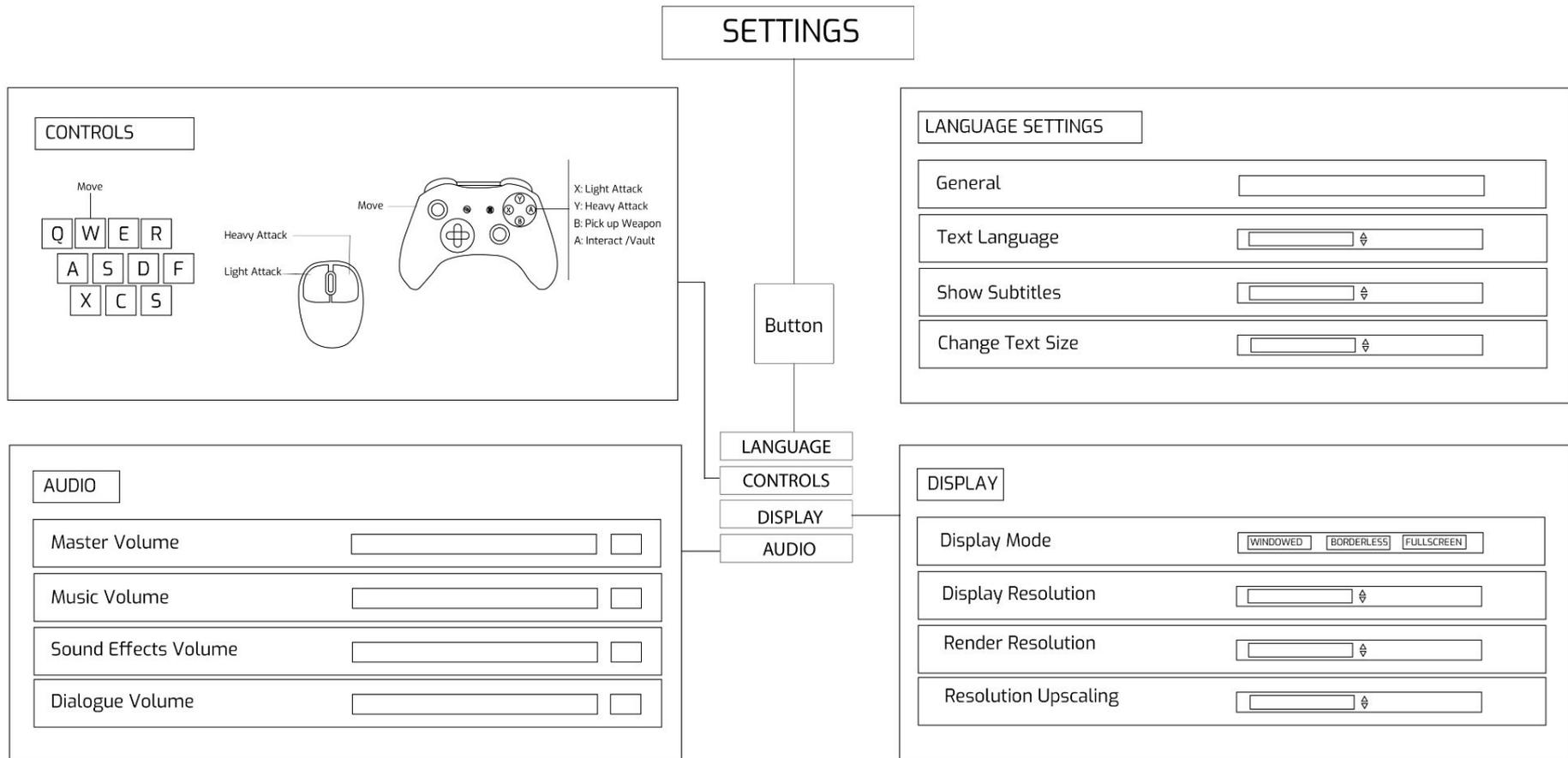


LEGEND

-  START/END
-  SCREEN/PROCESS
-  DECISION
-  FLOW

Wireframe 1: Main Menu



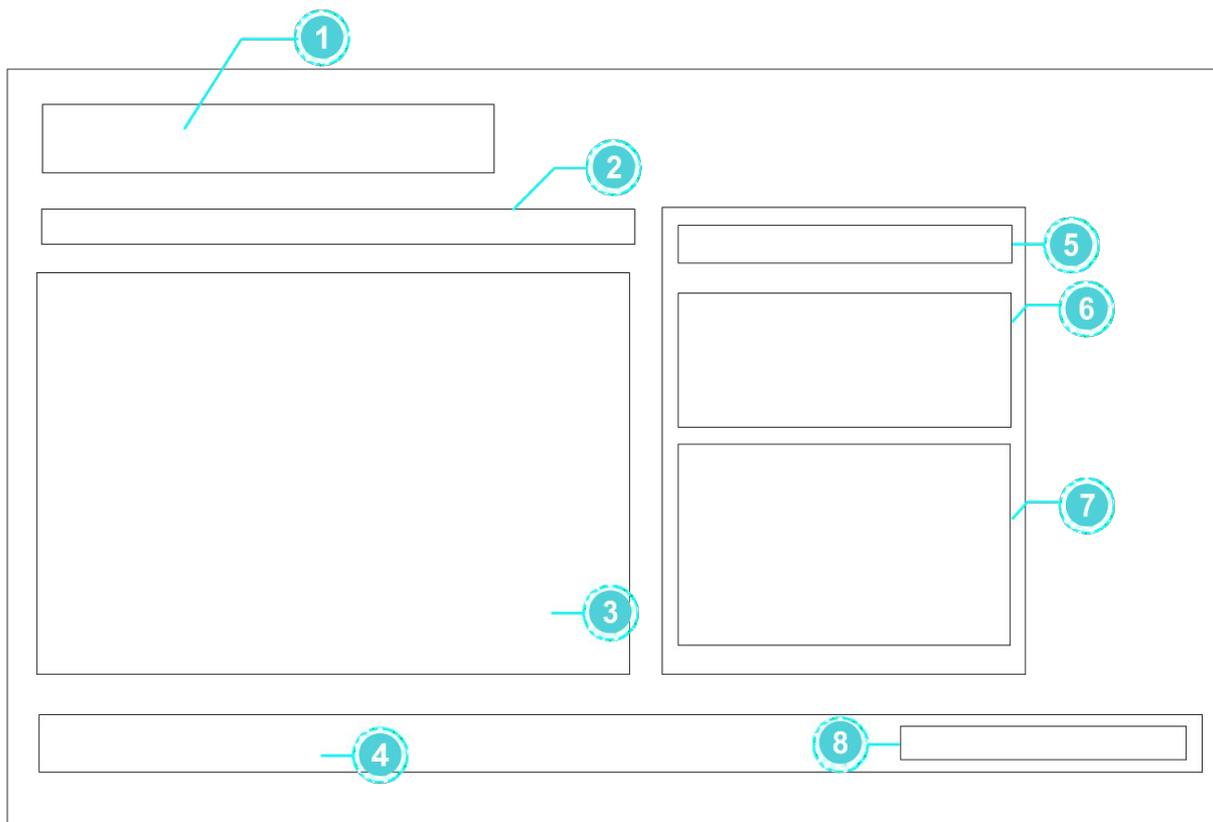


Wireframe 2: Game Settings

Wireframe 3: Dialogue

CharacterName
Dialogue Text
Skip

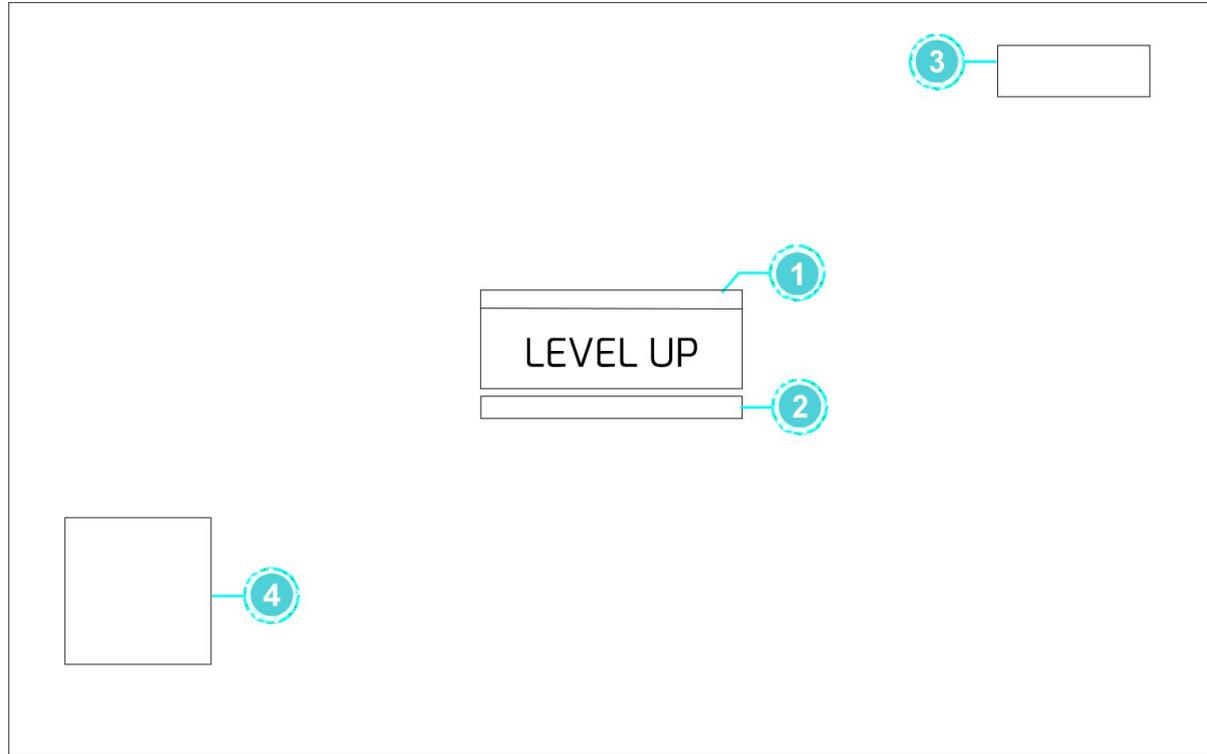
Wireframe 4: Weapon Trading



LEGEND

1. Panel Title
2. Economy
3. Weapon On-sell
4. System Message
5. Weapon Name
6. Weapon Image
7. Weapon Info
8. Selection Button

Wireframe 5: Level Up



LEGEND

1. Level-Up Panel
2. Levels
3. Economy
4. Mini Map

Wireframe 6 - Pause Menu

PAUSED

SAVE GAME
LOAD GAME
OPTIONS
QUIT GAME

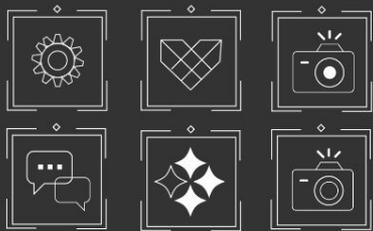
 BACK

Part III - Elements Design · Game Screen Mock-Up

Buttons



Icons



Interactive Systems

Sliders



Loading Bar

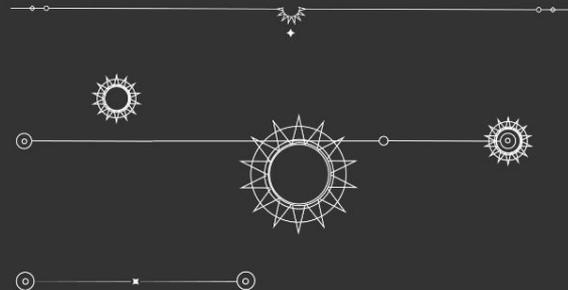
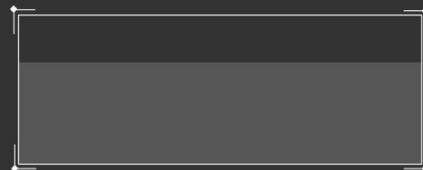


Level Bar

LV: 48



Panels



Typography

Headers - Valky Regular 72 PT

1234567890—=
qwertyuiopasdfghjklzxc—

Menu Title - Valky Regular 60 PT

Inventory

Dialogue - Verdana Regular 24 PT

Lorem ipsum dolor sit amet. Et cupiditate nemo ea similique aspernatur sit minus voluptas et numquam consequuntur aut quis placeat non excepturi enim rem harum cumque.

Background Story - Verdana Italic 20 PT

Lorem ipsum dolor sit amet. Et cupiditate nemo ea similique aspernatur sit minus voluptas et numquam consequuntur aut quis placeat non excepturi enim rem harum cumque.

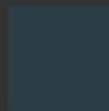
Color Palettes



#F1F1F1



#FF4C00



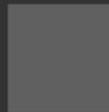
#2C3E45



#15272E



#FFFFFF



#606060

A white-haired robot with a ponytail, wearing a black and white suit, sits on a dark, mossy rock. The background is a dilapidated, overgrown structure with a blueish tint, suggesting a ruined city or industrial site. The scene is dimly lit, with light filtering through the ruins.

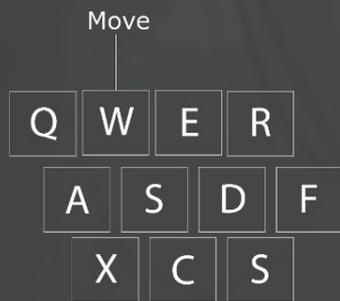
The Circular Ruins

◆ Start ◆

Settings

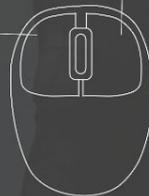
Credits

Settings · Controls



Heavy Attack

Light Attack



Move



X: Light

Y: Heavy

B: Pick up

A: Interact

Settings · Display

Display Mode

Display Resolution

Render Resolution

Resolution Upscaling



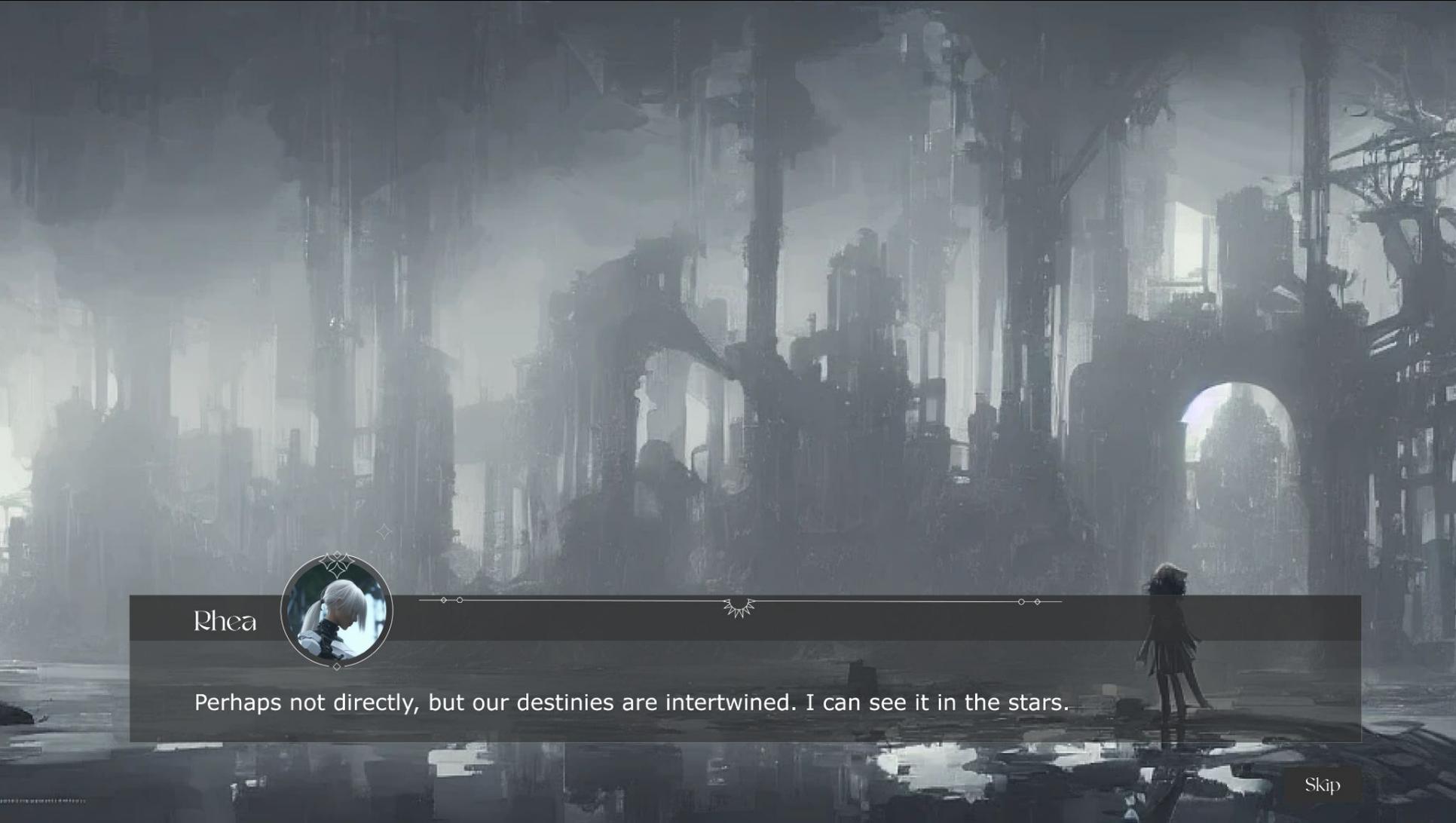
Settings · Language

Text Language ▾ Default ▾

Show Subtitles ▾ Yes ▾

Change Text Size ▾ Yes ▾





Rhea



Perhaps not directly, but our destinies are intertwined. I can see it in the stars.

Skip

◆ System Message ◆
[WARNING]
Danger Detected

◆ StarDust 13,426 ◆



ID: Rhea 620/990



Ly: 48



6,400

◆ System Message ◆

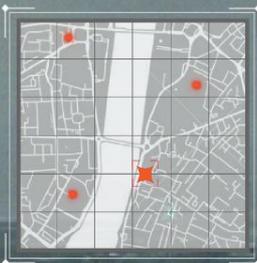
Unlock Skill - 「Time Revert」 

Max XP - 1,300 -> 1500 

◆ StarDust 13,426 

Level Up

Lv: 48



Inventory

◆ StarDust 13,426 ◆



Ameretat

Accuracy ◆◆◆◆

Attack ◆◆◆◆

Range ◆◆

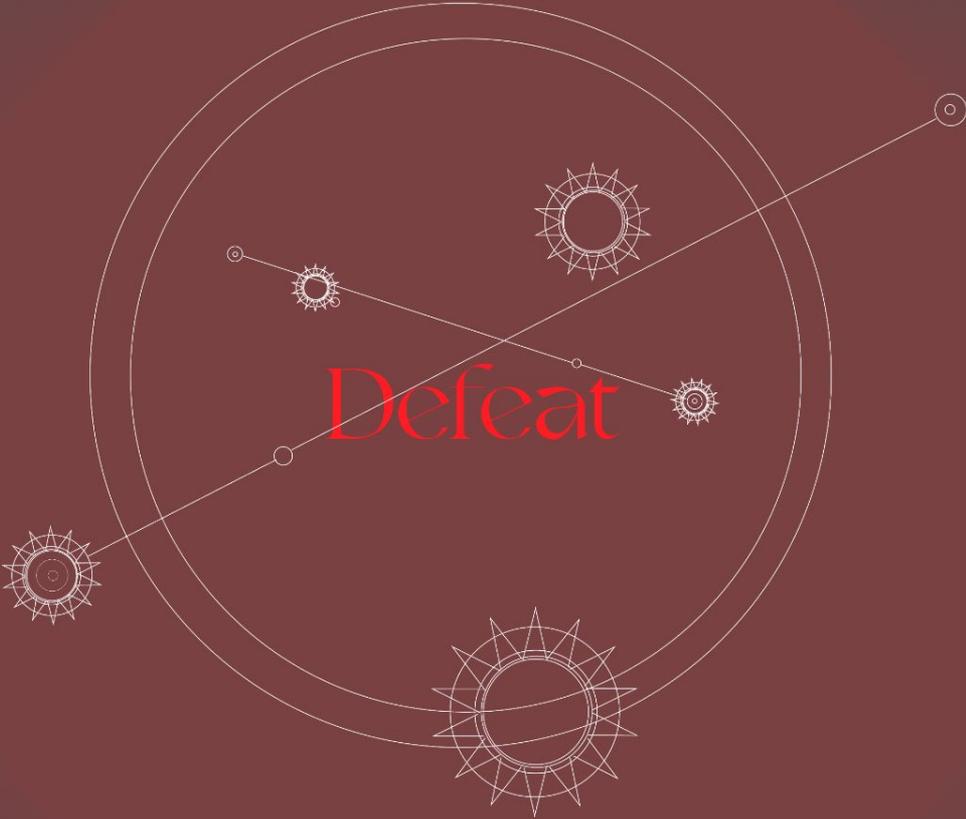
Back to
Selection



Background story

In the heart of the Circular Ruins, under a sky darkened by the Aether Collapse, the lone Scholar, illuminated by the faint glow of dying embers, begins crafting a unique weapon. This weapon, conceptualized through esoteric knowledge and ancient Zoroastrian wisdom, is not merely a tool of physical might but a conduit for restoring cosmic balance. The Scholar, drawing upon the principles of Asha, imbues the weapon with elements symbolizing the dual nature of existence: fire representing the enduring light of truth, and ice reflecting the harsh reality of the world's current state.

◆ Back
Settings

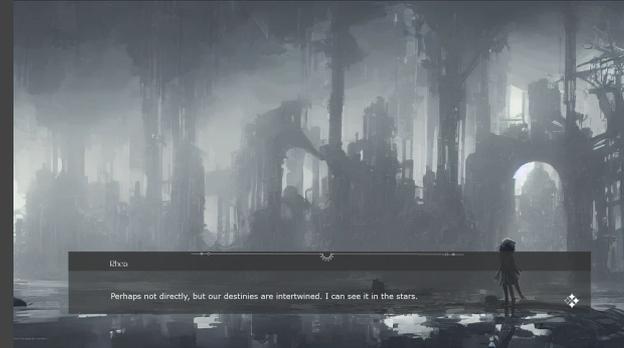


Defeat

◦ Restart
Settings
Quit



Game Start



Dialogue



In-Game



Level-Up



Paused

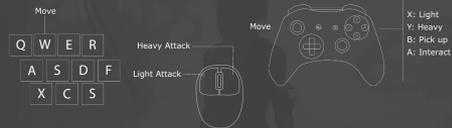


Weapons



Defeat

Settings · Controls



Settings

