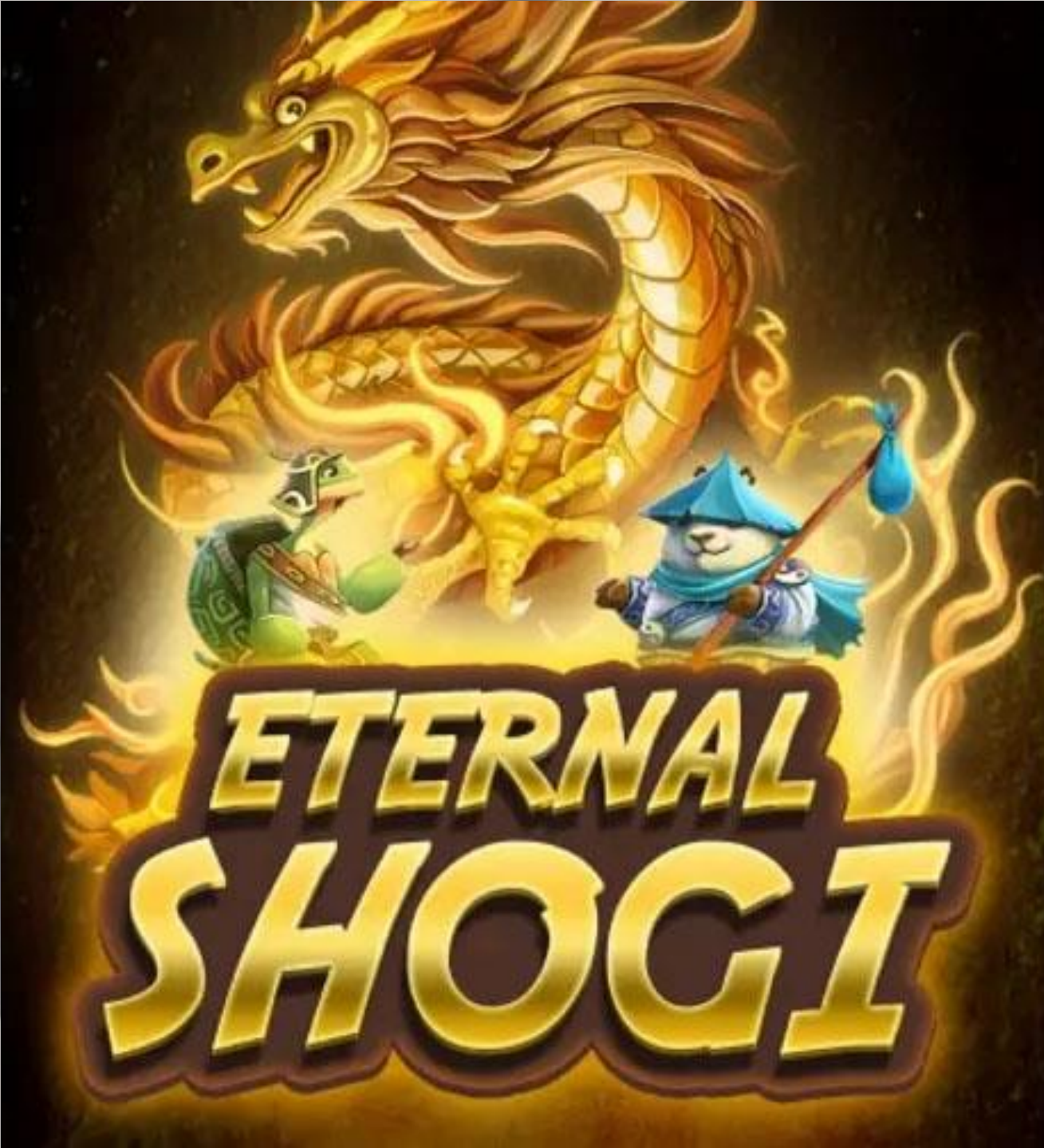




Eternal Shogi

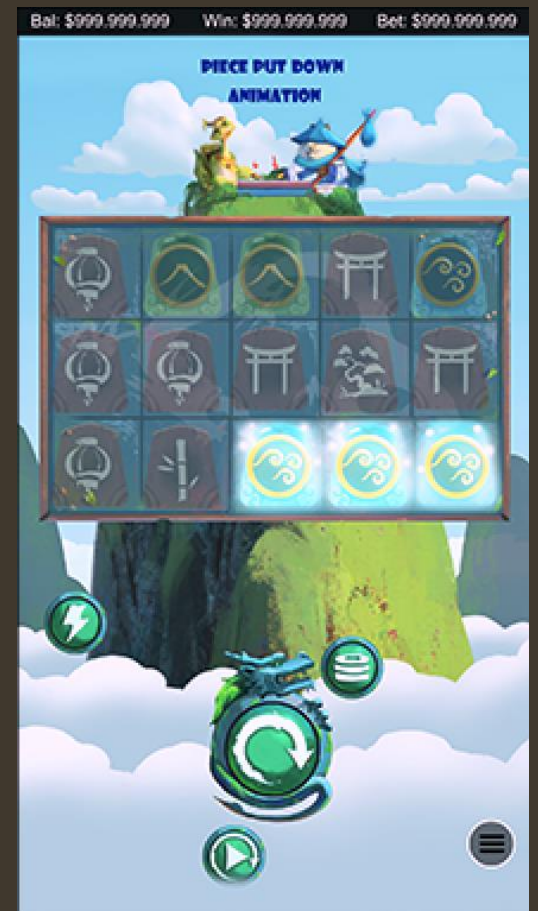
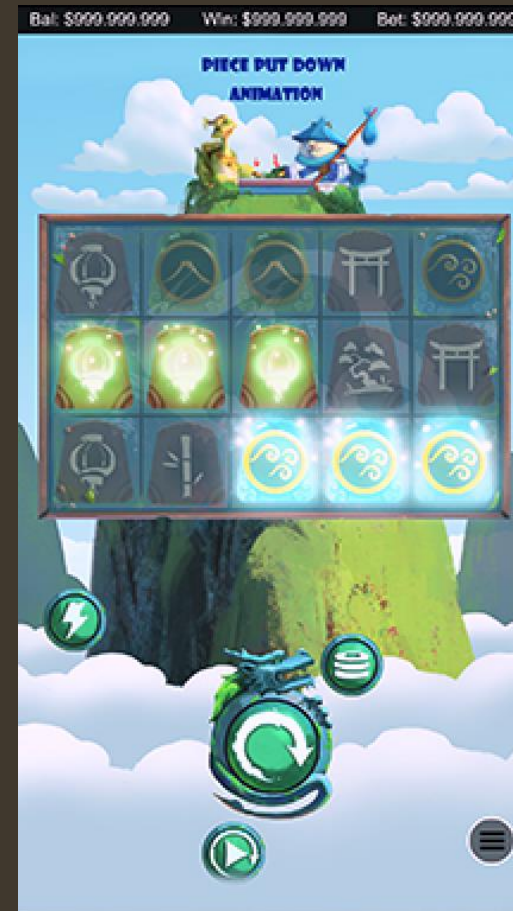
UX Retrospective

What is Eternal Shogi?

Spin to play game

Inspired by Japanese
boardgame

Match 3 on left, right OR
both



Listening to Client Needs

PERSONAL APPROACH



Listen, take notes,
ask questions.



Art direction
revolves around
UX.



Take client info +
translate it
technically.



Think from players
perspective.

CLIENT NEEDS FOR PROJECT

- Japanese-inspired theme with characters and a relaxing and fun atmosphere.
- Reels spin from the outside toward the center; the motion needed to feel fluid and engaging.
- Two-sided point system; the method of combining/displaying the points still needed to be solved.
- Support phone, tablet, and PC layouts.

Understanding Slot Games(Research)

UI layout and placement



Screen dimensions + differences



Gameplay inspiration

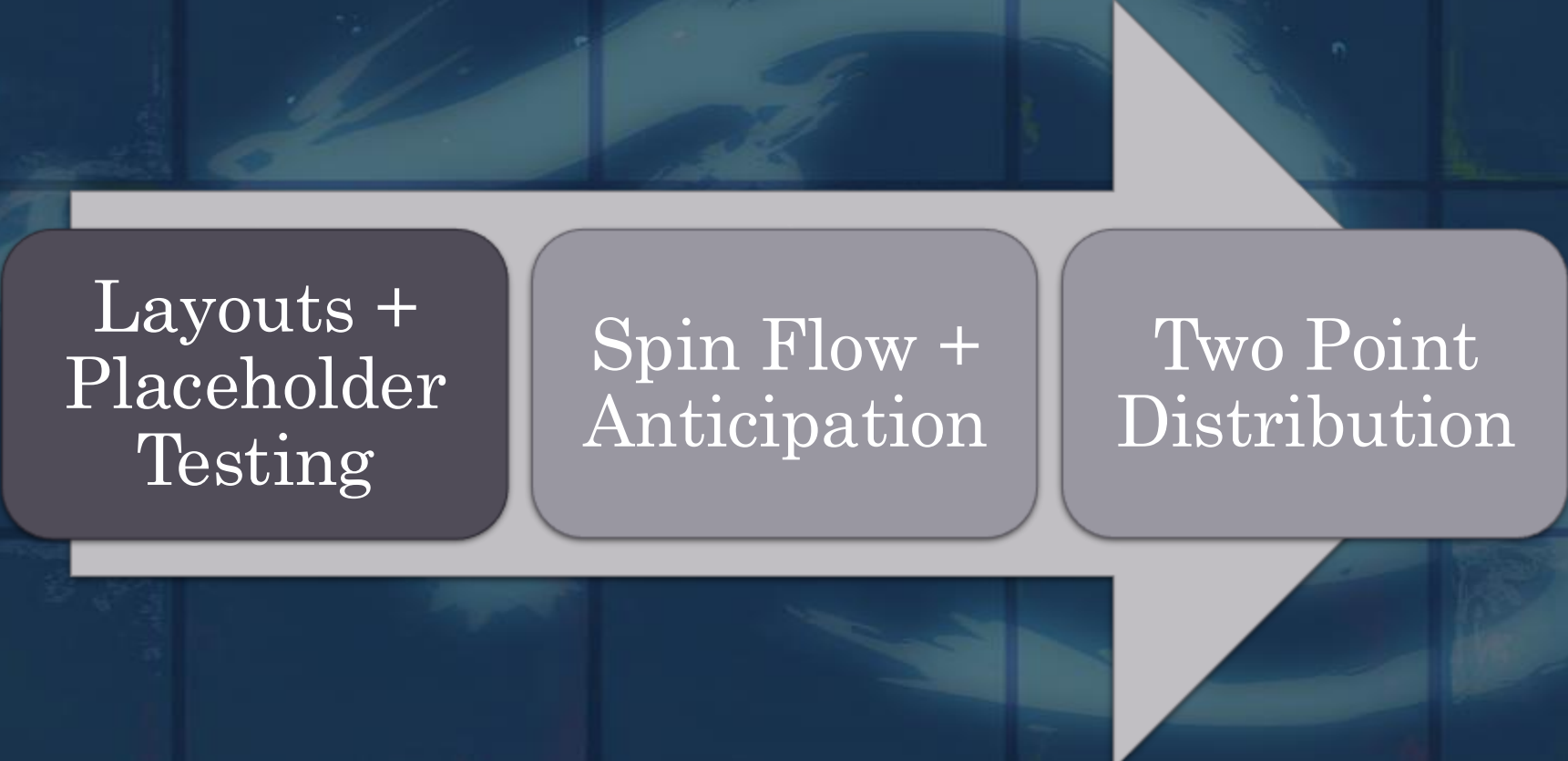


Animation, FX + interaction feedback/speed



Art inspiration

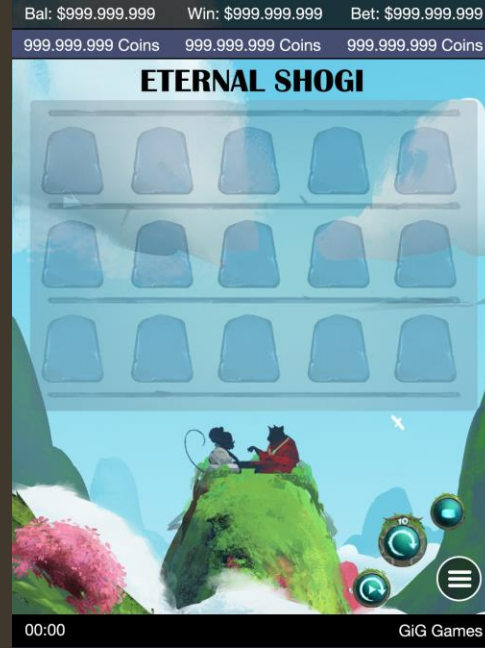
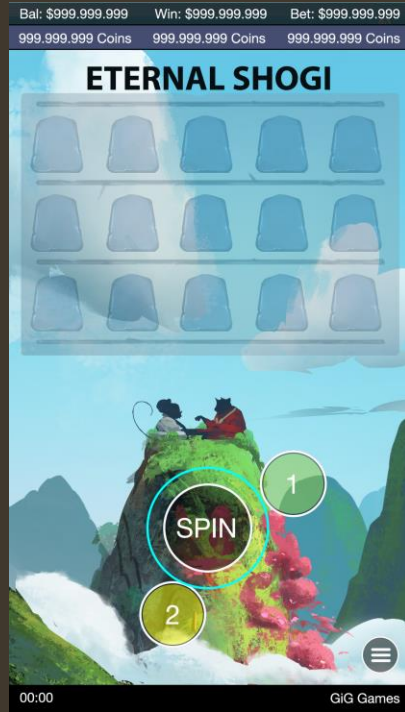
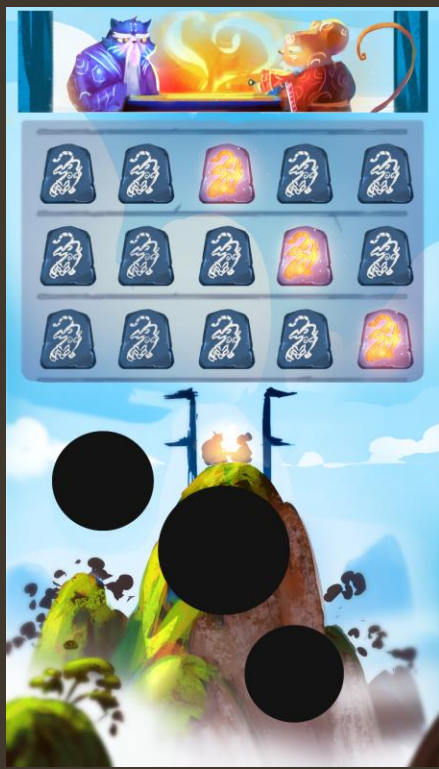
Challenges to Solve



Layouts +
Placeholder
Testing

Spin Flow +
Anticipation

Two Point
Distribution



LAYOUT + PLACEMENT



- ❖ Placeholders **ASAP**.
- ❖ Develop concept **AND** in game placeholder art simultaneously.
- ❖ Asset placement based on user readability + user function.
- ❖ Used reusable, tile-able art assets to keep layouts flexible across different screen sizes and UI placements.
- ❖ Test early on devices(if available) + make alterations when needed.
- ❖ Clients visualizes product, understands limitations + decides to push, rework or scrap ASAP

SPIN FLOW + ANTICIPATION

USUAL SPINS

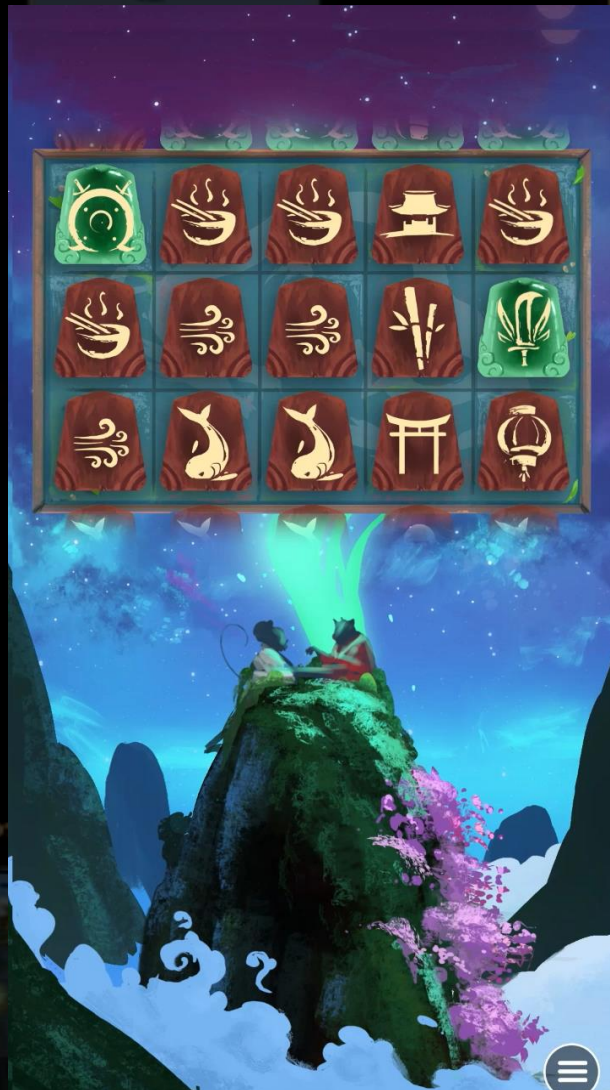


PROPOSAL

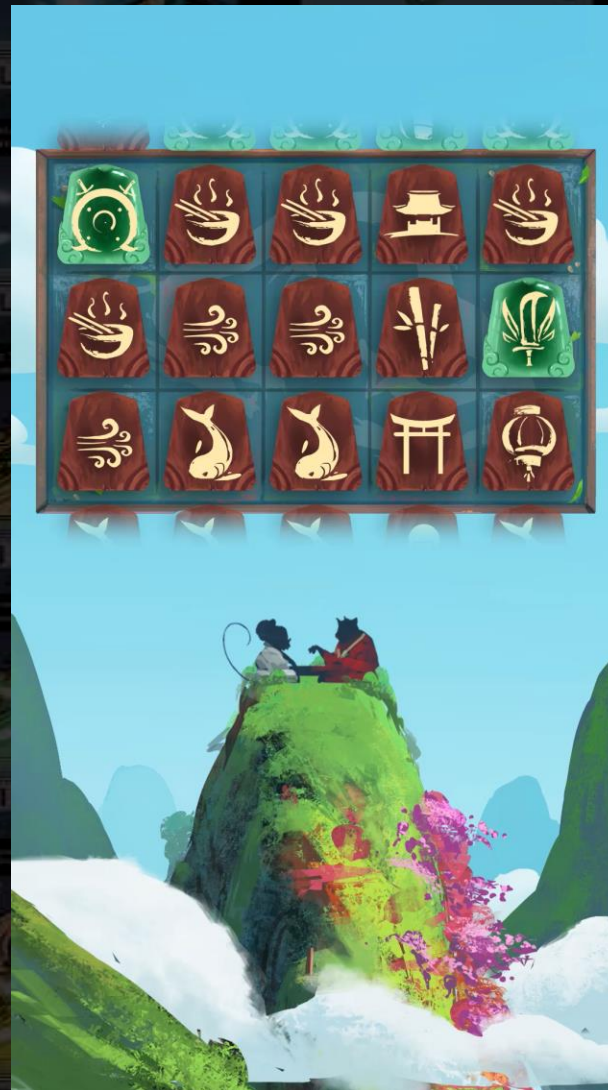


Spin Flow + Anticipation

Spin Anticipation Win



Spin Almost Win



Final Version





TWO POINT DISTRIBUTION

- ❖ Need to show 2 separate scores.
- ❖ Needs to be readable to player.
- ❖ Needs to be quick.
- ❖ **Idea:** Energy shooting from char to board revealing score.
- ❖ **Problem:** Landscape mode = harder to execute, eyes off board + different FX needed for production.
- ❖ **Result:** Characters will have animations, but focus must be on board at all times.

Two Point Distribution

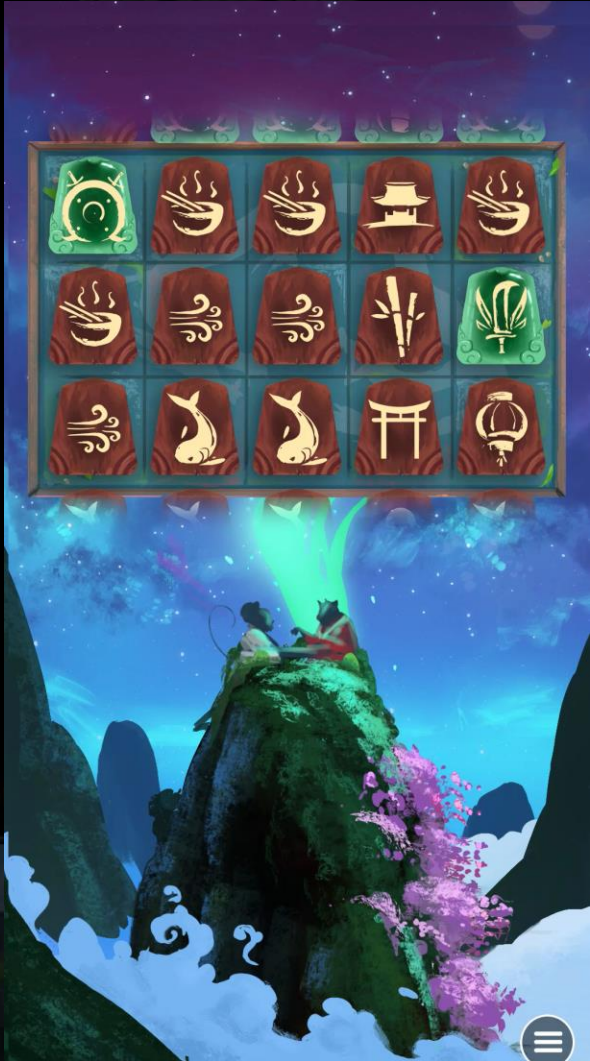


Both Sides Win

One Side Wins

Two Point Distribution

Spin Both Win



Final Version Both Win





THANK YOU!