Cutting Apart the Diegetic Interface of
'Hardspace: Shipbreaker'

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Agenda

Approach to Interface Design

    The HUD

    The Death Experience

    The Habitation Module

Challenges

Learnings & Opportunities

Hardspace: Shipbreaker

Early Access: June 2020

Best Design & Fans Choice

Award

(Canadian Gaming Awards)

Team: 30+

WHAT IS SATIRE?

INTERMAILER

ENERGYN POWER LLC	NOV	8	
Bill Past Due – FINAL NOTICE	11:31	AM	
REBECCA CHAMBERSON	NOV	4	
Credit Transfer Declined	10:40	AM	
AKRON GOV. MEDICAL HOSPITAL	OCT	26	
Reminder: Payment Required	2:40	PM	
LE, TED	OCT	11	
Any rations to spare?	11:10	PM	
OFFICE OF CIVILIAN OVERSIGHT	OCT	7	
Please Respond	3:55	PM	
MOM	SEP	25	
IMPORTANT: Dad sick again	1:27	PM	
ENERGYN POWER LLC	SEP	8	
Bill Past Due – Second Notice	9:01	AM	
UTILITY WORKFORCE	SEP	2	
Application Denied	10:20	AM	
LE, TED	SEP	1	
Markets closed, now what?	12:32	PM	

INTERMAILER

FOOD SHORTAGE CONTINUES

Blockades across the Central Plains Confederacy continue to put pressure on coastal cities, amid violent confrontations...
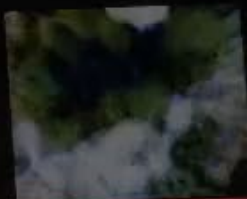
NUUGREEN CONTAMINATION CONCERNS

Algae producer begins investigation into scope of contaminations in its flagship facility. Reports of severe paralysis and

Constraints

Short Timelines

Limited Dev Time

One Woman (Design) Army

Low Budget Storytelling

Design Challenge:

How do we add depth to the story through UI?

Design Approach

A '**mostly' diegetic approach** to the UI

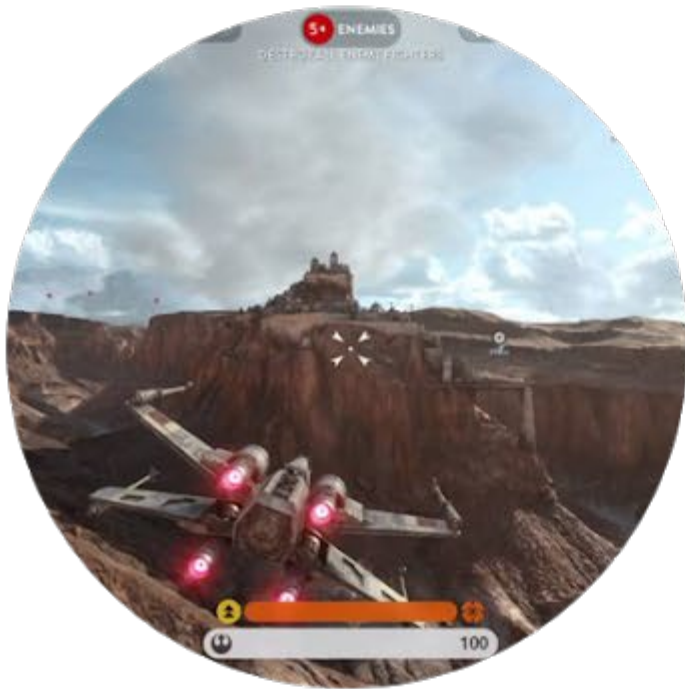Build upon the narrative and players sense of **presence in the game** (make it immersive)

Diegetic

Element that exists both for the player and the character
within the game world.

Non-Diegetic

Diegetic

Spatial

Meta

Design Approach

USER EXPERIENCE	GAME DESIGN
INFORMATION ARCHITECTURE	**GAMEPLAY GOALS**
USABILITY	**STORY**

Build game presence through UI

USER EXPERIENCE DESIGN

ME

GAME DESIGN

GAME DESIGN

ME

USER EXPERIENCE DESIGN
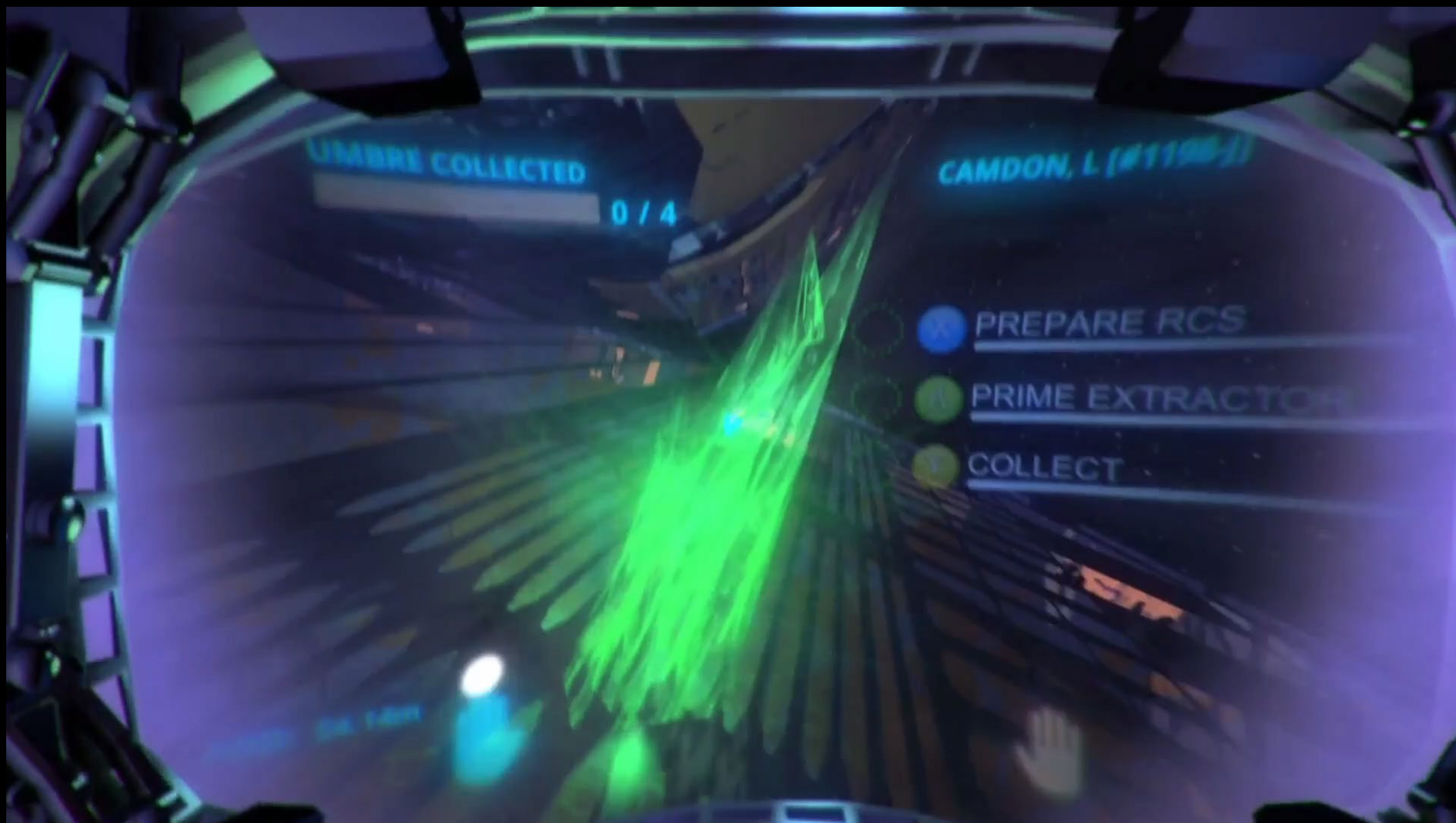
TETHERS 10

MASS REMAINING
THE SALTY YUENNAN II
MACKEREL — LIGHT CARGO

8:37
LT 89

WORK ORDER   CLOSE

☐ SALVAGE THRUSTER CLASS I   0/1
                                        LT 40
☐ SALVAGE NANOCARBON   0/2,550 KG
                                        LT 32
☐ SALVAGE METAL   0/467 KG

LYNX W.O. SYS V 2.17

CUT POINT

O2   441

32487 kg
[11 kg]

STINGER
62%

LIGHT

GRAPPLE

RELEASE
TETHERS

THRUSTERS
+   96%

0.13 M/S

96
Fuel

100
Health

Suit

CUTTER TEMP

Engine Room
Unpressurized

TETHERS 10

MASS REMAINING

THE SALTY YUENNAN II
MACKEREL — LIGHT CARGO

WORK ORDER   CLOSE

SALVAGE THRUSTER CLASS 1   0/1
                                          LT 40

SALVAGE NANOCARBON   0/2,550 KG
                                          LT 32

SALVAGE METAL   0/467 KG

LYNX W.O. SYS V 2.17

4m

CUT POINT

32487 kg
[11 kg]

02   441

                    96   100

THRUSTERS

+ ▭▭▭▭▭ 96%   ▢▢▢▢

0.13 M/S   Fuel   Health   Suit

STINGER
▭▭▭▭▭ 62%

LIGHT   ✚   GRAPPLE

         RELEASE
         TETHERS

CUTTER TEMP ▭▭▭▭

Engine Room
Unpressurized

TETHERS 10

MASS REMAINING
THE SALTY YUENNAN II
MACKEREL — LIGHT CARGO

8:37
LT 89

4m

CUT POINT   32487 kg
                               [11 kg]

O2 ▮▮▮▮▮▮▮▮▮▮▮▮▮   441

96   100

STINGER
▮▮▮   62%

THRUSTERS
+ ▮▮▮▮▮▮ 96%

LIGHT   ✚   GRAPPLE

RELEASE
TETHERS

0.13 M/S   Fuel   Health   Suit

CUTTER TEMP ▮▮▮▮▮▮

Engine Room
Unpressurized

TETHERS 1000

PANDORA IX
MACKEREL - TRAINING

LT 300

WORK ORDER   CLOSE

☐ PLACE A TETHER   0/1

☐ SALVAGE TWIN NACELLE   0/1

LYNX W.O. / SYS V.2.17

PROCESSED: ANTENNA   <KG>

19m

PANEL
(NANOCARBON   39318 kg

02

SPLITSAW

THRUSTERS
CONTROL
Salvage secured. Account credit applied.

LIGHT   GRAPPLE

RELEASE
TETHERS   Fuel   Health   Suit

OLD

NEW

Information Architecture – Hierarchy

Design Goals

Building Presence

THE TETSUO IX   GECKO - SALVAGE RUNNER

CONTINUE

INVENTORY

OPTIONS

GIVE FEEDBACK

QUIT

SOUTHERN UMBRIEL EXPRESS   11:04   MACKEREL - LIGHT CARGO   CERT   7   1,343/20,000 MP

BARGE

SOFT CRATE
28944 kg [20 kg]
CUT LVL

4m

UNPRESSURIZED
Cabin

0.79 M/S
THRUSTERS   41%

SCANNER   HLTH   FUEL   Low   MODE SWAP
HELMET LIGHT   SUIT   O2   CUTTER TEMP   54%
   CUTTER

OLD

NEW

The Death Experience

"DEATH IS A FRESH START"

YES! I WANT A FRESH START
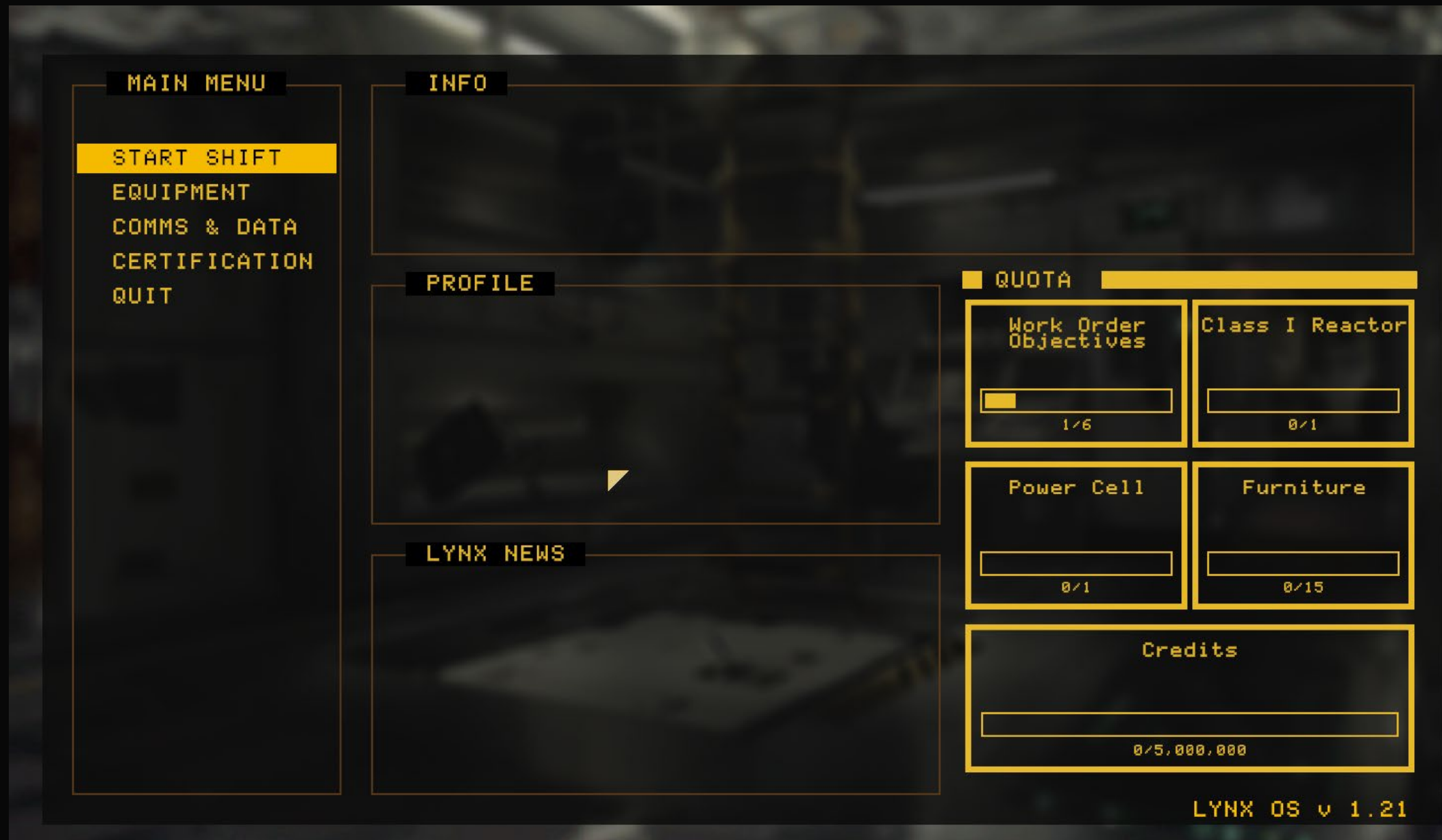
PRESS TO BEGIN GENETIC EXTRACTION

CONTINUE

The Habitation Module (HAB)

TEST   #9346-52

JUNIOR APPRENTICE

CURRENT DEBT	$	1,259,230,051.42
LYNX TOKENS (LT)		666

RANK 6

0 / 15,000 MP

GOOD MORNING, SHIPBREAKER

REMINDER: MINIMUM PAYMENTS ARE DUE BY 10:00 AM SOLAR-
STANDARD TIME EACH DAY. FAILURE TO PAY ON-TIME IS CONSIDERED
A BREACH OF CONTRACT. THANK YOU FOR YOUR HARD WORK AND
CO-OPERATION.

Ⓐ CLOSE   LYNX OS V 1.21

LYNX S.T. V 5.6

Development Build

TEST   #9346-52
JUNIOR APPRENTICE

CURRENT DEBT $ 1,259,755,974.42
LYNX TOKENS (LT)   316

RANK 6

0 / 15,000 MP

START SHIFT

EQUIPMENT

DATA RECOVERY [UNVERIFIED APPLICATION] (1)

MESSAGES (3)

CERTIFICATION

STICKERS

QUIT

Development Build

Design Approach

USER EXPERIENCE

GAME DESIGN

INFORMATION ARCHITECTURE

GAMEPLAY GOALS

USABILITY

STORY

Build game presence through UI

Challenges

- I'm emotionally attached to everything so change it but also maybe don't

- User Testing? Who is she?

- Data turnaround time

Learnings

- UX & Design sit at the same table

- Inexpensive & innovative methods of building game

  world

- Leverage UI, FX & Audio

- This was just plain fun

- Opportunity: how much further could we take this

Contact

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Information Architecture – Tools (GIF PENDING)