

Game UI Database

ID	GP-005
Type	Game UI Reference
Category	K. Gaming and Pixel Art
Source	https://www.gameuidatabase.com/
Licence	Free reference site by Edd Coates; game screenshots belong to their publishers. No reuse licence stated on the pages we fetched: study and link, don't republish
Commercial use	Study only
Attribution	Link the database
Redistribution	No: screenshots belong to the game publishers
Delivery	Website (free; supporters fund servers)
Updated	2026-10-24

Notes

Searchable library of game-UI screenshots and videos, filterable by genre, platform, UI style (including Pixel), element (radial menu, tooltip...), colour, texture and screen type, plus hex-code search.

Our analysis

Our capture of the Game UI Database home: a near-black UI with a magenta-to-purple accent, a big search box that accepts game names, image text and #hex codes, and dense rows of screenshot cards. The left filter tree (genre, platform, UI style, element, colour, texture) is the real product. Strength: by far the deepest searchable game-UI reference; it lists a 'Pixel' UI style and a 'Retro' aesthetic. Risk: screenshots are publishers' work, so it is for study, not for lifting assets.

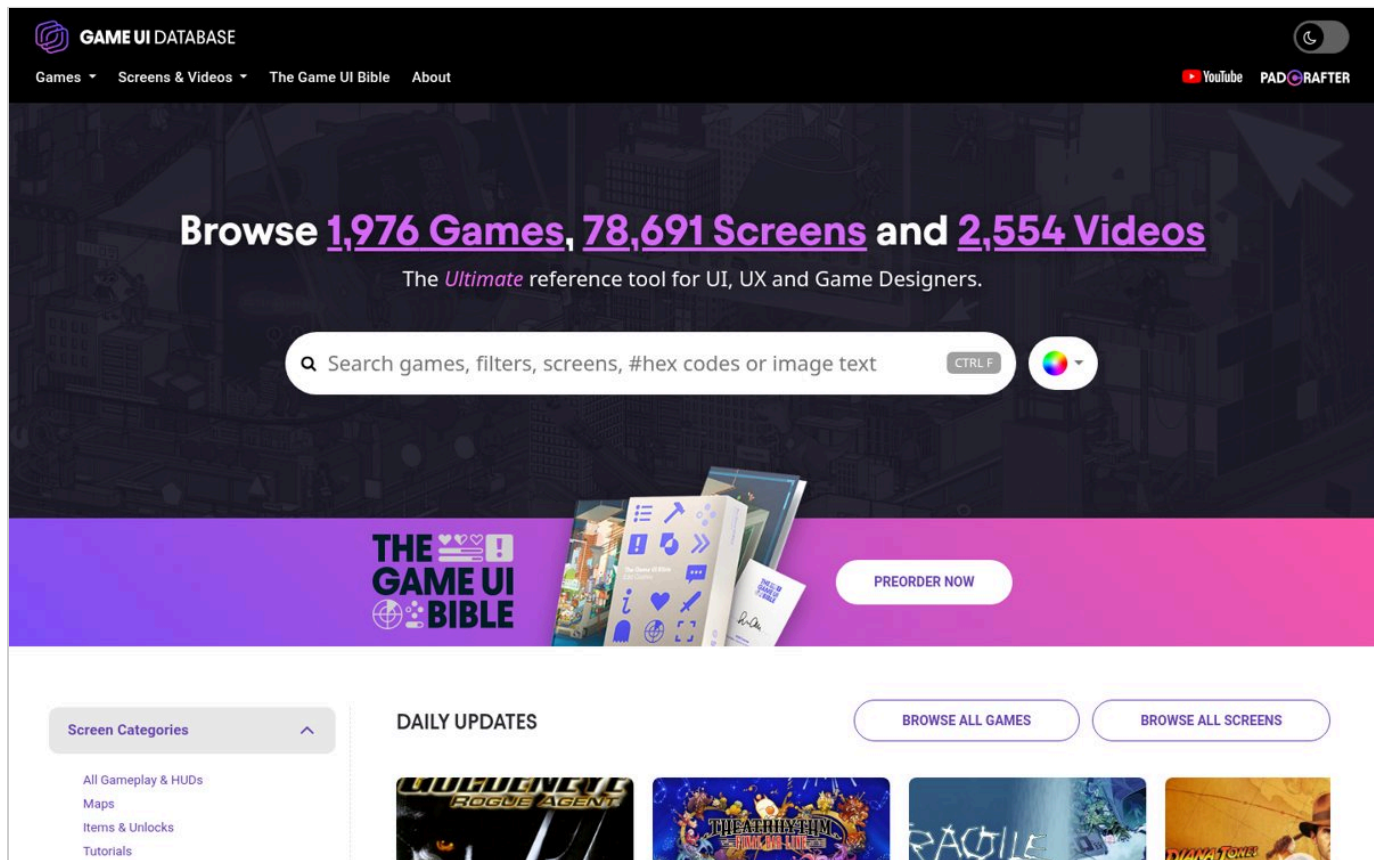
Best practices

- Search by UI element and filter UI Style 'Pixel' or aesthetic 'Retro' to see how shipped games solve the same screen (OFFICIAL filters on <https://www.gameuidatabase.com/>).
- Use the hex-code search to find games that use a colour you are considering (OFFICIAL feature).
- Collect references in a private board with links back; don't republish the screenshots (OURS).
- Study states, not just screens: the submission guide asks for low/high health and cooldown states, which is what you should design too (OFFICIAL, <https://www.gameuidatabase.com/about.php>).

How to use

Open [gameuidatabase.com](https://www.gameuidatabase.com) → Screens & Videos → filter UI Style 'Pixel' or Game Aesthetic 'Retro', then by element (e.g. Inventory, Settings).

Figures and reference captures



Reference capture of <https://www.gameuidatabase.com/> (landing view), taken 2026-10-24 16:41 (UTC+8) by this library with a headless browser at 1440×900, reduced to 1200px. Fair-use reference for design analysis only; the page, its artwork and marks belong to Edd Coates (Game UI Database); game screenshots © their publishers. Asset files are not redistributed through this capture: get them from the source under its licence. Source: <https://www.gameuidatabase.com/>. Fair-use reference capture; content © Edd Coates (Game UI Database); game screenshots © their publishers. Entry license: Free reference site by Edd Coates; game screenshots belong to their publishers. No reuse licence stated on the pages we fetched: study and link, don't republish

Reference captures are fair-use screenshots for design analysis, credited to their source; no asset files are redistributed in this PDF. Licence summaries are not legal advice: read the source's licence before use.

Game UI Database: deep dive

Gaming & Pixel Art deep dive, checked 2026-10-24 (UTC+8). OFFICIAL = stated on the cited official page, README, licence or package file; ESTIMATED = measured by Design Library (file sizes, counts, contrast); OURS = our interpretation, not legal advice. Earlier pages hold notes, analysis, best practices and captioned figures with sources.

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What it is **OFFICIAL**

- 'Created by Edd Coates as a free resource for UI/UX Designers in the games industry', built for inspiration and fast reference search.
- Home page on 2026-10-24 showed 1,976 games, 78,691 screens & videos.

Source: <https://www.gameuidatabase.com/about.php>

Filters that matter for pixel work **OFFICIAL**

- Platform includes Retro Handheld and Playdate; Game Aesthetic includes Retro; UI Style includes Pixel; elements include Radial Menu, Tooltip, Tabs, Diegetic.
- The filter list also includes 'Scanline/CRT' and 'Scanline/Grid' entries and a hex-code colour search.

Source: <https://www.gameuidatabase.com/>

Using it fairly **OURS**

- Screenshots belong to the games' publishers; use them as private reference and link to the database rather than re-hosting.
- Contributions fund servers; the submission guide asks for pixel-art screens 'as close to the original resolution as possible'.

Source: <https://www.gameuidatabase.com/>