

User Interface, Title Screen, and Menu

Neutral state: The object/menu option is not being hovered over.

Active state: The object/menu option is highlighted (being hovered over but not pressed).

Pressed state: The object/menu option is clicked on (or player presses A while it is highlighted) The active state must be noticeably different from the neutral states.

All Button Assets must be consistent to the size of the largest file! I.e. If your button gets bigger when in the active state, you must save the neutral and pressed state image .pngs so that they have the same pixel dimensions as your active state.

The buttons can look however you and the art director decide, as long as there is one for each state and the states are consistent. I.e neutral states must all be the same color, active states must all be the same color, etc....

Title Screen

Menu Assets

- Game Logo
- Title Screen Background
- "A To Select" image

Buttons

- Play (Neutral state, Active state, and Pressed state)
- Level Select (Neutral state, Active state, and Pressed state)
- Options (Neutral state, Active state, and Pressed state)
- Exit Game (Neutral state, Active state, and Pressed state)

Level Select Screen

Level slot refers to an image of the level with some identifier for which one it is. I.e, screenshot of level one with "Level 1" in text below it.

The active state must be noticeably different from the other states

Level assets must consist of levels 1 - 5 and include assets for one named "Tutorial"

Creating fun names that match the theme of each level is acceptable as well, talk to the level

designer about that.

Level Screenshots and/or animated gifs (Communicate with Level Designer whenever that is decided)

Menu Assets

- “Level Select” text
- Level Slot Background
- “B To Return” image

Buttons

- Level Slot (Neutral state, Active state, and Pressed state)

Options Screen

Menu Assets

- “Options” Text
- Background panel to see options clearly
- Custom art for a volume slider
- “Volume” text
- “B To Return” image

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