

Teamfight Tactics

Redesign

Self-Initiated Project

Project Overview

Teamfight Tactics (TFT) is a strategy video game from studio Riot Games. TFT is largely based on League of Legends (LoL), one of the most popular multiplayer video games worldwide.

TFT is a PC and mobile game that allows users to build a team with units and battle against others.

Project Timeline:

March 2023 - April 2023

My Role



Produce wireframes
and prototypes



Consistent
design iterations

Why?

Problem

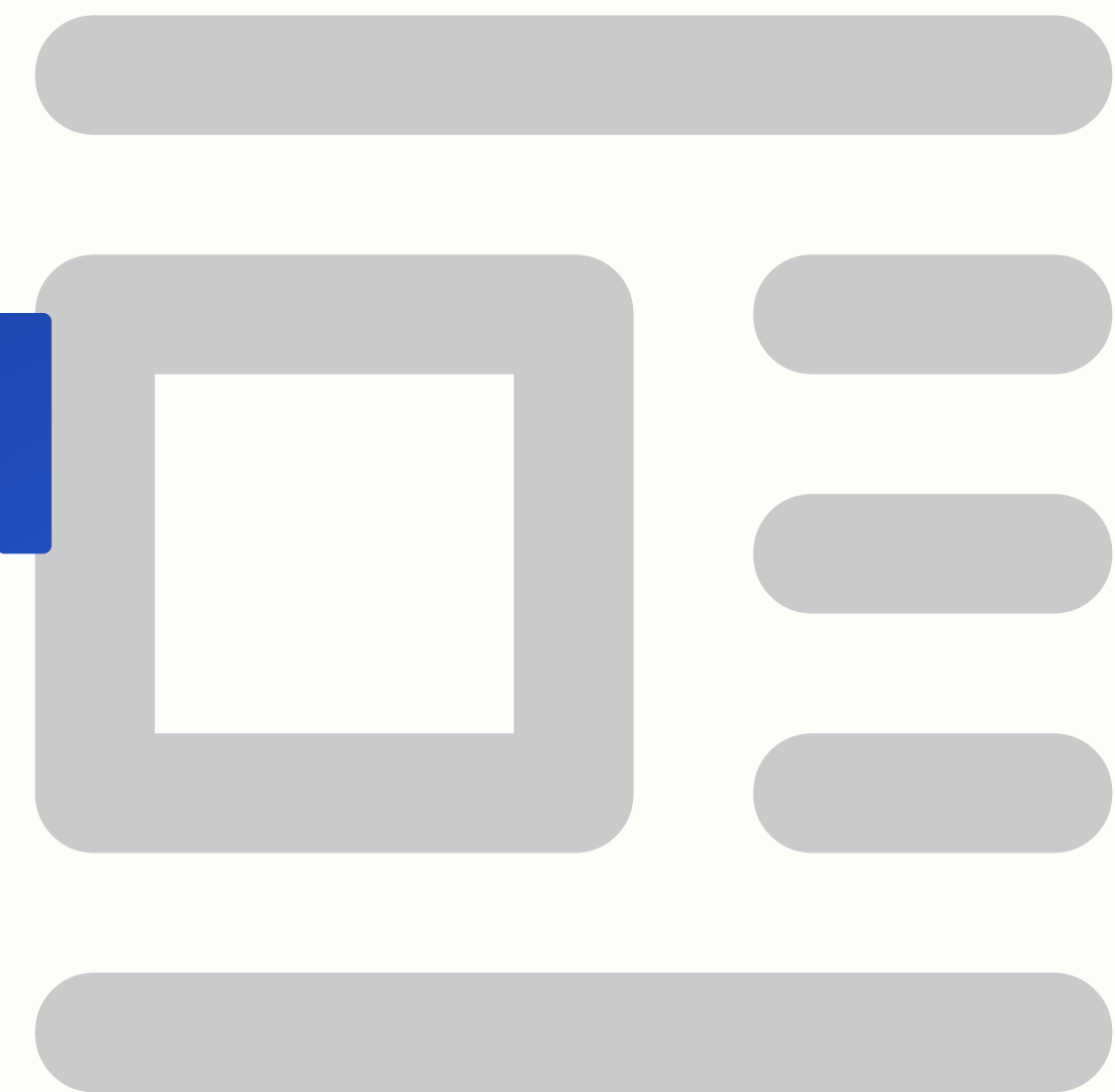
TFT's interface design is functional but overwhelming for new players. Many features do not explain their functionality, and there are unnecessary as well as missing elements in the interface.

Goal

Redesign the user interface to provide more clarity and ease-of-use for users.

Maintain visual identity of existing design.

Wireframing and Prototyping



Whiteboard Elements

TFT

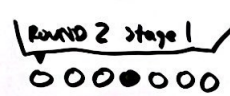
- + Item tray
- + Labels for unit names in traits

- Minimap

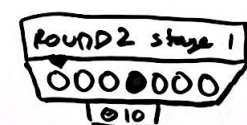
- Clarity of:
 - ↳ Round / stage
 - ↳ Damage taken/dealt
 - ↳ Position & function of augment HQ

- Player health & ranking
- Shop

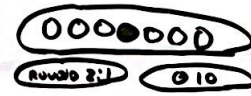
ROUND/STAGE



- + Arrow indicator
- Circles should be combined



- + Clock pop-out
- Too much vertical space

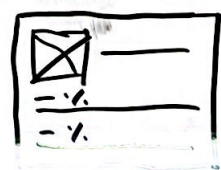


- + clear separation
- Not usually on-board

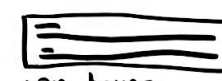


- + progress bar
- Blend uniform shape

DAMAGE



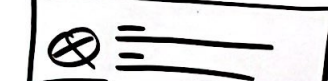
- on hover
- + individually separate
- Too much space for hover



- + minimal space taken

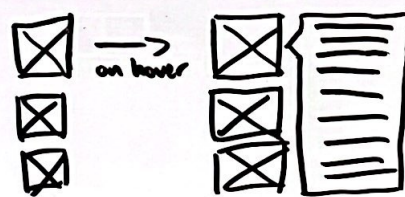


- + Clear unit/damage combination
- Unit name?

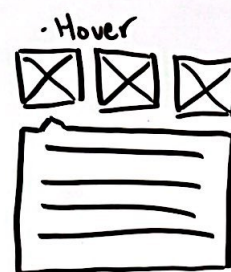


- + Can be used w/ a hover element
- + for overview of team
- Space taken for full team list?

AUGMENT HQ



on hover



Hover

- + Block element that expands to content width for maximum space
- Horizontal/Vertical layout based on screen position
- Space on mobile?

TFT

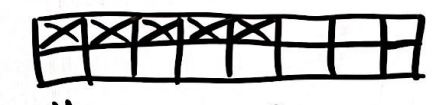
- + Item tray
- + Labels for unit names in traits

- Minimap

- Clarity of:
 - ↳ Round / stage
 - ↳ Damage taken/dealt
 - ↳ Position & function of augment HQ

- Player health & ranking
- Shop

ITEM TRAY



- Hover for info
- Drag onto unit to use
- + Intuitive and organised

- lacks visual identity
- has to be seen by opponents

TRAITS

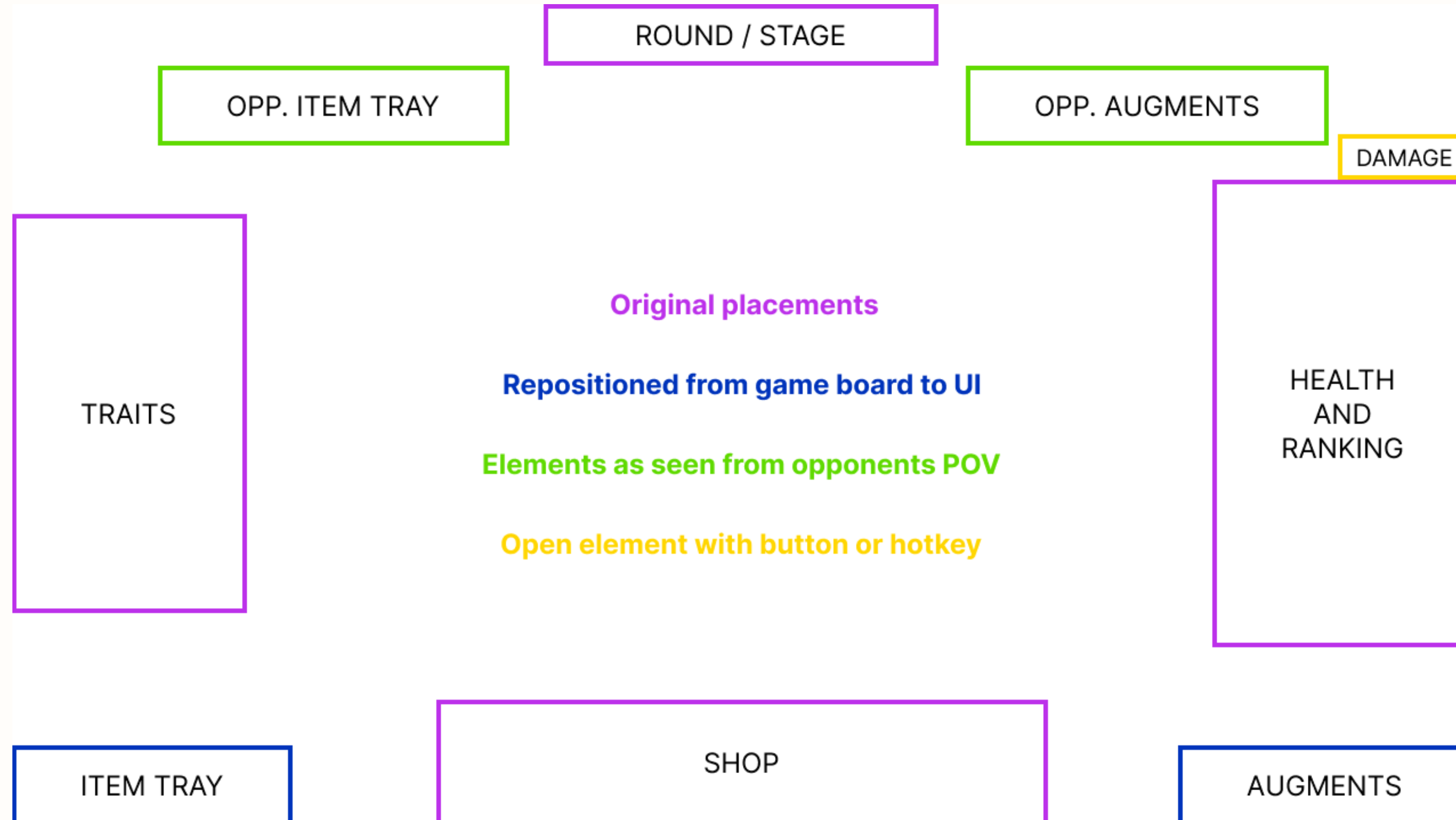


- List of traits

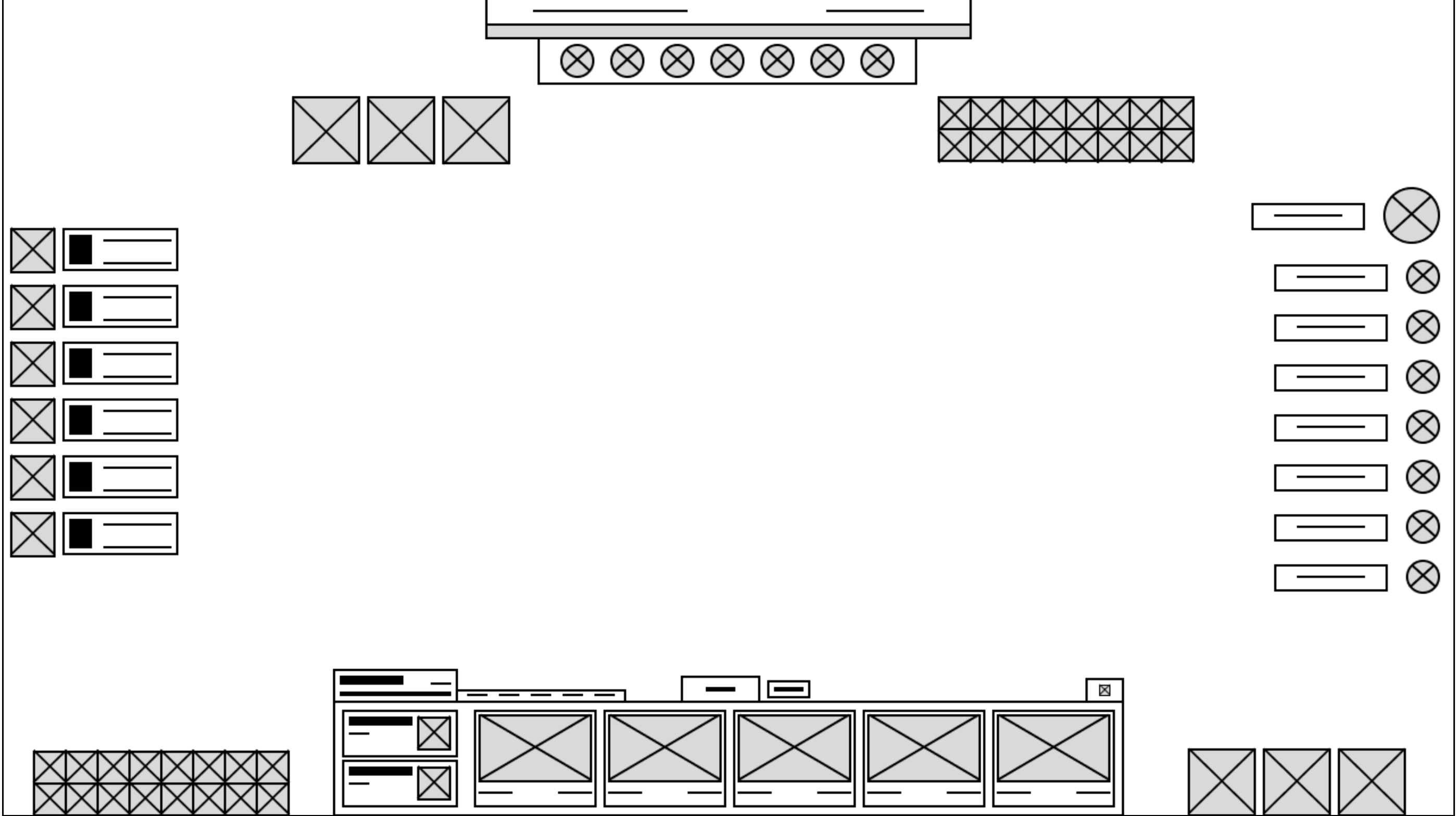
- + concise and efficient use of space
- Missing no. of units w/ traits active

- Expanded details
- includes units + name labels to identify
- + Makes use of vertical space already taken by original trait list

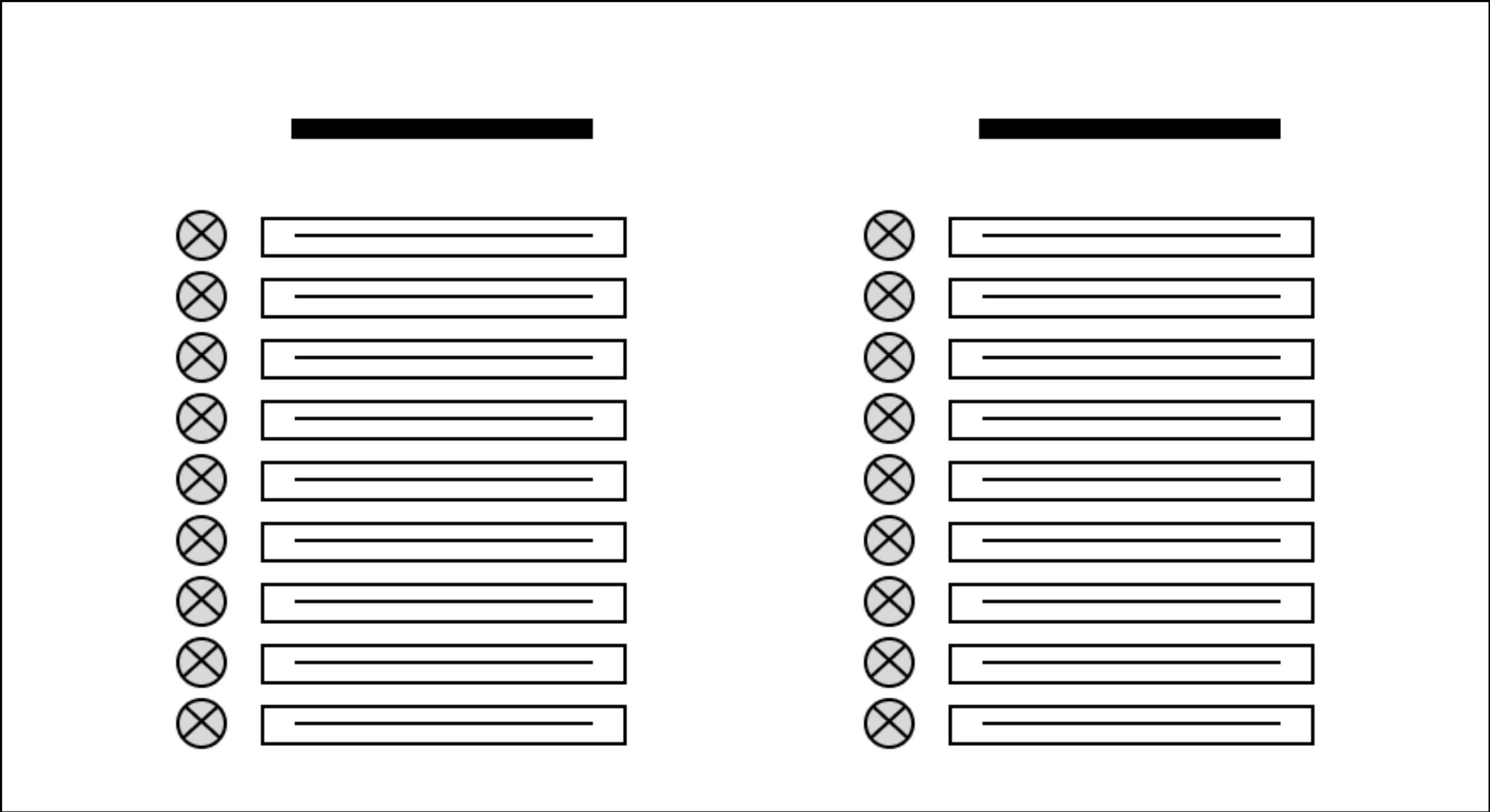
Digital Wireframes



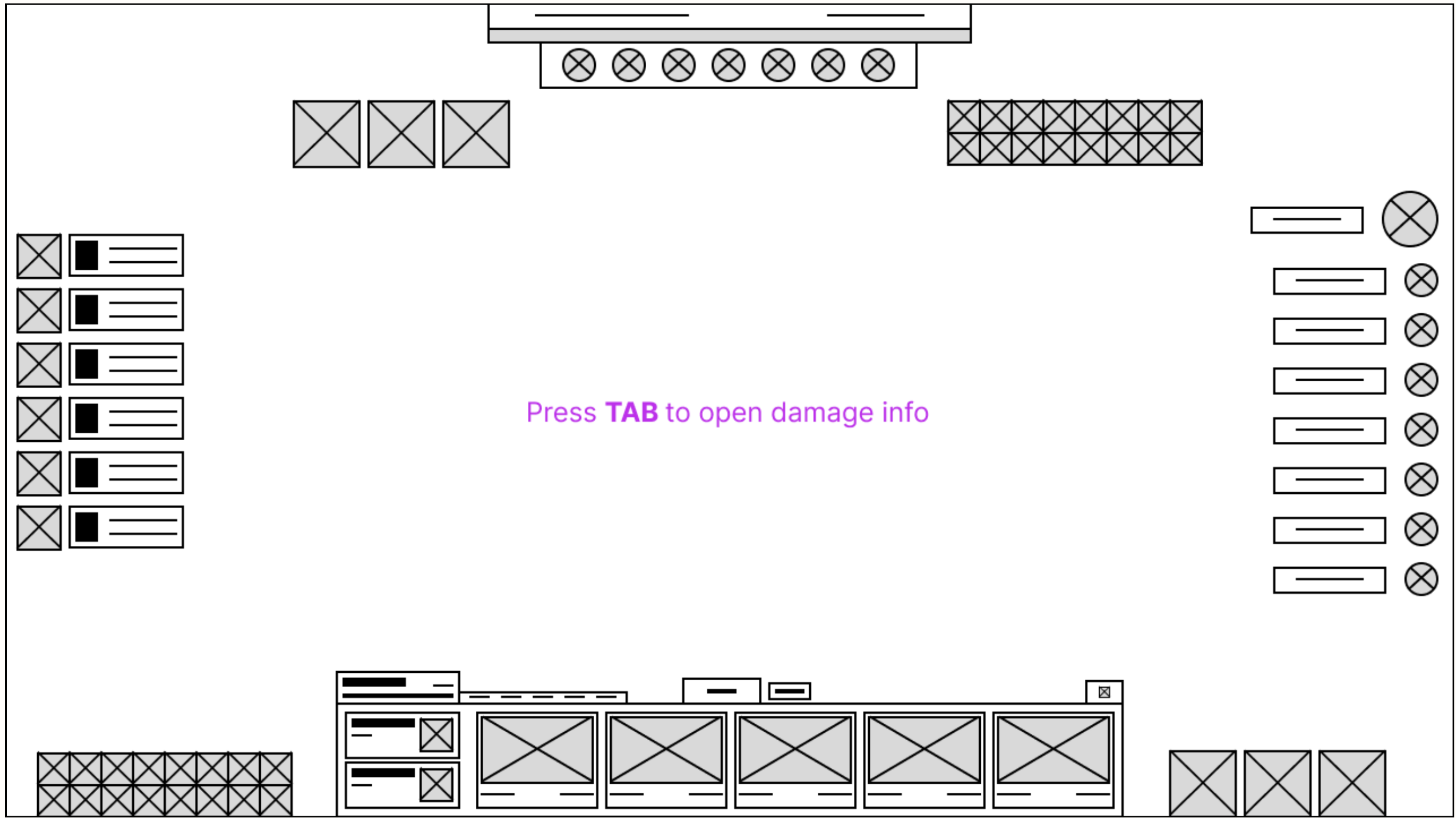
Digital Wireframes



Digital Wireframes



Lo-fi Prototype



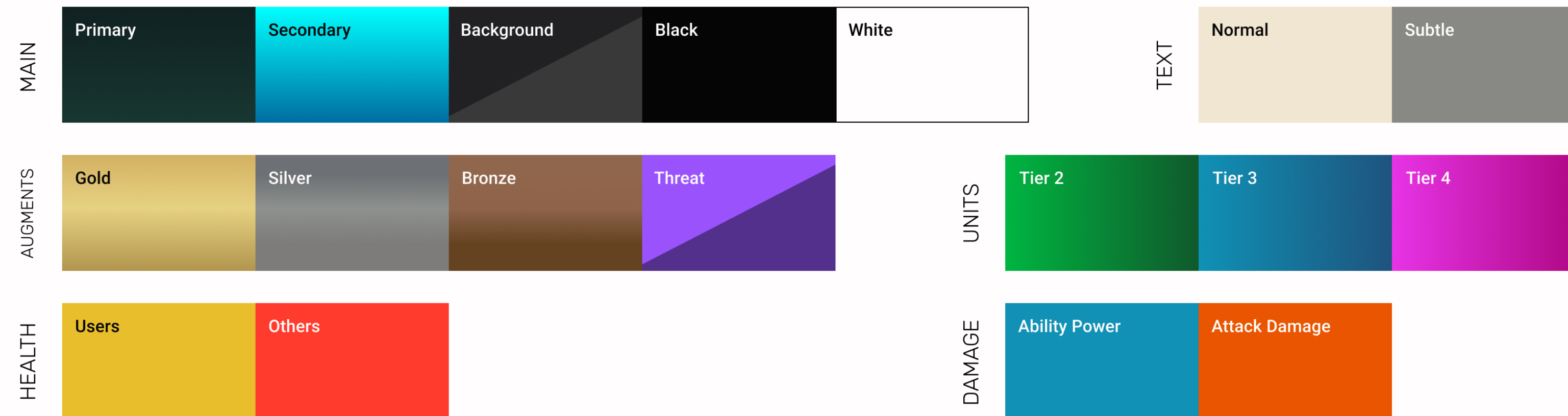
Link

Refining Design



Style Guide

Colours and Gradients



Typography

Vollkorn

PT Sans

Display - Large

Label - Large Bold

Display - Medium

Label - Large

Display - Small

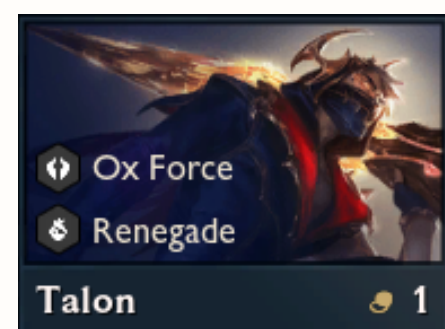
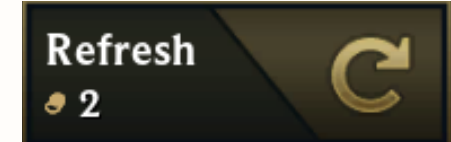
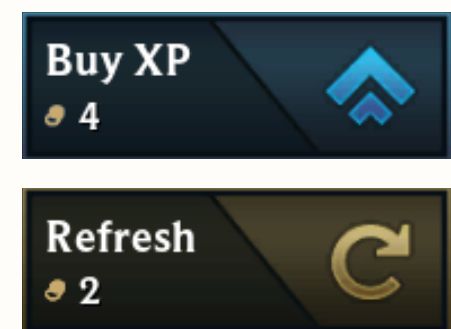
Label - Small

Display - Extra Small

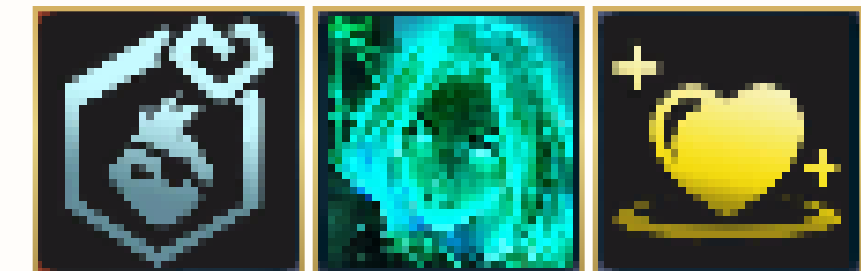
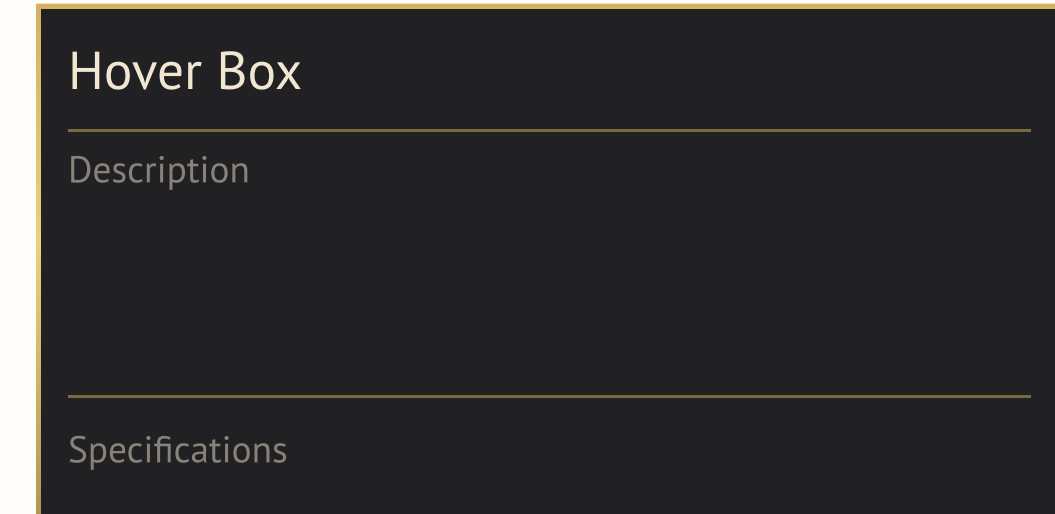
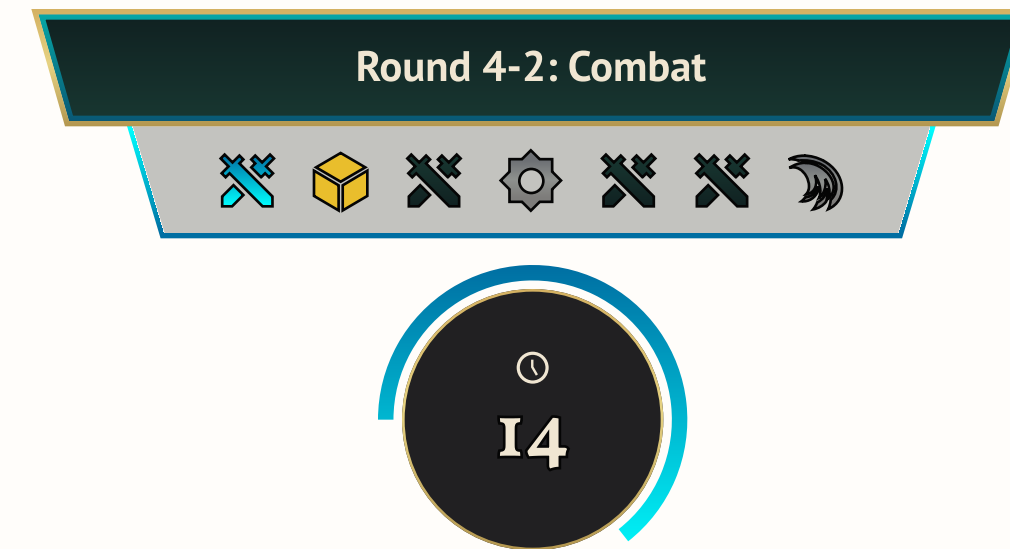
Label - Extra Small

Elements

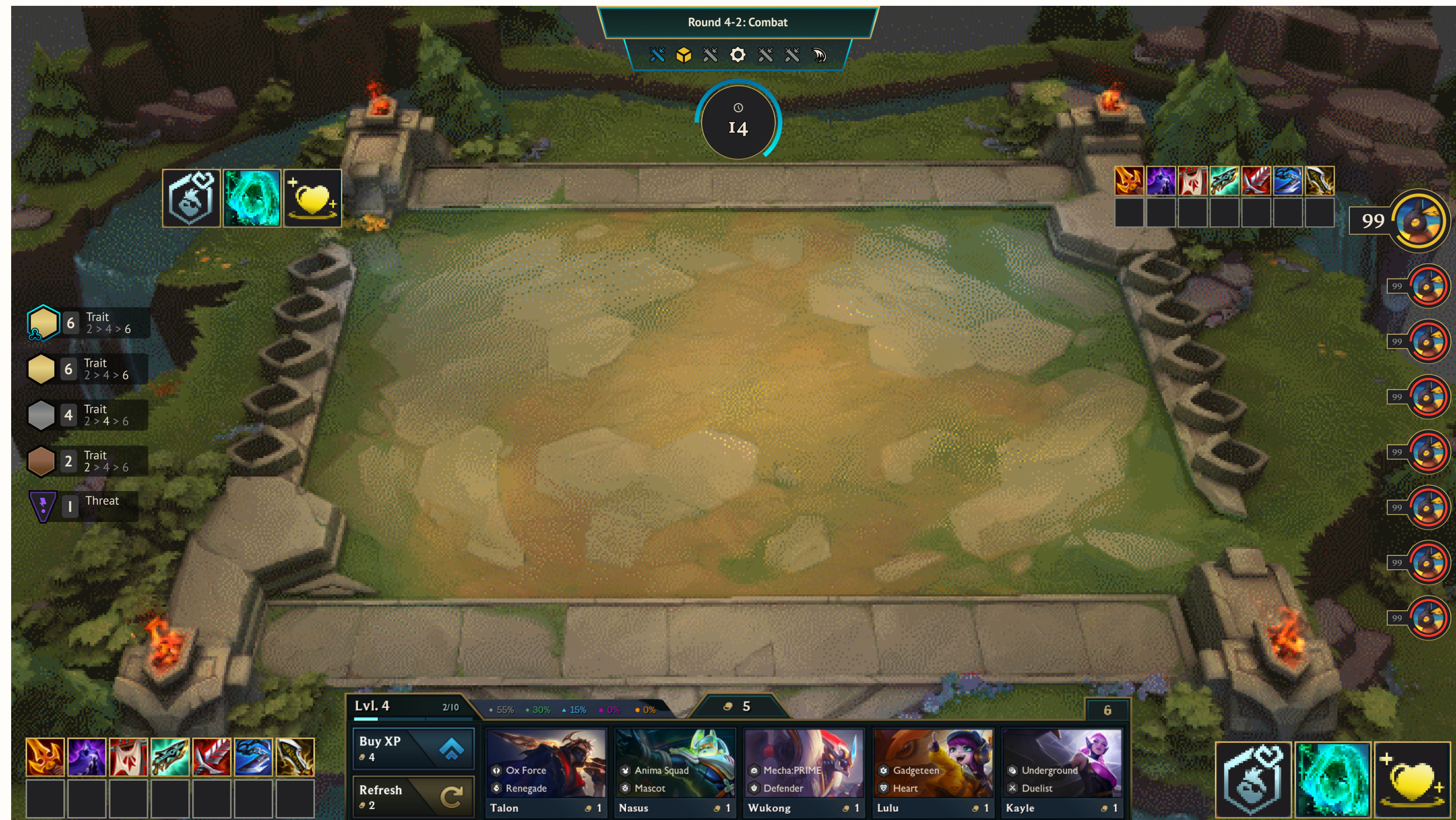
Existing



Created

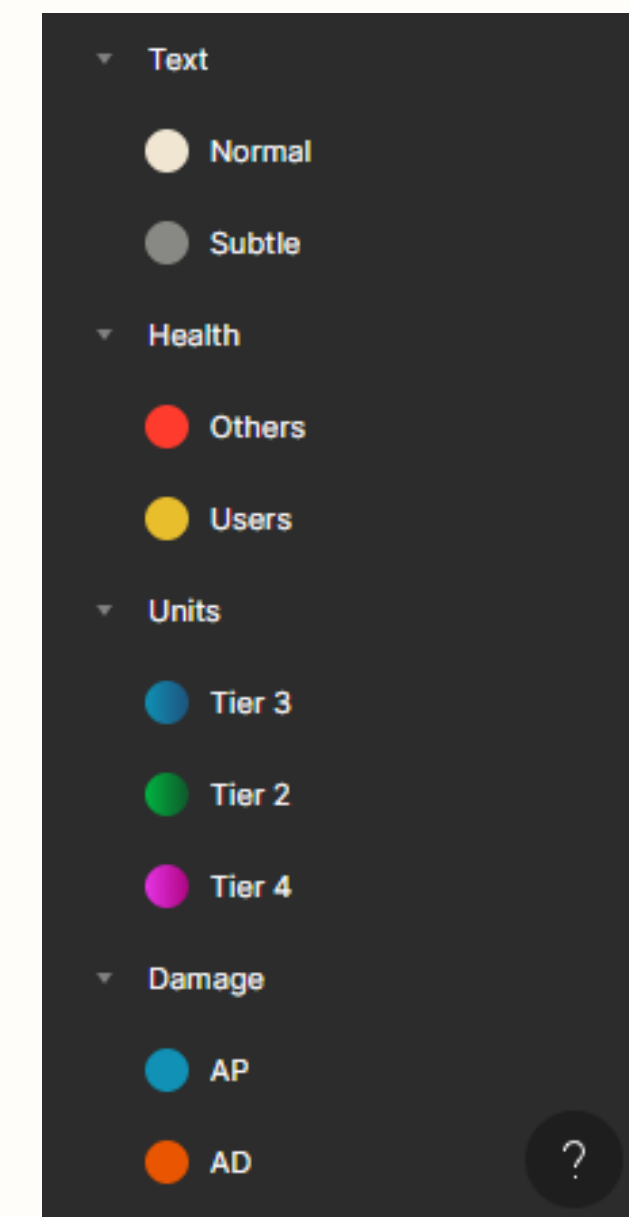
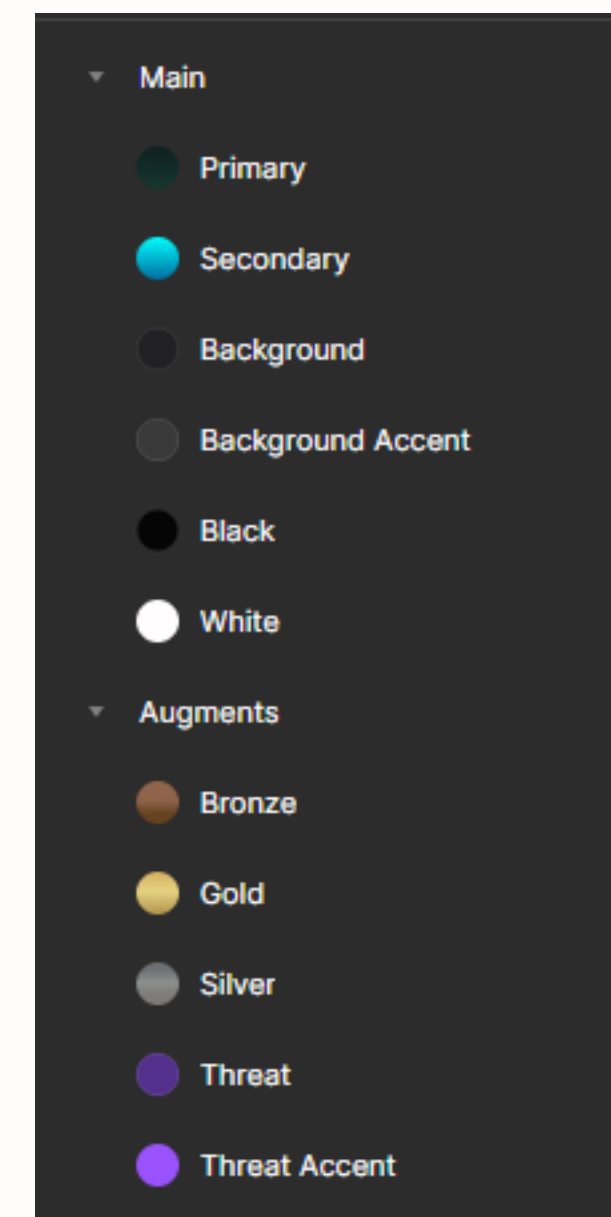
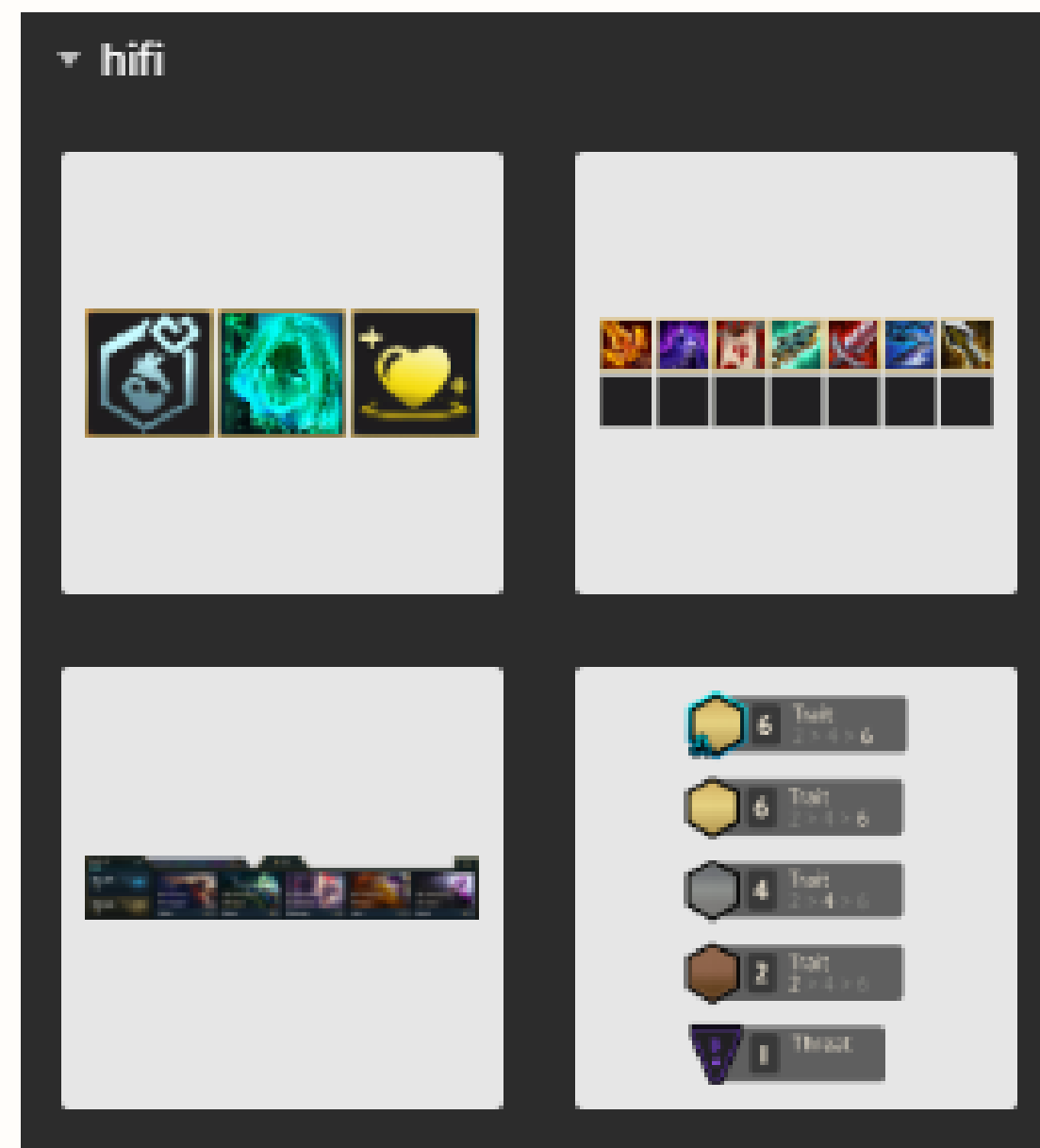


Hi-fi Prototype



[Link](#)

Takeaways



Cheers!