The Official
GameSalad®
Guide to Game Development

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Chapter 2

Interface:

eye of the beholder
Key Chapter Questions

■ What elements comprise a game’s interface?

■ How important are “look and feel” vs. function in user interface design?

■ At what point during development should the user interface be “locked”?

■ How can GameSalad Creator help to enhance a game’s interface?

■ How do user interfaces differ based on genre?
Points of Contact
Hardware

Atari joystick

Power Glove
Points of Contact

Hardware

PlayStation controllers: DualShock [left], DualShock 2 [middle], and SIXAXIS/DualShock 3 [right].
Points of Contact

Hardware

Source Games Press.

Street Fighter IV
Points of Contact

Software

Source Interplay Entertainment. Image courtesy of Kimberly Unger.  
Source Games Press.

The Bard’s Tale  

Borderlands 2
Common Ground

Source Games Press.

Dead Space 2
Progress

Source: Apple Inc.

Candy Crush Saga
Navigation

Running Wild

Image courtesy of Utopian Games.
Instructions

Zombie Drop

Source Apple Inc.
Layers of Context

Image courtesy of GameSalad®.

Layers tab
Control Schemes

Keyboard

Source Games Press.

CheeseMan
Control Schemes

Mouse

Tiny Balls

Source: Apple Inc.
Control Schemes
Controller

Image courtesy of Deep Blue Apps.

Virtual “joystick”
Control Schemes

**Touchscreen**

Source Apple Inc.

*Bamboo Forest*
Control Schemes
Audio Feedback

Source Fire Maple Games. Image courtesy of Kimberly Unger.

Danger Cats!
Menu Tree

A menu tree tracks important elements.

Image courtesy of Kimberly Unger.
Summary

- Points of Contact
- Common Ground
- Progress
- Navigation
- Instructions
- Layers of Context
- Control Schemes
- Menu Tree
- True Immersion