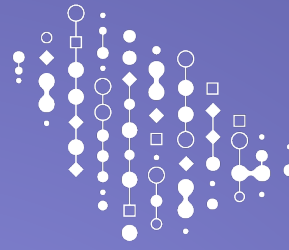


# العتاء الرقمي Digital Attaa



العتاء الرقمي  
Digital Attaa

الأكاديمية السعودية الرقمية  
SAUDI DIGITAL ACADEMY

## واجهة المستخدم (UI) في الألعاب

**المحاور:**

- دور واجهة المستخدم (UI) في توجيه وتحسين استخدام اللعبة
- أدوات تصميم واجهة المستخدم
- تصميم عملي لواجهة المستخدم



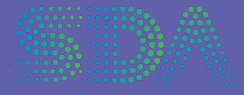
**للتسجيل:**

12 - 11 ديسمبر  
6:00 مساءً - 3:00  
افتراضي

**أ. ميراج الزهراني**  
مساعد مدرب في الأكاديمية  
السعودية الرقمية



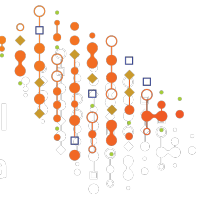
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## ➤ Impact on Player Engagement

The impact of a well-designed game UI on player engagement is significant and multifaceted. A thoughtfully crafted user interface can enhance the overall gaming experience and contribute to player immersion.

how a game UI can positively impact player engagement:





- **User-Friendly Interaction:**
- **Intuitive Controls:** A clear and intuitive UI enables players to easily understand and navigate the game world. This reduces frustration and allows players to focus on the gameplay itself.
- **Immersive Experience:**
- **Seamless Integration:** A well-integrated UI becomes a seamless part of the game world, contributing to the overall immersion. Players are more likely to stay engaged when the UI feels like a natural extension of the game environment.



- **Clear Feedback Mechanism:**
- **Immediate Feedback:** The UI provides immediate feedback on player actions, such as successful attacks, changes in health, or completion of objectives. This feedback loop keeps players informed and engaged in real-time.
- **Enhanced Communication:**
- **Storytelling Elements:** UI elements can be used to convey narrative information, objectives, and character interactions. A compelling narrative presented through the UI enhances player engagement by drawing them into the game's story.



- **Guidance and Progress Tracking:**
- **Objective Clarity:** Clear UI elements, such as quest logs and progress bars, help players understand their objectives and track their progress. This guidance reduces confusion and keeps players engaged by providing a sense of direction.
- **Customization and Personalization:**
- **Player Agency:** UI elements that allow for customization and personalization, such as character customization screens or customizable HUDs, empower players and make them feel more connected to the game.



- **Efficient Information Presentation:**
- **Minimized Distractions:** A well-designed UI presents information in a concise and organized manner, minimizing distractions. Players can focus on the core gameplay without being overwhelmed by unnecessary clutter.
- **Accessibility and Inclusivity:**
- **Broad Audience Reach:** An accessible UI that accommodates different player preferences and abilities broadens the game's appeal. Inclusivity promotes engagement among a diverse audience.

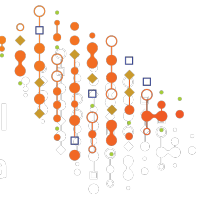




- **Aesthetic Appeal:**
- **Visual Cohesion:** Visually appealing UI elements contribute to the overall aesthetic of the game. A cohesive and attractive design enhances the player's visual experience and encourages continued engagement.
- **Multiplayer and Social Features:**
- **Communication Tools:** UI elements supporting multiplayer interactions, such as chat systems, friend lists, and team coordination tools, foster social engagement within the gaming community.



# Game UI Examples



The components of a game UI (User Interface) are the visual and interactive elements that players interact with while playing a game. These components are designed to provide information, feedback, and control options to the player. Here are some common components of game UI:

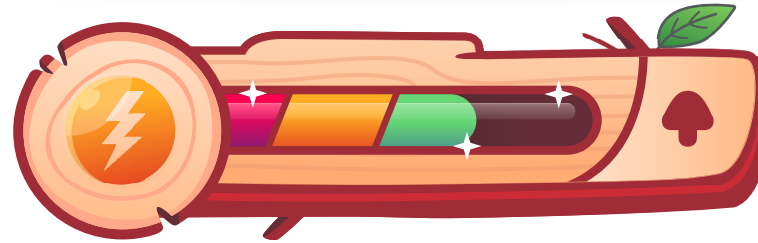
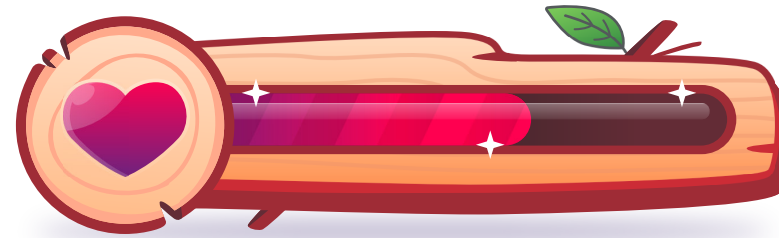
## HUD (Heads-Up Display):

**Health and Stamina Bars:** Display the player character's current health and stamina levels.

**Ammo Counter:** Indicates the remaining ammunition for the player's weapons.

**Score:** Keeps track of the player's in-game achievements and points.

**Mini-Map:** Offers a small-scale representation of the game world, showing the player's location and important points of interest.



## Menus:

**Main Menu:** The initial screen allowing players to start a new game, load a saved game, or adjust settings.

**Pause Menu:** Accessed during gameplay to pause the game, adjust settings, or access inventory.

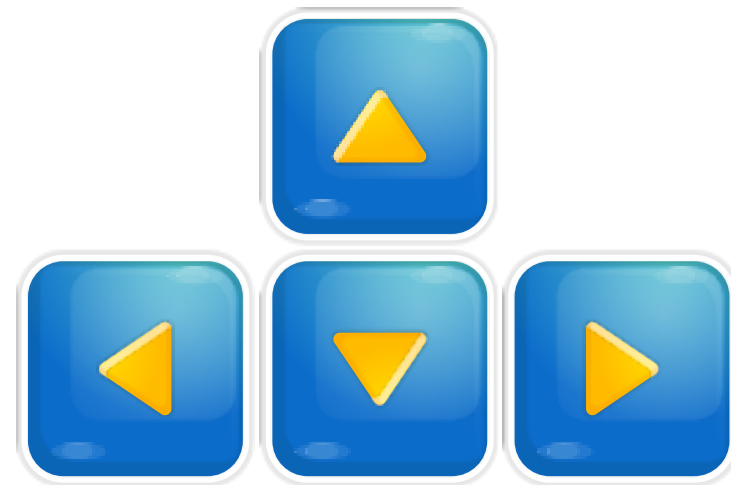
**Options Menu:** Allows players to customize game settings, such as graphics, controls, and audio.



## Buttons and Controls:

**Action Buttons:** Controls for in-game actions, like jumping, or interacting with objects.

**Navigation Controls:** Movement controls for characters or vehicles.

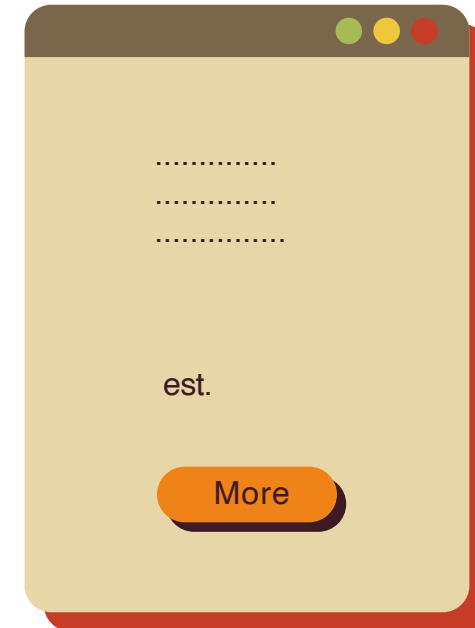


## Notifications and Feedback:

**Pop-up Messages:** Provide information about in-game events, objectives, or achievements.

**Visual Effects:** Indicate status changes, such as damage, buffs, or debuffs.

**Audio Cues:** Use sound effects to enhance feedback and communicate important events.



## Dialog Boxes:

NPC (Non-Playable Character) Dialogue: Shows conversations between the player and in-game characters.

Quest Logs: Provides information about ongoing quests, objectives, and progress.

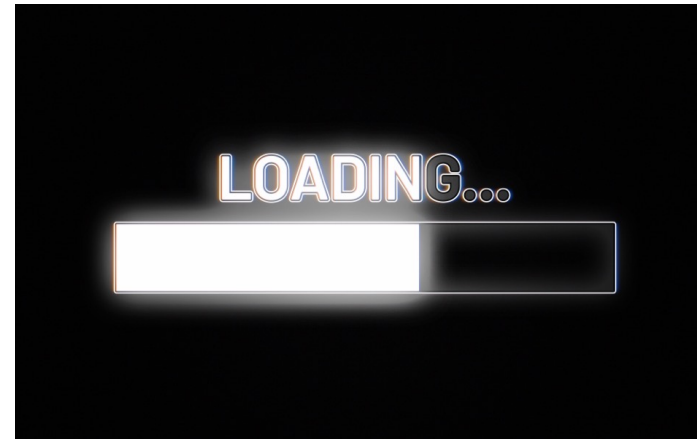




## Progress Indicators:

**Loading Screens:** Show progress when transitioning between game levels or scenes.

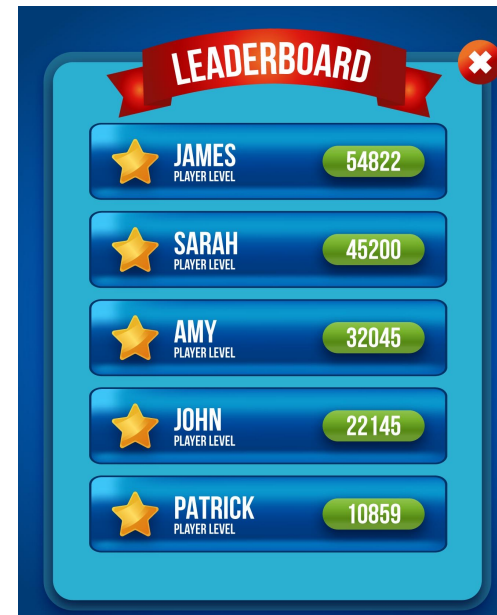
**Level Progress Bars:** Display the player's advancement within a level or mission.



## Scoreboard and Leaderboards:

End-of-Game Scoreboard: Shows player performance and achievements at the end of a match or level.

Online Leaderboards: Display rankings and scores of players globally or within a community.





# colors



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Color Hunt:

<https://colorhunt.co/>

Coolors

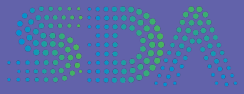
<https://coolors.co/palettes/trending>



Create our UI  
using unity



# Game Engine



Any Questions ?