

Horse profile update

Why I chose to make the concept of the in-game horse profile is because I really feel its lacking in the art style that the game has now. The icons and horse are from the old Starshine Legacy games and I feel that since we have gotten new items, tack and especially new starter horses I felt that it was time for an update.

I experimented with the layout and what would read the easiest. The old design is actually pretty decent with this still so that's why I didn't change it too much.

XP

However I really feel that I'm missing the progress of my horse's level. As of now you only see the current XP and not how much you have left to progress to the next level and that is something that has bothered me. I would really like to see my progress immediately instead of having to calculate how much XP is left between the levels.

Daily care

I find the see-through bar between the Skills/Equipment sheet to be unnecessary and quite misleading. It's too elongated for my taste and also the icons are out of date.

I rearranged them to the side in their own box with a little check mark if you have done the daily care or not instead of the yes/no text. I also re-did the icons to fit the art style better.

Skills

This was pretty difficult but I tried three different approaches of how to display the skill numbers. I looked at different mmorpg skill sheets for this and tried to apply it in the style of SSO. As of now there's much mouse-hovering going on to read into what the different skills represent and I'm not sure if that is something I enjoy.

- The first iteration is actually the same as the original but with a drop-down menu above the numbers to read in what kind of skill it is and what it represents. I'm not too fond of this but wanted to try it out at least.
- The second iteration is based on the first one as well but with a different layout. It also has the mouse-hover funktion.
- The third iteration feels more like a mmorpg character sheet with the in depth text on the different tabs, explaining what the different skills represent and how it affects your horse's performance in the game. Above the tabs you can see an easy summary of your skills.

Tack sheet

The tack sheet really deserves a new image. Especially now when SSO has come through with an amazing art style and the new starter horses!

I chose to draw in the new starter horse model with the new tack to represent the new art style and positioned the horse in a trot to easily show the players where the tack goes on the horse.

I also chose to separate the saddle bag and its content apart from each other instead of next to each other because 1) we only have one saddle bag and 2) the space to the right is unnecessary.

Gender

I know this drop-down menu is unnecessary but really fun for the player to have since so many are engaged in role play in SSO. It will not affect the horses performance nor the in-game experience beside feeling that you have the control of your horse's gender! I know that many players miss the opportunity to have this function but will still pretend they might ride a hyper stallion, a difficult mare or a gentle gelding. It is more to show that SSO cares about the players wishes and that they are being heard.