



# СПУТНИК

*SPUTNIK: DUOLINGO, BUT MAKE IT FALLOUT*

BY EL SCHAEFER

PROJECT #2 – HUD PROJECT PROPOSAL

# EL SCHAEFER - SPUTNIK

So, the deep-space mission could be going better – instead of soaring through nebulae and tracking comets, sending valuable data to your people, you’ve crash-landed on a planet in some distant galaxy, with aid months if not years away. It could have been worse, though, considering the data you have on the local climate, resources, and species – as inhospitable as this environment is, you should be able to make it on Terra, a.k.a. “Earth”. You’ve been able to set up a base until you can get help or leave, and there is a small native settlement nearby where you can find necessary resources and information, but one last hurdle remains – you don’t speak the language.

*Sputnik* is a life simulation game designed to teach conversational Russian to English speakers through language immersion and replicating practical experience. Players will learn and practice essential communication skills while adapting to their new surroundings and forming relationships with the people of Earth.

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- Game Spec Overview

- Game Engine: Unity 2022.1.10f1
- Controller: Mouse and keyboard
- Game Type: 1<sup>st</sup> person dialogue-driven adventure/conversation simulator, with survival and open world elements
- Genre: Space western, urban sci-fi, magical realism
- Mood: Bleak but hopeful, emphasis on perseverance, growth, and coming together.
- Art Style: Stylized realism – realistic proportions and design with stylized details (e.g. The Long Dark)
- Music/SFX Style: Low-key, realistic sound effects. Music takes cues from Russian music history, with traditional and classical inspirations in town sections and modern industrial influence for the home base and exploration.





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- Market Research 1 – Pathologic

A survival adventure game made and set in Russia, Pathologic facilitates exploration and conversation with UI that is clear, distinctive, and unobtrusive. The HUD frames and informs the immediate action, while more detailed information can be accessed deeper down.



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- Market Research 1 - Pathologic
- PROS
  - Dialogue segments provide a transcript of recent conversation to facilitate players' understanding
  - Interactions are framed in ways that are both practical and dynamic
  - HUD elements only pop up when relevant – e.g. value changes.
- CONS
  - Little is done to draw attention to important state changes
  - Finding information when it's not displayed can be difficult
  - Certain elements interactions and states are unintuitively signified



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- Market Research 2 – Death Stranding

A game all about its setting, designed to immerse players into their simulated surroundings, *Death Stranding's* UI pulls players in. The visual style is identifiable and familiar while conveying necessary information and fitting into the tone and technology of the world, facilitating the player's navigation and exploration.





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- Market Research 2 – Death Stranding
- PROS
  - Emphasizes the environment, immersing players in the space
  - Popups notify players of significant world elements
  - Distinct, cohesive visual style
- CONS
  - Designed for a third-person perspective
  - UI elements in the world space can be difficult to parse
  - Occasionally offers unnecessary/intrusive information (e.g. track titles)



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- Market Research 3 – No Man's Sky

Another exploration-based game, with a utilitarian HUD to fit the world without drawing attention from it. Elements are simple without lacking information or style, driving players' engagement and keeping focus on their actions and in-world responses.





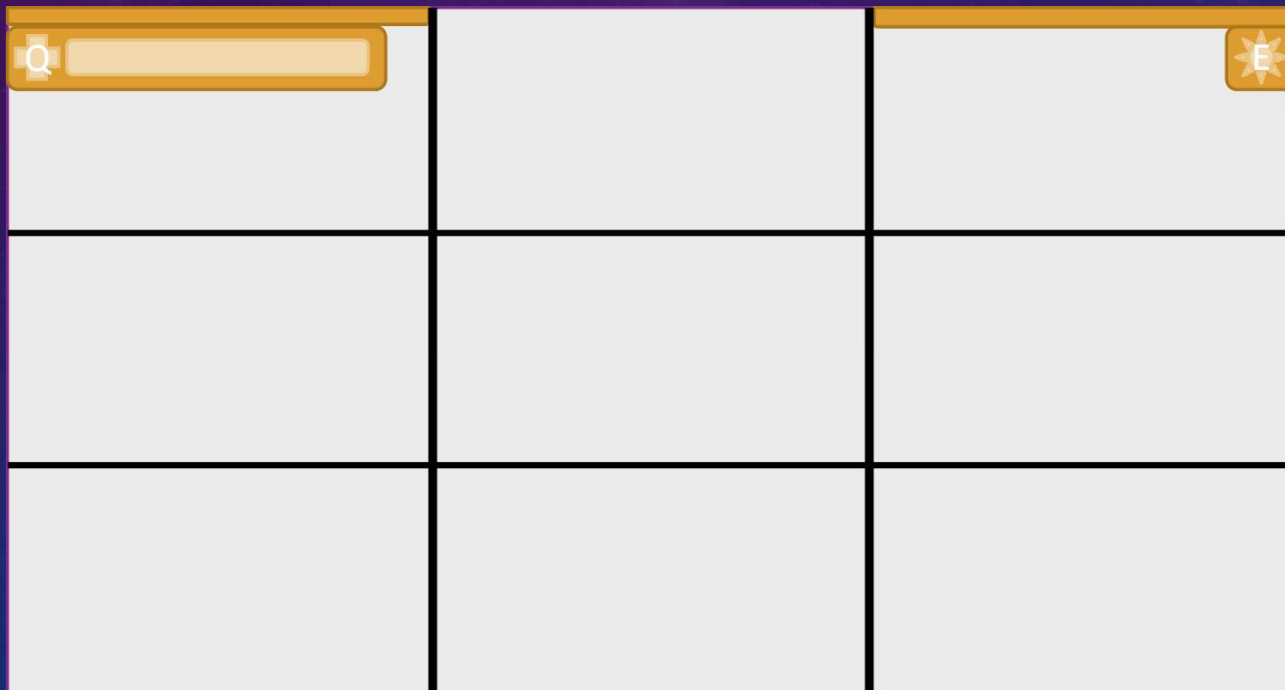
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- Market Research 3 – No Man’s Sky
- PROS
  - Minimal but flavorful, with a distinct utilitarian feel
  - Focuses player on surroundings, with clear framing
  - Provides relevant updates about current action
- CONS
  - Can be difficult to make out against certain backgrounds
  - Line of diegesis is sometimes unclear
  - Symbols can be difficult to make out or understand



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- HUD Overview Wireframe



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- HUD Element 1 – Health

The player's overall physical wellbeing is displayed by a bar in the top left of the screen. Clicking on this bar opens a window with more detailed information on any dangers afflicting the player (e.g. hunger, thirst, cold, injuries).

Size and color will be used to draw attention to changes, with sound cues for positive/negative context.

Variable Triggers – Q to open/close window, 1 to take damage, 2 to heal



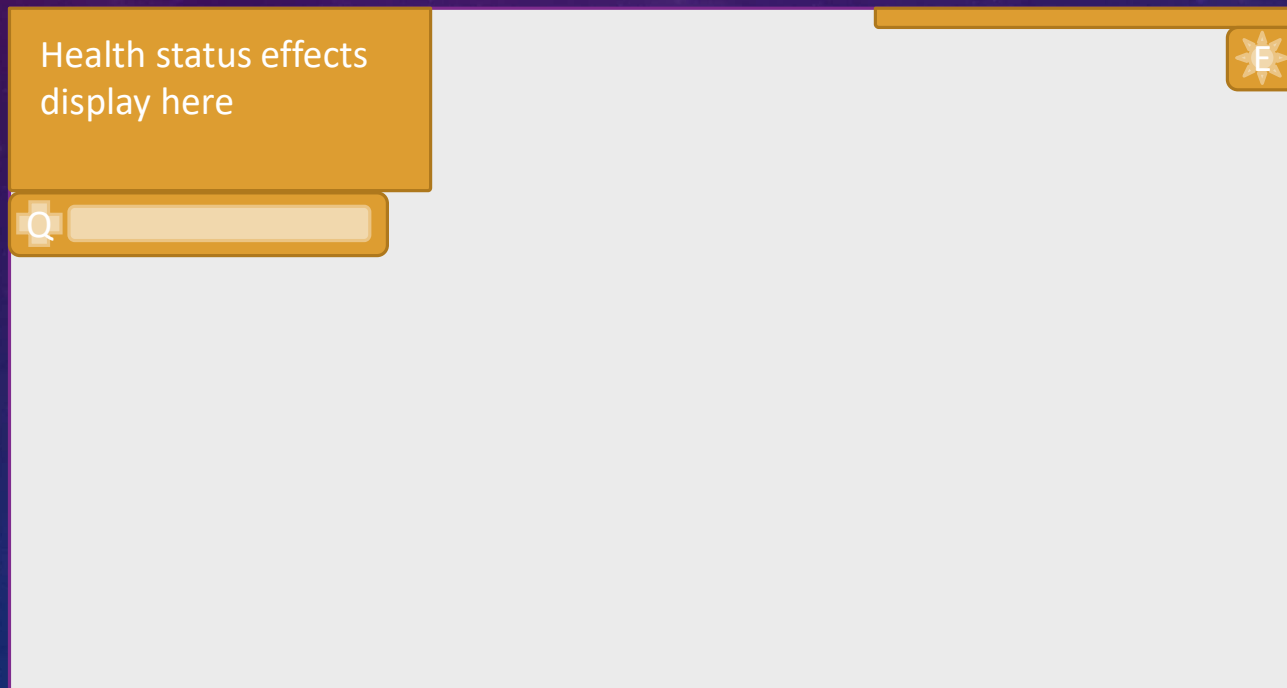
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- HUD Element 1 – Health

Health	Attract	Signal	Update	Resolution
Lose Health	Bar briefly expands	Negative sound effect	Bar value slides down, changes color (within window status effects change)	Bar rests at new value and color
Gain Health	Bar briefly expands	Positive sound effect	Bar value slides up, changes color (within window status effects change)	Bar rests at new value and color
Open/Close Details	Bar rests on top of a tab	Tab appears connected to larger object	Window slides open/closed	Window now visible/hidden

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- HUD Element 1 – Health



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- HUD Element 2 – World Info

For information about their surroundings, players can open this window to display information about their current situation – the location, coordinates, time, facing, and outside temperature.

While players may be notified of significant changes (e.g. new location), this tab is largely for players to peruse at their own leisure for help with navigation, etc.

Variable Triggers – E to open/close window



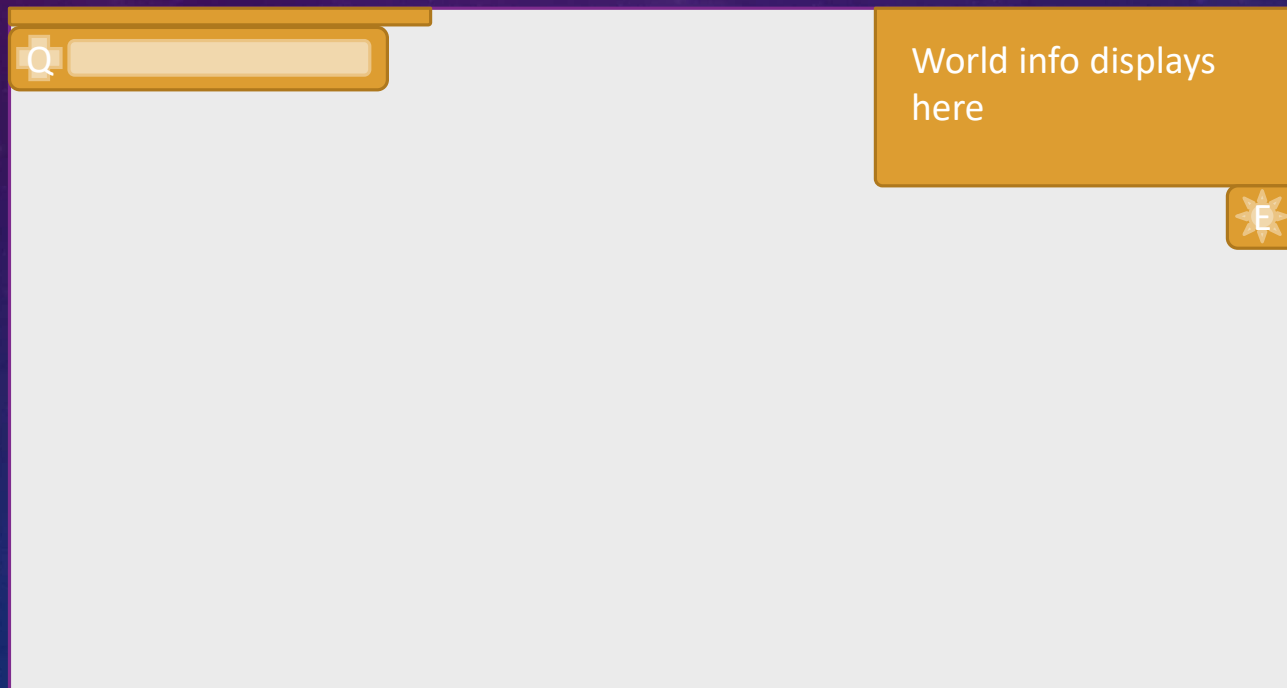
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- HUD Element 2 – World Info

World Info	Attract	Signal	Update	Resolution
Open/Close world info	Tab <u>similar to</u> health tab in HUD	Tab appears connected to larger object	Window slides open/closed	Window now visible/hidden

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- HUD Element 2 – World Info



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- HUD Element 3 – Inventory

Players can pick up elements which then enter their inventory, where they can then access and use them.

A notification will briefly appear in the player's HUD when they pick up an item, along with a sound playing. Buttons in the inventory will allow players to examine and use items.

Variable Triggers – X to open/close window, 3 to pick up item



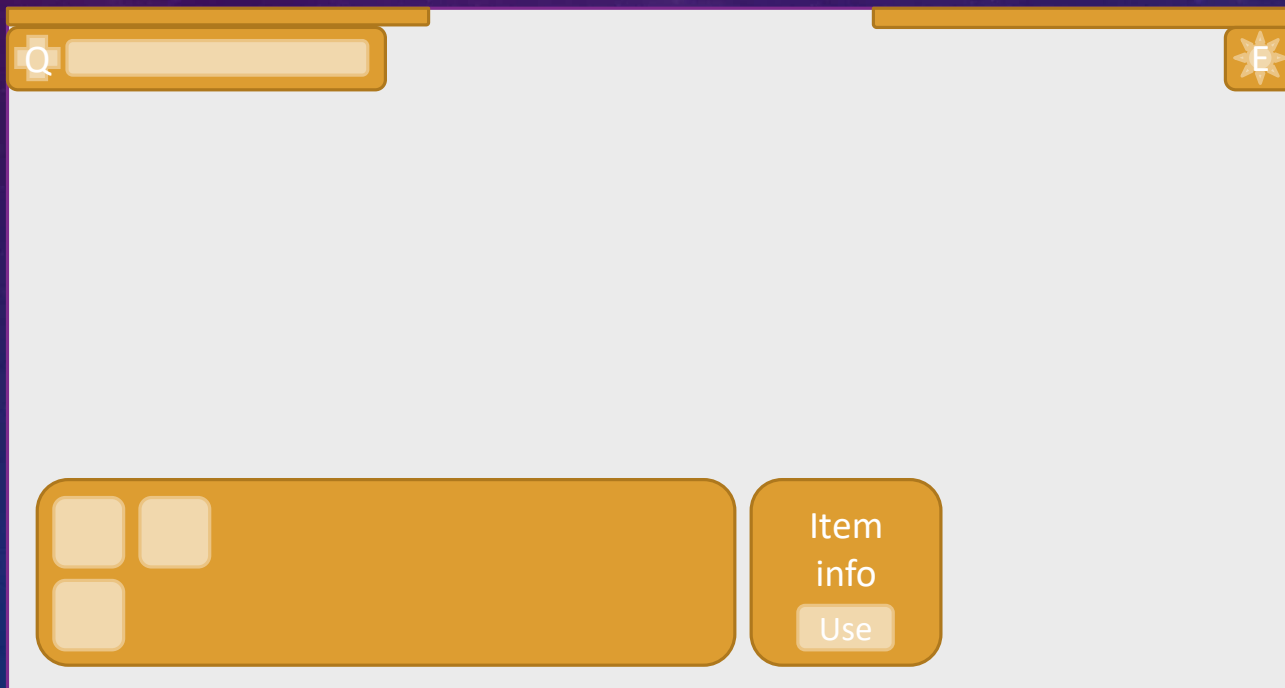
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- HUD Element 3 – Inventory

Inventory	Attract	Signal	Update	Resolution
Select Item	Items appear in inventory	Items appear on buttons	Button press raises/lowers info screen	Info screen displayed/hidden
Use Item	Item info screen appears	Item info screen contains "Use" button	Item use sound. Item button and info screen disappear.	Item no longer available
Gain Item	Pickup sound	Notification text appears in bottom corner	Notification text disappears after some time	Item can now be seen in inventory

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- HUD Element 3 – Inventory



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- HUD Element 4 – Dialogue

When players talk to people, their moment-to-moment speech shows up in dialogue boxes, while the full conversation is transcribed in another box for reference.

Players will be notified via an in-world popup that a person can be spoken to. Text will appear onscreen via a typing effect to create visual interest. No sound effects will be used to keep focus on the sounds of the speech.

Variable Triggers – C to engage in conversation, right arrow to progress conversation



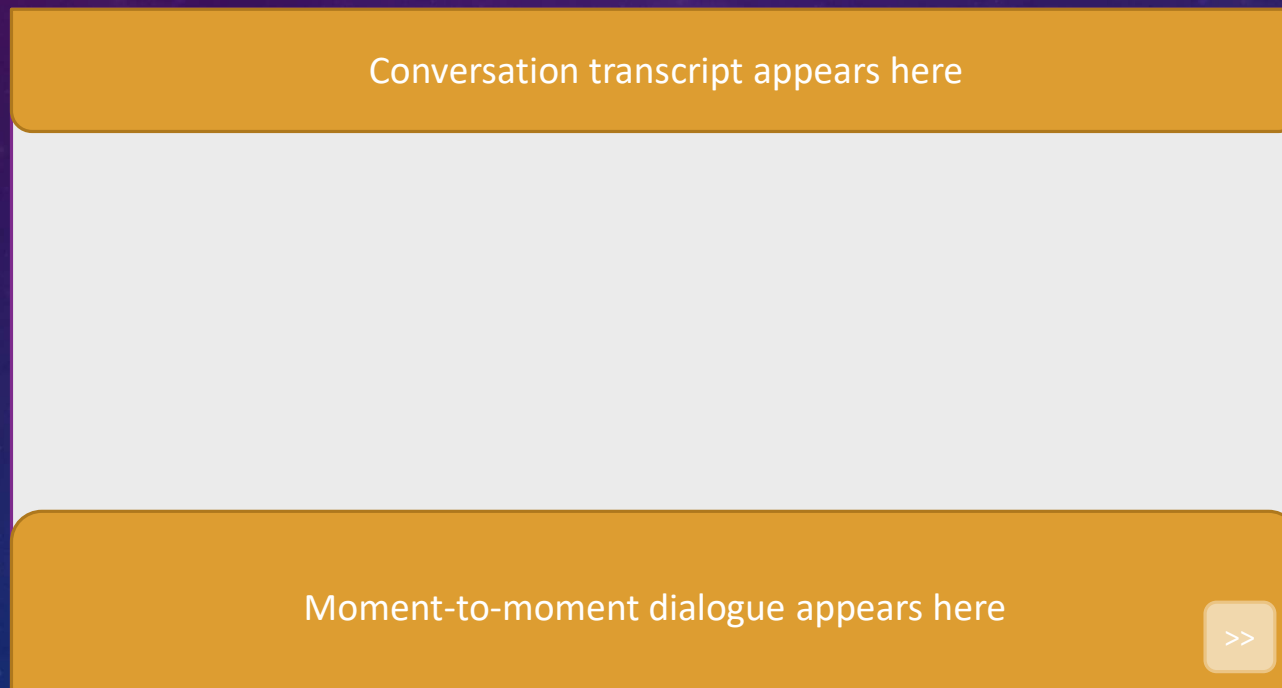
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- HUD Element 4 – Dialogue

Dialogue	Attract	Signal	Update	Resolution
Initiate Dialogue	Alert symbol appears over person within radius	Alert symbol will show key to press.	Player turns to face person. Dialogue elements slide into place. First lines of dialogue play/appear.	Dialogue elements now displayed.
Progress Dialogue	Dialogue will finish playing/appearing.	Button in lower corner with next arrow	Previous text disappears. New dialogue plays/appears.	The next line of dialogue is displayed.
Close Dialogue	Final line of dialogue will play/appear	Content of dialogue will indicate end of conversation. Continue button.	Dialogue elements will slide away.	Dialogue segment is now done.

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- HUD Element 4 – Dialogue



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- HUD Element 5 – Progress

As players develop new skills, their progress appears in the skill web submenu as progress bars or new nodes.

Updates will not display during play to keep players focused on the immediate action. When players open their skill web, updates will be displayed via animation (size and color) and sound effects.

Variable Triggers – 4 to increase level, 5 to level up, 6 to unlock new node

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- HUD Element 5 – Progress

Progress	Attract	Signal	Update	Resolution
Gain Points	Bar briefly expands	Positive noise	Bar value slides up	Bar rests at new value
New Level	Bar and label text briefly expand	Positive noise	Label text changes, bar value slides down to 0	Bar and level text rest at new value
Unlock New Node	Button lights up	Positive noise	Link line flashes	New node is now interactable



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- HUD Element 5 – Progress

