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Game Semiotics

Horizon Zero Dawn



Weapon Color:

Each weapon has a different UI color representing rarity ranging from green being the most common all the way to epic being the most rare drops.

Stat Boosts:

Each stat for your weapons has an associated color to it. As predetermined stat numbers show up as white tally markers and interchangeable stats via upgrade or modification shows up green.

Equipped:

They display what gear you currently have equipped via the checkmark next to the item that is selected. They also show a green circle next to the weapon to signify the

weapons currently durability as a full green circle means that it is fully repaired and anything below that means that weapon is damaged and if the green circle fully disappears the weapon will break and be unusable until you repair it again.

Association:

The color associated for each skill tree is different signifying they each of the skill trees specialize in something different. They also have images associated to the skill to get an Idea of what it does without actually having to use the skill first.

Correlation:

When you have a weapon equipped a picture of the weapon pops up. When an enemy appears a white eye pops ups and if they don't find you it closes but when they do find you it opens up and flashes to indicate that you have been seen. In the left hand of the screen a there is a tool bar that has images that correlate to what the option does as the green cross represents health, the rock represents a distraction, and a vial represents a tonic.

Dragon Age Inquisition



Marker:

In Dragon age inquisition to mark what characters are where they have a color below them to determine what allegiance they have as a enemy has a red ring below them and a ally has a orange ring below them. If you want to send one of your ally's to a certain location a orange arrow points to where you can go.

Ability:

When you or an ally has enough energy stored up the bar next to their icon lights up to signify that they can use their ultimate ability. When they use an ability a icon change happens to correlate what ability was just used as a defense boosting ability will make iron bars show up on your icon etc. There are multiple ability slots so when you want alternate between ability slots they have second slot layer above the second and have button next to arrow showing you if you press the button you can switch between slots.

Radar:

In the left hand screen when foes or allies are near red or white icons appears. Red signifying enemy and ally signifying white. And you appear as an arrow so you will never get confused where you are and always know what direction that you are going.

Lock on:

When you target a larger enemy a marker appears corresponding to what body part that want to target and orange marker indicates their weak spot.

Persona 5

Stat Boosts: When you level up a persona via the gallows function it shows a green indicator past the stat white stat color that you already have to indicate how much the stat will increase by.

Indicator:

When you use a physical ability it is represented by a orange scratched mark , a gun ability is represented a orange bullet shot, a buff/debuff ability has a blue marker, and a magic ability is represented by the corresponding element as a curse element has a red skull , a lightning element has a yellow bolt etc.

Hanged Hecatoncheires
LV 50 NEXT LEVEL 20901



LEVEL UP!!

- Foul Breath
- Regenerate 2
- Charge** NEW SKILL
- Masukunda
- Matarunda
- Null Bless
- Dekunda
- Endure



NONE

Skills Confirm