CLAIMS

1. A method for displaying a user interface in electronic games, the method comprising:

displaying, on a display screen, a primary user input element in a first original configuration, the primary user input element configured to shift from the first original configuration to a shrunken configuration, the shrunken configuration occupying a smaller area on the display screen than the first original configuration;

displaying, on the display screen, a secondary user input element in a second original configuration, the secondary user input element configured to shift from the second original configuration to an enlarged configuration, the enlarged configuration occupying a larger area on the display screen than the second original configuration, and the first original configuration of the primary user input element occupying a larger area on the display screen than the second original configuration of the secondary user input element;

detecting a first user input on the secondary user input element, and upon detecting the first user input on the secondary user input element, shifting the secondary user input element from the second original configuration to the enlarged configuration, and shifting the primary user input element from the first original configuration to the shrunken configuration; and

shifting the secondary user input element from the enlarged configuration back to the second original configuration, and shifting the primary user input element from the shrunken configuration back to the first original configuration only when a second user input is detected on the primary user input element, the second user input being detected subsequent to the first user input.

2. The method of claim 1, wherein the step of shifting the secondary user input element from the second original configuration to the enlarged configuration, and the step of shifting the primary user input element from the first original configuration to the shrunken configuration, are invoked simultaneously upon detecting the first user input.

3. The method of claim 1 or 2, wherein the step of shifting the secondary user input element from the enlarged configuration back to the second original configuration, and the step of shifting the primary user input element from the shrunken configuration back to the first original configuration, are invoked simultaneously upon detecting the second user input.

4. The method of any one of claims 1 – 3, wherein the shrunken configuration of the primary user input element occupies a larger area on the display screen than the enlarged configuration of the secondary user input element.

5. The method of any one of claims 1 – 3, wherein the shrunken configuration of the primary user input element occupies a smaller area on the display screen than the enlarged configuration of the secondary user input element.

6. The method of claim 5, wherein the secondary user input element in the enlarged configuration extends partially into an area on the display screen that was previously occupied by the primary user input element in the first original configuration.

7. The method of any one of claims 1 – 6, wherein the second user input is detected after the first user input, and the secondary user input element remains in the enlarged configuration until the second user input is detected.

8. The method of any one of claims 1 – 7, further comprising:

detecting the second user input on the primary user input element, and upon detecting the second user input on the primary user input element, shifting the secondary user input element from the enlarged configuration back to the second original configuration, and shifting the primary user input element from the shrunken configuration back to the first original configuration; and

detecting a third user input on the primary user input element, the third user input is subsequent to the second user input, and upon detecting the third user input on the primary user input element, maintaining the secondary user input element in the second original configuration, and maintaining the primary user input element in the first original configuration.

9. The method of any one of claims 1 – 7, wherein the secondary user input element is a first secondary user input element configured to shift from the second original configuration to a first enlarged configuration, the first secondary user input element is positioned adjacent to a first side of the primary user input element.

10. The method of claim 9, further comprising:

displaying, on the display screen, a second secondary user input element positioned adjacent to a second side of the primary user input element, the second secondary user input element configured to shift from a third original configuration to a second enlarged configuration, the second enlarged configuration occupying a larger area on the display screen than the third original configuration, and the first original configuration of the primary user input element occupying a larger area on the display screen than the third original configuration of the second secondary user input element;

detecting the second user input on the primary user input element, and upon detecting the second user input on the primary user input element, shifting the secondary user input element from the enlarged configuration back to the second original configuration, and shifting the primary user input element from the shrunken configuration back to the first original configuration; and

detecting a third user input on the second secondary user input element, the third user input is subsequent to the second user input, and upon detecting the third user input on the second secondary user input element, shifting the second secondary user input element from the third original configuration to the second enlarged configuration, and shifting the primary user input element from the first original configuration to the shrunken configuration.

11. The method of claim 10, wherein the first secondary user input element is in the second original configuration when the second secondary user input is in the second enlarged configuration.

12. The method of claim 10 or 11, further comprising:

detecting a fourth user input on the primary user input element, the fourth user input is subsequent to the third user input, and upon detecting the fourth user input on the primary user input element, shifting the second secondary user input element from the second enlarged configuration back to the third original configuration, and shifting the primary user input element from the shrunken configuration back to the first original configuration.

13. The method of claim 10 or 11, further comprising:

detecting a fourth user input on the first secondary user input element, the fourth user input is subsequent to the third user input, and upon detecting the fourth user input on the first secondary user input element,

shifting the second secondary user input element from the second enlarged configuration back to the third original configuration,

shifting the first secondary user input element from the second original configuration to the first enlarged configuration, and

maintaining the primary user input element in the shrunken configuration.

14. The method of any one of claims 1 – 13, wherein the primary user input element is configured to execute a physical attack action at a human-controlled target or computer-controlled target.

15. The method of any one of claims 1 – 14, wherein the secondary user input element is configured to execute a physical attack action at a computer-controlled target only.

16. The method of any one of claims 1 – 15, wherein the first user input and the second user input are touch inputs, and the display screen is a touch sensitive display screen.

17. A system comprising one or more computers and one or more storage devices storing computer-readable instructions that, when executed by the one or more computers, cause the one or more computers to perform one or more operations according to the method of any one of claims 1 to 16.

18. One or more non-transitory computer storage media storing instructions that, when executed by one or more computers, cause the one or more computers to perform one or more operations according to the method of any one of claims 1 to 16.