

ABSTRACT

GRAPHICAL USER INTERFACE FOR ELECTRONIC GAMES

A graphical user interface for electronic games is disclosed. The interface comprises a current weapon panel configured to display a first weapon in an active state, and a plurality of spare weapon panels configured to display weapons in the inactive state. The plurality of spare weapon panels is arranged in accordance with the panel ranking values assigned to each spare weapon panel. The selection of any one of the spare weapon panels results in a corresponding weapon in the inactive state, which is displayed on the selected spare weapon panel, being switched to the active state and promoted to the current weapon panel, and the first weapon being switched to the inactive state and relegated to a spare weapon panel. The weapons in the inactive state are dynamically ordered and displayed on the plurality of spare weapon panels according to the panel ranking value of the spare weapon panels and the predicted weapon ranking value.

[Figure 1a]