# *Tools and Technologies Used in Games*

# THE *summary*

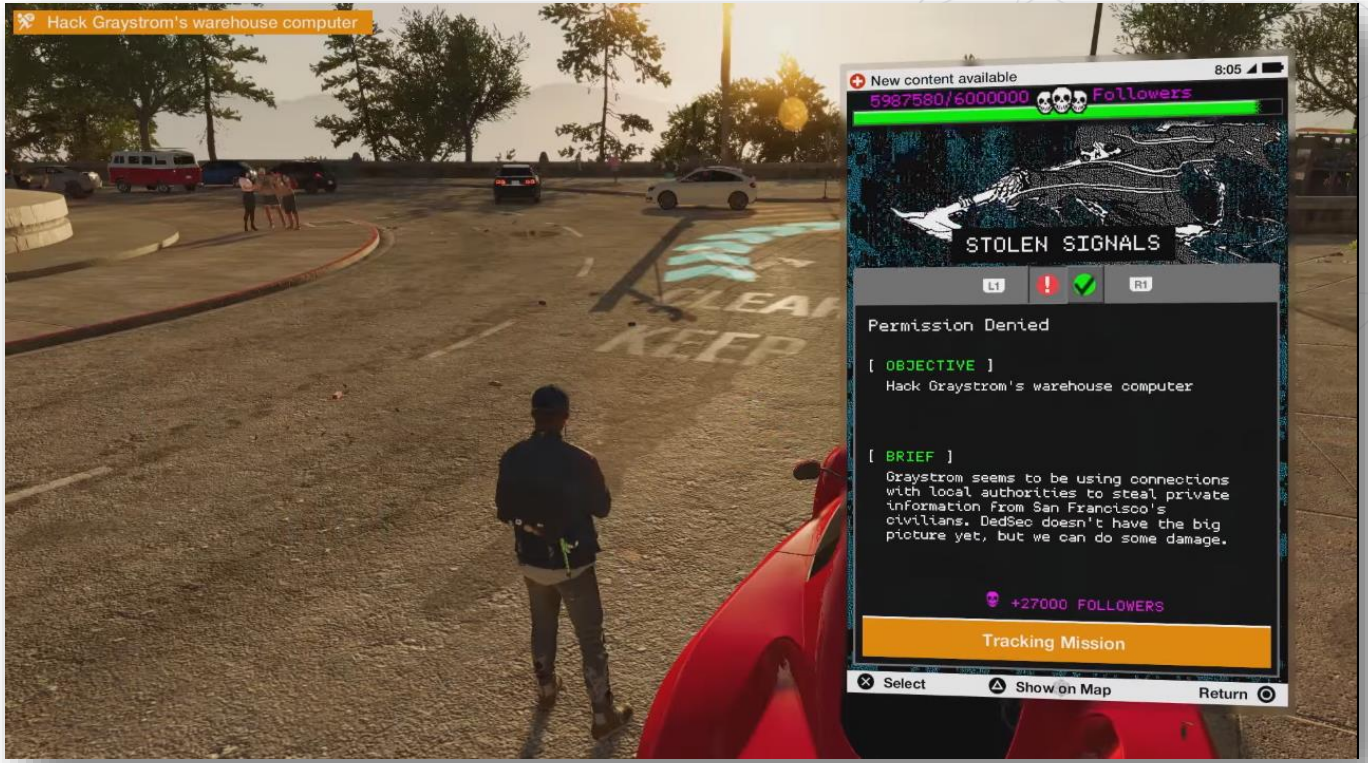
1. AAA UI REQUIREMENTS
2. UI SOLUTIONS
3. EXAMPLES
4. DEMO

# WATCH DOGS 2

- **Release date**
  *November 15, 2016.*

- **UI tech**
  *Fire. Everything is designed using Adobe Flash Professional. Some scripts are in ActionScript 2 but most is in C++ for the performance.*

# EX. IN-GAME


Hack Graystrom's warehouse computer
New content available
8:05
5987580/6000000
Followers
STOLEN SIGNALS
L1
R1
Permission Denied
[ OBJECTIVE ]
Hack Graystrom's warehouse computer
[ BRIEF ]
Graystrom seems to be using connections with local authorities to steal private information from San Francisco's civilians. DedSec doesn't have the big picture yet, but we can do some damage.
+27000 FOLLOWERS
Tracking Mission
Select
Show on Map
Return

# 3 FAR CRY

- **Fire all the way**
  *Tried and proven tech.*

# EX. IN-GAME

BAIT
To get bait, hold to skin any animal.
Open the weapon wheel by holding L1, and select the bait with R.
Throw bait with R1 to lure predators to the area.
Back

Thank
YOU