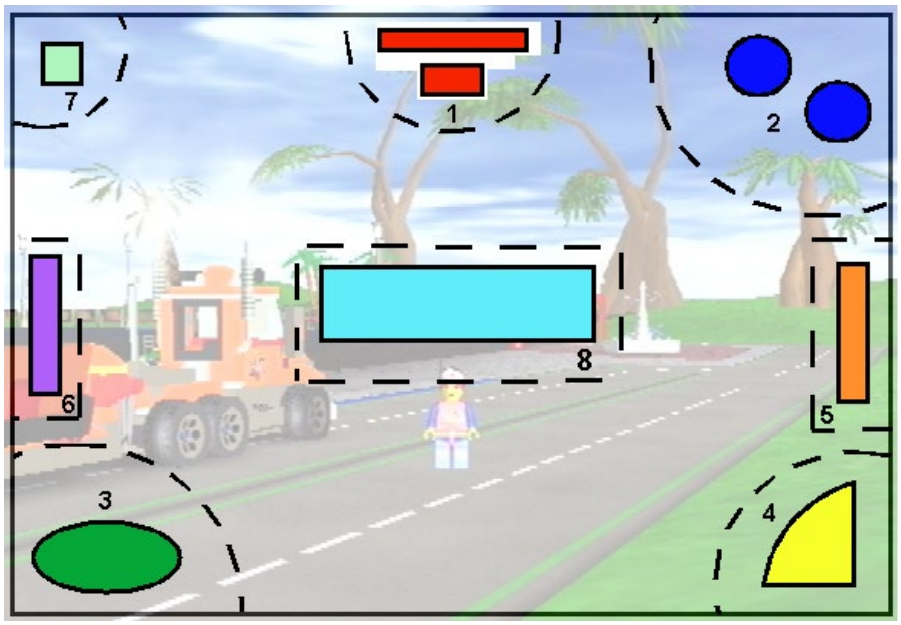
LEGO Island Xtreme Stunts HUD Design

This document explains in detail each of the HUD's that exist in LEGO Island.

Basic HUD

All of the games HUD's have been generated from a single stencil design, meaning each will look and function in the closest possible fashion.
Each area of the HUD is designed to hold a certain type of information for the player. This aims to keep everything in the same context no matter what Pepper is doing, and also helps with the overall familiarity of the game.



1) The first section at the top-centre of the screen holds the score and time (counter and count down).

2) Situated in the top right of the screen is the action section, which holds the information for context sensitive action buttons, reflecting what Pepper can do at the time.

3) This 'Helper' section in the lower left-hand side displays any information or icons, which will help Pepper at that time in the game.

4) This section in the lower right-hand side of the screen is primarily used to display information on speed for vehicles.

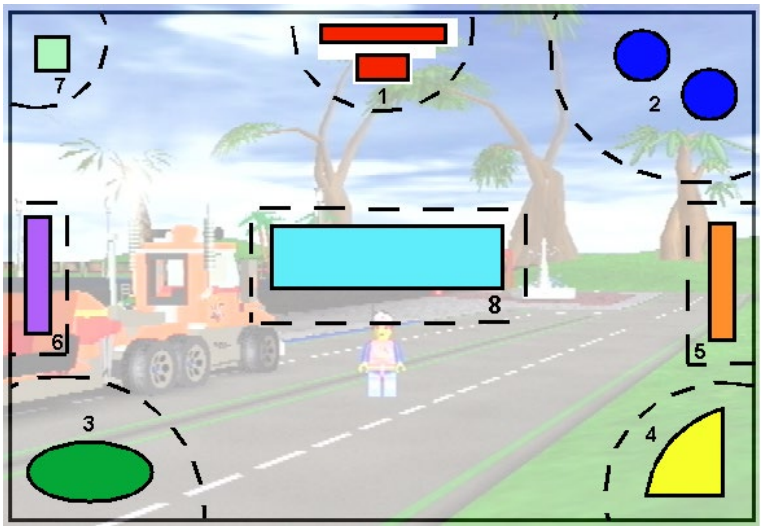
5) When needed this section at the centre-right of the screen displays information on Pepper's health or energy type.

6) When needed this section at the centre-left of the screen displays information on the Brickster's health/energy.

7) This section in the top-left is reserved for any information that cannot be placed anywhere else on the screen.

8) This centre section is used to display text like a three second count in when a sub game/ delivery game starts or a combo score before it has transited to the main score.

Main Island HUD



This HUD will probably be the most commonly used interface in the game, so its look and information have been designed to act as slick as possible.

1) This section will only appear on screen when Pepper has earned points, where it will briefly appear to show the score update before sliding back off the screen. The timer is not shown.

2) This is the primary section used on the Main Island HUD, always displaying what Pepper's actions buttons can perform at that particular time.
   If Pepper is standing next to another LEGO Island character the button icons will update to show that Pepper can Talk or 'Toy' with the character.
   Possible Icons for the Buttons:

Circle	Triangle	Square	Cross
Fire	Skateboard	Talk	Jump
Horn (Vehicle)	Power Up	Enter Building	Accelerate (Vehicle)
Stunt	Get in/out Vehicle	Brake (Vehicle)	Grind
Pizza Splat		Reverse (Vehicle)	
		Interact	

3) This section holds Pepper's holo-gadget which primarily holds the compass (If Needed), to show Pepper his general direction. The design behind this is to help the player but not to force the player to stop whatever they are doing. Anything that comes from this part of the screen happens at a time when the player is not involved in anything else i.e. conversation. It is left to the player to decide whether or not to act upon the information/help given.

   The holo-gadget also has a few other uses, which occur throughout:
   When the PDA journal is updated, a hologram projection of a journal is shown to let the player be aware of what has happened.
   The Holo-maniac (A hologram of the Infomanaic's head) appears to introduce Pepper to a new control or give a hint to the game.

4) This section appears whenever Pepper is in control of a vehicle, displaying the appropriate vehicle speedometer, showing how fast he is travelling. This also backs up the fact that Pepper is controlling a vehicle, giving the player a slight insight into what Pepper is viewing in the cockpit.

5) Not used in the Main Island.
6) Not used in the Main Island.
7) Not used in the Main Island.

8) Used when scoring combos with the skateboard and during the count down for the delivery games.

Main Island HUD Continued

The following sub quests use the same HUD as the Main Island:

Gust of Wind
Retrieve Papa Brickolini's Hat from a tree.

Flower Power
Convert Red Greenbase's flowers/trees into red flowers.

Sneak #1
Pepper must navigate over a short windy path in Jack O'Trades back garden.

Sneak #2
Pepper must sneak up behind a Brickster Bot and perform a Pizza Splat.

Self Drive
Throw Pizzas at Technician Bob's runaway car to bring it to a stand still.

Diversion Dilemma
Pepper must convert a number of road signs so they point toward the LEGO Studios. Taking out a number of Brickster Bots along the way.

Short Sighted
Pepper must sneak up behind a Brickster Bot and Pizza Splat it to retrieve the stolen binoculars.

Floating Trouble
Pepper must help Lucky Luke down by shooting the helium balloons, which are keeping him in the air.

Backwords
Pepper must help DJ who is speaking backwards by getting technician bob.

Lost Brick
Pepper must retrieve a stolen LEGO brick from a Brickster Bot.

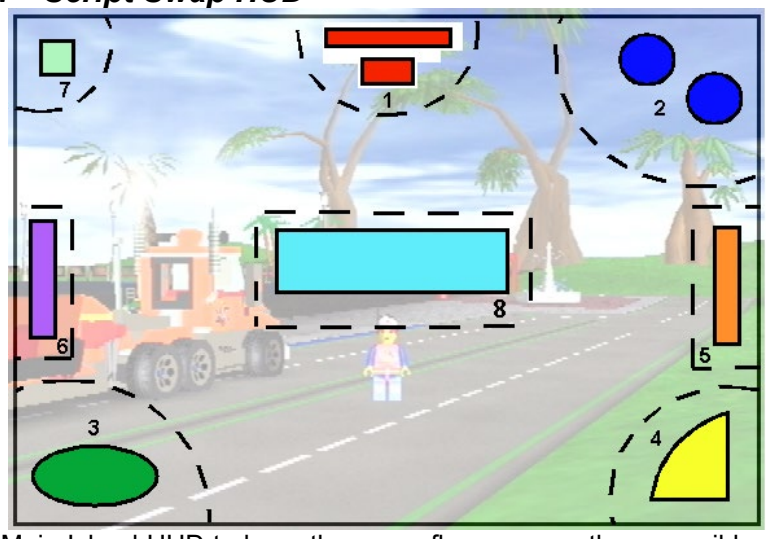
Musical Notes
Pepper must collect Mama Brickolini's musical notes from the Party house.

Medical Worry
Pepper must collect Dr. Clickett's medical bag from Return & Enter's Ambulance.

Birds Nest
Pepper must collect Block Buster's Mega Phone from a birds nest. Where he also finds a hidden LAFTA

Flying Chair
Pepper must retrieve Technician Bob's Flying Gizmo, which is attached to a chair.

Main Island – Script Swap HUD



Based on the Main Island HUD to keep the game flow as smooth as possible, Script Swap is one of four timed delivery challenges.

1) This section comes onto screen for the full duration of the game displaying both a countdown clock and the game score.
2) The context action buttons will display action only available during this sub quest.

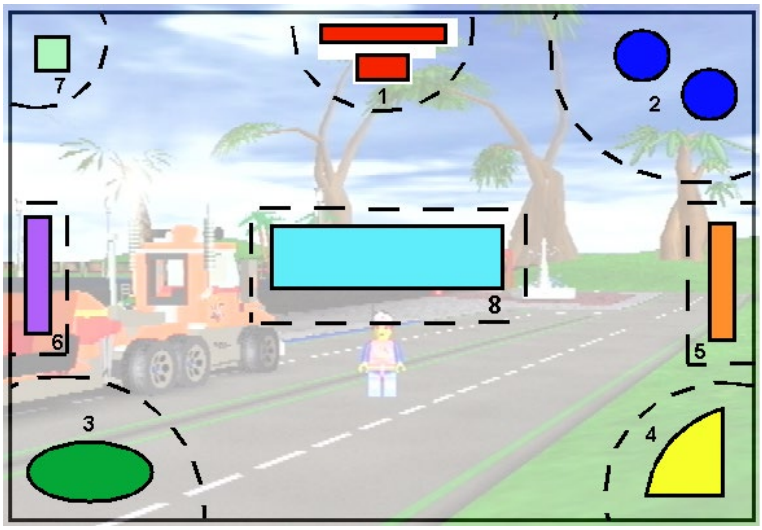
   These are as follows:
   Deliver Script (Interact)
   Get In Vehicle / Get Out of Vehicle
   Get Out Skate Board / Put away Skate Board

3) The Holo-gadget during this sub-quest displays a holo-arrow, which directs Pepper to his next delivery.

4) This section only displays the speedometer if Pepper is in control of a vehicle, exactly like the Main Island HUD.

5) Not used in Script Swap Sub Quest.
6) Not used in Script Swap Sub Quest.
7) Not used in Script Swap Sub Quest.

Main Island – Road Licence HUD



Based on the Main Island HUD to keep the game flow as smooth as possible, Road Licence is one of three vehicle licences.

1) This section comes onto screen for the full duration of the quest displaying a countdown clock.

2) The context action buttons will display action only available during this sub quest.

   These are as follows:
   Accelerate Vehicle
   Brake Vehicle
   Reverse Vehicle

3) The Holo-gadget during this sub-quest displays a holo-arrow, which directs Pepper to his next checkpoint.

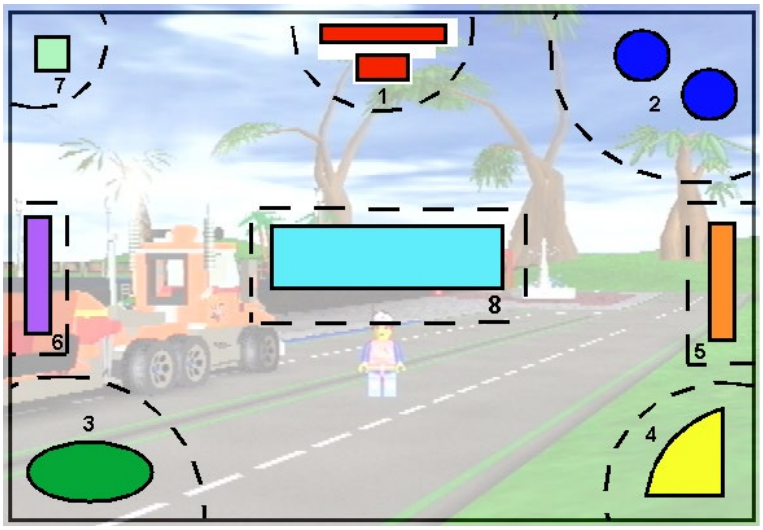
4) This section displays the speedometer of the car, exactly like the Main Island HUD.

5) This bar displays Pepper remaining fuel.

6) This Bar Displays the Brickster's vehicle energy.

7) Not used in Freeway Frenzy Sub Game.

Freeway Frenzy HUD



1) This section comes onto screen for the full duration of the game displaying a countdown clock and score.

2) The context action buttons will display action only available during this sub game.

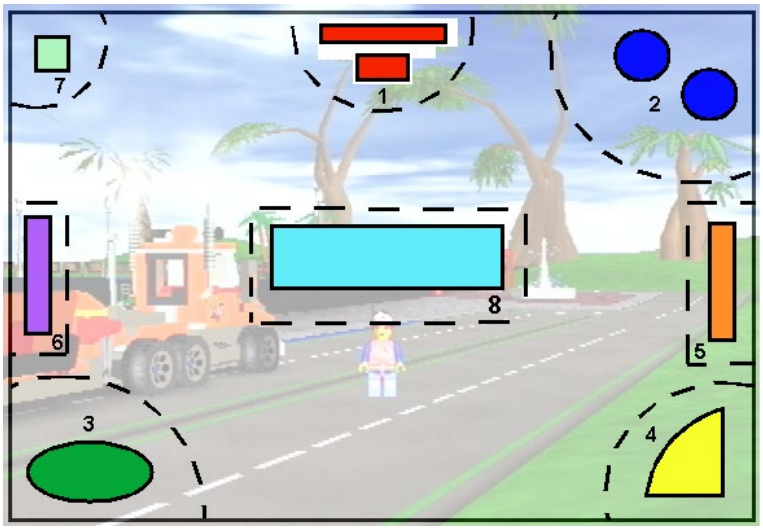
   These are as follows:
   POWER UP LIST (Only when collected)

3) Not

4) This section displays the speedometer of the car, like the Main Island HUD.

5) Not used in Script Swap Sub Quest.
6) Not used in Script Swap Sub Quest.
   Not used in Script Swap Sub Quest.

Wake Rider HUD



1) Count down Clock & Score:
   This section comes onto screen for the full duration of the game displaying a countdown clock and score. Scores are produced from riding in close proximity to Bad Guy and performing stunts.

2) The context action buttons will display action only available during this sub game:
   Stunt (Possibly: depending on final system)

3) Not used in Wake Rider

4) Speedo:
   Displays the speed in which Good Guy is travelling. Also features a Red line area which is used for when Good Guy rides over a turbo.

5) Distance Bar:
   Shows how close Good Guy is to Bad Guy, by having the bar move up and down to reflect the distance. If the bar is depleted then the game is over due to Bad Guy being out of reach.

6) Not used in Wake Rider

7) Not used in Wake Rider

Sound Trigger Events

FRONTEND / PAUSE



The above pause menu shows the same style of artwork and layout as the frontend.

Frontend / Pause Menu:

- Menu Highlight
  Trigger > when the cursor highlights a menu command.

- Menu Button Click
  Trigger > when a menu button is clicked

- Menu Cancel/Back
  Trigger > when the user clicks back through the menu screens.

- Menu New Page Open
  Trigger > when a clicked menu button opens a new menu screen.

- Menu Slider (Volume Etc…) Up
  Trigger > As the Slider is moving up the percent bar.

- Menu Slider (Volume Etc…) Down
  Trigger > As the Slider is moving down the percent bar.

- Menu Save Complete
  Trigger > To confirm the save game has been completed.

- Menu Save Fail
  Trigger > To confirm that a save game has failed.

- Menu New Game Start
  Trigger > Special sound only played when a NEW game has been selected from the Frontend.

PDA



Peppers PDA contains information about the games progress, including High Scores and items found etc…

PDA:

- Menu Click / New Screen
  Trigger > Played when a menu button has been clicked to show a new menu page.

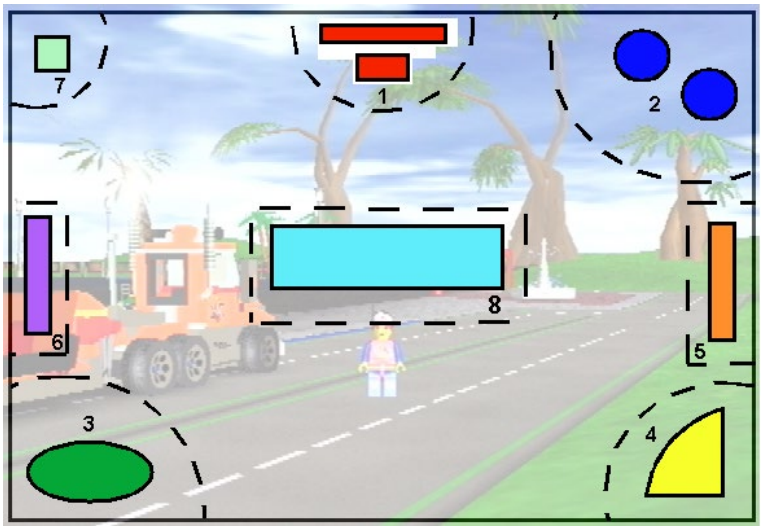
- Menu Highlight
  Trigger > when the cursor highlights a menu command.

- Open PDA
  Trigger > As the PDA ‘Boots Up’.

- Close PDA
  Trigger > As the PDA ‘Shuts Down’.

- Menu Cancel/Back
  Trigger > when the user clicks back through the menu screens or cancels select options.

HUD



The above image only displays the layout of the HUD, as of yet no graphics have been designed.

HUD:

- Holo-Watch Call/Alert
  Trigger > Warning of an incoming message or when the Holo-watch has been called by a button press.

- Holo-Watch Projection
  Trigger > As the Holomanaic is projected through the holo-display.

- Holo-Watch Arrow Proximity Detection
  Trigger > As Pepper nears the target selected by the Holo-Arrow, like a metal detector effect.

- Low Timer 5 Second Count Down
  Trigger > As a warning to show only five seconds remain on the countdown clock.

- Stunt Combo Score Clock-up
  Trigger > Each time a progressive score is earned (Combo) the number counts upward like a register.

- Timer Clock-Up
  Trigger > As a time bonus is awarded and added onto the total time.

- Stunt Combo Score to Score Clock-Up
  Trigger > After a successful Stunt Combo has been completed the score is deducted from the combo amount and added to the total score.

- Stunt Combo Score Fail
  Trigger > If though a combo the score is failed (Due to falling etc…) the Stunt Combo score disappears.

- HUD Element Appear
  Trigger > As the HUD changes in the game Elements like the score/time section slide onto screen.

- HUD Element Disappear
  Trigger > As the HUD changes in the game Elements like the score/time section slide off screen.