Design of 2D Game Interface for 'Our Life: The Shadows of War'

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***Abstract*—This thesis focuses on the design of a 2D game interface for the game 'Our Life: The Shadows of War'. The author conducted extensive research on game design concepts and trends, and designed characters, map systems, items, buttons, and gameplay interfaces. The design process involved handling colors and layout for different map environments, and creating a cohesive visual style for the game. The author also created mockups and layouts for the game interface, gaining valuable experience in character design, map layout, and color handling. However, the design process highlighted the need for further research into 2D game design trends and techniques to improve the final product.**

***Index Terms*—game design, 2D game, interface design, character design, map design, color handling**

I. Introduction

The thesis aims to design the interface for a 2D game titled 'Our Life: The Shadows of War'. The author delved into the theoretical background of game design, including the history and types of games, and focused on the design of characters, maps, and gameplay interfaces. The research involved analyzing existing game design concepts and trends, and using online resources for inspiration and reference. The author aimed to create a visually cohesive and engaging game interface that would enhance the player experience [1]. Published books on the methods and subject of this project provide context for this English summary [2], [3], [4]. Published articles on the methods and subject of this project provide context for this English summary [5], [6].

II. Methods

The methods involved researching existing game design concepts, analyzing the history and types of games, and designing characters, maps, and gameplay interfaces using software tools. The author created mockups and layouts for the game interface, which were based on the research findings and the game's narrative. The design process included handling colors and layout for different map environments, and creating a cohesive visual style for the game. The author also used online resources for inspiration and reference, which helped in the design process [1].

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III. Results

The author successfully completed the design of characters, map systems, items, buttons, and gameplay interfaces. The design process involved handling colors and layout for different map environments, and creating a cohesive visual style for the game. The author created mockups and layouts for the game interface, which were based on the research findings and the game's narrative. The design process highlighted the importance of character and environment design in creating an engaging game experience. However, the design process did not include any measured evaluation of the interface's effectiveness or user feedback [1].

IV. Discussion

The design process highlighted the importance of character and environment design in creating an engaging game experience. The author noted that further research into 2D game design trends and techniques could improve the final product. The author also identified areas for improvement, such as enhancing drawing skills and understanding the game's story and gameplay mechanics. The design process was completed, but the author recognized the limitations of the current design and the need for further refinement [1].

V. Conclusion

The author gained valuable experience in game interface design, including character design, map layout, and color handling. The design process was completed, but the author identified areas for improvement, such as enhancing drawing skills and understanding the game's story and gameplay mechanics. The design process highlighted the need for further research into 2D game design trends and techniques to improve the final product. The author hopes to apply the knowledge gained from this project to future game design endeavors [1].

References

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