

Interface In Game

ID	GP-006
Type	Game UI Reference
Category	K. Gaming and Pixel Art
Source	https://interfaceingame.com/
Licence	Reference site run by volunteers; footer: 'Video games, pictures, all trademarks, and registered trademarks are the property of their respective owners.' Study and link only
Commercial use	Study only
Attribution	Link the site
Redistribution	No: images and trademarks belong to their owners
Delivery	Website (free, volunteer-run)
Updated	2026-10-24

Notes

Volunteer-run collection of game interface screenshots and clips grouped by game and genre, with designer interviews and a free wireframe-mockup resource.

Our analysis

Our capture of Interface In Game: a full-bleed key-art hero for one featured game, a dark page, genre chips with counts and rows of recently added games and interviews. It browses by game rather than by UI element. Strength: complete per-game screen sets and designer interviews. Risk: fewer filters than the Game UI Database, and the content belongs to the game publishers.

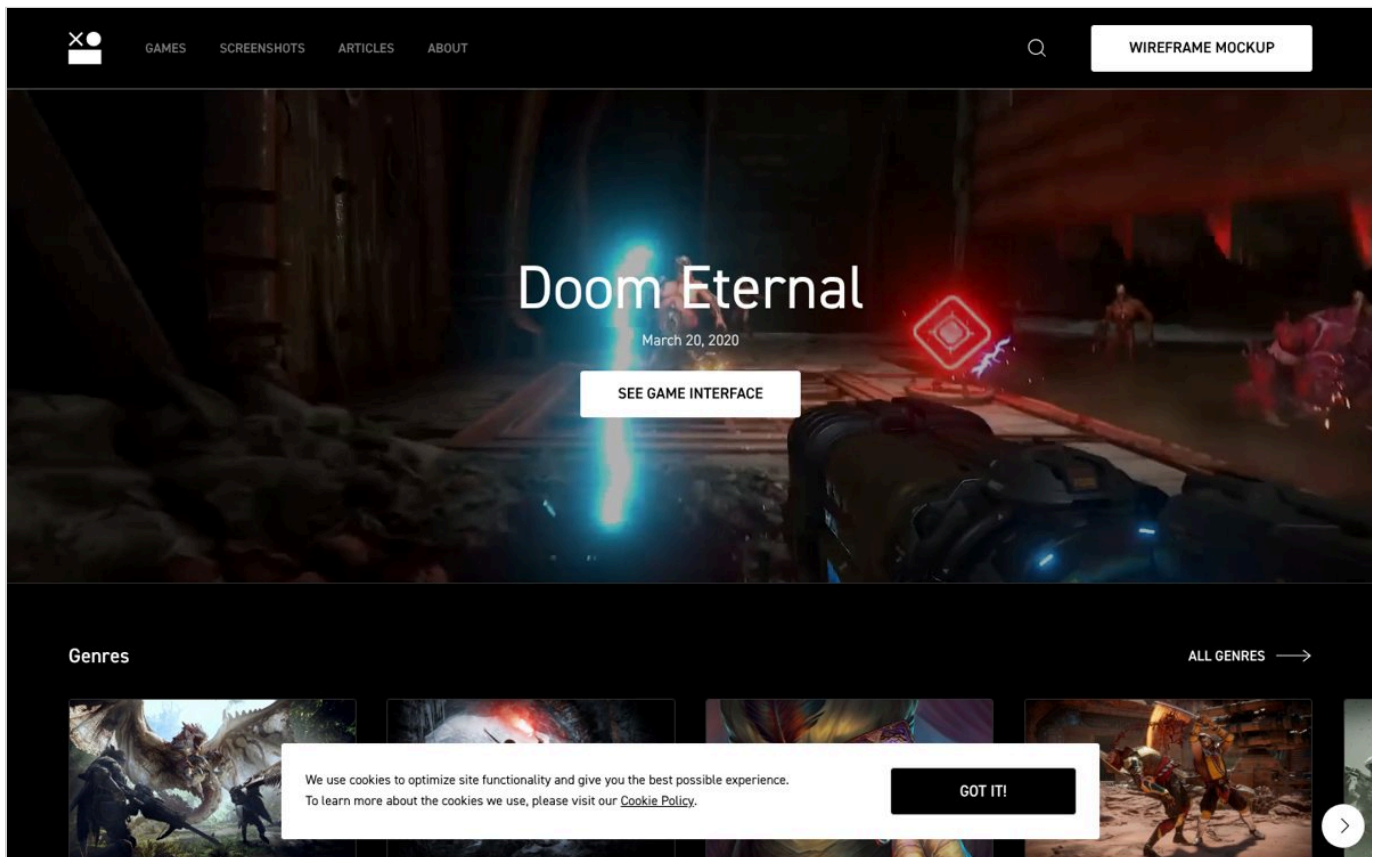
Best practices

- Browse a whole game's screen set to understand its UI system (menus, HUD, inventory) rather than a single screen (OURS).
- Read the designer interviews for the reasoning behind decisions (OFFICIAL content on <https://interfaceingame.com/>).
- Treat all images as references; the footer states games, pictures and trademarks belong to their owners (OFFICIAL, <https://interfaceingame.com/about/>).

How to use

Open interfaceingame.com → Games or Screenshots → pick a genre; use Articles for designer interviews.

Figures and reference captures



Reference capture of <https://interfaceingame.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 Interface In Game; game screenshots © their publishers. Asset files are not redistributed through this capture: get them from the source under its licence. Source: <https://interfaceingame.com/>. Fair-use reference capture; content © Interface In Game; game screenshots © their publishers. Entry license: Reference site run by volunteers; footer: 'Video games, pictures, all trademarks, and registered trademarks are the property of their respective owners.' Study and link only

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.

Interface In Game: 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**

- 'A free project developed by a dedicated team of passionate volunteers gamers' collecting video-game interfaces, screenshots and clips.
- Footer: 'Video games, pictures, all trademarks, and registered trademarks are the property of their respective owners.'

Source: <https://interfaceingame.com/about/>

Content **OFFICIAL**

- Genre index with counts on 2026-10-24 (e.g. Action 251 games, RPG 54, Platformer 45, Indie 86), designer interviews and a '60+ Wireframe Mockup PSD' resource.

Source: <https://interfaceingame.com/>

Pitfalls and lessons **OURS**

- Mostly modern 3D games; for pixel references combine it with the Game UI Database 'Pixel' filter.
- Reference only; nothing is offered under a reuse licence.

Source: <https://interfaceingame.com/>