Presentation for the position:

Senior UI UX Artist Assignment

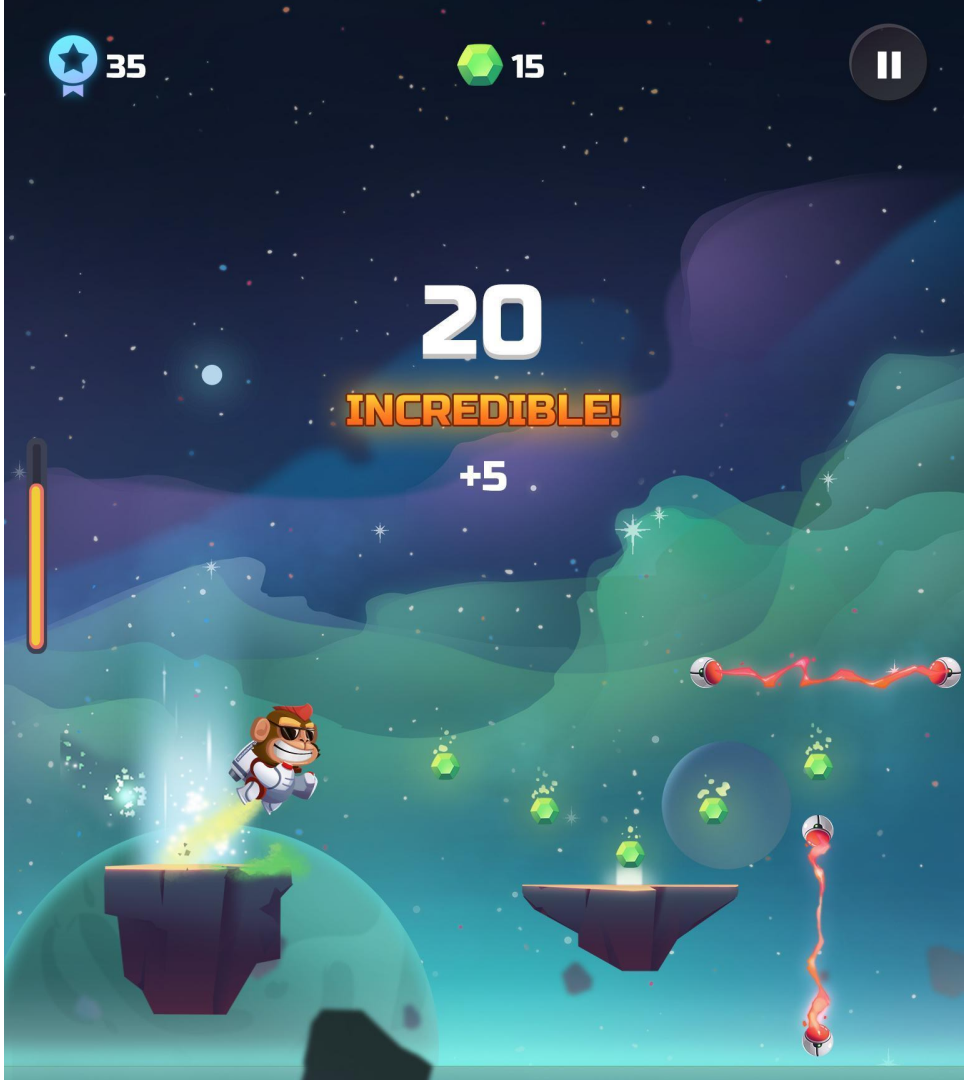
By

Sam Omidi

Part 1
UI Design - ‘Extra Tank’ Power Up

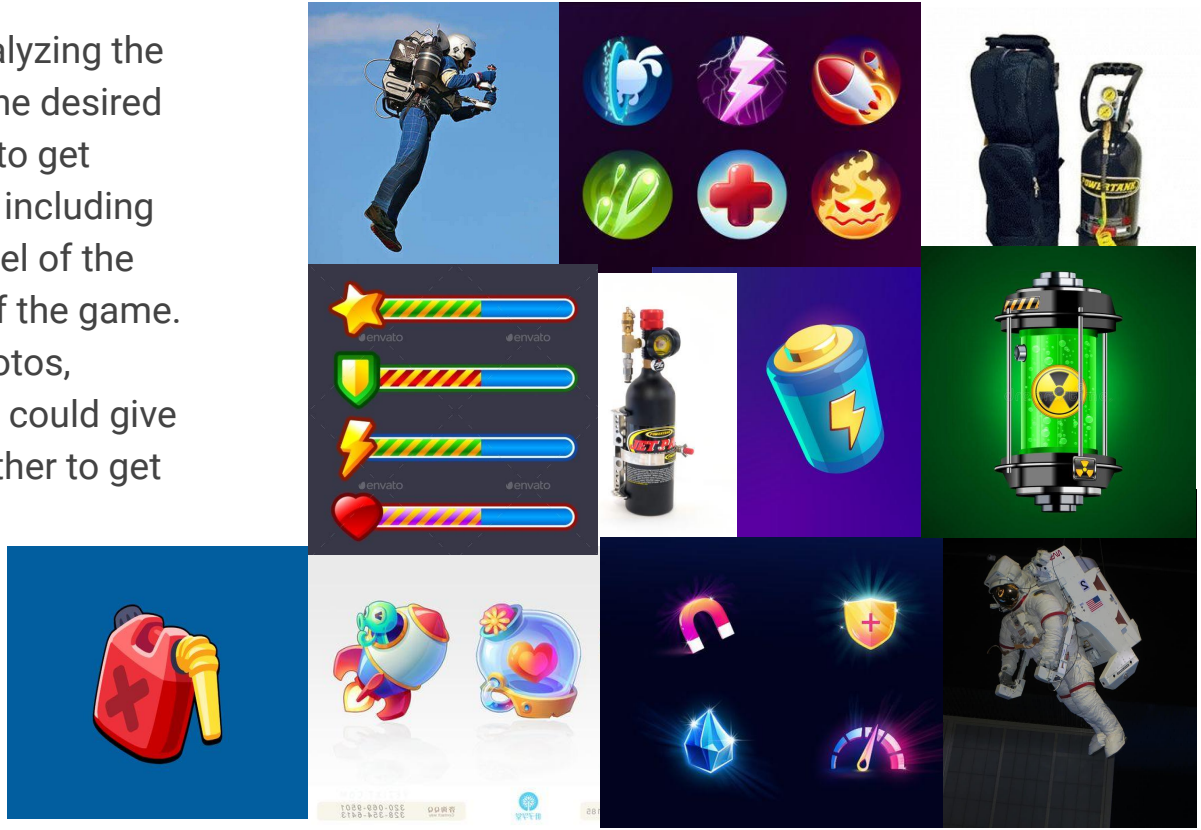
Deliverables

- The icon for the Extra Tank (512x512 px, png)
- A mockup screenshot showing the UI for this feature in the game (using the screenshot attached as a background)
- Present your thought process, research, references, sketches, etc.

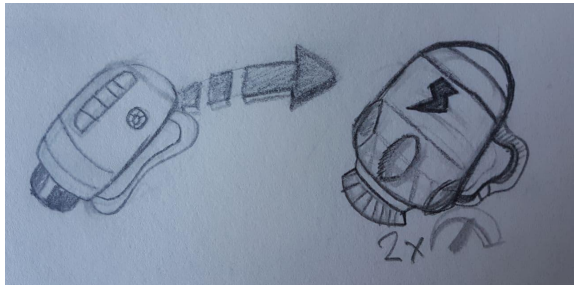


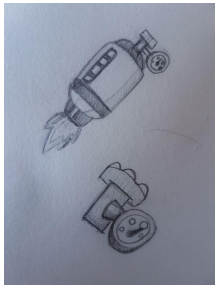
Steps

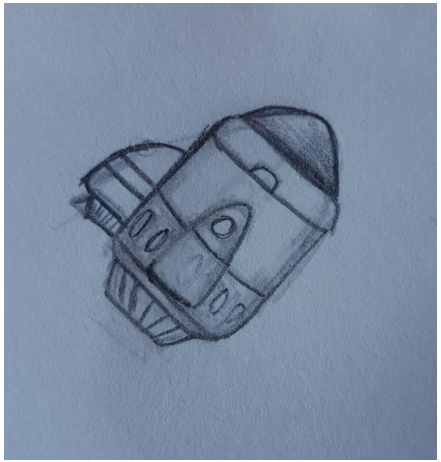
1. To start, after studying and analyzing the required items, I downloaded the desired game and played it for a while to get acquainted with various items, including the art style, color pallet and feel of the game, and the type and style of the game.
2. I started making a board of photos, screenshots, and anything that could give me a vision and put them together to get an idea.

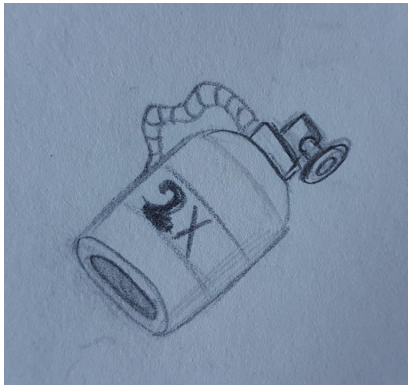


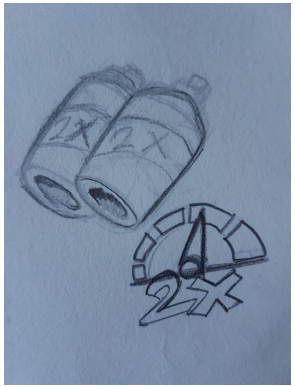
3. I designed by hand to test my ideas and continued to achieve the desired result.

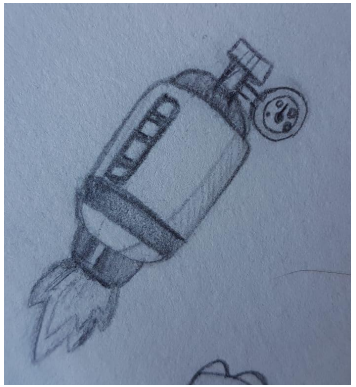




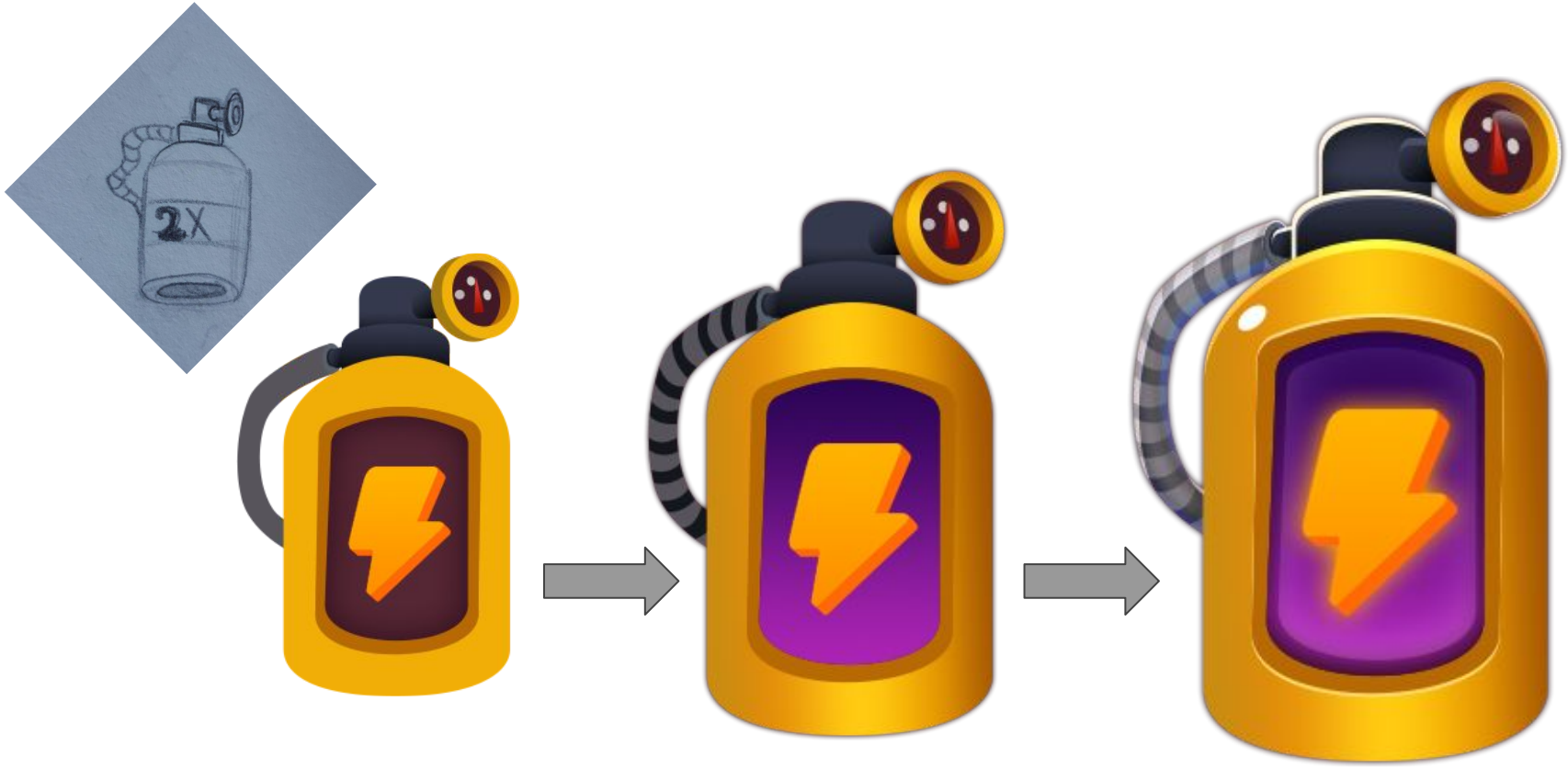








You can find examples of basic design



I started making icons and various game items

4.To design the icon which was mentioned that the player should buy it by gem before starting the game
(of course, my personal opinion is that stopping the game in progress at the beginning of the game to choose an option might be annoying for a player)

But with respect to what you consider, I decided to use a pop-up to get the player selected quickly and get to the game.

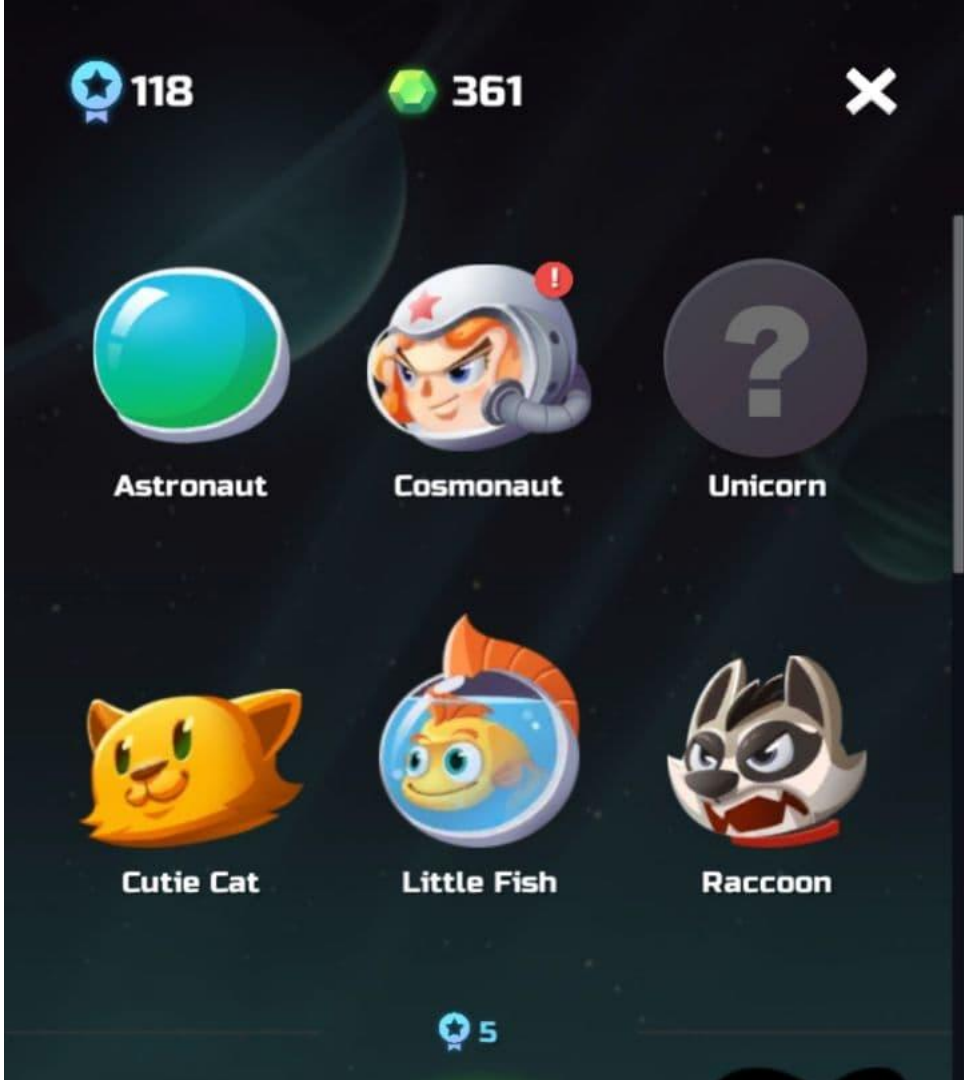
5. In the overall design, I tried to use the main and practical elements of the game to be faithful to the style of the game and not to disturb the simplicity of it.

It was my first intention to upgrade the jet pack and add lots of interesting details, but then it seemed to me that there was no need for complexity for this game, which is focused and made for general niche, and I decided to design a power capsule.

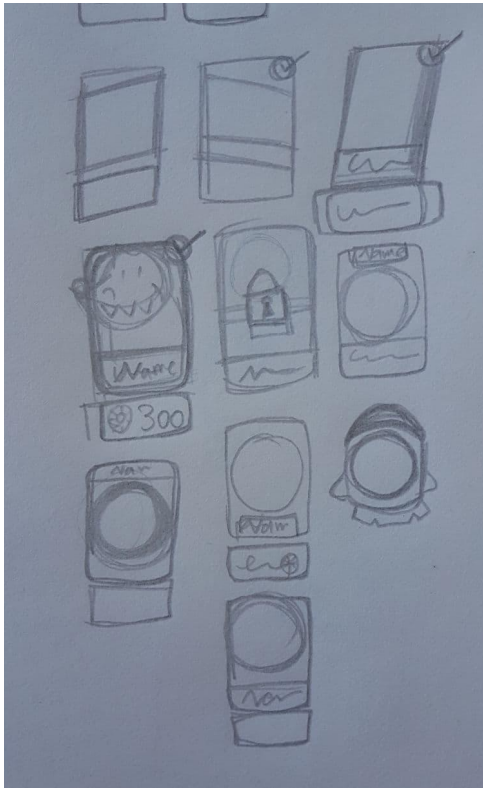
Part 2
UX Design - New Shop Menu

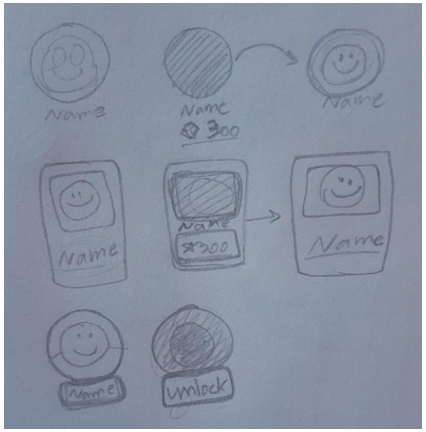
Deliverables

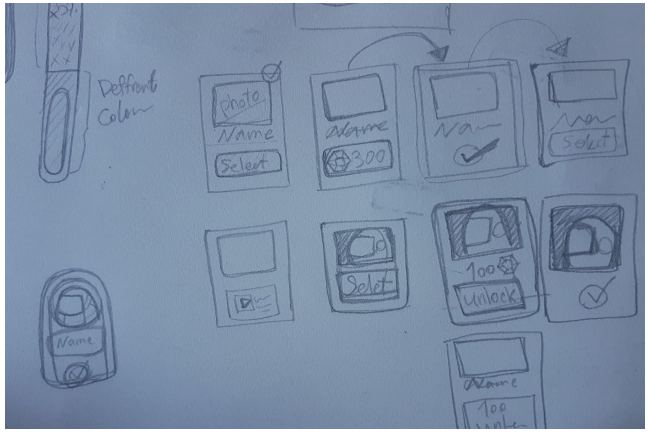
- A user flow for the revised shop
- An interactive prototype consisting of low fidelity wireframes
- Present your thought process, research, references, sketches, etc.

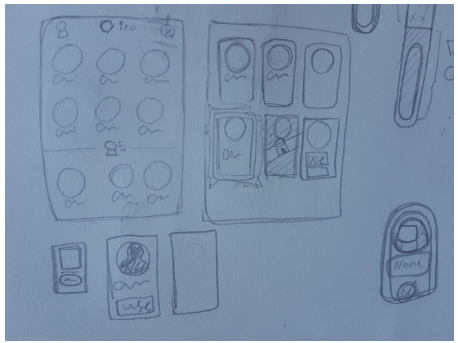


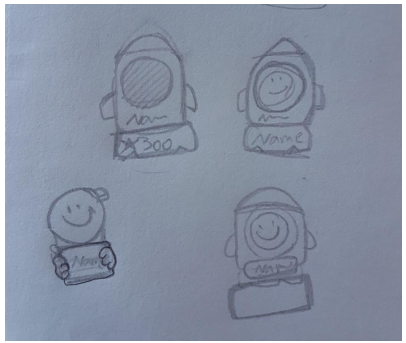
1. To start I gathered some resources
2. Sketched some designs and tested them through Balsamiq to make sure their efficiency and performance
3. Complete the design and went through details

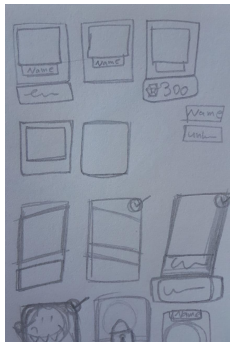












You can find examples of basic design

Characters in shop menu presents in two types

Type 1

The character that is currently selected

A character which is opened but not selected

A character that is locked and we do not have enough score to buy it

Type 1

A character that is locked and we have enough gem to buy it

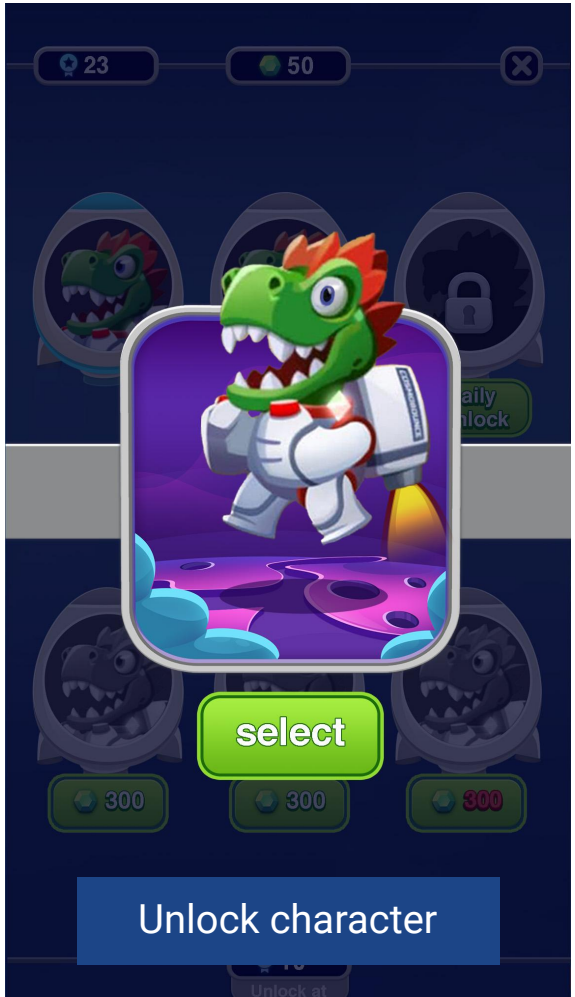
A character that is locked and we have enough gem to buy it

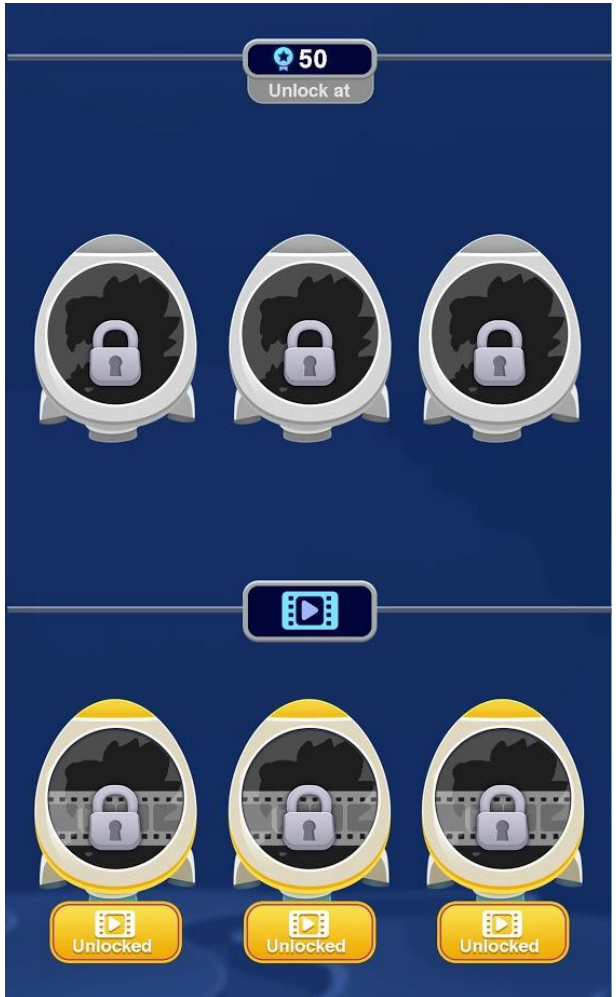
A character which the player should visit everyday to unlock it

A character that is locked and you have to watch a promotional video to buy it

Type 1

23
50
Daily Unlock
5
Unlock at
300
300
300


23
50
select
300
300
300
Unlock character


50
Unlock at
Unlocked
Unlocked
Unlocked

Characters in shop menu presents in two types

Type 2

The character that is currently selected

A character which is opened but not selected

A character that is locked and we do not have enough score to buy it

Type 2

A character that is locked and we have enough gem to buy it

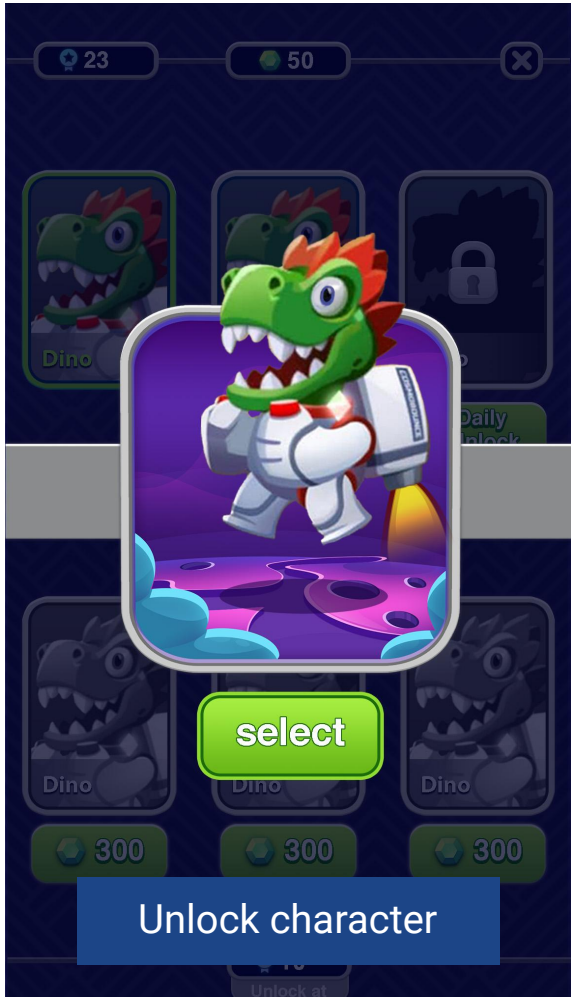
A character that is locked and we have enough gem to buy it

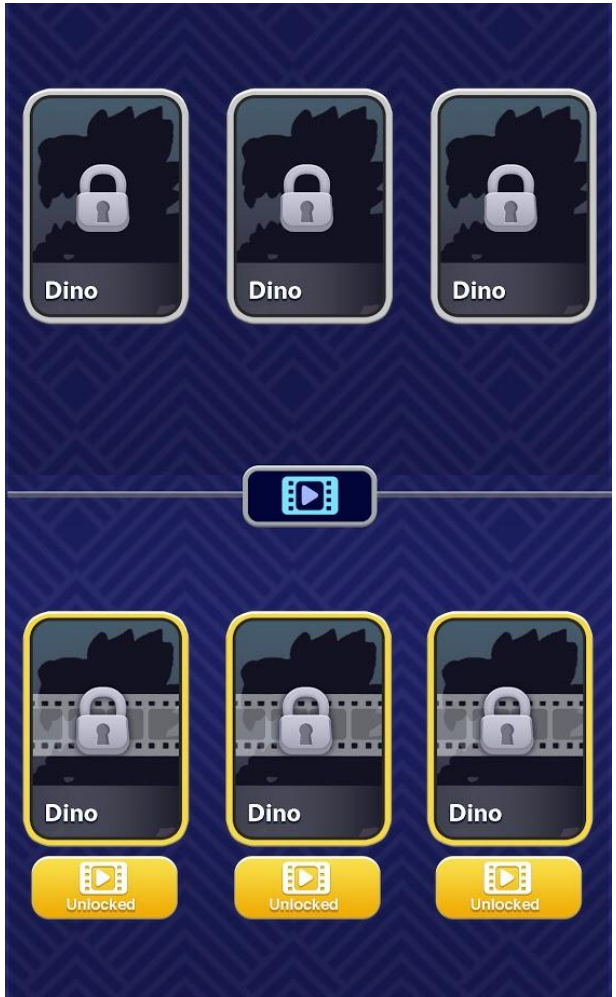
A character which the player should visit everyday to unlock it

A character that is locked and you have to watch a promotional video to buy it

Type 3

23
50
Dino
Dino
Dino
Daily Unlock
5
Unlock at
Dino
Dino
Dino
300
300
300


23
50
Dino
Dino
Dino
select
300
300
300
Unlock character


Dino
Dino
Dino
Dino
Dino
Dino
Unlocked
Unlocked
Unlocked

Thank You