

Ubisoft Toronto NEXT: User Interface Competition

The Brief

Participants must provide a package of mockups based on the game details and design brief provided below. The goal of this package is to pitch a UI Style Guide that successfully conveys the theme provided.

Your package must feature all the requirements listed in the design brief, while displaying a strong, consistent UI style across your mockups.

Game Details

THEME: *Punk Resistance in the year 2080*

PREMISE: *You're a member of a resistance on Earth in the year 2080. The world is a haven of technological wonders and feats, but is still plagued by the inevitable result of overpopulation, pollution and corruption. A corrupt AI is quietly controlling the governing bodies that rule this world's democracy. This AI is convinced that the human race must be eliminated to allow the Earth to return to an untainted state. The AI influences every governing body around the world, causing political chaos and turning humans against each other. The only safe havens lie in the few and far untouched spaces on Earth that still resemble the planet from bygone eras, removed from any technology whatsoever. It is in these spaces where you have banded with a resistance group that has developed tools and special augmented abilities. The only solution is anarchy. Your goal is to build your resistance and defeat this tyrannical AI for a chance to redeem the human race.*

Game Specifications

- Age Group: Teen/Mature
- Platform: AAA
 - **Note:** When showing controls/button prompts, please use **XBOX One** controller buttons.
- 3D Open World
- First-person
- Action RPG
- 1920x1080 Resolution @ 72 DPI

- You will be provided with a package of game screenshots to use in your mocks. You may manipulate the material provided to pitch your concept.

Design Brief

Your UI Package must contain two components. A **menu UI** and a **gameplay UI**. The purpose of these two screens are to convey the theme of the game throughout the UI.

1. Ability Menu UI

The ability screen is a full menu that can be accessed while gameplay is paused.

This screen must include the following components:

- a. A visible playable character
- b. 2 Ability Slots
 - i. 1 slot with an ability already equipped
 - ii. 1 available empty slot.
 - iii. These 2 slots are mapped to the X & Y button on an XBOX controller.
- c. A list of 5 available abilities to be equipped.
- d. One ability in the available list must be highlighted to show the name of the ability, description and cost.
- e. Suggestion of menu navigation that contains "MAP, ABILITIES, MISSION"
- f. Button controls that contain, "B - BACK, A - EQUIP/UNEQUIP"
 - i. *It is up to you to decide how the menu and button controls are designed. Be creative!*
- g. **Motion Concept:** Show transition of selected states in the abilities menu, and the transition of an ability being equipped and unequipped.

Ability Info

Black Out

Release a powerful flash that blinds your enemies for 10 seconds.

Nano-boost

Increase your nano generation by twice the speed for 5 seconds.

Data Overdrive

Overload your systems to temporarily increase damage output by 100%, at the expense of your shields.

Magic Eye

Reveal all enemy locations in your cone of vision for 30 seconds. This effect can be seen through any obstacle.

Last Call

Temporarily boost your maximum health by an extra 25%. Can only be used when at

critical health.

You must design original icons for ALL 5 abilities. You may not use open source textures or imagery from the internet.

2. Gameplay UI

The gameplay UI must showcase a style for the in-world HUD. Use the provided screenshots in your package to mock your concepts. You must show your concept on both a light and a dark environment. The HUD must contain the following:

a. Health/Nano + Abilities HUD

Your character has an available health pool and nano pool that coincides with the two abilities that they have equipped.

Convey the following states of gameplay:

Mockup #1 - Health at Full, Nano at Full, Both Special abilities available and ready to use.

Mockup #2 - Health Critically Low, Nano Partially Used, Special Ability unavailable due to low nano units.

Motion Concept:

- Show visual feedback on the health bar when damage is taken
- Show feedback to convey an ability has been activated.
- Show feedback when an ability is unavailable due to low nano.

b. Navigation HUD

The navigation HUD can be interpreted in any way you see fit to prove your vision of the game's UI.

The navigation device must show:

- 3-4 NPC Locations (Hostile and Non-Hostile)
- 1 Item of Interest (This could be a landmark, an item, something in the environment.)
- 1 Objective Waypoint (How do you convey the player's target?)
- where the player is in relation to your navigation device

Motion Concept:

- Entirely up to you. Providing motion to the navigation HUD is optional.

- You must show the Navigation and Combat components together using a **minimum of TWO screen mockups**.
- You must show your HUD using the light and dark versions of the screenshots provided.
- Focus on showcasing how gameplay and navigation can be conveyed cohesively in a 3D game space.

Submission Requirements & Documentation

****All items are mandatory****

- **The entry package must be named as follows:**

NEXTShowcase_UIArtist_FirstnameLastname

- **Documentation must be in PDF or PowerPoint format**

- Full name
- School
- Program
- A brief biography - 500 words max.
- Your résumé and cover letter
- Demonstrate personal process/ how you make your choices:

- **Moodboard/Visual Research** - Document your key references that help define your UI style and design. Include games that inspire your design, other media like graphic design, movies, etc. Show us research of your theme.
- **UI Design Process** - Show us your process of how you came to your final result. (Sketches, notes, wireframes, mockups)

- **Original PSD Source files**

- Files must be clean, labeled, organized
- Photoshop Files must be compatible with Photoshop CC 2017.
- You may compress your PSD files into a .zip

- **High-res JPEGs**

- All full screen mock ups must be at 1920x1080 @ 72 dpi
- Minimum Requirements:

x1 Ability Menu UI Screen

x2 Gameplay UI Screens

You may provide more than the minimum required images to prove your concept. See the Design Brief for full details.

- **Motion Concepts**

- Regardless of what format you've used to animate your UI (ie. Flash, 4D Cinema, After Effects) please package your motion concepts in a single **.avi**

- **YouTube Videos are not allowed**
- If you choose not to animate your motion concepts, please provide mocks with descriptions that clearly describe how your UI would work in motion to convey the feedback required.

Judging criteria

A panel of expert judges will individually rank the overall entry package, out of 30, based on the following criteria:

Aesthetic (1-15)

- Strong understanding of graphic design fundamentals
- Readability/Usability of all UI elements
- Polish and presentation of final product

Creativity (1-10)

- Unique solutions for UI design
- Memorable and creative visual style

Design (1-5)

- How well the UI Design follows the brief
- Organization of Work

Specifications:

Take a look at current next-gen games on PS4, Xbox One and PC to get an idea of what current UI styles look like. They vary from complex to minimal. Be creative and showcase what you think would reflect a UI style in a next-gen title. **Be willing to challenge a design to make it better if you see fit.**

Eligibility:

- You must reside in Ontario
- Be eligible to work in Canada
- Currently attend or have graduated from an Ontario post-secondary school no earlier than Spring 2017
- This challenge must be done individually. Team submissions will **not** be reviewed.

Tips

- Research your subject matter. How does the theme and genre of the game dictate your style?
- There are no technical constraints in this test. Do not let the thought of a type of engine or platform limit your design.
- Do not let artistic details take over for function. UI styles can be minimal or complex. Successful UI is **attractive and usable**.
- UI is not limited to 2D. You may incorporate 3D into your UI. You can achieve success with any variation.
- Use whatever software you are most comfortable with to build your designs. Photoshop, AfterEffects, Flash/Animate, 4DCinema, 3DS Max, etc. Just be sure you are submitting your final designs in the designated formats listed in the brief.

- **Use motion to enforce your intentions!**
- Sound design/Music is not required.
- When using patterns/textures or graphic design elements to support your concept, all resources **MUST** be original or royalty free. You may not use licensed/copied/plagiarized textures or assets.
 - o If using royalty free assets, please provide source including usage restrictions.
 - o You may **NOT** use pre-made imagery for the iconography portion of the test. Icons must be of original design.