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DEVELOPMENT OF THE GRAPHIC DESIGN OF THE ESSENCES OF THE GAME «SAVE»

Рассмотрены вопросы разработки графического оформления сущностей игры «Save».

The in-game interface and game objects are one of the most important parts of the game, as they accompany the user throughout the entire gameplay. Through the interface, the player receives the necessary information and the better its elements are made, the faster the information will reach the user. Game objects are constantly interacting, so they should be visually pleasing.

To create high-quality interface and game objects, gently follow simple steps in their design:

1. Game designer concept.
2. Element designer layout.
3. Layout of the interface by the programmer.
4. Development of the visual part and style.
5. Implementation of the final versions of elements in the game.
6. Testing elements.

The project raises an urgent environmental issue in the world – waste recycling. In addition, it may well be used by nature conservation organizations as agitation for other people (young generation and adult population) with an appeal: "Take care of the environment" (pic. 1).



Picture 1 – Game's user interface