

re [Mød]

HUD OVERVIEW DOCUMENT

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For
The Firing Squad

Health HUD

The health hud is situated in the lower left corner of the screen. Its function is self explanatory: It tells the player how much health they have left.

The health HUD conveys the players current state in several ways:

- Numerics:
The Health Hud prominently showcases a number that relates to the players current health value
- Color:
When the player's health gets below 50%, the health bar turns from a bluish hue to an orange hue. At 20% the health bar turns to a red color
- Bar:
As the player loses health, the colored portion of the Health HUD recedes, (like a health bar does, duh)

100 50



Some healthhuds mockups

Ammo HUD

The ammo HUD is situated on the bottom right of the players screen. Opposite where the health hud is.

The Ammo HUD displays the current number of shots the gun can fire before it is out of ammo/its durability runs out.



The number on the left is how many shots of durability you have left.

The number on the right is the Max/remaining durability of the weapon



Numbers should always be written out to the tens place. When in Single digits the readout should display 0X | DR where X is a nonzero digit and DR is the max/remaining durability of the weapon

The silhouette behind the numbers indicates what type of payload the players weapon will be delivering.



Additionally, the color of the blue-Scanline effect (the “backlight”) could change color as the weapon drops in durability from blue to orange to red, to flashing red at critical

Comparison HUD



This shows up when another weapon part is in your hand or near enough to you on the ground.

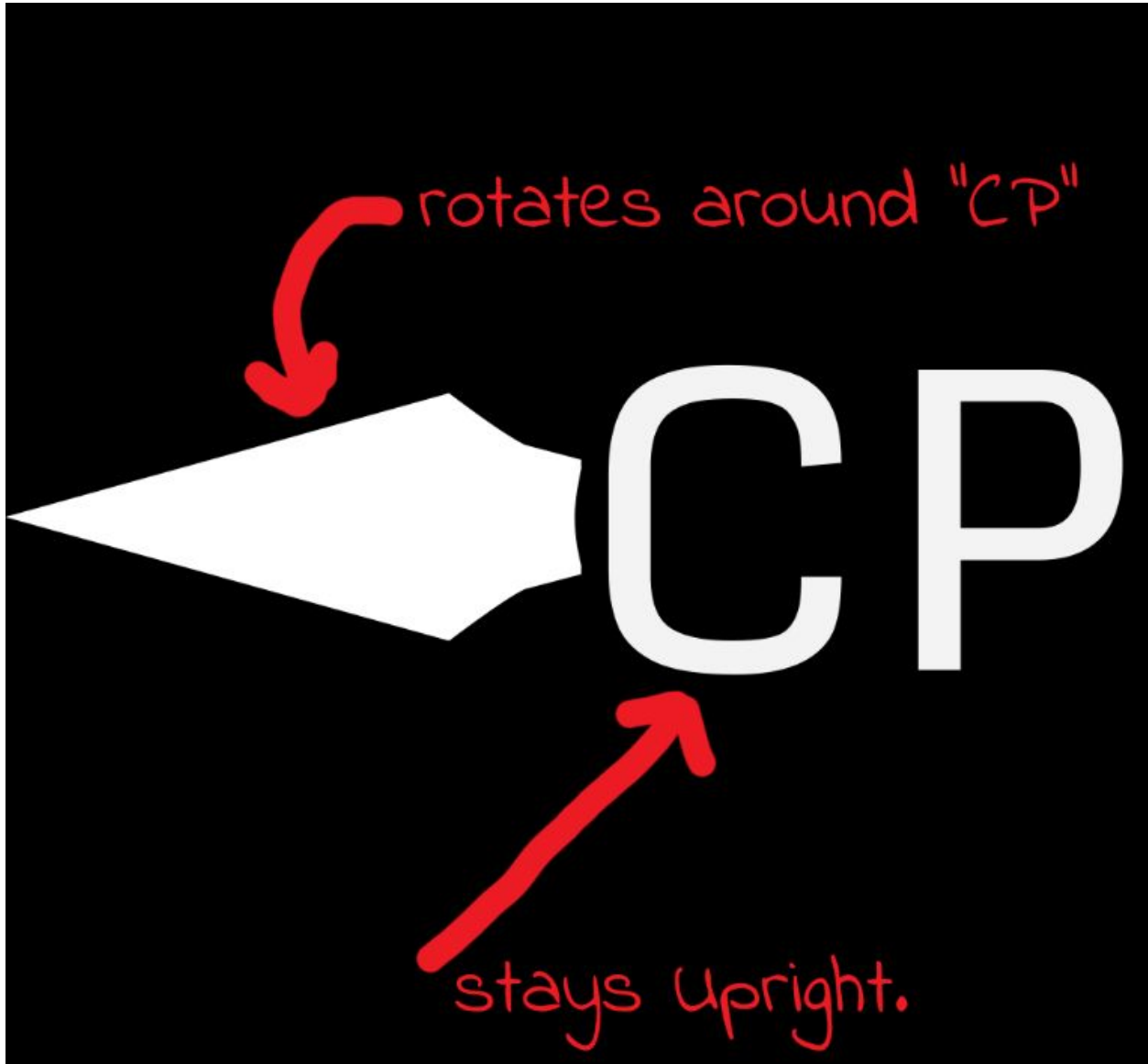
It functions pretty much identically to what is in game now. The differences are:

- Stats are written out, not shown as symbols.
- The type of the item is reflected in the glow behind the item name.
- All stats should be shown. I just listed 3 here to show off the 3 different symbols (better, worse, equal to)

Personally I feel like we should remove the Comparison HUD entirely as it doesn't accurately convey the changes to the way weapons work in a meaningful way, and acts as a

distraction from the more important work of scanning your surroundings.

Capture Point Indicator:



Pretty simple here. The arrow still spins around in a ring around the center of the screen.
CP should always stay upright and readable.