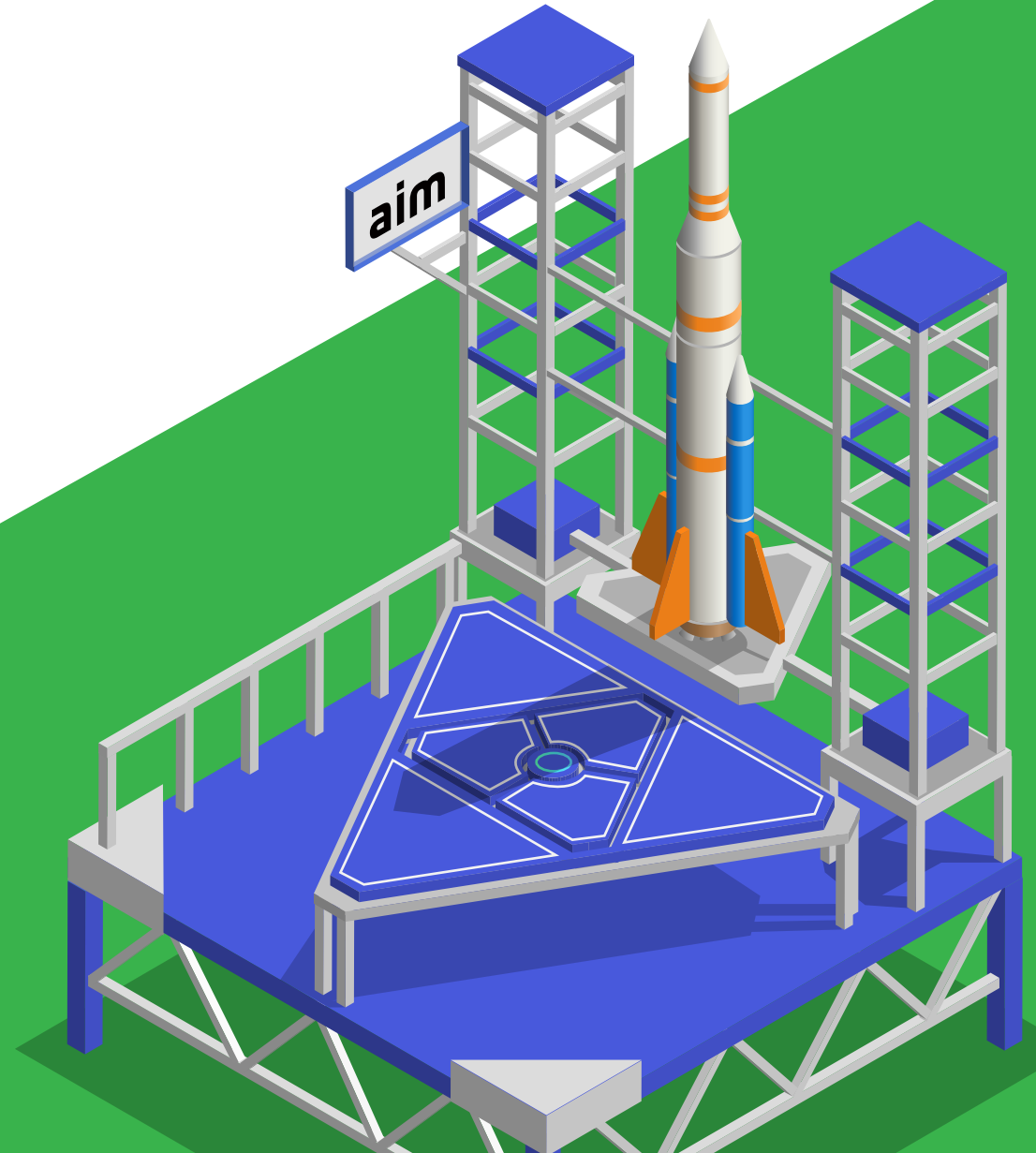


AIM – Space Challenge

Style Guide 1.0

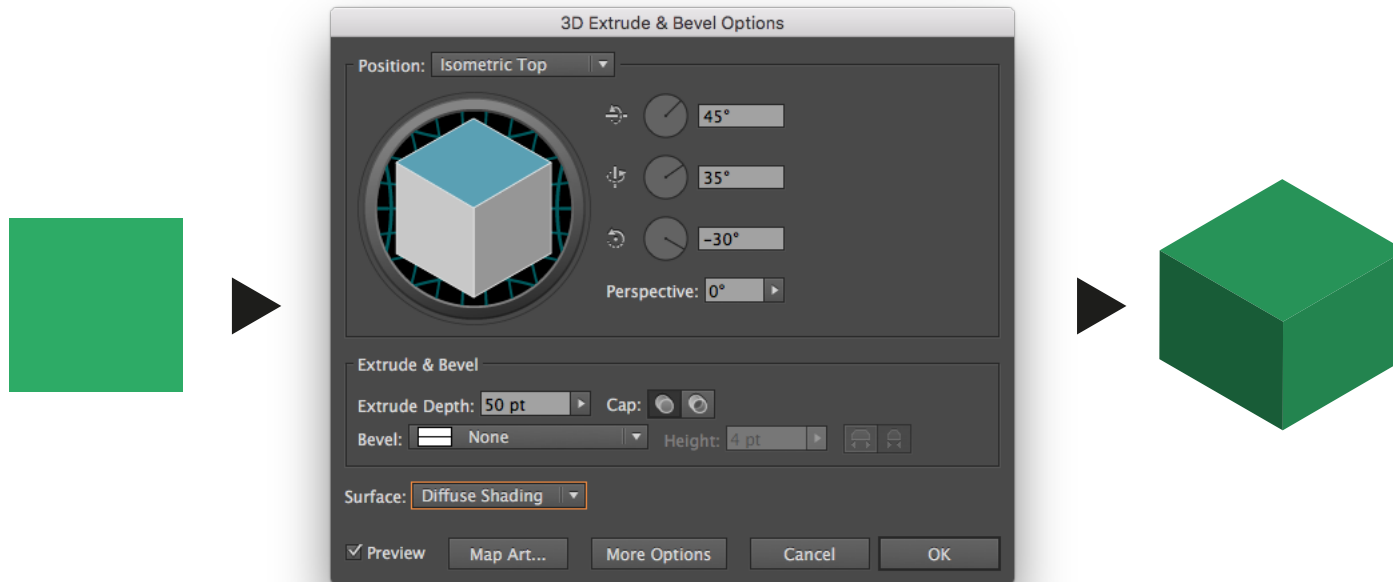


Welcome

This guide will walk you through the basic steps of designing for **AIM – Space Challenge** for both the art and user interface.

Some experience with programs like Sketch and Illustrator is recommended.

World Design



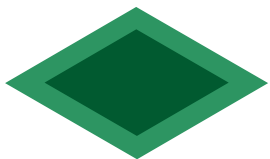
Getting started

The buildings have been designed in Illustrator using the 3D Extrude & Bevel option.

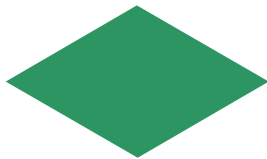
It can be found under Effects > 3D > Extrude & Bevel. From the dropdown choose Isometric Top.

Surface should be set to Diffuse Shading.

If you want a flat isometric square, set Extrude Depth to 0 pt.



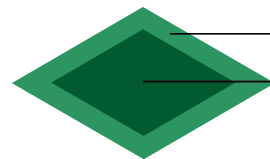
1 tile



Outer tile = 100px * 100px

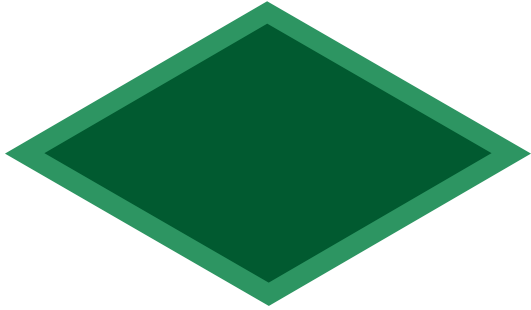


Inner tile = Outer tile - 30px (70px * 70px)

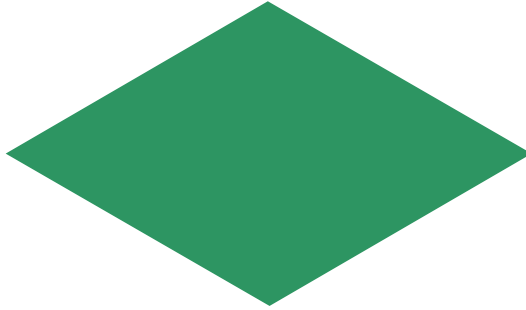


Amount of space the tile takes in game
The amount of space a building can use

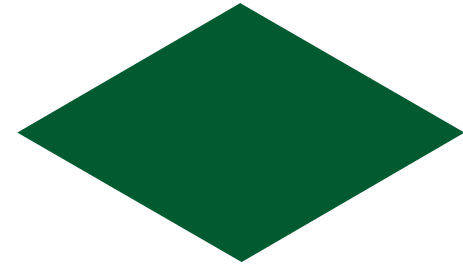
World Design



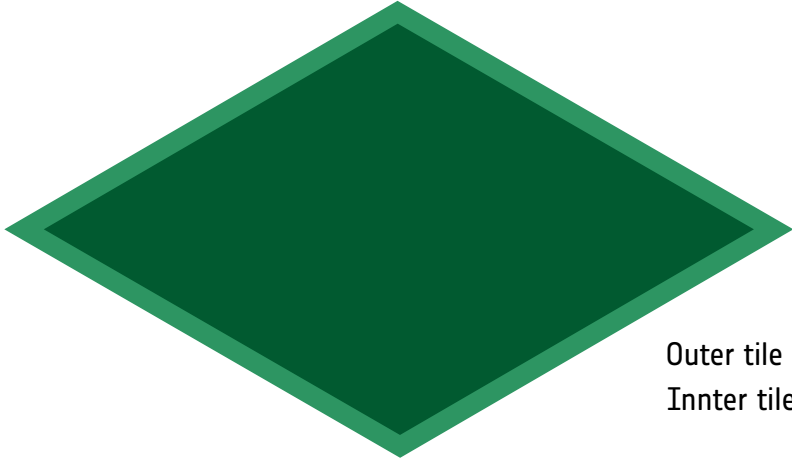
2 tiles



Outer tile = 200px * 200px



Inner tile = Outer tile - 30px (170px * 170px)



3 tiles

Outer tile = 300px * 300px

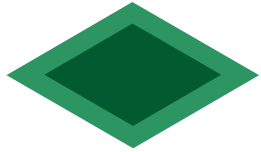
Innter tile = Outer tile - 30px (270px * 270px)

Using the tiles

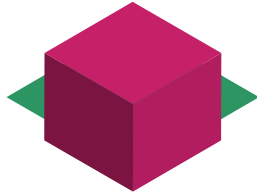
Use only the inner tiles to build the main structure of the building on.

The outer tile should be used as 'white space' to have space between buildings and is always +30px on each side compared to the inner tile.

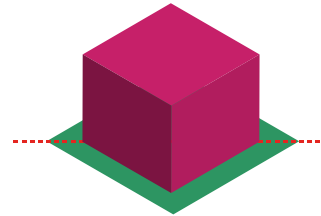
World Design



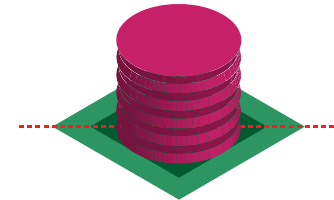
1 tile



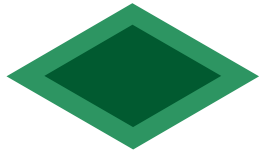
If the tile in 'isometric top' is 60pt high



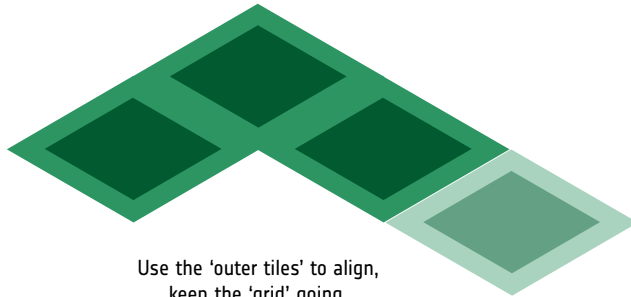
Move it up so it aligns horizontally



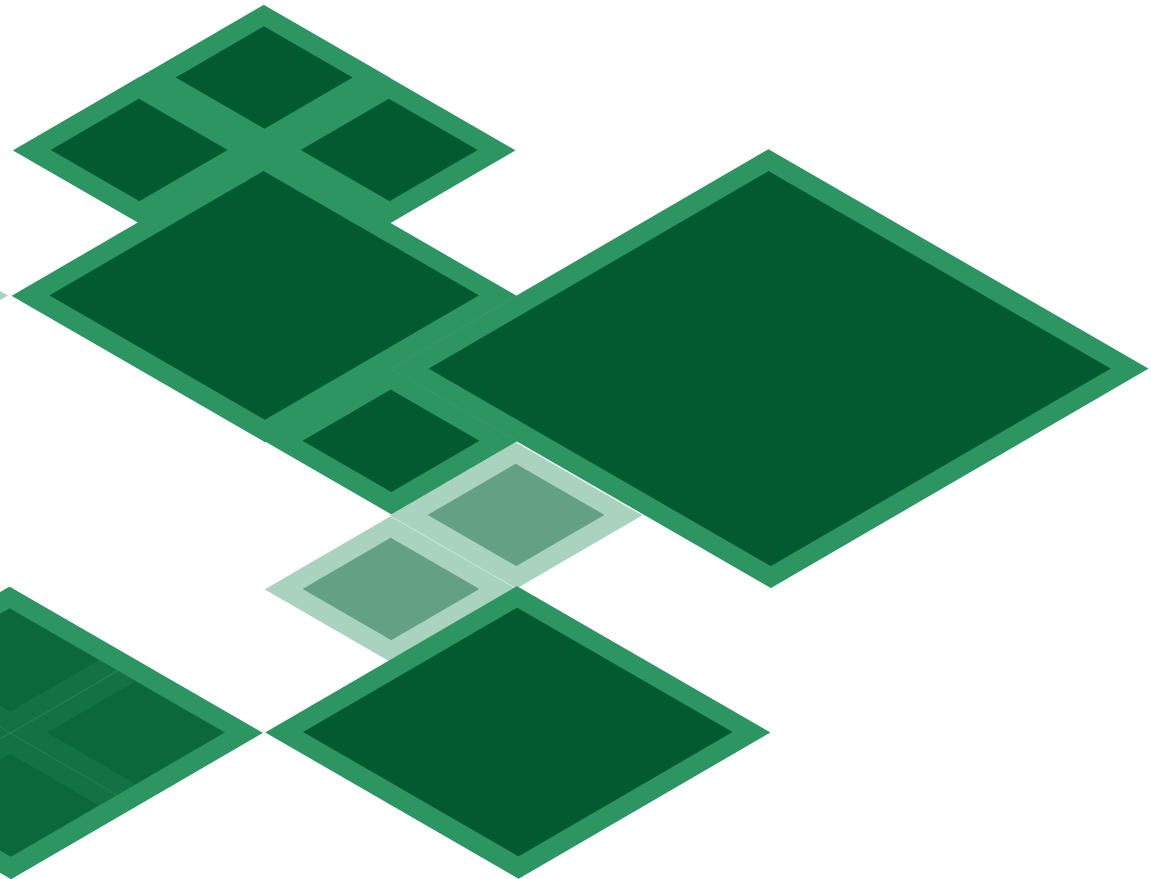
Then you can shape it how you like



1 tile =
minimum size



Use the 'outer tiles' to align,
keep the 'grid' going.
Fit it like a puzzle.



World Design

Examples of buildings used in the first version of the game.

To export: Place building in its own artboard.

Expand appearance, save for web PNG-24 at 400 percent. To make it pixel perfect, crop it in Photoshop, so no white space is left.



User Interface

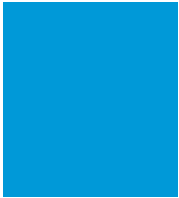
For a consistent User Interface, the colours of the ESA Corporate Identity are used. The UI has been designed in Sketch.

ESA Blue



#00338D

ESA Azure



#0098DB

ESA Green



#008542

ESA Orange



#E37222

ESA Red



#D0103A

ESA Yellow



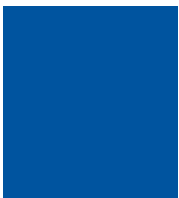
#FDC82F

ESA Dark Blue



#002664

ESA Dark Azure



#00549F

ESA Dark Green



#284E36

ESA Dark Orange



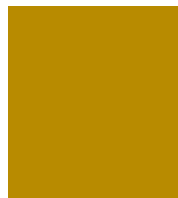
#9D5116

ESA Dark Red



#822433

ESA Dark Yellow



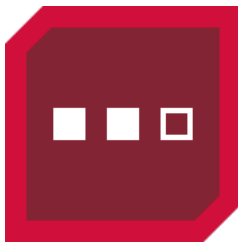
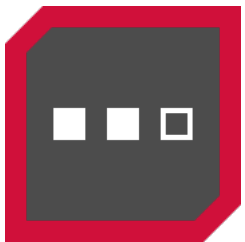
#B88B00

User Interface


A few examples of what the UI looks like in the game. The top-left and bottom-right corners are cut. This is done in Sketch by making a square rotated 45 degrees and applying it as a mask on another rectangle.

Set the rotated square to the edge and move it 7pt into the other rectangle. This will give the exact corner you need.

The buttons should at least be 44pt * 44pt, for optimal touch size as described in the Human Interface Guidelines from Apple







LVL 10

MAX LEVEL


12345



6789







4





MISSION



User Interface

For exporting, group the assets together and export them via the 'Export' window in the bottom-right. Set 'Size' to 4x, so that the visuals are ready for the highest DPI screens available.



What about @2x, @3x?

Sketch can export to multiple sizes at once, but at this moment in time, it will only make the app size package bigger.

Once an app is optimised by App Thinning, it will make sense to export to multiple sizes, but for now it is better to only export at 4x size.