This rough Photoshop mockup represents my first concept for the inventory and equipment screen. I aimed for a modular layout, positioning equipment slots around an image of the starship to help players intuitively visualize where gear is installed inside the ship. I also left dedicated space for ship stats, which I planned to add in later iterations. The overall frame style was inspired by the Starcraft UI, while the placeholder art was directly copied from the character sheets I created for my Solar Echoes tabletop game.
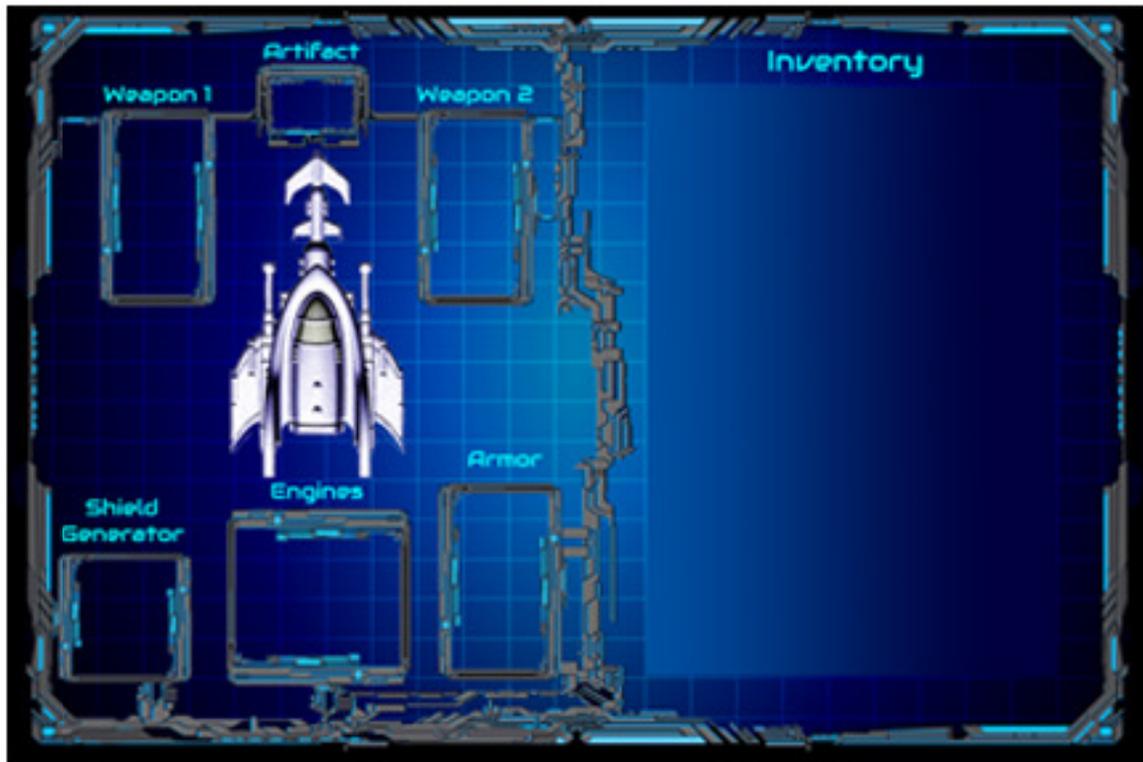
This second iteration focused on improving spatial balance and visual clarity. Customization is a key part of the game loop, so the starship's stats were positioned strategically to encourage players to experiment with equipment loadouts and see stats update in real time. I also introduced additional UI tabs and three interfaces in the column between the equipment and inventory sections to streamline inventory management.