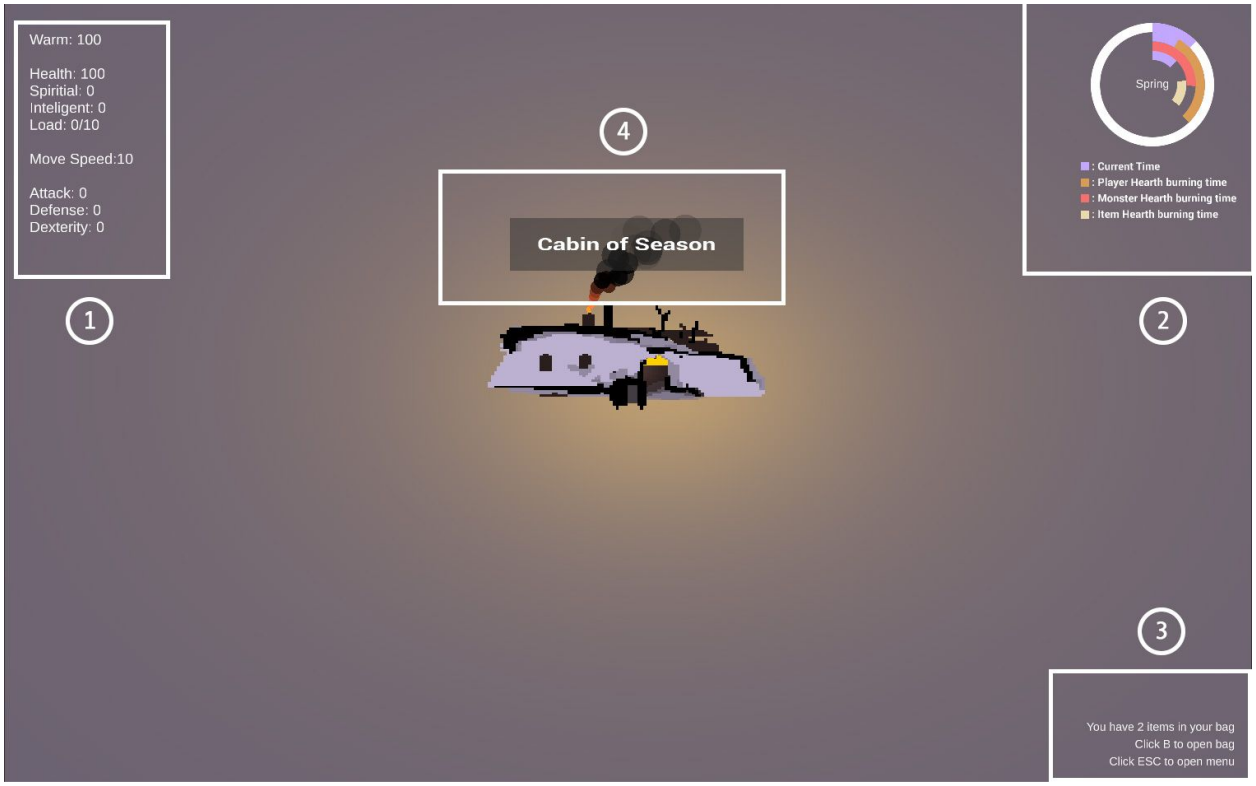
**Please notice all the UI are not the finalized version, this document will just show the brief ideas*

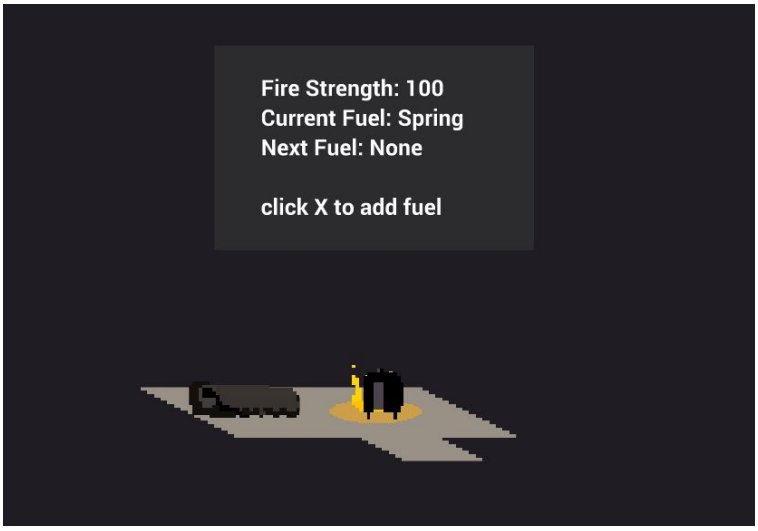
Basic UI:

The basic in-game User Interface contains the following parts:



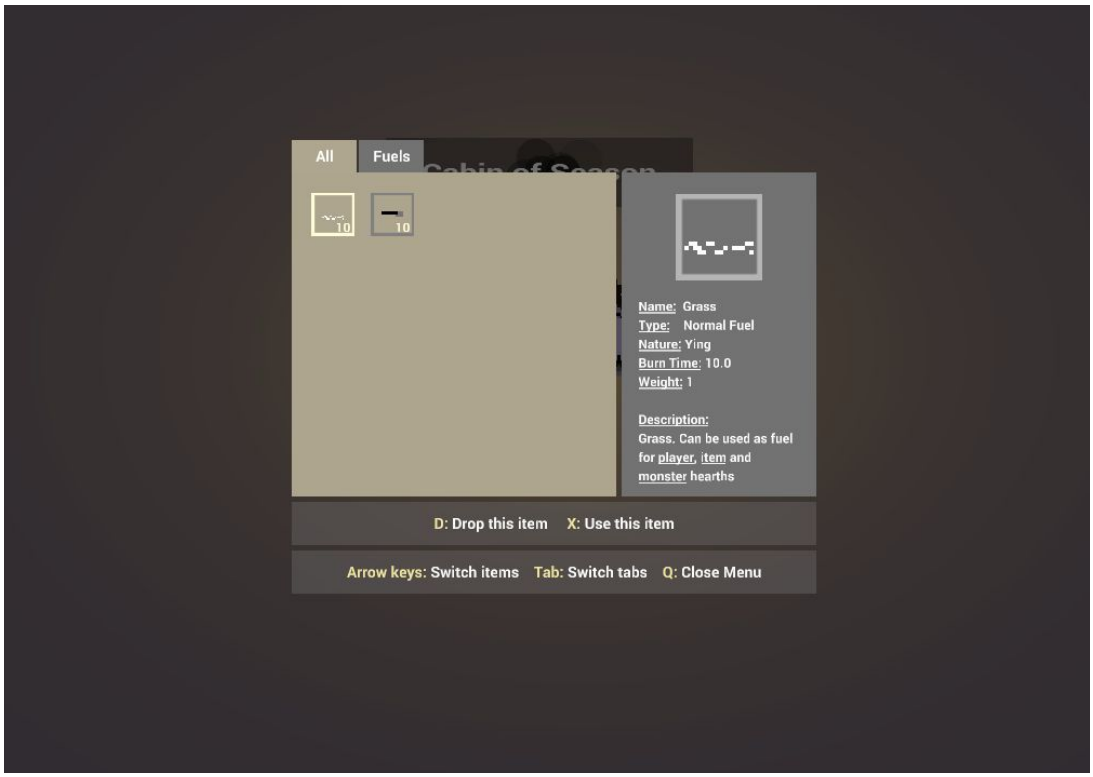
1. Basic player stats
    - This part will show the player's current stats, like warm, health, attack etc
    - In the future we will change the text into the easy to understand visualization format
2. The Clock in the game
    - Time is a very important concept in our game. Instead of using pure numbers, we want to use something like a clock with progress bar to show the time.
    - Meanwhile, since we have 4 hearths in the game that controls the season/player stats/items and monsters, we want player has a easy way to track the burning time of the hearths in the general UI
3. The UI help text
    - The help texts are about the option keys. By placing them in the screen, it's good for player to know how to open the menu/inventories.
4. The interactable items help text
    - In the game we have a lot of interactable items, when player get closer to them the help text will popup to show what it is.

- For some items that player need to click a button to open the interactive interface/do a related action, the help text will show more information like:



Popup Level UI:
Other than the basic UI that will always show on the screen, we have a lot of other popup level UI. These kind of UI won't show directly on the screen, they will only show when player click a related button or do some actions.

Here's an example of the inventory popup UI:



- The inventory will be divided into different categories, by switching between different tabs player can see the different inventories under different categories.
- The border color of the inventory item frame indicates the select/unselect status of the item.
- In the right hand side shows the detail information of the selected item
- In the bottom side shows the option buttons. In the first level it shows the buttons that related to the item, in the second level it shows the buttons that related to the popup UI

We're still developing our UI system. But we will follow the "Minimalist, simple and easy to understand" design principle to finish our other UI components.