MOBILE UI · HUD SPECIFICATION & QUEST FLOW

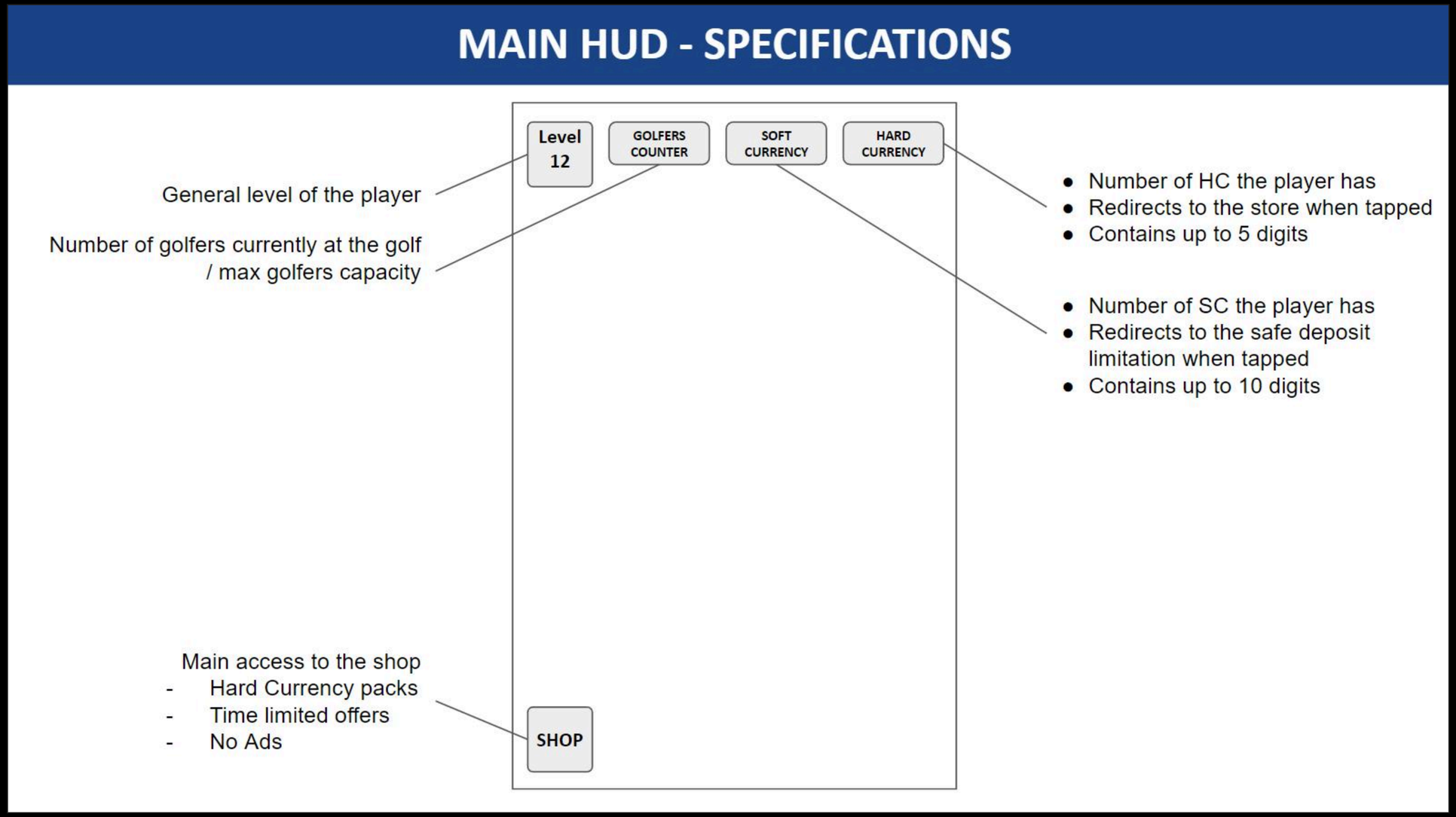
Golf idle game — HUD & quests

Main HUD specification and quest screens for a mobile idle-tycoon golf game: player level, golfer counter, soft and hard currencies with their digit limits and tap destinations, shop access — then the quest flow, from the in-world callout to the quest card and the quest list.

TYPE
UI wireframes & written specification (Figma)

ROLE
UI / UX design, specification writing

PLATFORM
Mobile, portrait (1125 × 2436)



Main HUD specification: general level of the player; number of golfers currently at the golf versus maximum capacity; hard currency (up to 5 digits, redirects to the store when tapped) and soft currency (up to 10 digits, redirects to the safe-deposit limitation); main shop access — hard-currency packs, time-limited offers, no ads.



Final screens, left to right: base HUD over the isometric club; quest card with icon, objectives, progress and rewards; quest counter badge in the world; quest callout with a one-line recap; the quest list with three active quests.