

BERARD QUENTIN

OCTOBER 2019

A stylized dragon head in profile, facing left, rendered in a dark red, almost black, color with a textured, flame-like appearance. The dragon's mouth is open, showing sharp teeth. The background is a dark gray with a fine, repeating dot pattern.

GUILD WARS 2

HERO — EQUIPMENT MENU REDESIGN



CURRENT INTERFACE ANALYSIS





ALL TABS ARE ORGANIZED THE SAME WAY:

- THE CHARACTER/MOUNT PREVIEW IS IN THE MIDDLE OF THE PANEL, WITH EQUIPPED ITEMS ON ITS LEFT
- THE AVAILABLE CUSTOMIZATION OPTIONS ARE ON THE LEFT, WITH A SEARCH FIELD AND FILTERS ABOVE
- CHARACTERISTICS OR THE CUSTOMIZATION CONFIRMATION PANEL IS ON THE RIGHT
- A BACK BUTTON, WITH ASSOCIATED CURRENT POSITION IN THE HIERARCHY, IN THE TOP-LEFT CORNER

POSSIBLE INTERACTIONS ARE INDICATED CLEARLY:

- IF AN OPTION IS INCOMPATIBLE, ITS ICON WILL BE RED, THEN HIGHLIGHTING THE AVAILABLE CHOICES.
- EQUIPPED STUFF IS CLOSE TO THE CHARACTER PREVIEW.
- SEARCH AND FILTERS ARE HELPING IN CASE OF TOO MANY OPTIONS AVAILABLE.



COSMETIC OPTIONS ARE DISPLAYED JUST NEXT TO EQUIPMENT SLOTS TO AVOID GOING BACK AND FORTH ACROSS ALL THE MENU.

SEVERAL OPTIONS ARE AVAILABLE FOR DYES: A RARITY OR COLOR RANGE SORTING, AND A FAVOURITES LIST, MAKING THE NAVIGATION EASIER AND MORE COMFORTABLE.



SECONDARY EQUIPMENT IS DISPLAYED APART FROM THE REST, AS IT ISN'T AFFECTED BY COSMETIC OPTIONS.

CHARACTERISTICS, OR ATTRIBUTES, ARE DISPLAYED ON THE RIGHT BUT ONLY IN THE EQUIPMENT TAB.

ADDED IN APRIL 2014, THE EQUIPMENT MENU REGROUPS ALL THE FEATURES RELATED TO THE CHARACTER'S EQUIPMENT AND COSMETIC. IT NEEDS TO BE ABLE TO RECEIVE ANY NEW FEATURE COMING TO THE GAME WHILE ITS LIFETIME.

BEFORE APRIL 2014, THERE WAS A SINGLE PANEL WITH TOGGLE BUTTONS FOR DYES AND OUTFITS.



2012-2014 EQUIPMENT MENU



MINIS USED TO BE STOCKED INSIDE OF A DEDICATED TAB OF THE BANK.

IMPROVEMENTS



THE EQUIPMENT MENU HAS SEVERAL FLAWS RESULTING IN LACKS OF ERGONOMICS. THE MENU ITSELF IS THE MAJOR FLAW, WHICH REQUIRES MANY BACK AND FORTH DURING THE CHARACTER'S CUSTOMIZATION PROCESS.

TO IMPROVE ITS COMFORT, IT COULD BE APPROPRIATE TO REPLACE THE MENU BY A MORE ERGONOMIC SOLUTION WITHOUT DISTORTING THE CURRENT INTERFACE.

GUILD WARS 2 MASSIVE UX UI REDESIGN



[SEE ON BEHANCE](#)

RAZVAN GRADINAR, SENIOR UX UI DESIGNER, ALREADY PROPOSED AN ANALYSIS AND A COMPLETE REDESIGN OF GUILD WARS 2'S USER EXPERIENCE AND INTERFACE IN 2015. HE HAD EXPOSED TWO SOLUTIONS FOR THIS MENU.

NOTE THAT DUE TO THE MANY UPDATES, HIS WORK IS NOW OBSOLETE FOR THE CURRENT STATE OF THE GAME.

WHILE OUTDATED, HIS OVERALL WORK IS GREAT AND I HAVE USED IT AS A BASIS FOR REFLECTIONS.

FIRST OPTION :

REPLACE THE MENU BY A DROPDOWN, IN PLACE OF THE BACK BUTTON.

DOWNSIDE :

DOESN'T REDUCE THE NUMBER OF MANIPULATIONS.

THE EASIEST SOLUTION:

In order to make it more user friendly, a simple fix could be done without requiring huge development time.

The quick fix involves turning the existing back button into a dropdown this way users would have faster access to those panels.



SECOND OPTION :

REGROUP ALL THE RELEVANT INFORMATIONS ON A SINGLE SCREEN.

DOWNSIDES :

- TOO MUCH INFORMATIONS, SOME BEING NON-RELEVANT IN THE CURRENT STATE OF THE GAME (CRAFTING, ORDER, GUILD...)
- NUMBER OF MANIPULATIONS FOR DYES CUSTOMIZATION INCREASED: THE USER NEEDS TO GO BACK AND FORTH ACROSS ALL THE SCREEN FOR EVERY DYE CHANNEL ON EVERY ARMOR PIECE.
- THE DROPDOWN MENU IS LOST AMONG THE OTHER INFORMATIONS.
- DOESN'T REDUCE THE NUMBER OF MANIPULATIONS.

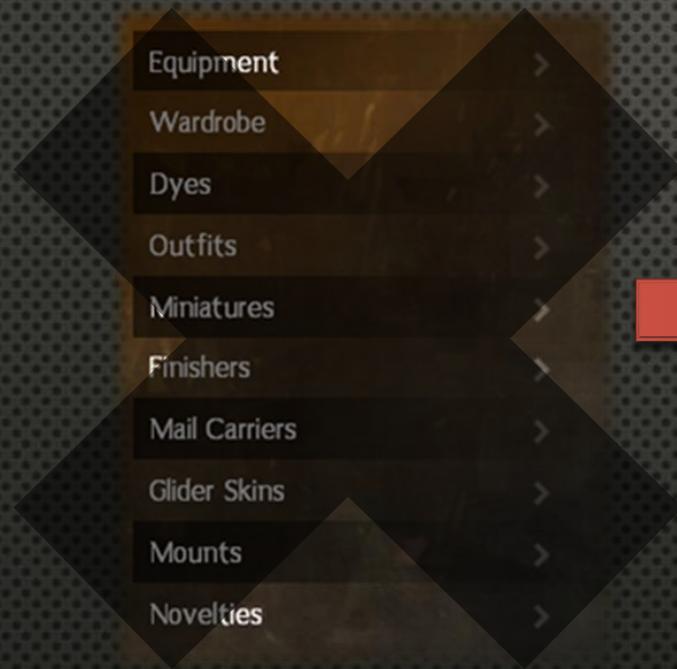


OFFERED PROPOSITION



THIS SOLUTION IMPROVES ERGONOMICS WITHOUT DRASTICALLY MODIFYING THE EXISTING INTERFACE.

NOTE THAT I HAVE REUSED ALREADY IN-GAME ICONS MOSTLY, BUT IT COULD BE MUCH BETTER-LOOKING WITH NEW ICONS MADE FROM SCRATCH.

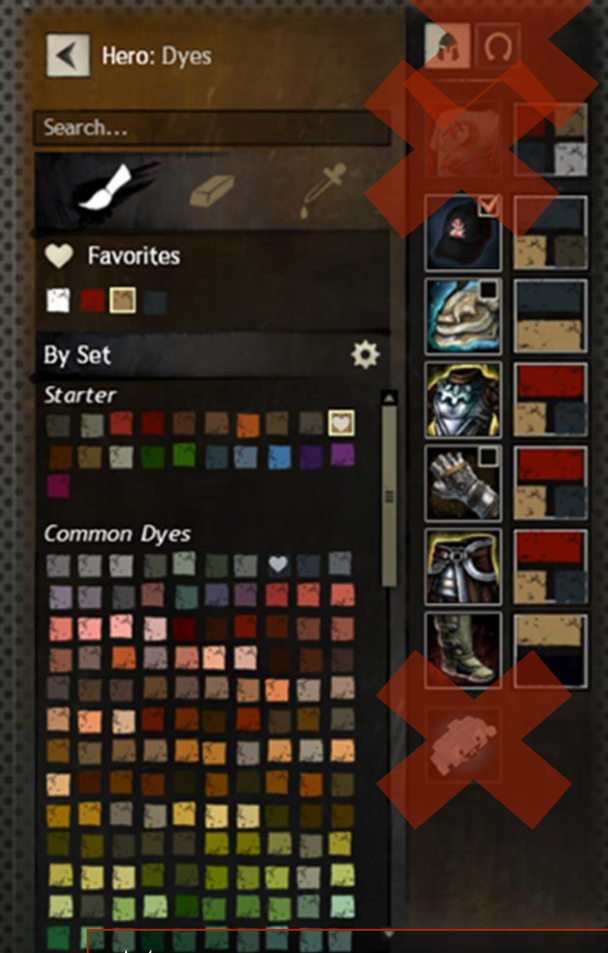


THE OLD MENU IS REPLACED BY TWO ROWS OF BUTTONS WHICH REDIRECT TO EACH TAB. IT HAS BEEN INSPIRED BY BOTH THE OLD 2014 EQUIPMENT MENU AND THE CURRENT DYES SYSTEM.

BECAUSE THERE IS NO PURPOSE FOR THE BACK BUTTON ANYMORE, THE BUTTONS ROWS CAN TAKE ITS PLACE. THE SLOT IS IDEAL, AS IT PERMIT FOR ALL INTERACTIONS TO BE ON THE SAME SIDE OF THE SCREEN.

IN ITS CURRENT FORM, CHARACTER'S STUFF, GLIDER AND MOUNTS DYES ARE ONLY ACCESSIBLE FROM THE DYES TAB.

TO AVOID CUSTOMIZATION SPLITTING, DYE CAN BE ACCESSIBLE FROM THE ELEMENT YOU ARE CURRENTLY ON, WITH A SIMPLE TOGGLE BUTTON WHICH MAKES THE DYES CHANNEL APPEAR. WITH THIS SYSTEM, YOU CAN CHANGE A SKIN, TOGGLE THE BUTTON AND CHANGE ITS COLORS RIGHT AWAY.



MOUNTS, OUTFIT AND GLIDER DYES
CAN BE MOVED TO BE ACCESSIBLE
IN THEIR RESPECTIVE TAB