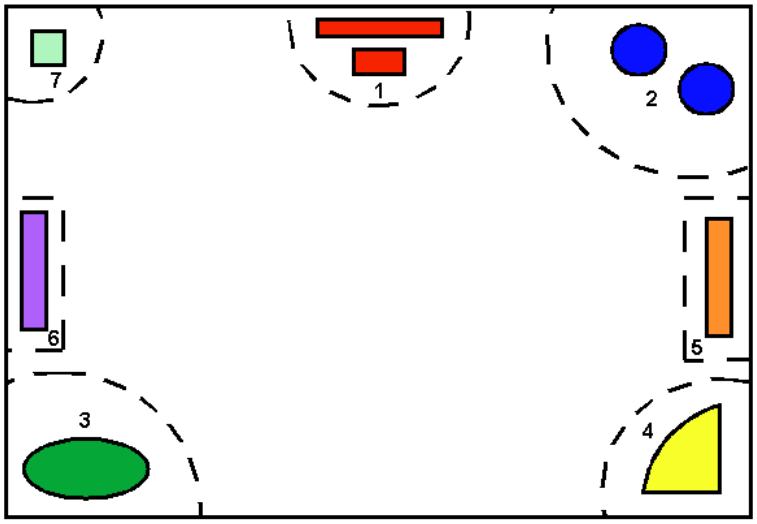
LEGO Island Xtreme Stunts HUD Design

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.

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.

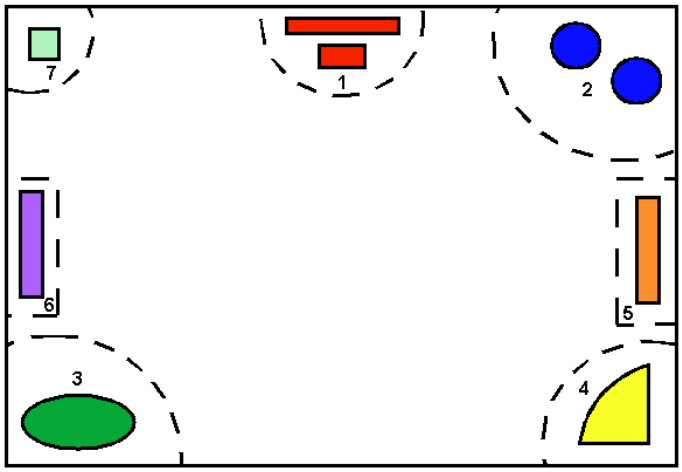
- Menu Highlight
  Trigger > when the cursor highlights a menu command.

- 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.