

The First Evil: Cataclysm

Crafting an RPG Inventory Experience

My Role: UX/Game Concept Designer, Researcher

THE FIRST EVIL

C A T A C L Y S M

“Stories say that long ago, the bringer of darkness came to our world, laying waste to it. And after many years of conflict was finally defeated; to be forgotten to time.

But that is not the way of things. Evil always has a way of being found. And darkness does not exist alone...”

Story-driven

Fantasy

RPG

3rd person

Open world

Design brief

Design an **inventory UI** for a **fantasy RPG**. Play as a **chosen hero** on a quest to save your home from an ancient darkness. **Explore**, solve **puzzles**, and battle a **wide variety of enemies** along the way.

You'll **collect** various items to aid your journey, and the inventory screen provides quick access to your **weapons, abilities**, and **materials**.

The fate of your home and its people rests in your hands — can you save them from this ancient evil?

● 5

L1

Loadout

Crafting

Abilities

Inv

R1

● cash

● 40/96

I

II

weapon

on

a1

a2

item

item

item

item

● health

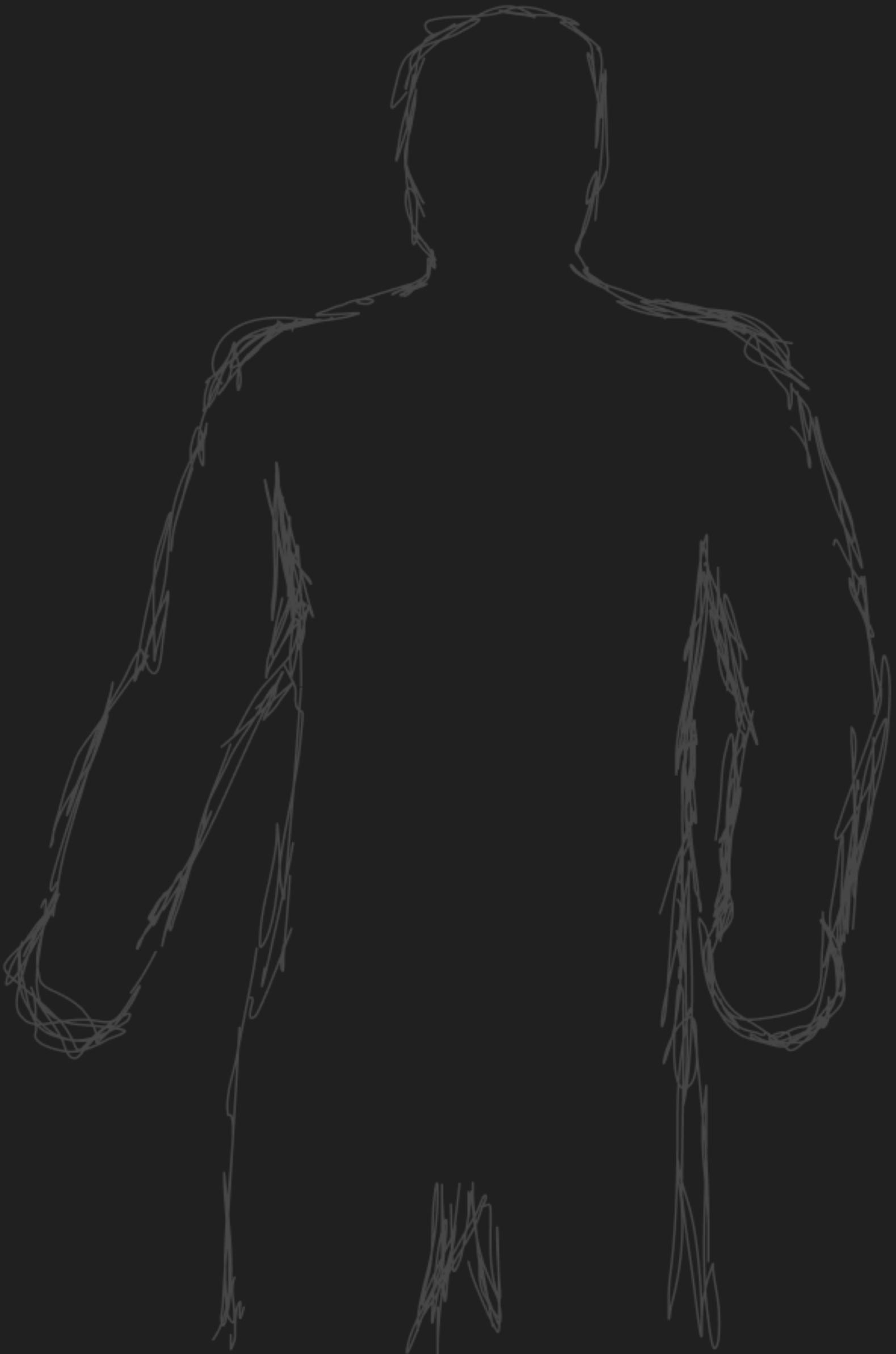
122

● void magic

80

● stamina

60



head

arms

legs

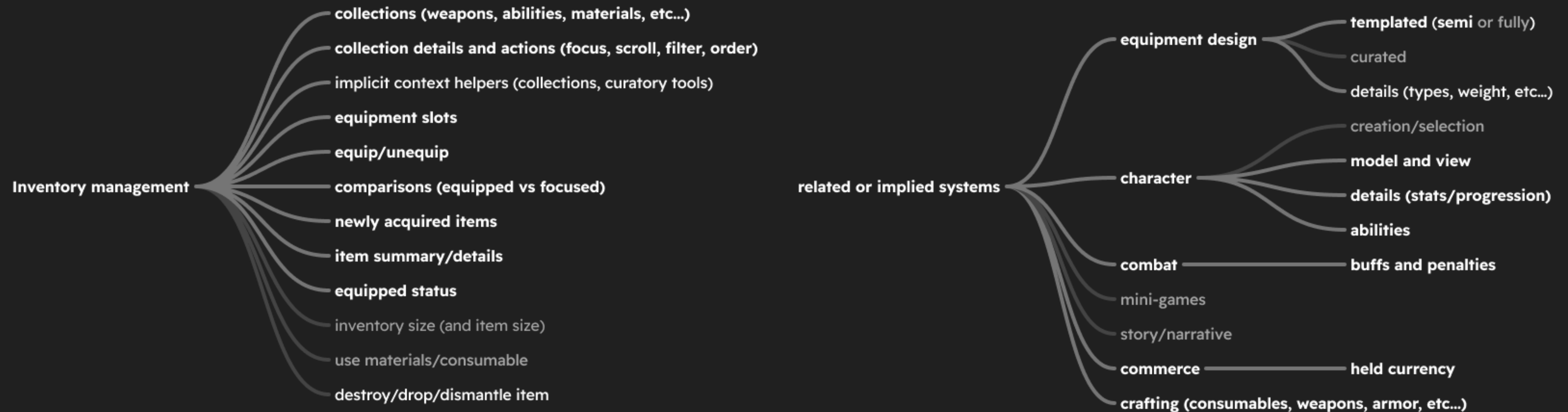
feet

L2

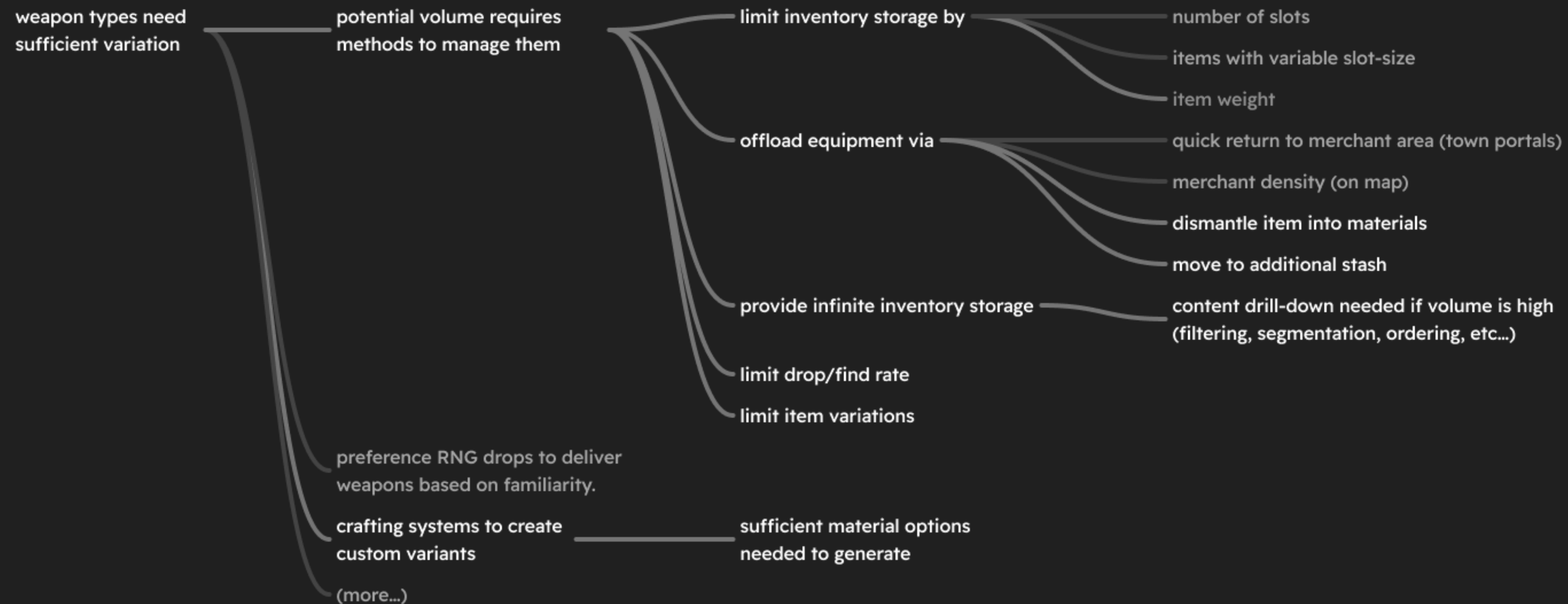
R2

Weapon view

Several different gameplay systems, behaviors, and information implied by the brief needed consideration



Weapons that are both **semi-templated** and **drive combat expression** have a few potential outcomes and challenges:

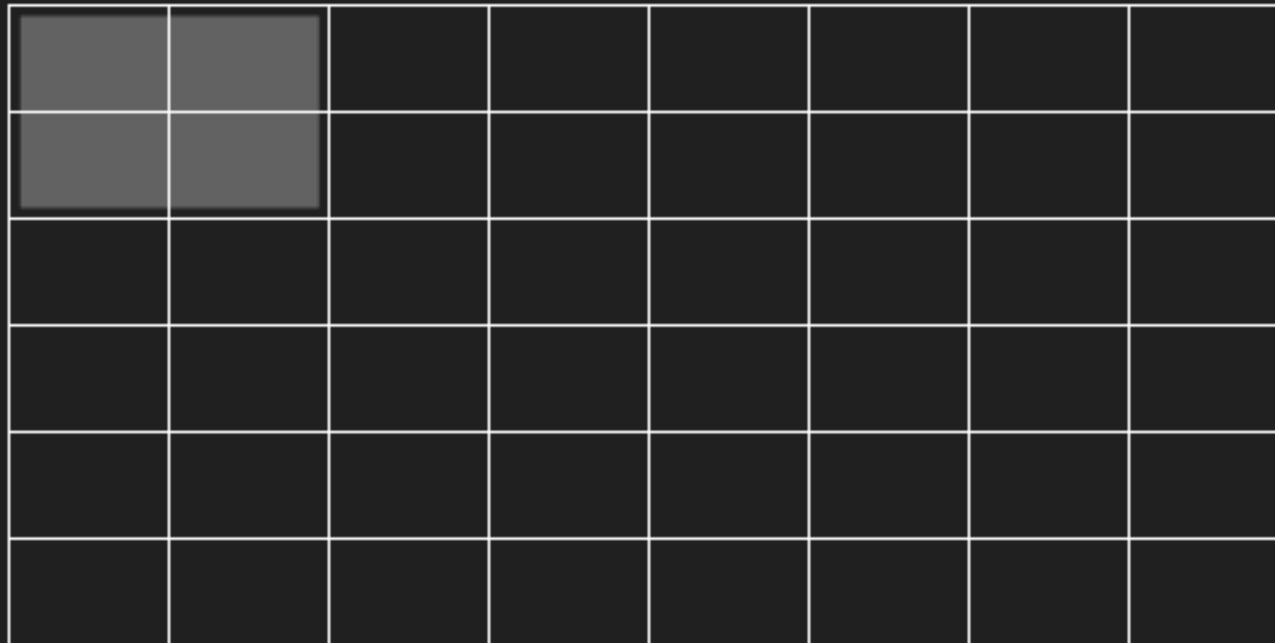


Limiting how often weapons/armor are acquired (via drop rates and crafting) enables a simpler experience around managing a player's inventory.

- Simpler navigation with weapons and armor
- Complex drill-down is less necessary (materials only)
- Less frequent equipment offloading
- Enables more UX management options
- Weapons are more valuable/have more character

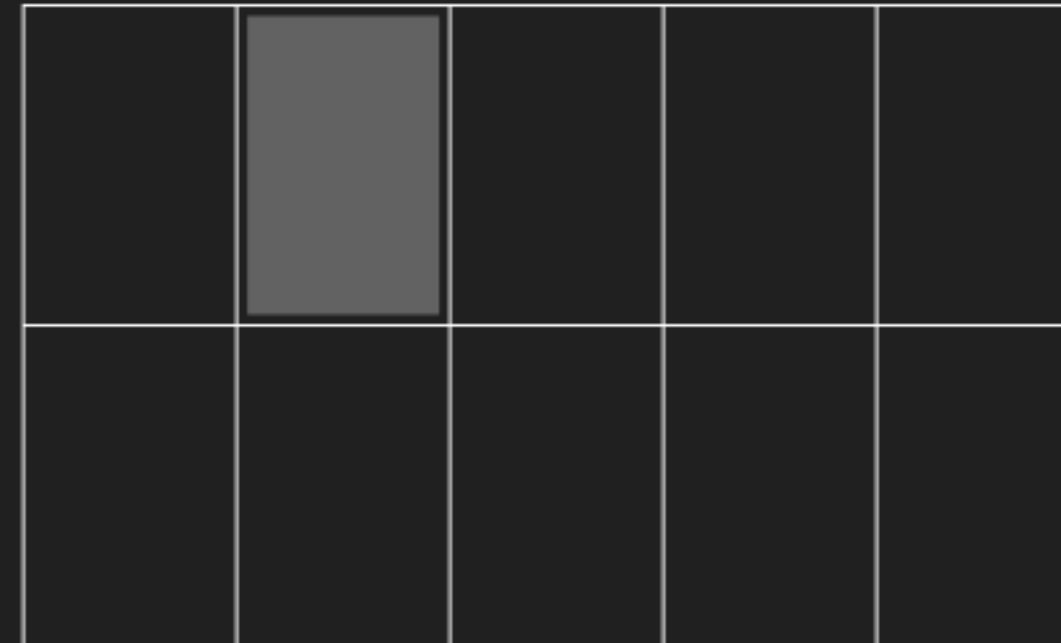
Option 1

slots = fixed, item = n-slots



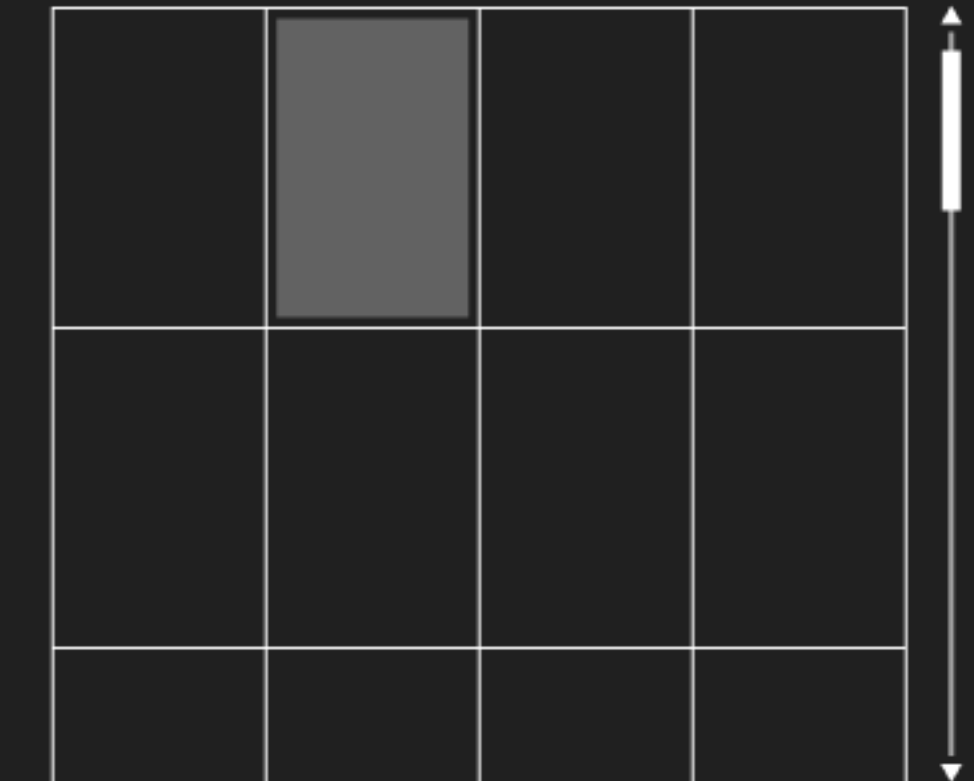
Option 2

slots = fixed, item = 1 slot



Option 3

slots = infinite, item = 1 slot

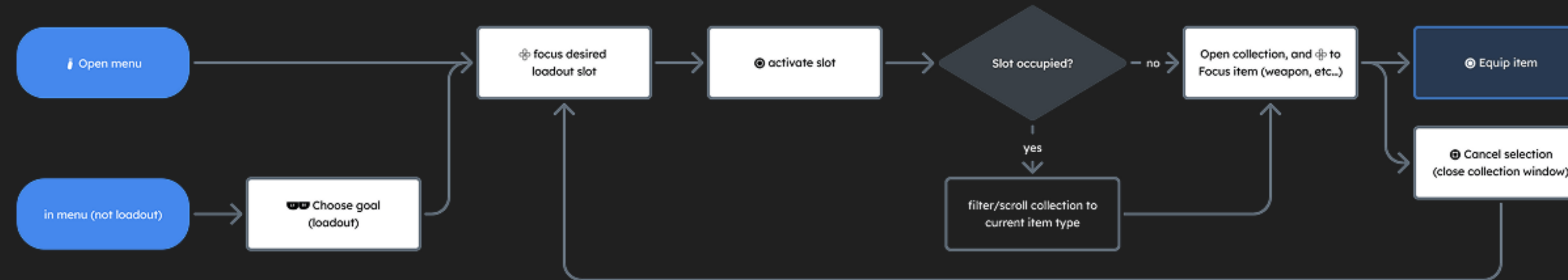


(simplest approach across collections)

(list variants also possible)

Selecting an 'equip item' flow influenced the way the overall inventory experience was designed.

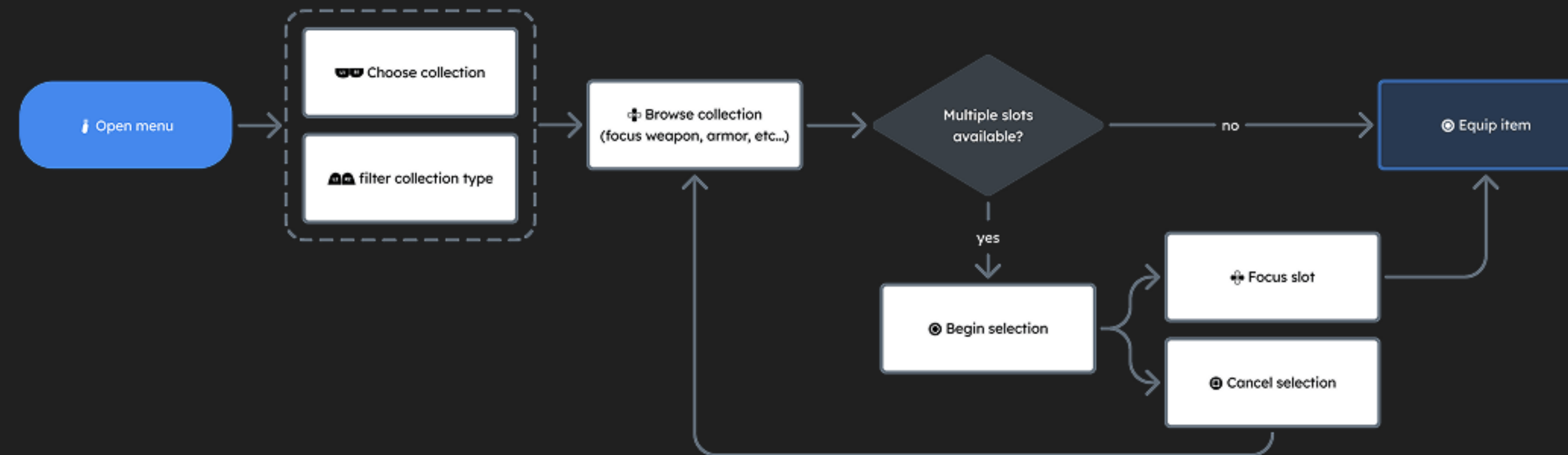
Option 1: Equipment-slot centric (goal-based)



Benefits

- quick access to related goals
- clearer overall inventory snapshot
- simpler/faster equip item flow
- more list support systems available

Option 2: Item centric (object-based)



- faster list subset curation
- slightly flatter interactions

I

II

weapon

on

a1

a2

item

item

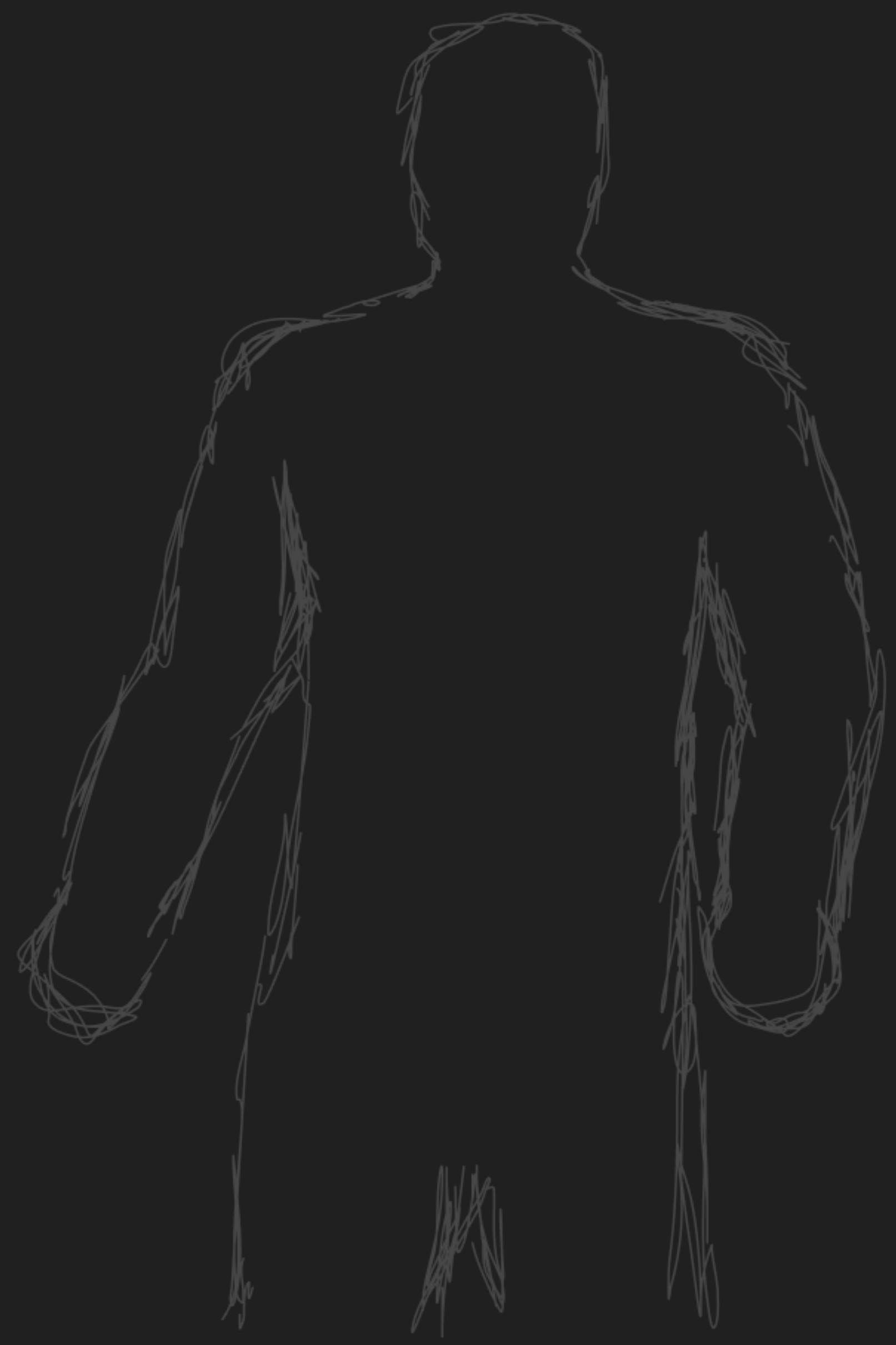
item

item

● health122

● void magic80

● stamina60



head

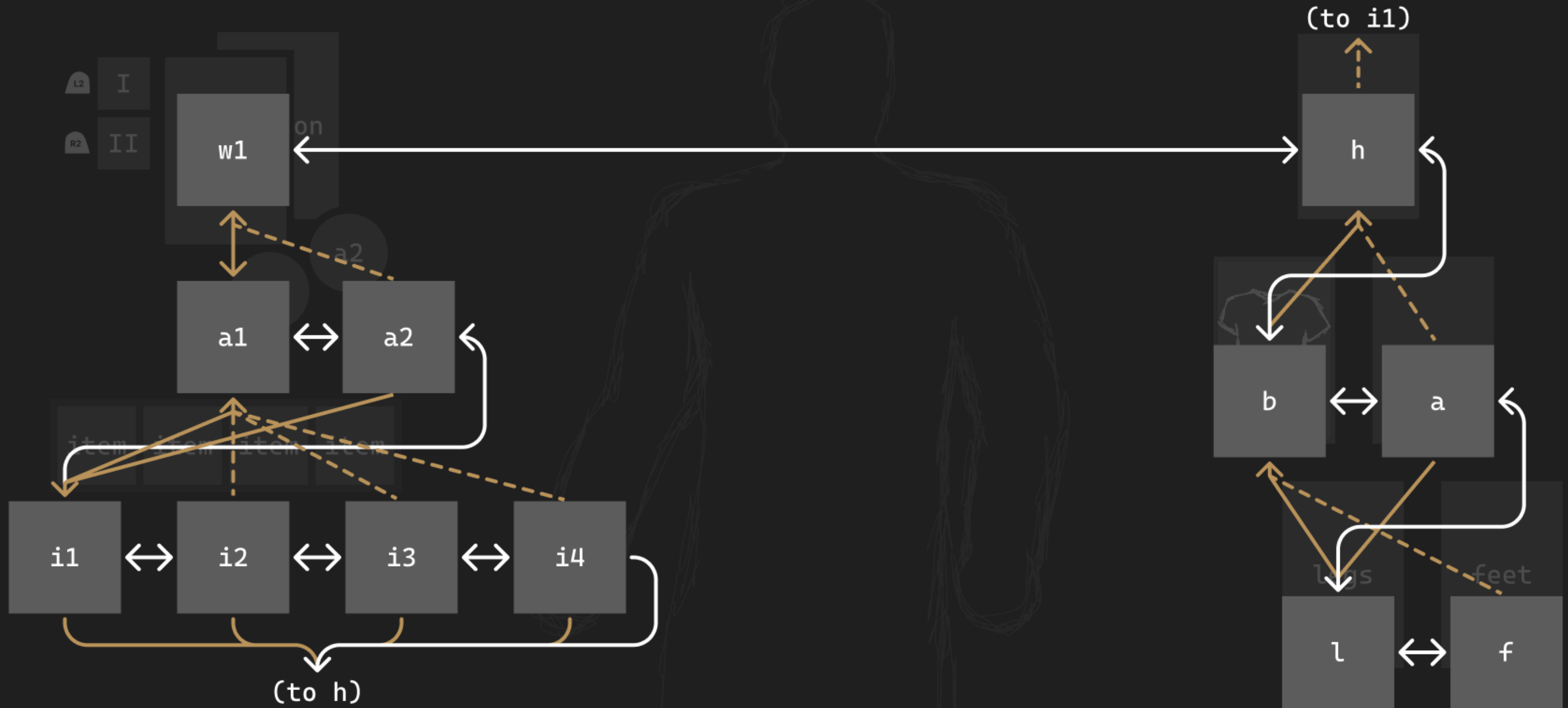


arms

legs

feet

(swapping does not disturb focus position)



Inventory screens

The persistence of character data was driven by where that data had a direct influence.

(data has a direct influence on these goals)

Data point	Loadout	Crafting	Abilities	Inventory	Character Info
Cash		-		x	x
Weight	x	x		x	x
Level			x		x
Experience			x		x
Name					x
Health					x
Void magic			x		x
Stamina				x	x

x = yes, - = strong possibility

● 5

L1

Loadout

Crafting

Abilities

Inv

R1

● cash

● 40/96

I

II

on

weapon

a1

a2

item

item

item

item

● health

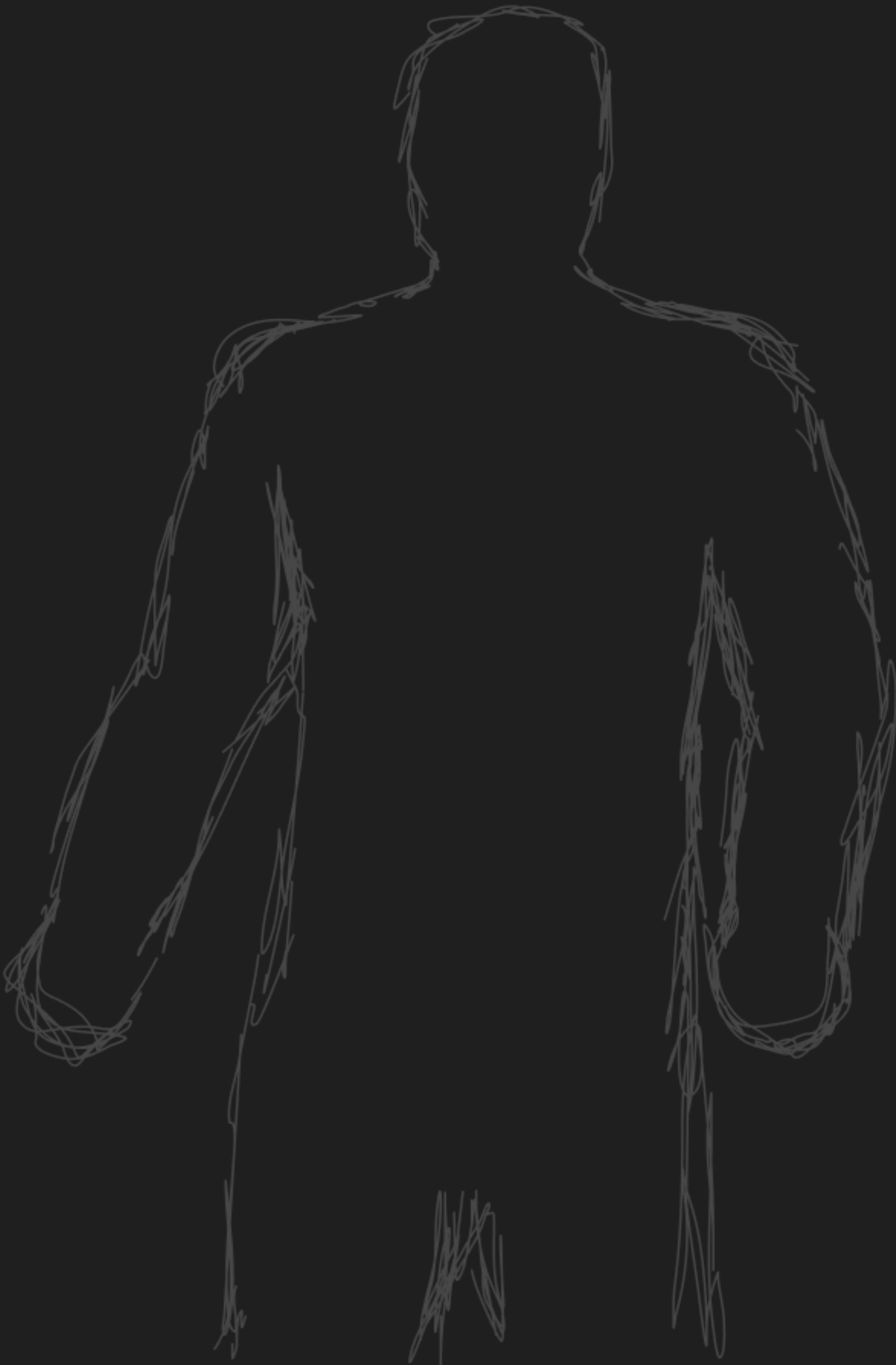
122

● void magic

80

● stamina

60



head

arms

legs





feet

L2

R2

Weapon view

Weapon 1

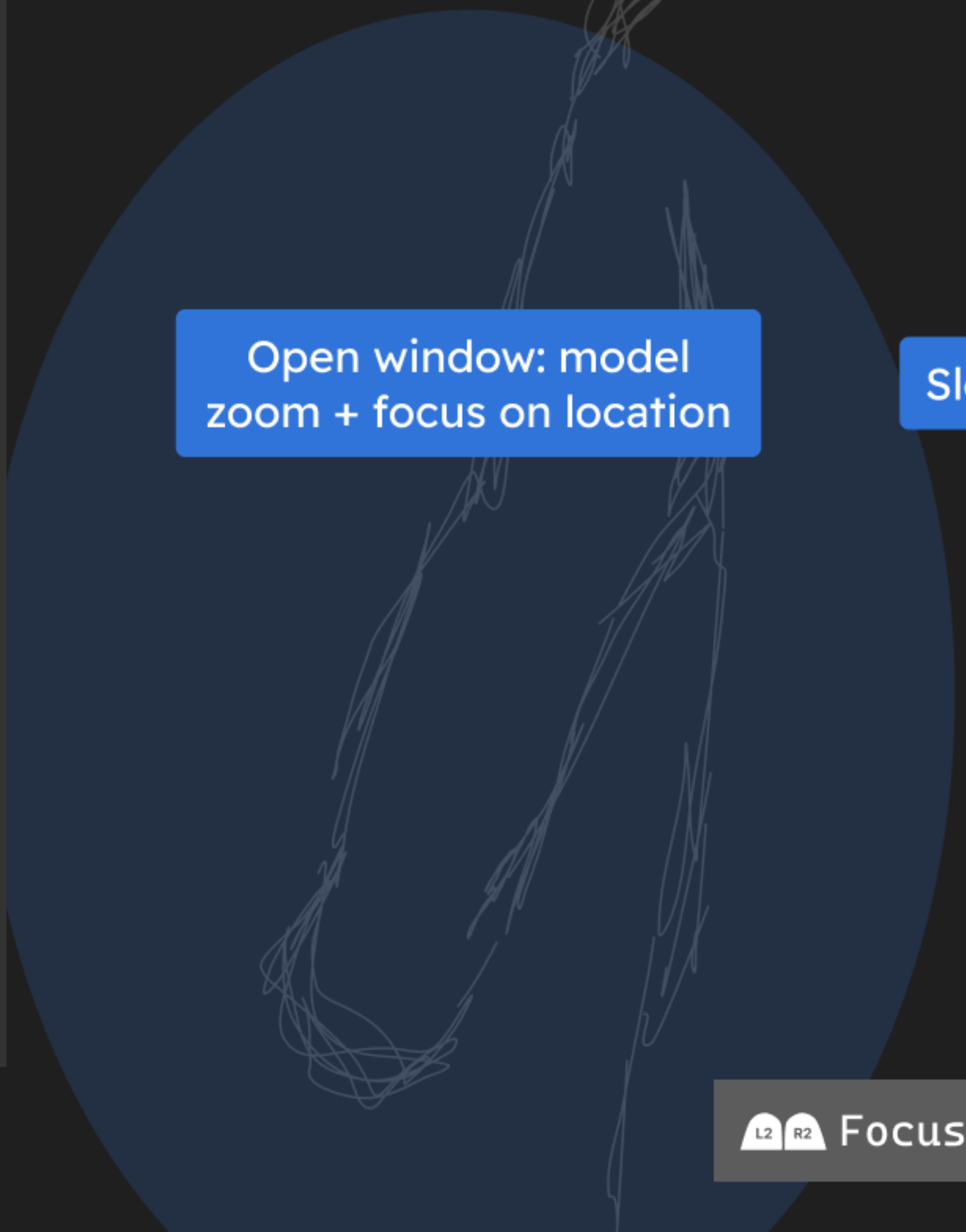
 wpn	 wpn	 wpn	wpn
wpn	 wpn	wpn	wpn
wpn	wpn	wpn	wpn

Sort: Newest

Recently acquired + not viewed

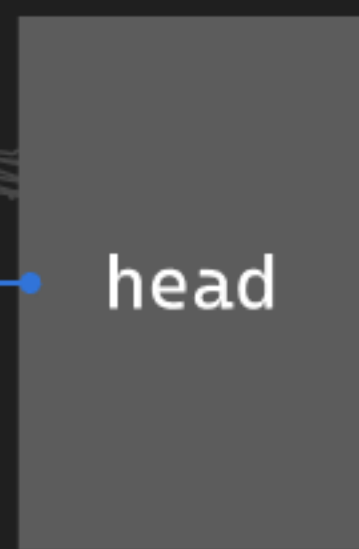
Equiped

(default)



Open window: model zoom + focus on location

Empty

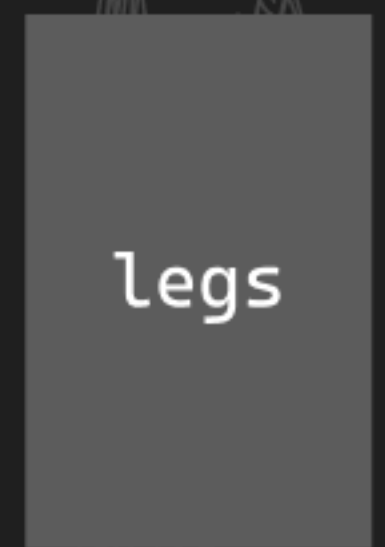


head

Slotted



arms



legs



feet

Weapon 1

New

wpn

New

wpn

wpn

wpn

wpn

wpn

Sort: Newest

Fauchard

Bronze Polearm (36)

104 Damage (24)

+5% bleed per attack (2%)

+30% to sweep attacks (5%)

-20% to thrust attacks (10%)

+22% advantage to void magic abilities

-5% void magic cost

condition

weight

cost

Equip

Dismantle

Weapon affinity

Comparison diff

Equipped Item Info
(comparison: on)

Weapon 1

New

wpn

New

wpn

wpn

wpn

wpn

wpn

Sort: Newest

Fauchard

Bronze Polearm (36) equipped

104 Damage (↑24)

+5% bleed per attack (↑2%)

+30% to sweep attacks (↑5%)

-20% to thrust attacks (↓10%)

+22% advantage to void magic abilities

-5% void magic cost

condition

weight

cost

Equip

Dismantle

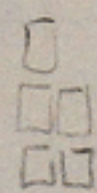
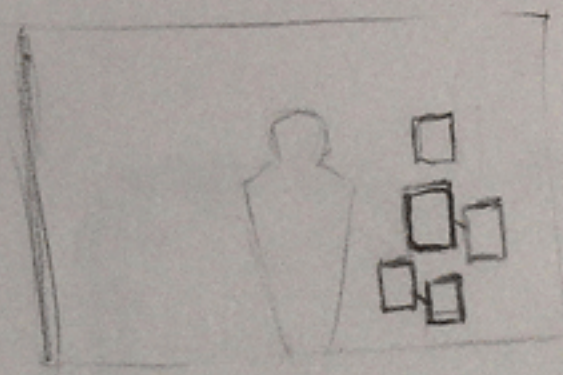


A persistent window both mitigates return friction, and frequent model resizing jank

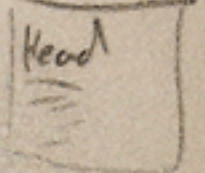
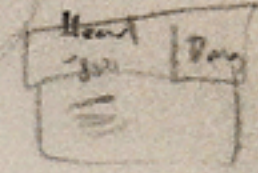


Additional branches would solve a specific goal for the player

Iterations



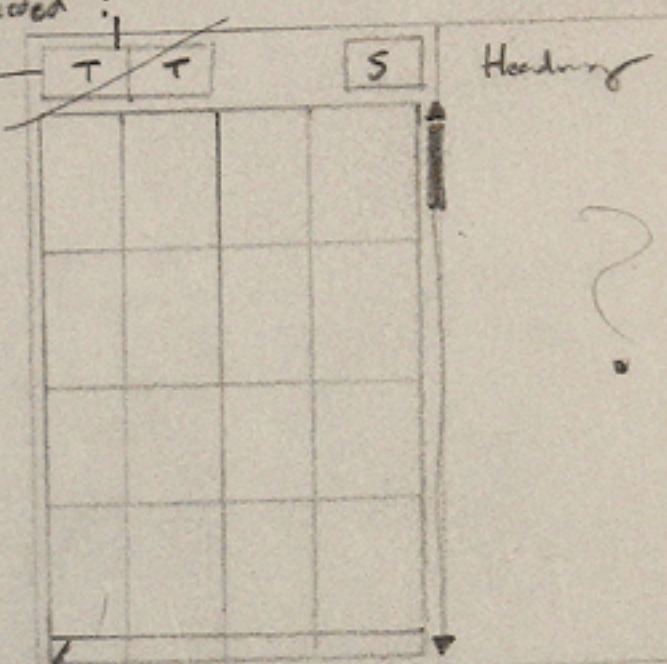
level + exp / money / name



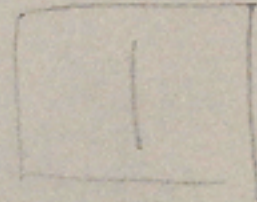
purple maybe risky color?
infuse attacks w/ void magic → attack types?

not needed?

type?



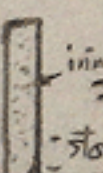
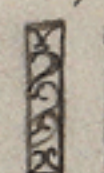
if it's 1 type, then



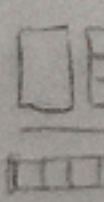
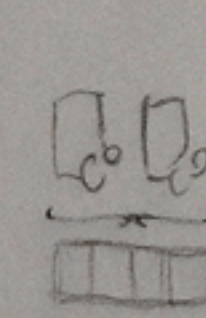
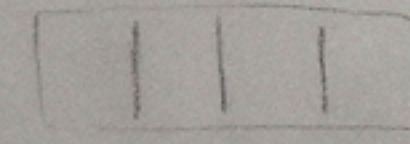
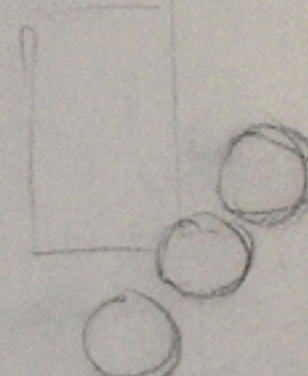
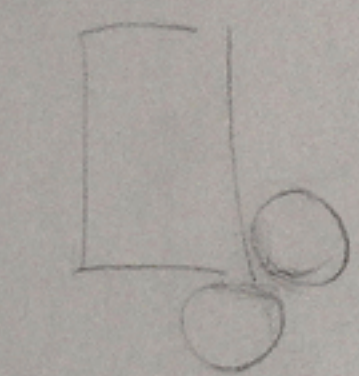
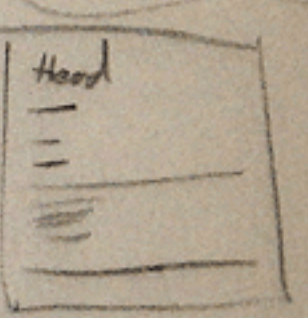
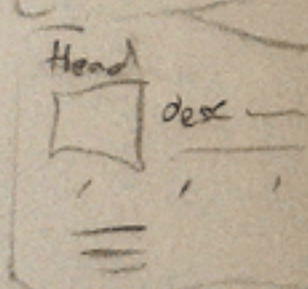
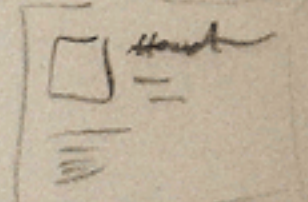
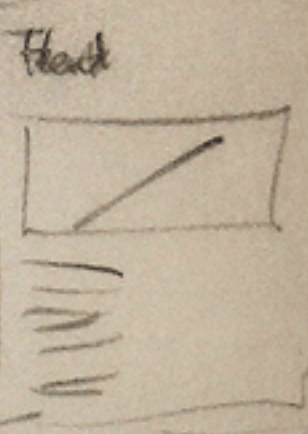
f. weapon type?
m + +

inf? if so, weight?

too small



inner texture
stone?
metal?

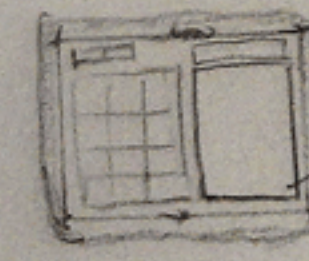
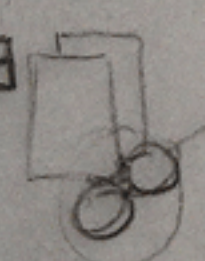


suggestive → skem?
surface?

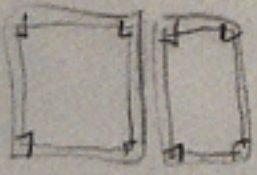


- sketch
placeholder

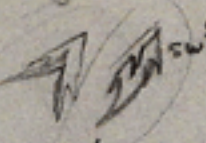
connectors



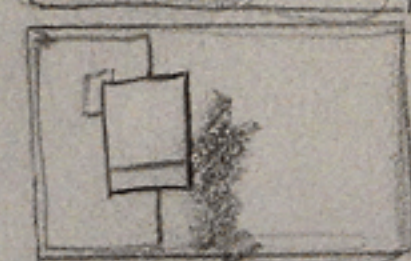
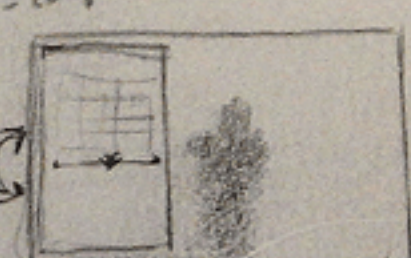
etching?



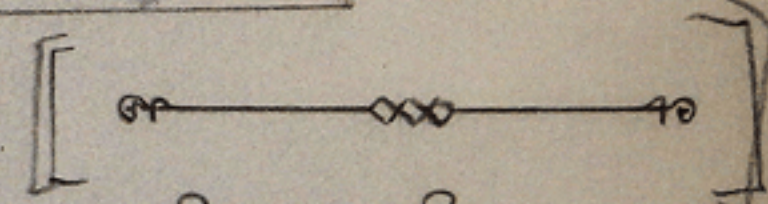
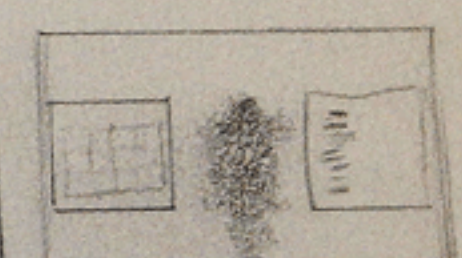
i think i need to go further
to get UX inline



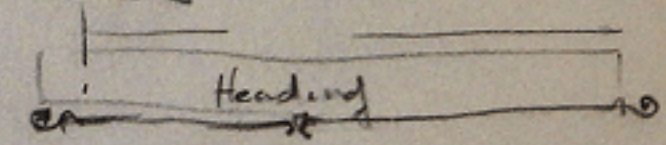
- close item
- comparisons



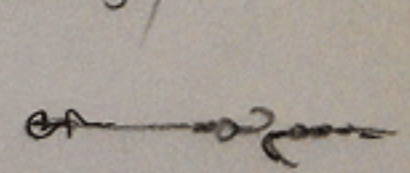
- options
- equipped (currently)
- comparison
- context



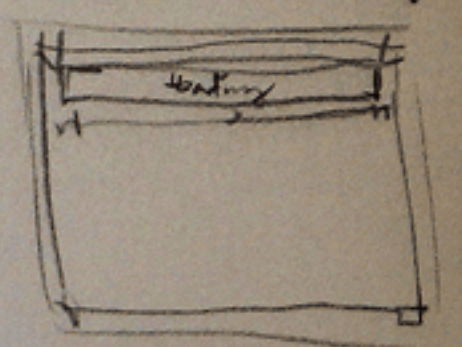
etching? or elevated?



floating?



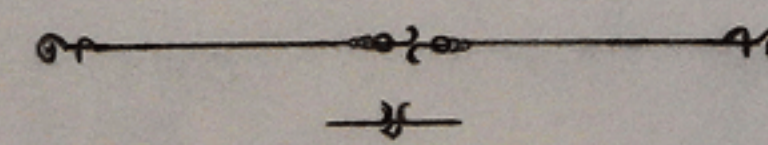
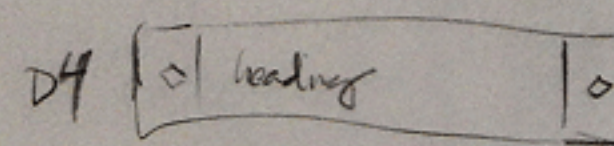
make contrast it is awful?



reduce to
physical gestures?

intent?

combine magic w/ fighting bots?



- surface requires windowed approach?
- slot surface
- button floating
- headings

fidelity layers { high low

sketchy has 2 layers → line work + higher reader

equip → crafting → skills

isolation

loadout crafting skills inventory

conditional surface?

Gasha @ 560

loadout
equip
armor
pouch

weapons/armor/materials/pouch items/etc... (AM)

inner carving

weapon focus

stone etching

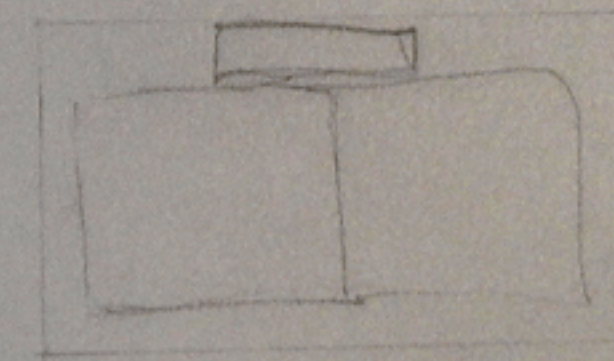
maybe the goal is locality?

- weapons (2)
- pouch
- hand
- body
- legs
- feet
- abilities

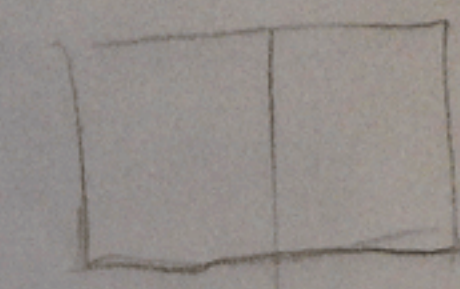
7

void magic

creeping darkness?
dialog?



controls
- sectioned
- local
both?



a

b



2 circle?



hands?

more heavily thick?



insert/outset?



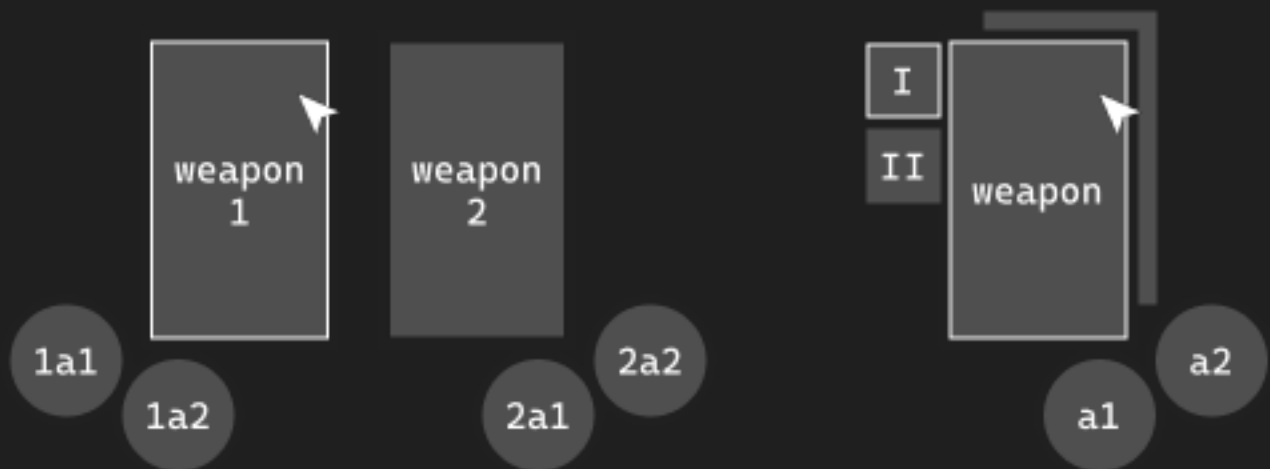
option 1

I II



focus solves branching issues

Weapon slot options



Inventory collection options

ⓧ

● Short Blade

●

●

●

●

●

●

Ⓜ

wpn

wpn

wpn

wpn

wpn

wpn

Weapon Details

Equip

Unequip

Sort by: New

Weapon 1

Filter by

Sort by

wpn

wpn

wpn

wpn

Weapon Details

Weapon 1

Filter by

Sort by

wpn

wpn

wpn

wpn

wpn

wpn

wpn

wpn

wpn

wpn

wpn

wpn

Weapon Details

UX/game design

Nik Jeleniauskas

Tools

Figma, FigJam, Obsidian