



Game: God of War Ragnarok

1. Yellow arrows form around the player in a radius in combat. They increase in size, glow, and change color to red the closer an enemy is to attacking (not pictured). They take the form of spiky arrows to show the direction of oncoming attacks and to let the player know what the information is through shape language (spikes indicate danger making the player be on alert when they see the shape). They also are the colors yellow and red because those are two of the most attention-grabbing colors (which is crucial because letting the player know when they'll get hit is one of the most important information they need to know in combat).
2. After an enemy is killed in combat, they can sometimes drop green or orange crystals (not pictured). Both crystals glow, shine, and have a vibrant color, letting the player know that they are something that they can grab and that they are valuable (backgrounds in the game are often dull and other intractable elements shine and glow. The player can probably intuit that these items are also intractable through association. The player also likely subconsciously knows they are valuable because of their association with jewels or coins in real life.). Green and orange crystals increase both health and rage, respectively, and the player knows this by the crystals having the same colors as their respective bars.
3. Next to the health bar is a symbol of an axehead. This symbol is there to represent the current weapon the player is holding, the leviathan axe, as there are 3 weapons that the player can carry at any given moment. The minimalist symbol is white and gray so that the contrast in color stands out from the natural background. Once the axe is thrown, the axe symbol is replaced with a triangle button symbol (not pictured). This is to let the player know that their axe isn't currently equipped and that they have to press the triangle button to call it back. The triangle button was likely chosen due to how close it was to the attack button (the square button).

4. In the distance is an enemy's health bar. Unlike the player's health bar, the enemy's health goes from yellow down to red when low. This is likely due to yellow and red being attention-grabbing colors so that the player can distinguish the difference between their health and the enemy's. The health bar is located above their head so that when in one-on-one confrontations, their health is in the middle of the screen (players' eyes naturally rest in the center of the screen, and with enemy health being a crucial bit of information the player needs in a fight, it makes sense for it to be front and center).
5. Above the player's health bar is an elemental damage effect. The symbol fills up as the player comes into contact with the element and once full will damage the player for as long as the radial progress bar around the symbol lasts. The filling up of the symbol likely is there to invoke a potion filling up, the radial progress bar is likely there to invoke a wind-up kitchen timer, and it is located above the health bar is likely because the effect will affect health if active (they are close together so that the player doesn't have to dart their eyes too much for the information that affects other information).

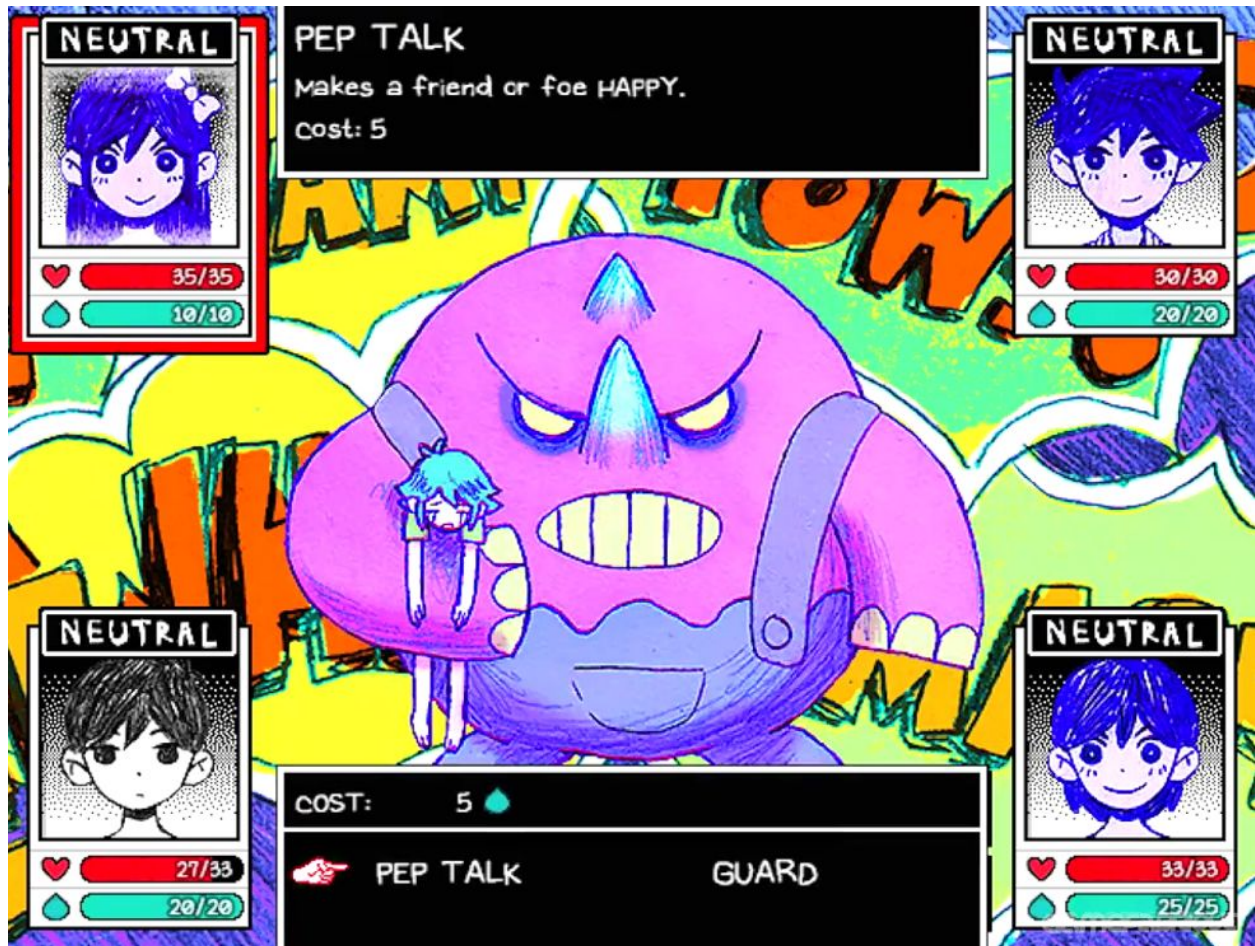


Game: Furi

1. Across the screen are shots that turn from green to red and eventually disappear when shot at by the player. These shots are larger than the blue shots and are the brightest item on the screen, letting the player know that something is special about these shots. They turn from green to red likely because green indicates the shots at "full health" while red is "low on health" (this falls in line with typical health bar conventions, but applied to an object rather than an enemy). They also flash when the player shoots at these shots, letting the player know that their shots are having an impact on these shots.
2. The smaller blue shots are ones that cannot be damaged by the player. The player knows this by the shots being dimmer and a different color than the other shots. The

shots also do not react to the player's shots, indicating that the player cannot impact them in any way.

3. Green orbs with triangles appear across the stage and provide health when you interact with them. The color green is often associated with health and nature, and the triangle is a unique shape letting the player that it serves a unique role.
4. At the top left screen is the player's health. The health bar is segmented into several boxes to differentiate it from the boss's health bar, which looks like a traditional health bar. The smaller boxes underneath indicate the player's lives they have left. The health bar depletes from right to left because of the location it is on the screen and because it is a flipped version of the boss's health bar.
5. At the top right of the screen is the boss's health bar. Unlike the player's health bar, the boss's health looks like a traditional health bar. The red in the health bar is likely there because it is meant to grab the player's attention as well as letting the player know its the enemy's health (red is often associated with the enemy team, likely because red is an aggressive color). The smaller orange boxes underneath indicate the boss's lives they have left (the boxes are orange so that they contrast against the player's lives). The health bar depletes from left to right because of the location it is on the screen and because that is how Western audiences read text.



Game: Omori

1. The hand next to the “pep talk” text is the player's cursor. The cursor is this shape likely because it is an easy shorthand for pointing and invoking something like a computer cursor. The color is red and white likely because red is an attention-grabbing color and white because it mimics the color of computer cursors.
2. The health bar can be seen underneath each character's profile picture. The heart next to the health bar is meant to let the player know what bar it is. The bar is red, again, because of how attention-grabbing the color is and because of red's association with health and healing (likely an association with the Red Cross or ambulances).
3. The bar underneath the health bar is meant to let the player know how much “juice” they have. They likely use the term “juice” to have a playful spin on the typical “energy” or “mana” bar. The drip shape is likely to invoke the symbolism of “juice”
4. At the top right of the screen, a red border appears around the character's profile picture. This is to let the player know which character can perform actions. The color is red because of its attention-grabbing nature, and it is a border so as to frame the character, like a painting (again, drawing the player's eye).
5. The enemy is in the center of the screen. This is because the player's eyes naturally lay at the center of the screen, and because the player will be looking at the enemy for most

of the match, it reminds the player who the enemy is without having to have the player dart their eyes across the screen.