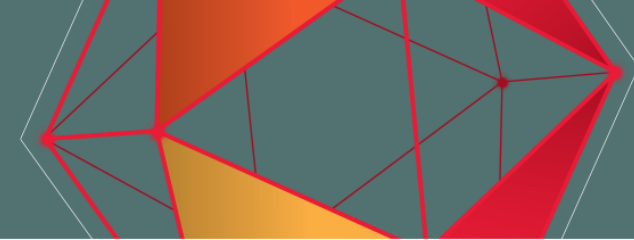
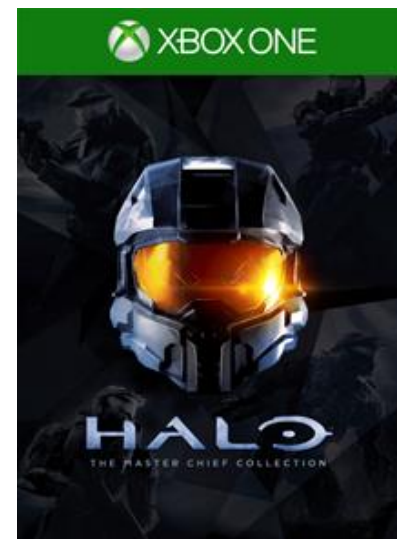
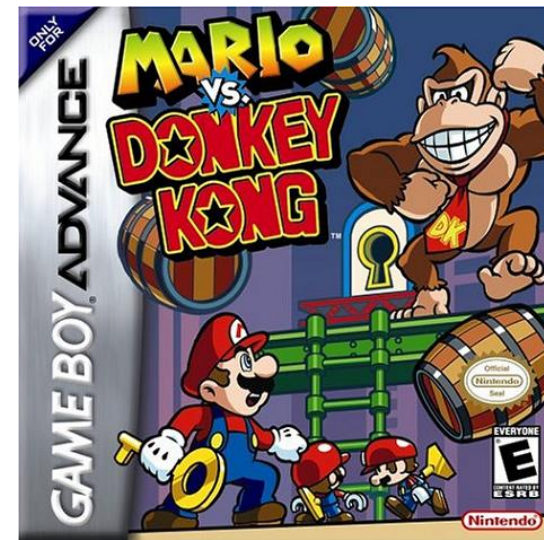


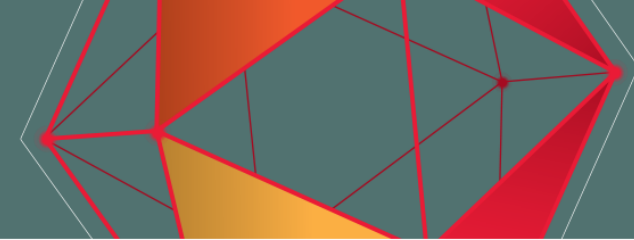
Halo Wars 2: A UX Postmortem

Max Szlagor
Design Director
343 Industries, Microsoft

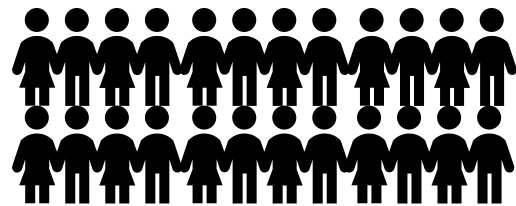


Who Am I?





Halo Wars 2 UX Constraints



Expectations



Platform



Team



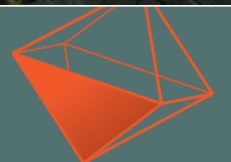
Time





Halo Wars 2 UX Vision Pillars

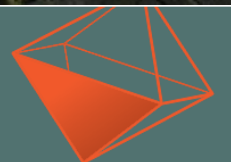
- Halo feel
- RTS for everyone
- Approachable yet deep
- Great multiplayer
- Platform showcase





Halo Wars 2 UX Vision Pillars

- Halo feel



REACH

CAMPAIGN

MAIN MENU

Menu

1.1

BUNGIE

The background of the title screen is a dark, star-filled space. A large, bright, curved horizon line, likely representing the planet's surface, dominates the right side. In the upper left, a cluster of dark, skeletal structures resembling wreckage or debris is visible. In the lower right, more complex, metallic structures, possibly parts of a ship or station, are partially illuminated. The overall atmosphere is mysterious and high-tech.

HALO 4

▶ Press START



HALO 5

GUARDIANS



CAMPAIGN LOBBY

SWITCH LOBBY

NETWORK: XBOX LIVE (FRIENDS ONLY)

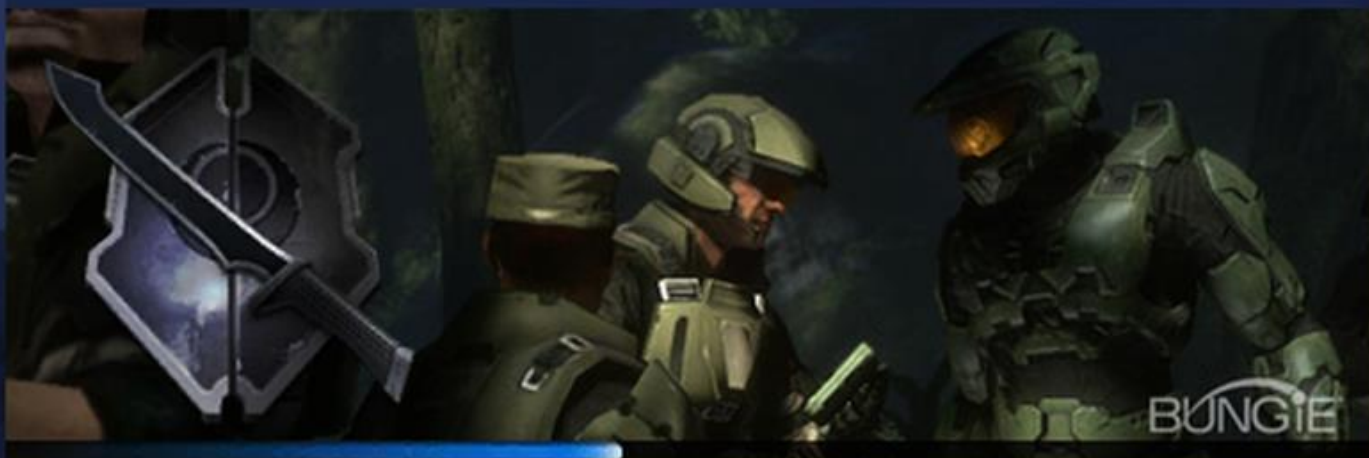
MISSION: ARRIVAL

DIFFICULTY: NORMAL

START GAME

 Edit Campaign Options

Loading... 45%



Arrival on Normal
at Mission Start

 Settings  Select  Leave  Friends

1 Player (16 max)



CUSTOMIZATION

SPARTAN APPEARANCE • • • LB RB

ARMOR Helljumper Feet First

HELMET Mark VI GEN1

VISOR Ecto

COLOR ■ ■

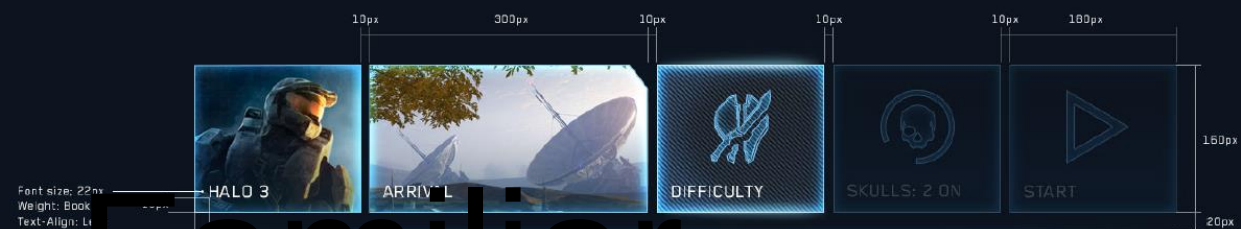
Select your Spartan's armor.

A Select **B** Back  Save Changes & Close



12 5 777

CAMPAIGN BREADCRUMB MENU



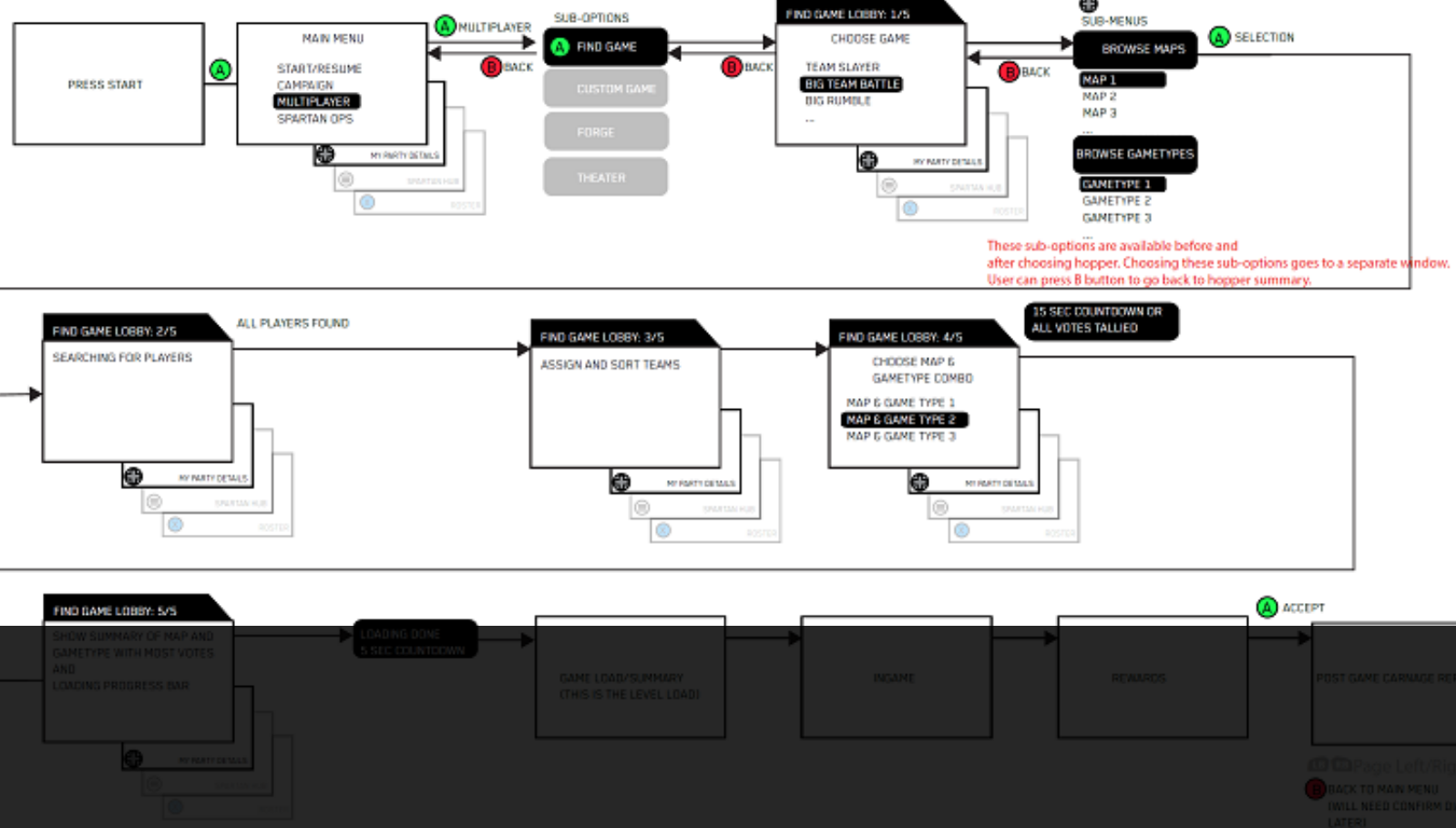
Familiar

CHOOSE GAME



Familiar

FIND GAME FLOW



MAIN MENU

CAMPAIGN

MULTIPLAYER

BLITZ

TUTORIAL

SKIRMISH

FIREFIGHT

STORE

Play

VERSUS AI



Challenges

Daily
Weekly



Service Record

Sergeant
XP 1000

12



A Select

Options & Extras

≡ Career

Y MOTD

1

X Friends

MAIN MENU/

CAMPAIGN

NEW GAME 

LOAD GAME

MISSIONS

CO-OP 

THEATER

Continue

ACT I
THE SIGNAL

Challenges

Daily
Weekly



Phoenix Logs

UNREAD (154)



 Back  Options & Extras  Career  Select

 1  Friends

MAIN MENU/
BLITZ

PLAY

DECKS

CARD LIBRARY

BUY PACKS

Play

QUICK MATCH

Challenges

Daily
Weekly



Packs

16 NEW
OPEN NOW

16

HALO
WARS
2
AWAKENING
THE NIGHTMARE

Back Options & Extras Career Select

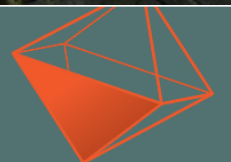
1

Friends



Halo Wars 2 UX Vision Pillars

- RTS for everyone



09:53

75%

A B C

Wave: 9

Normal

72450

00:56



2

16/30



09:53

75%

A B C

Wave: 9

Normal

72450

00:56

2

16/30

20 HELBRINGERS

195 Banchee

75 HOLO DECOY

120 HORNET

330 GRIZZLY



2 Dev 508859341

04:43

00%

05 Easy

01:18

37450

A B C

Enemy Encountered

400

10

Grunts



↓ ↓ ↓

20

Jump Pack Brute



↓ ↓ ↓

30

Bloodfuel Grunts



↓ ↓ ↓

100

Vortex



Open a rift that pulls in nearby enemies for it's

7/30



2 Dev 508859341

12:58

14%

A B C

12 Hard

00:31

167800

Untouchable! 2

⊗ JUMP PACK BRUTES Lost



285

7/30

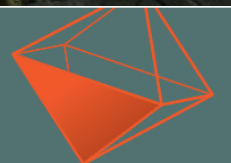


A Play X Cycle [5]



Halo Wars 2 UX Vision Pillars

- Approachable yet deep



EDIT DECK

Deck Name

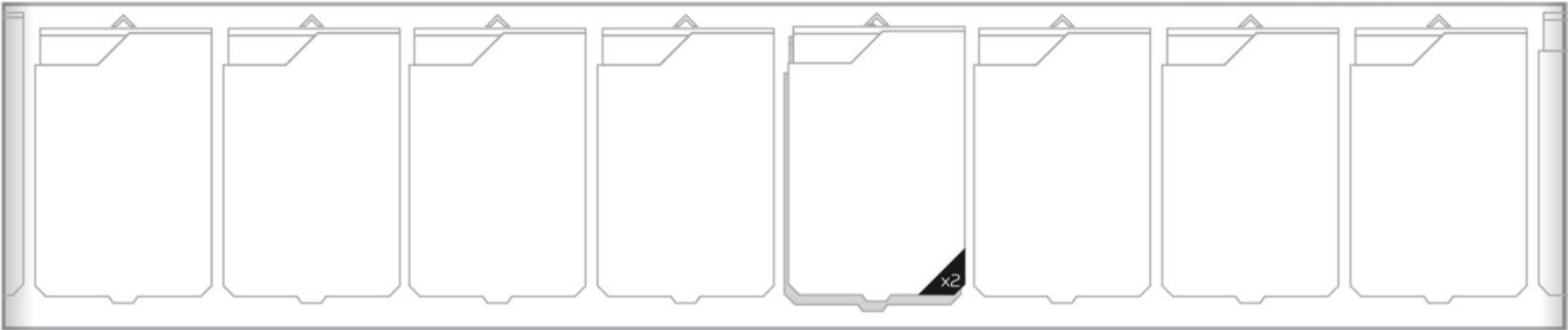
1 OF 4 ⚠ 22/30



Cutter Commander

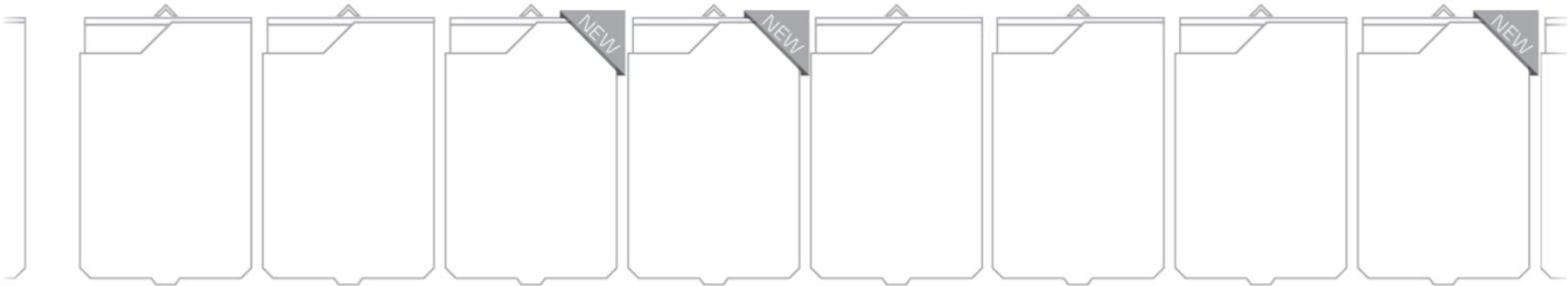


Starting Army



1 OF 11 Collection 40/49

Filter: All



VIEW DECK

Captain Cutter 1

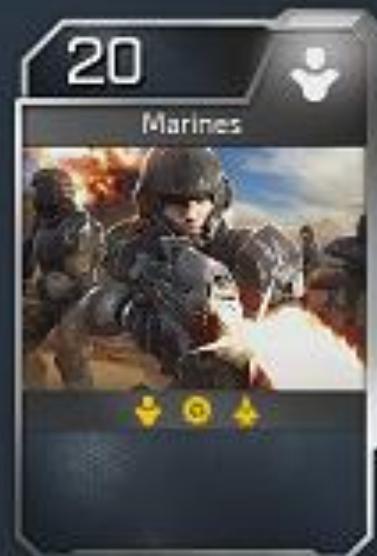


Starting Army
Phoenix



A Edit Deck

RT Deck Stats



B Back

A Edit Deck

LT Inspect Card

RT Deck Stats

2 Dev 169293849

1

X Friends

Isabel 2

50 | Nightingale

0 | EMPTY SLOT

0 | EMPTY SLOT

0 | EMPTY SLOT

0 | EMPTY SLOT

0 | EMPTY SLOT

0 | EMPTY SLOT

0 | EMPTY SLOT

0 | EMPTY SLOT

0 | EMPTY SLOT

0 | EMPTY SLOT

0 | EMPTY SLOT

< Y Starting Army >

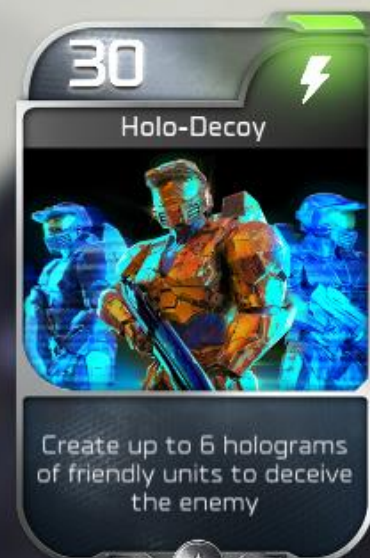
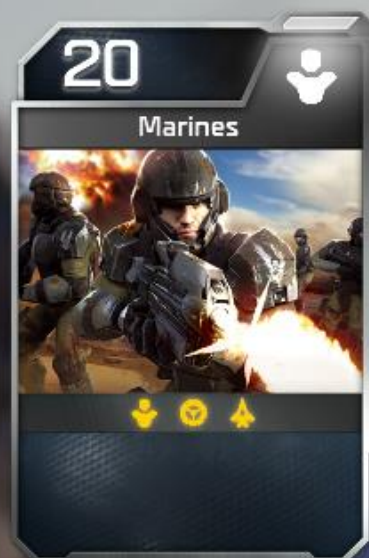
Heavy Weapons



1 of 2

VIEW DECK

DECK STATS



<< 01

01

01

01

01 >>



01

01

01

01

01

B Back

A Add

LT Inspect Card

RT Deck Stats

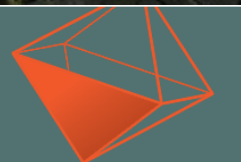
Y Change Starting Army

X Friends



Halo Wars 2 UX Vision Pillars

- Great multiplayer



COMMAND TREE // **Player name**

Unlock leader abilities by spending your command points

1 Command Point
Available

LOCKED

Pelican Gunship



A Pelican Gunship arrives from orbit at the target location

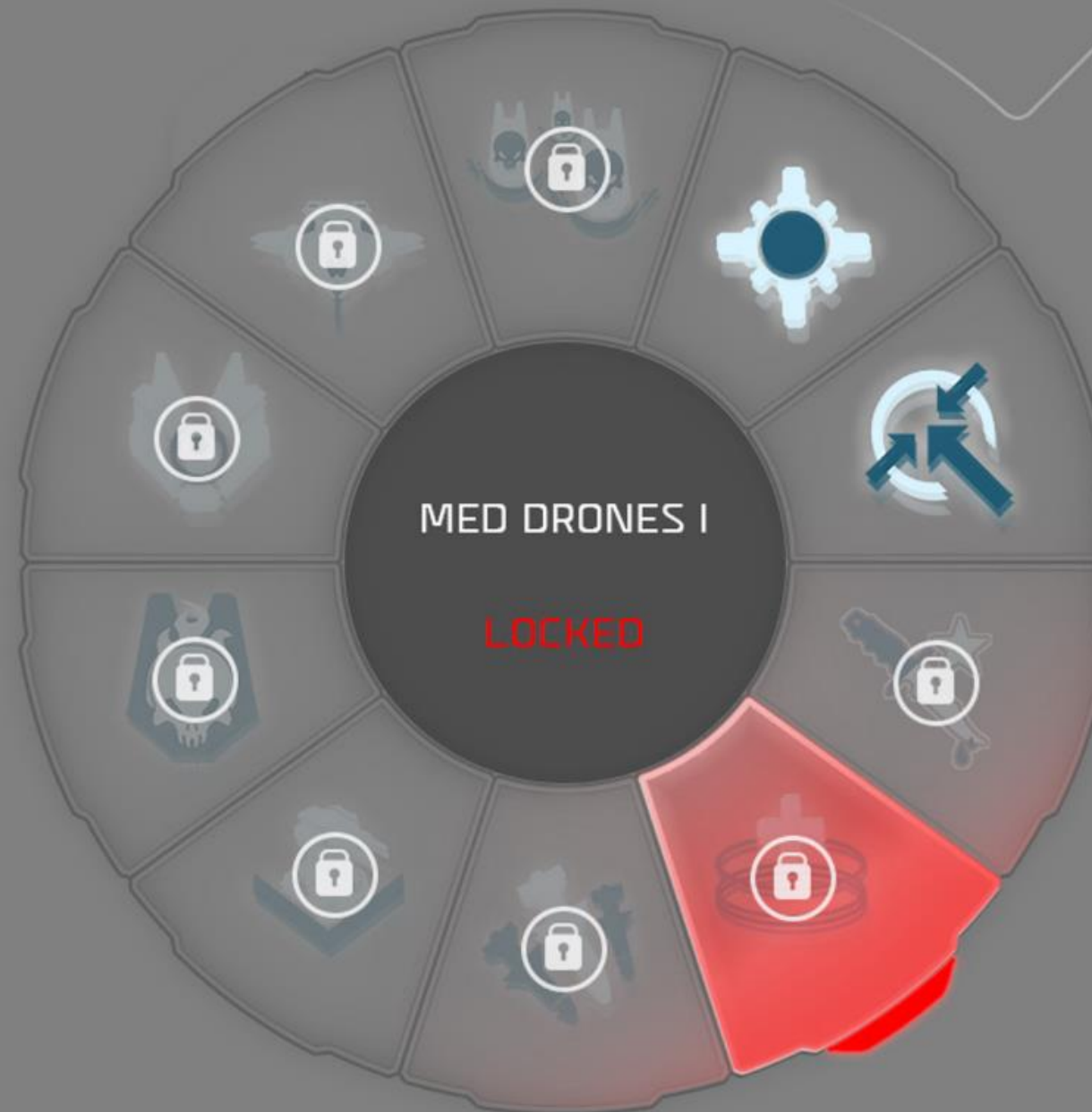


Active Ability [ULTIMATE]

- ◇ Must unlock tier 5
- ◇ Requires 1 CP
- ◇ You may only chose one tier 5 ability
- ◇ Must spend one point in each previous tier

Blue Team
// Cutter

Proposed



MED DRONES I

LOCKED: Spend CP to unlock more powers

Level 1 : Creates an area to heal buildings & units.

Level 2 : Increases size, healing, & duration.

Level 3 : Further increases size, healing & duration.

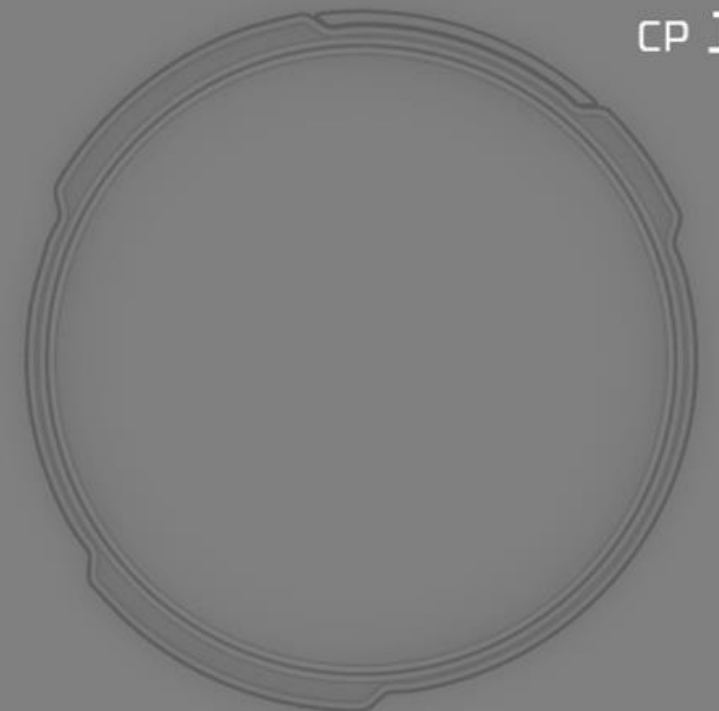
Close Radial **B**

30 

1000 

3000 

CP 1



Final

OPMerciless

LOTUS MINE I

ACTIVE POWER

Drops a cluster of cloaked mines onto the battlefield.

★ 1
LOTUS MINE I

BUY

BUY

BACK [Esc]

6/80

285

400

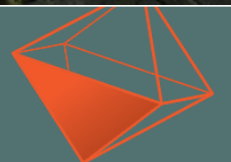
1

1 2 3 4 5 6 7 8 9 10



Halo Wars 2 UX Vision Pillars

- Platform Showcase





 Fire MAC Cannon
(ESC) CANCEL
Shots Remaining: 1



+80 2 02:04 4 +100

[AI] Atriox

APEX

- ⚠ Enemy Encountered
- ⚠ Base under attack
- ⚠ Enemy Encountered
- ⊕ New NIGHTINGALE arrived

89/80

85,554

97,294

3

★ 0

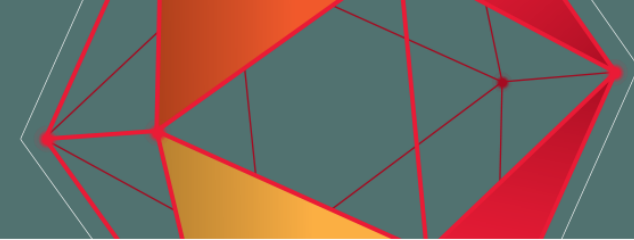




Takeaways

- Know your core
- Rethink your frame of reference
- Embrace tradeoffs





Thank You!

Questions?

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@maxszlagor

