HUD, Menu, Scoreboard, and other UI elements
HUD

A collection of persistent onscreen elements whose purpose is to indicate player status.

HUD elements
- Health/Lives
- Capabilities
- Game progression
- Context-sensitive information
- Cursor/Reticle
- Warnings
What to show?

• Info overkill
  – Example: Call of Duty (360)
We're hit!
(radio) I'm hit!
I'll see you bastards in hell!
You killed fnatic / zs1ts
The image shows a screenshot from a simulation game. The game displays a train station with various icons and a map. The game interface includes buttons for different actions, and there are statistics for revenue, maintenance, fuel, and profit for specific locations like Stockton and Fresno. The aging of the train is also indicated as 15 years. The game appears to simulate railway management and expansion with financial and logistical challenges.
Watch your train deliver as it travels back and forth between Baltimore and Washington. The red numbers that occasionally appear represent the train's maintenance cost. As the train ages, its maintenance cost will continually increase. Eventually, you will want to replace your old trains with newer ones. However, most newer trains have a higher starting maintenance cost, so you should evaluate the costs and benefits.
[21:11:44] [Karegon] has come online.
[21:11:56] You receive loot: [Iron Ore]
[21:11:56] You receive loot: [Heavy Stone]

[21:09:53] [P][Chaoself]: what's it suposed to do?
[21:10:08] [P][Khel]: allows me to complete move and customize my hotkey bars
[21:10:19] [P][Chaoself]: that could be useful
[21:10:27] [P][Kiv]: It nice but really complicated, I stoled Khels set up
[21:10:28] [P][Khel]: gives me up to 120 bars (total of 120 hotkey locations) and very very customizable
[21:10:40] [P][Khel]: took me about an hour to configure :)
Using sounds and lighting
Turning HUD on/off

• God of war
• Chronicles of Riddick: Escape from butcher bay
Themed
Themed
HUD Challenges

• Extra-diegetic Suspension of Disbelief

• Burn-in Persistent on-screen elements
Minimal HUD

• Giving information in-game
Use arrow keys or mouse to adjust shot direction.
Press and HOLD down mouse/arrowkey to start the
Discussion

• In-game information can be presented in various ways
  – Immersive
  – Innovative
• HUD can provide unique experience to player

Reference: Gamasutra Article

Off With Their HUDs!:
Rethinking the Heads-Up Display in Console Game Design