

APOLLO HUD SKELETON

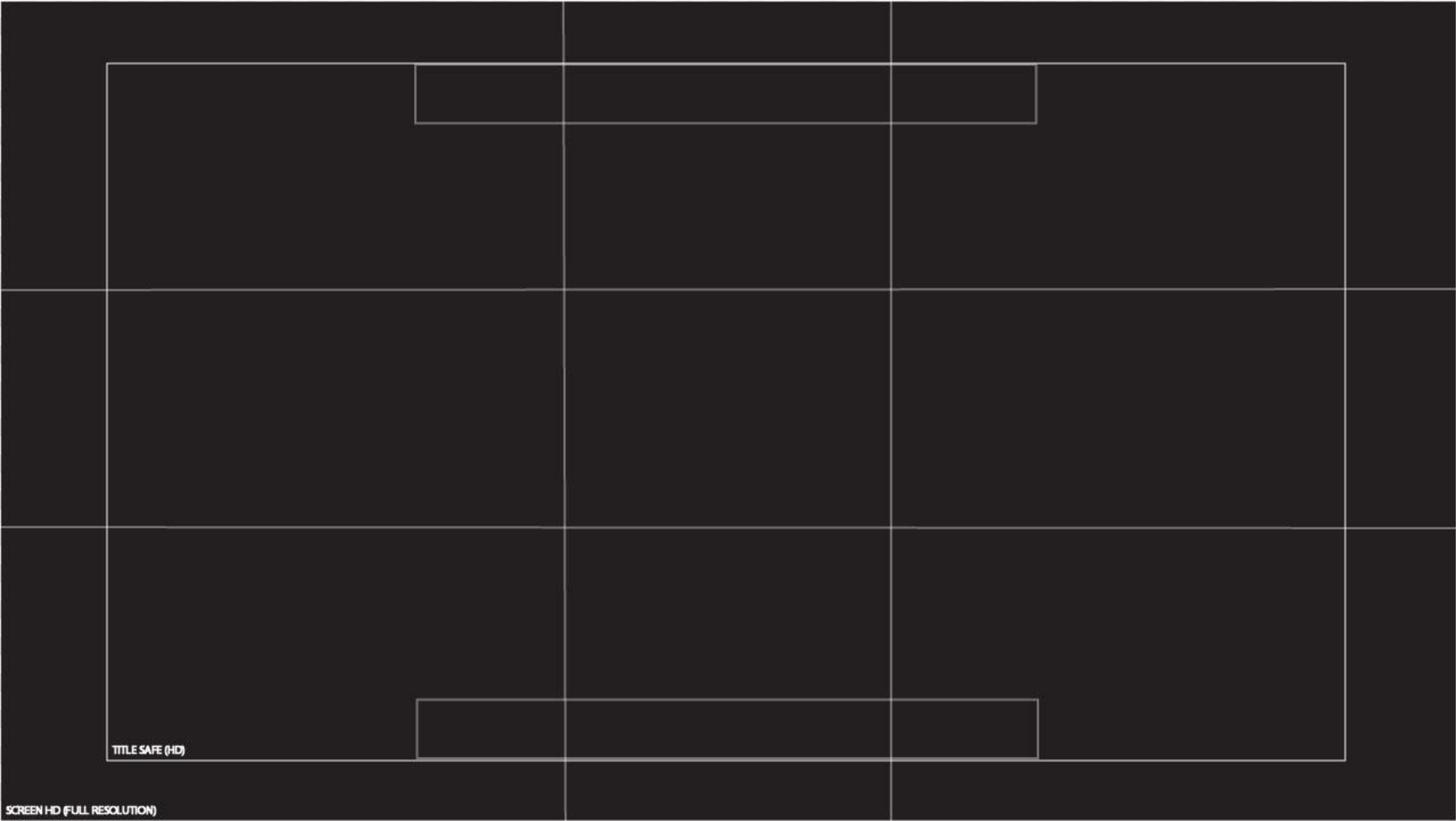
UX Goals:

- Define framework and behavior of interactive display of information
- Define information design of various interactive components within the HUD
- Define dynamic and static components within HUD

Title Safe:



Information Architecture Grid:



This Grid is calculated by taking into account title safe, as well as known HUD requirements.

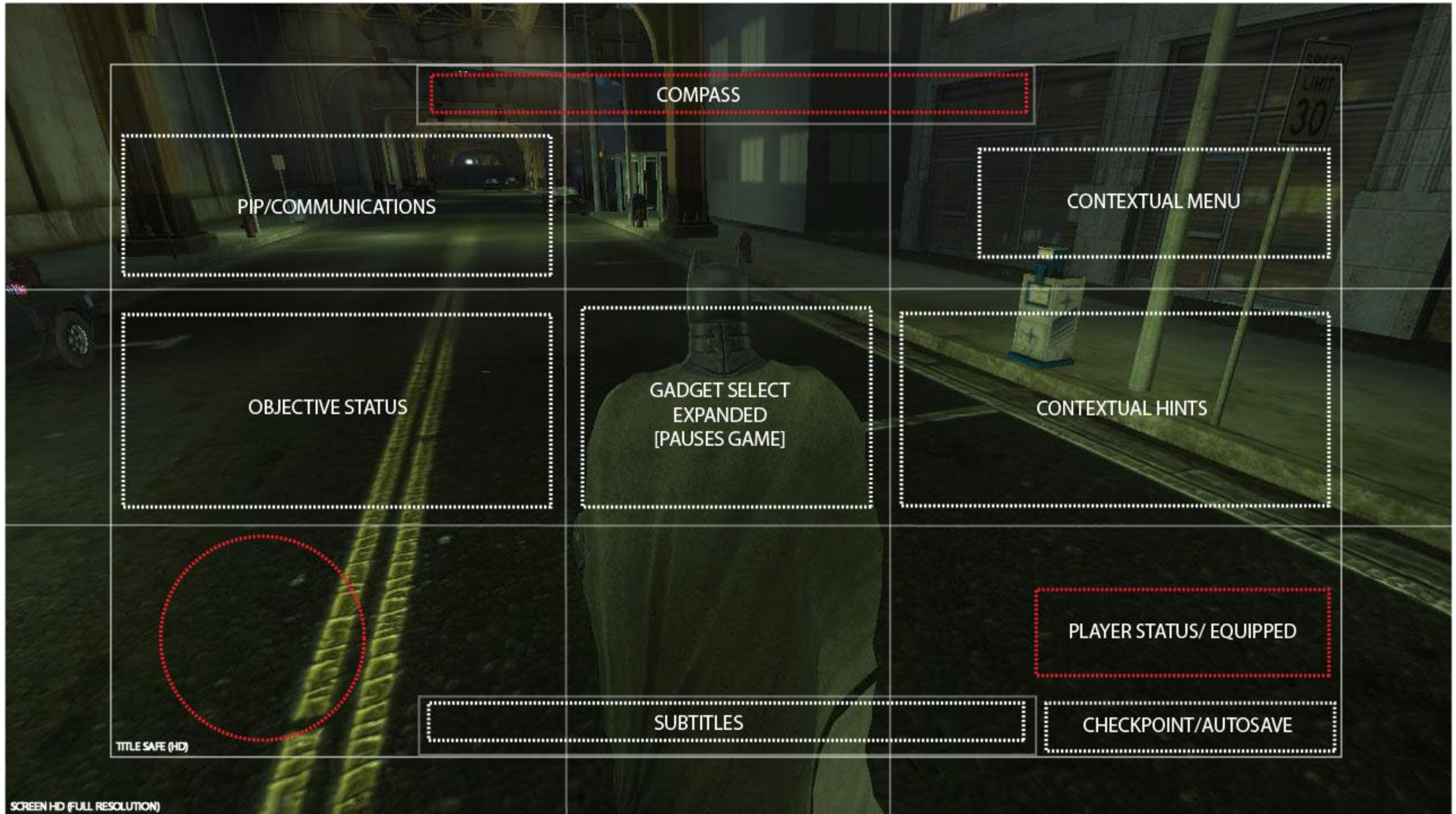


[Adding Apollo Background For Visual Reference]

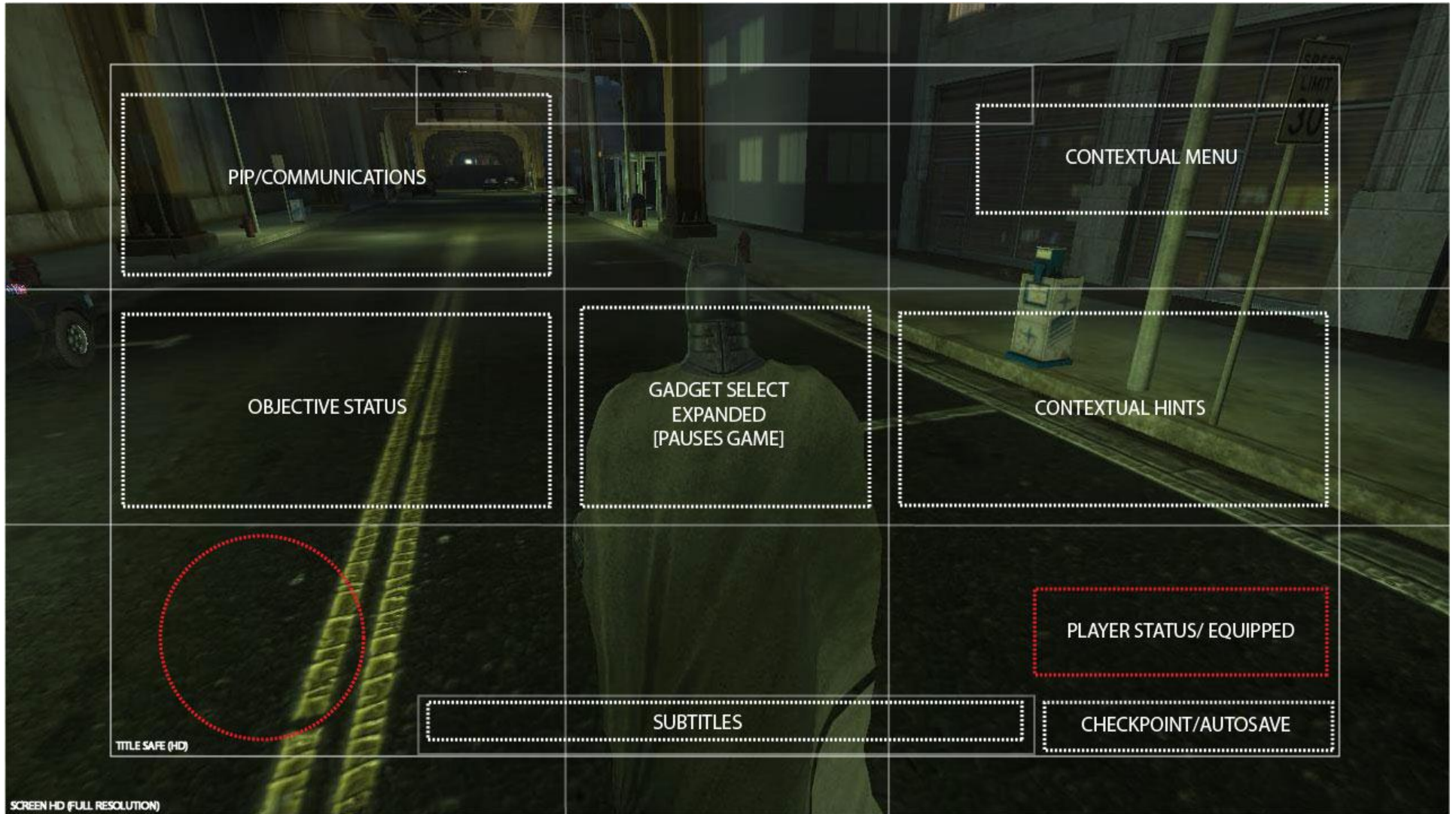
Base Component Layouts Within Grid:

[Note: Red means component is dynamic and remains on screen, all other components are dynamic and only appear on screen when applicable or in use.]

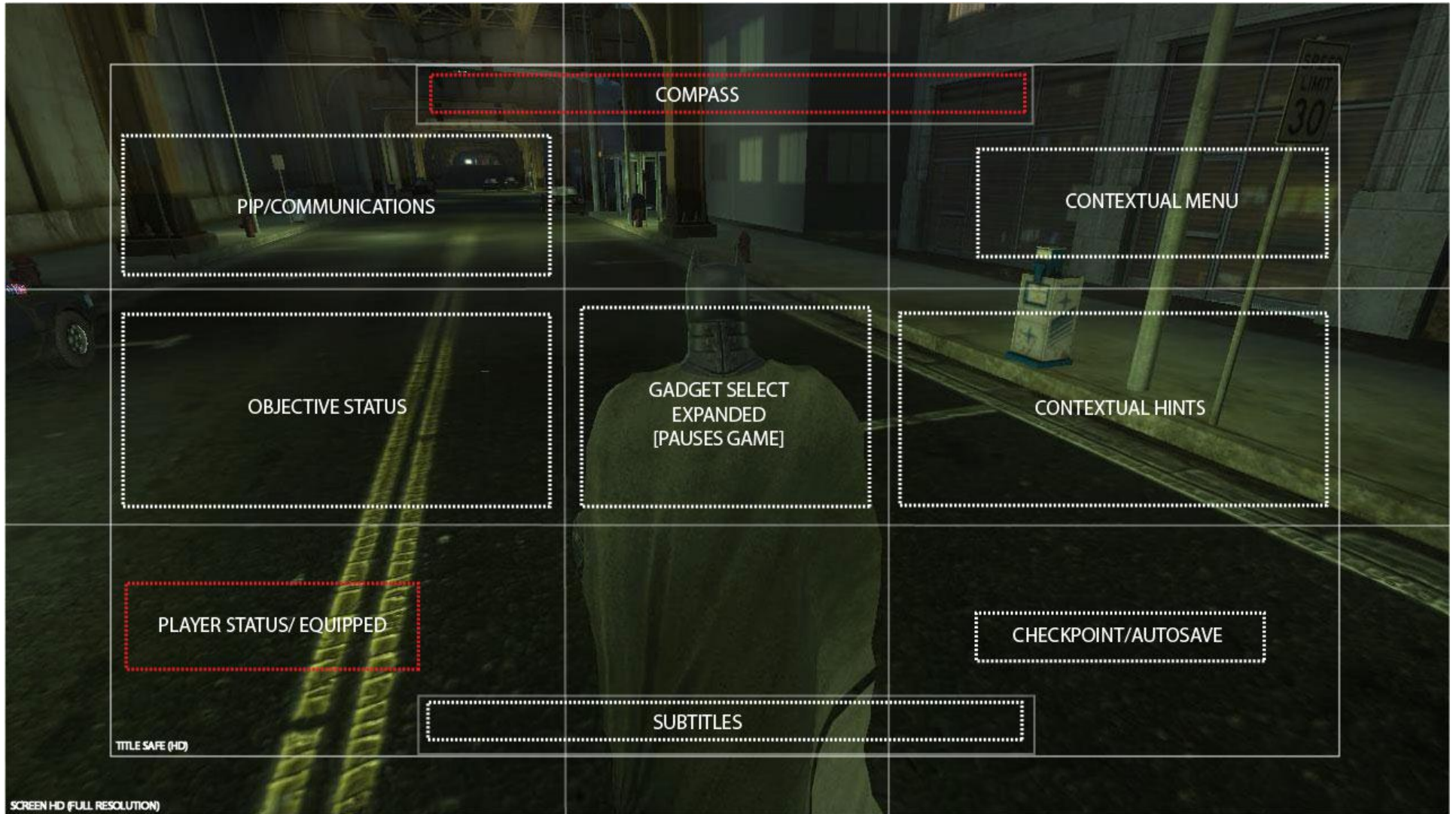
Layout A: Includes All Known Components



Layout B: Mini Map Navigational Version



Layout C: Compass Navigational Version



Static Components: Remain on screen at all times

- **Compass**
- **Mini Map**
- **Player Status/Equipped:** Displays current weapon and vision mode equipped. [Note: If visual health meter was needed, this component would contain that as well]

Dynamic Components: Only appear when applicable

- **Communications PIP:** Displays anything to do with communication from visual audio cues, to transmission data.
- **Contextual Menu:** Displays face button menu, to show user what buttons to press to initiate specific actions at certain times.
- **Objective Status:** Displays visual information related to the current active objective.
- **Gadget Select:** Displays visual representation of gadgets to allow user to select while pausing the game, works in conjunction with contextual menu.
- **Contextual Hints:** Introduces user to new actions with words and actual buttons. Also used to remind user about specific actions not tied to the contextual menu [i.e. press [back] to display Bat Personal Computer].
- **Player Status/Equipped:** Displays visual information about what weapon and vision mode is currently equipped for use. [Note: Could also display health related information if UR shows VFX isn't enough]
- **Subtitles**
- **Checkpoint/Auto Save Notification**