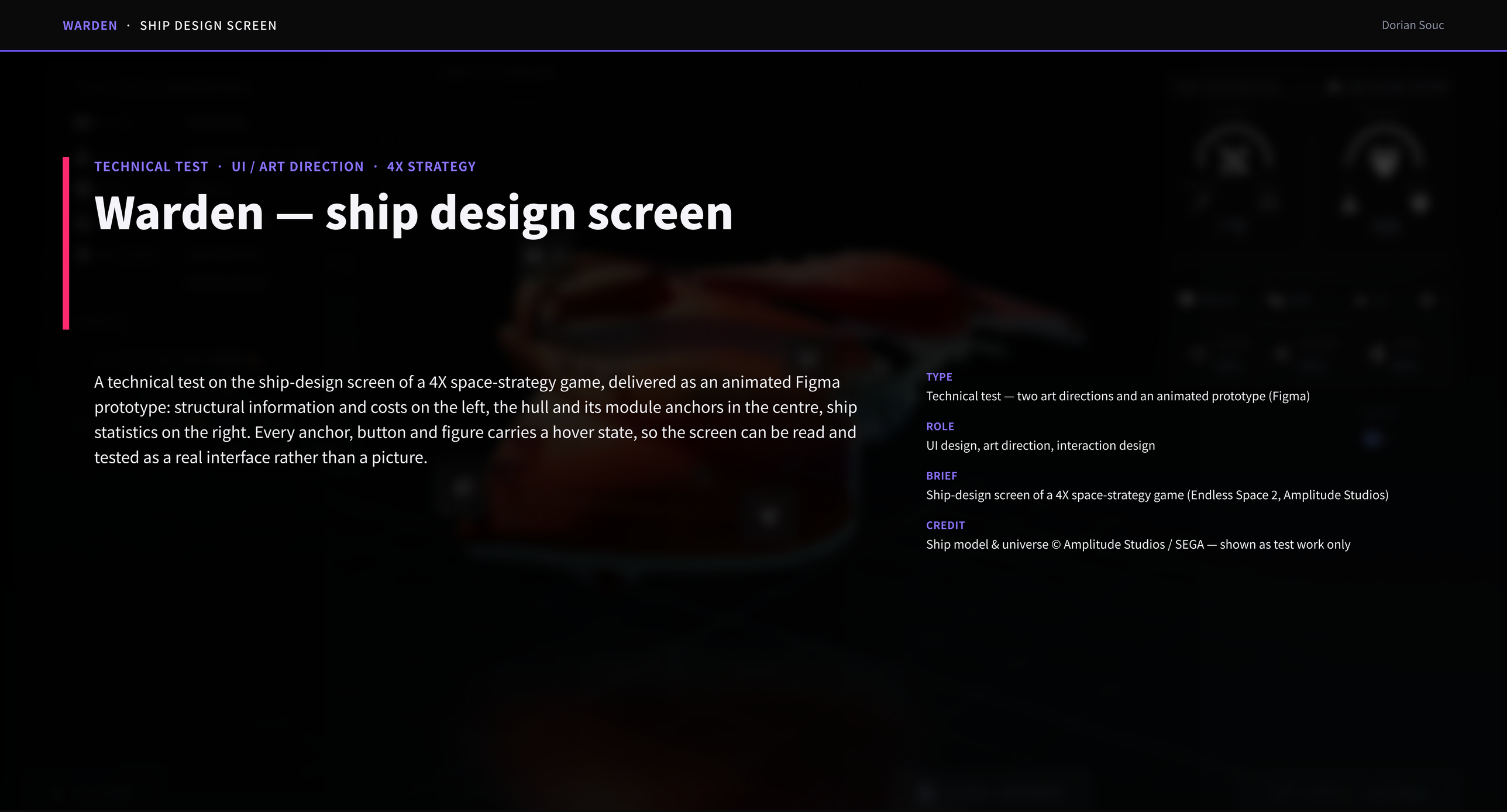
TECHNICAL TEST · UI / ART DIRECTION · 4X STRATEGY

Warden — ship design screen



A technical test on the ship-design screen of a 4X space-strategy game, delivered as an animated Figma prototype: structural information and costs on the left, the hull and its module anchors in the centre, ship statistics on the right. Every anchor, button and figure carries a hover state, so the screen can be read and tested as a real interface rather than a picture.

TYPE
Technical test — two art directions and an animated prototype (Figma)

ROLE
UI design, art direction, interaction design

BRIEF
Ship-design screen of a 4X space-strategy game (Endless Space 2, Amplitude Studios)

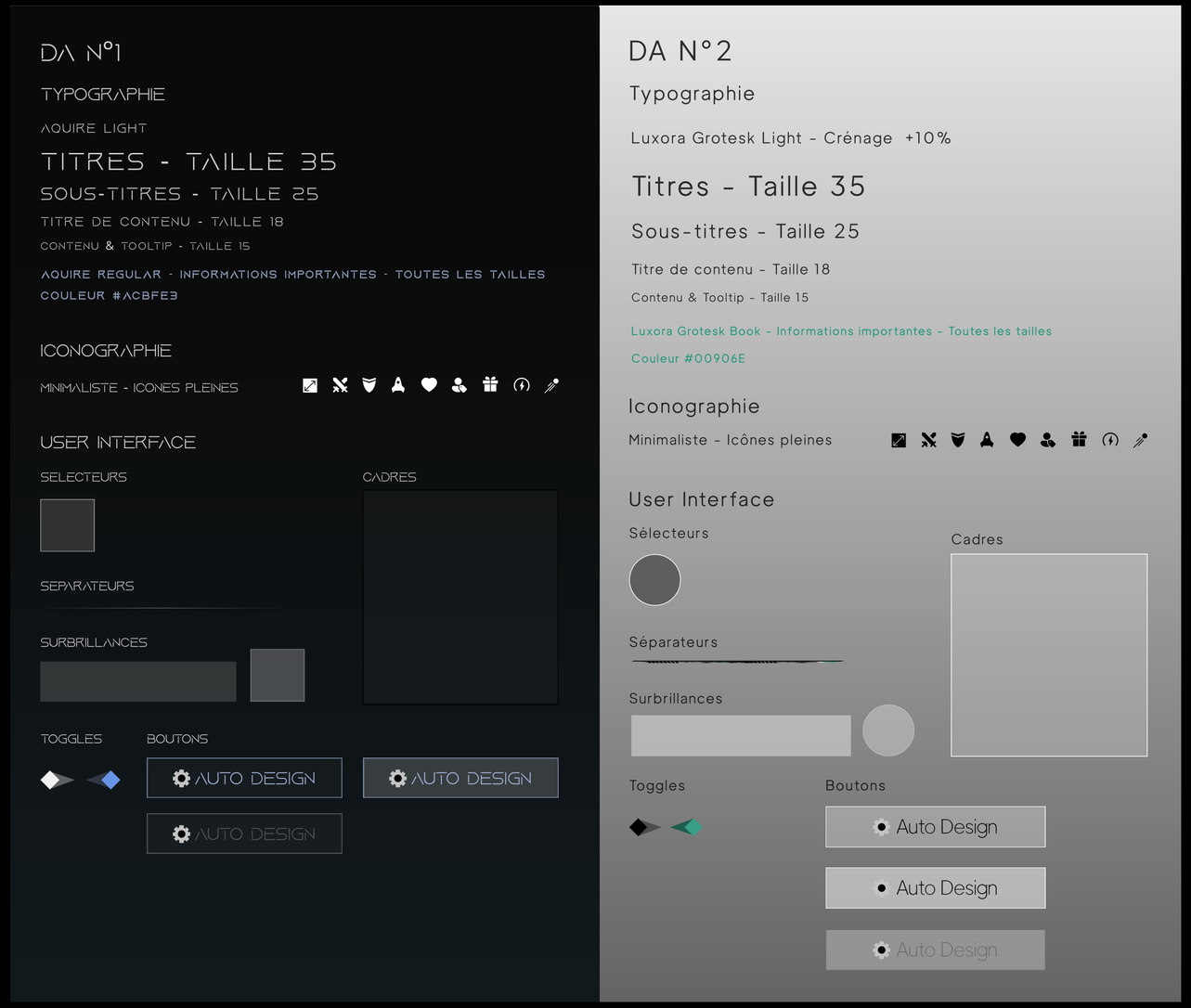
CREDIT
Ship model & universe © Amplitude Studios / SEGA — shown as test work only



Direction 1 — dark interface, cyan accent, Aquire typeface. Left: structural information and costs. Centre: the hull with its module anchors. Right: ship statistics — equilibrium gauges for projectile / energy attack and hull / shield defence, durability, crew, speed, and firepower at short 32% · medium 63% · long 87%.



Direction 2 — light interface, teal accent, Luxora Grotesk. Same information architecture; the lighter ground and rounded selectors read as a more approachable take on the same screen.



Style board for both directions: type scale, colour, minimalist filled icons, and UI components — selectors, frames, separators, highlights, toggles and buttons in their states.

Interaction map

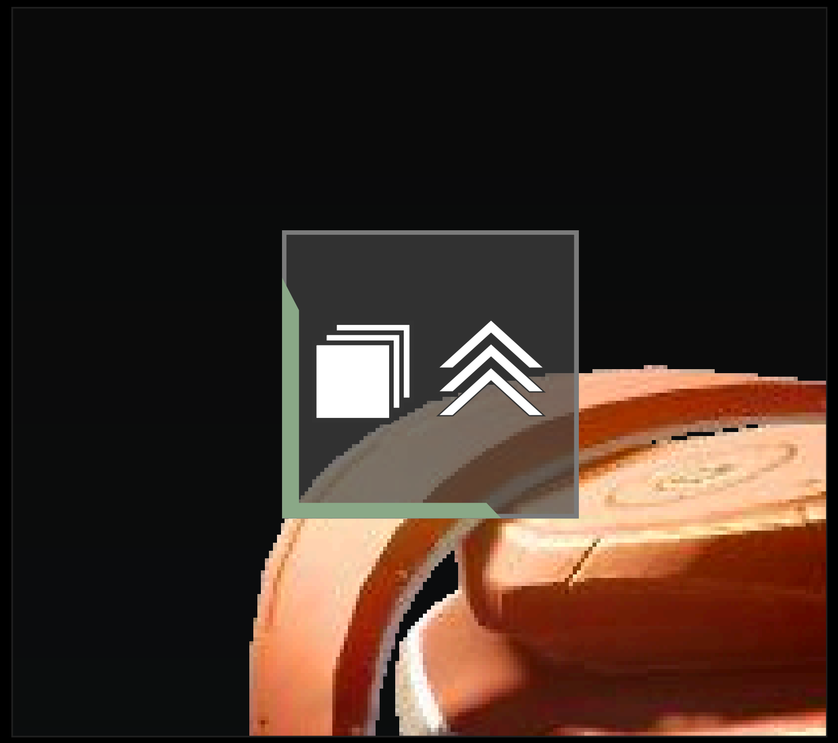


1. Show all modules — toggles the module list beyond what fits on the hull.
2. Module anchors — four slots positioned on the 3D hull. Hovering one raises a selector ring at that point, so the fitting is read in space rather than in a list.
3. Direction switch — jumps between the two art directions inside the prototype.
4. Actions — Close, Reset Design, Auto Design and Apply Design, each with its own hover state.

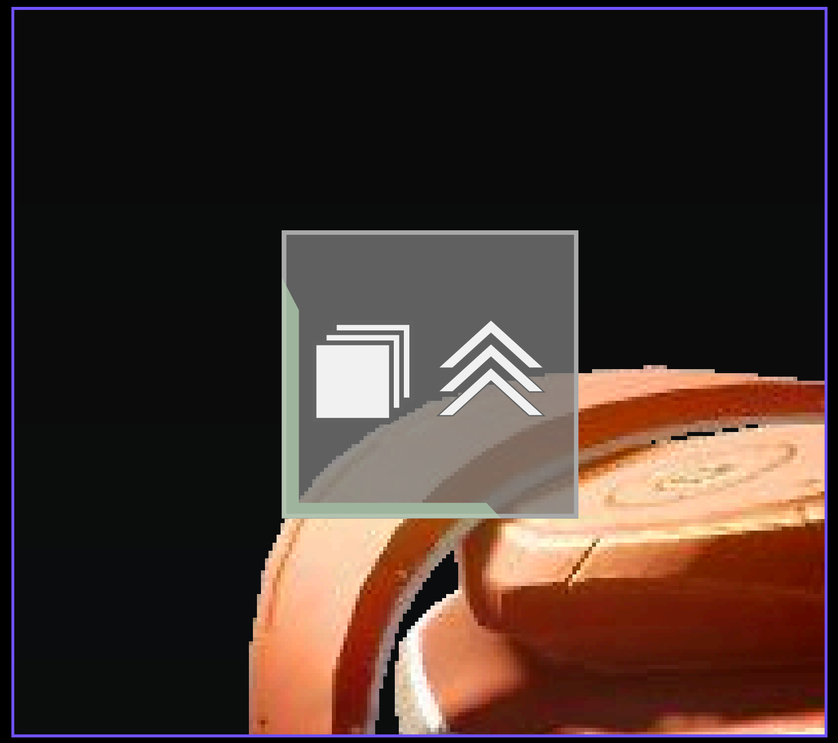
54 elements in Direction 1 and 55 in Direction 2 carry a hover trigger, including every statistic label — the screen was wired as a working prototype, not only laid out.

Module anchor — default and hover

DEFAULT



HOVER



IN CONTEXT



Hovering an anchor on the hull raises a selector ring at that exact point. The fitting is chosen on the ship itself, so the player sees where a module sits before seeing what it does — something a list of slots cannot give.
Four anchors are placed on the model, each wired to the same state.

Actions — default and hover

default



hover



Auto Design (top) and Show all modules (bottom). Both gain a filled highlight on hover; Auto Design is deliberately the most prominent action of the screen, since it is the entry point for a player who does not yet know the module system.

Interaction inventory

Element	Trigger	Response
Module anchor (×4)	hover	selector ring appears on the hull
Show all modules	hover	filled highlight
Auto Design	hover	filled highlight
Close	hover	filled highlight
Reset Design	click	reverts to the last applied fitting
Statistic labels & figures (≈46)	hover	marked for a tooltip — attack, defence, durability, crew, speed, costs
Direction switch	click	jumps to the other art direction

Wiring every figure for a tooltip was a deliberate decision: a ship-design screen is dense by nature, so rather than explaining the numbers in the layout, the layout stays quiet and the explanation is one hover away.