

Category 4: UI/UX Description-to-Code

GTB Score: Qwen 3.6 27B — 75 | Gemma 4 31B — 78 • Winner: Gemma 4 31B (+3 pts)

Evaluation Criteria: Evaluate: HTML5/CSS accuracy, semantic correctness, rendering fidelity

HUD & Overlay Elements (Prompts 301–330)

Prompt #301

Convert this description to HTML5/CSS: A game HUD health bar. Red fill, rounded corners, dark background. Displays current/max HP as numbers. Flashes white when damaged. Smooth fill transition on change.

Prompt #302

Build an HTML5 Canvas minimap overlay: 200x200px, semi-transparent dark background, player as white dot, enemies as red dots, walls as grey fill. Updates every frame.

Prompt #303

Create an HTML/CSS stamina wheel: circular progress indicator (SVG-based), fills clockwise, green when full, yellow at 50%, red at 25%, pulses when empty.

Prompt #304

Convert to HTML5: a floating damage number popup. Red for damage, green for healing, yellow for critical. Animates upward 50px over 1 second, fades out. Multiple popups stack without overlapping.

Prompt #305

Build an HTML/CSS ammo counter: icon of bullet x 6, remaining highlighted, spent greyed out. Reloading shows spinning loader replacing empties one by one.

Prompt #306

Create an HTML5 status effect icon tray: row of 32x32 icons, each with a small timer countdown overlaid, tooltip on hover with effect name and description, pulsing red border when effect is about to expire.

Prompt #307

Convert to HTML/CSS: a compass HUD element. North/South/East/West labels, rotating needle, current bearing as number, quest marker indicator as orange triangle on ring.

Prompt #308

Build an HTML5 objective tracker panel: 3–5 objective lines, checkbox style (unchecked/checked/failed states), collapsible with click, animated checkmark on completion, fade in for new objectives.

Prompt #309

Create HTML/CSS for a buff/debuff display row: icons with stacking numbers, distinct color coding for buffs (blue glow) vs debuffs (red glow), removal animation (shrink + fade).

Prompt #310

Convert to HTML5: a dialogue choice menu. 3–4 option buttons, highlights on hover, selected state, keyboard shortcut hint (1/2/3 keys shown), fade-in animation on appear.

Prompt #311

Build an HTML/CSS crosshair system: default center dot, expands on movement (4 lines extend outward), contracts on crouch, turns red on enemy hover, customizable color via CSS variable.

Prompt #312

Create an HTML5 stealth indicator: eye icon, fills from black to white based on detection level, shakes when fully detected, has 3 zones indicated by color bands.

Prompt #313

Convert to HTML/CSS: a wave/round counter for a tower defense game. 'Wave 4 of 10' display, wave progress bar, next enemy type preview icons, countdown timer to next wave.

Prompt #314

Build an HTML5 boss health bar: wider than player HP bar, positioned at bottom center, enemy name label, phase markers (lines at 66% and 33%), rage indicator glow at low HP.

Prompt #315

Create HTML/CSS for an on-screen notification system: top-right toast notifications, achievement style (icon + text), slide in from right, queue multiple, auto-dismiss after 3 seconds.

Prompt #316

Convert to HTML5: a turn indicator for a turn-based game. Player turn = blue glow, enemy turn = red glow, current unit portrait, action points remaining as pip icons.

Prompt #317

Build HTML/CSS for a combo counter: large centered number, grows with each combo hit, color shifts from white to gold to orange at high combos, resets with shake animation on break.

Prompt #318

Create an HTML5 quick-slot bar: 5 item slots, drag-and-drop slots, item icon + count, selected slot highlighted, keyboard shortcut number overlay, cooldown circular wipe animation.

Prompt #319

Convert to HTML/CSS: a map legend panel. Toggleable side panel, legend icons with labels, color swatches for terrain types, checkboxes to show/hide map layers, smooth slide-in from right.

Prompt #320

Build an HTML5 experience/level display: XP bar with smooth fill, level number large and centered above bar, level-up burst animation (radial glow), floating '+XP' text on gain.

Prompt #321

Create HTML/CSS for a split-screen score panel (multiplayer): left player vs. right player, score numbers, kill/death count, lead indicator arrow, tie state visual (both neutral color).

Prompt #322

Convert to HTML5: a time display for a time-limited event. Large countdown timer, color shifts from white to yellow to red in final 10 seconds, pulse animation, alarm icon when critical.

Prompt #323

Build an HTML/CSS radar ping system: circle expands from a point on a minimap, fades out over 2 seconds, different colors for different event types (shot = orange, footstep = blue).

Prompt #324

Create an HTML5 weather HUD indicator: small icon (sun/cloud/rain/storm/snow), animated weather particle overlay at screen edges, temperature display, wind direction arrow.

Prompt #325

Convert to HTML/CSS: an inventory weight meter. Bar fills left to right, green = light, yellow = encumbered, red = overloaded, at max shows lock icon and shakes on item pickup attempt.

Prompt #326

Build a complete HTML/CSS main menu for a dark fantasy game: New Game, Continue, Settings, Credits, Quit buttons. Vertical layout, left-aligned, animated background particle effect, hover underline slide animation.

Prompt #327

Create an HTML5 pause menu overlay: semi-transparent dark background, centered panel, Resume/Save/Settings/Quit options, blur effect on game below, slide-down animation on open.

Prompt #328

Convert to HTML/CSS: a character selection screen. 3 character cards side by side, class name, icon, and stat bars. Selected card scales up, unselected dims. Confirm button activates only when selection made.

Prompt #329

Build an HTML5 settings menu with tabs: Graphics, Audio, Controls, Gameplay. Tab switching with slide transition, toggle switches for boolean options, sliders for numeric values, reset-to-default button.

Prompt #330

Create an HTML/CSS inventory screen: 5x8 grid of item slots, right-click context menu (use/equip/drop/info), item tooltip with stats on hover, drag-to-reorder, equipped items highlighted.

Menus & Navigation (Prompts 331–360)

Prompt #331

Convert to HTML5: a skill tree panel. Nodes connected by lines, locked nodes (grey), available nodes (blue border), unlocked nodes (filled). Click to unlock if skill points available. Tooltip per node.

Prompt #332

Build HTML/CSS for a map screen: full-screen world map, clickable region markers, current location indicator (pulsing dot), fog-of-war overlay (dark semi-transparent) on unvisited regions.

Prompt #333

Create an HTML5 crafting menu: ingredient slot grid on left, result slot on right, 'craft' button, recipe list (scrollable), search bar, quantity selector, material source indicator (in bag / in storage).

Prompt #334

Convert to HTML/CSS: a trade/shop screen. Merchant inventory on left, player inventory on right, price display, buy/sell confirmation prompt, gold counter at top, item comparison side-by-side on hover.

Prompt #335

Build an HTML5 quest journal: scrollable list of quests (active/completed tabs), selected quest shows description + objectives + reward, map marker button, quest giver portrait, difficulty indicator.

Prompt #336

Create HTML/CSS for a character stats screen: animated portrait on left, stat list on right, equip comparison on hover, total stat from equipment + base shown separately, level/class header.

Prompt #337

Convert to HTML5: a faction reputation screen. 5 factions listed with icons, horizontal reputation bars, current standing label, relationship to other factions (hover tooltip), recent actions affecting reputation.

Prompt #338

Build an HTML/CSS leaderboard screen: top 10 entries, rank number, player name, score, relative time ('3 days ago'), highlight row if current player, page controls for top 100.

Prompt #339

Create an HTML5 codex/bestiary entry: creature image on left, lore text on right (scrollable), combat stats section, weaknesses displayed as element icons, 'encountered X times' counter.

Prompt #340

Convert to HTML/CSS: an in-game achievement wall. Grid of achievement icons, locked=greyscale, unlocked=color, hover shows name + description + unlock date, progress bar on incomplete achievements.

Prompt #341

Build HTML/CSS for a difficulty selection screen: 4 options (Story/Normal/Hard/Nightmare), each with a paragraph description, icon, and highlighted stat changes. Selected glows, hovering previews changes.

Prompt #342

Create an HTML5 save/load screen: save slots (10), each shows screenshot thumbnail + save date + play time + location name. New Game Over Save confirmation modal. Auto-save slot pinned to top.

Prompt #343

Convert to HTML/CSS: a party management screen. Up to 4 party members shown as cards (portrait, name, class, HP bar, status icons). Drag to reorder, click to view full stats, remove button.

Prompt #344

Build HTML/CSS for a controls/key binding screen: action list with current binding shown, click to rebind (captures next key press), conflict warning if duplicate, reset to default button, gamepad toggle.

Prompt #345

Create an HTML5 game over screen: dramatic dark overlay, 'Game Over' in large styled text, fade-in animation, stats summary (time played, enemies killed, deaths), retry/main menu/load buttons.

Prompt #346

Build an HTML5 dialogue box: speaker name top-left, portrait left side, text area with typewriter effect, next/skip buttons, choice buttons appear after text completes, semi-transparent background.

Prompt #347

Create an HTML/CSS chest/loot popup: appears when chest opened, items slide in from chest position, 'New Item!' badge on undiscovered items, auto-compare to equipped, claim all button.

Prompt #348

Convert to HTML5: a crafting grid (Minecraft-style, 3x3). Drag items from inventory to grid cells, recipe preview, output slot shows result, craft button, recipe book popup with search.

Prompt #349

Build HTML/CSS for a turn order timeline (RPG combat): horizontal strip of character portraits, sorted by initiative, current turn highlighted, turns count shown beneath each portrait, hover for character name.

Prompt #350

Create an HTML5 in-game map with markers: scrollable and zoomable map canvas, player icon, waypoint markers (different colors by type), click to set custom marker, distance overlay on hover.

Prompt #351

Convert to HTML/CSS: a potion/consumable quick-use panel. 4 slots, drag to assign, right-click to remove, quantity badge, use animation (glow + shrink), cooldown overlay after use.

Prompt #352

Build an HTML5 fishing mini-game UI: bobber in water (animated), hold-progress bar for casting power, tension meter during catch, fish-on indicator, reel-in timing slider.

Prompt #353

Create HTML/CSS for a lock-picking mini-game: 5 pin tumblers, pick tool indicator, each pin has a 'set' zone, visual feedback on near-correct position, timeout bar, success animation.

Prompt #354

Convert to HTML5: a dialogue choice wheel (Mass Effect-style). 6 options arrayed in a circle, mouse position selects sector, selected option text displayed in center, confirm on click.

Prompt #355

Build HTML/CSS for a spell casting bar: 5 spell slots with icons, cast time progress overlays, mana cost display, insufficient mana state (icon shakes red), global cooldown grey-out.

Prompt #356

Create an HTML5 merchant cart/checkout UI: items in cart with quantity, total cost running sum, discount applied indicator, checkout confirmation, back to browse button, insufficient funds error state.

Prompt #357

Convert to HTML/CSS: a stealth kill indicator. Small popup near target, shows 'Stealth Kill' text, a QTE indicator (press E), success/fail animation, enemy awareness meter in corner.

Prompt #358

Build HTML/CSS for a resource node interaction prompt: appears near resource, resource name + type icon, hold-to-gather progress circle, yield preview (1–3 items), tool required warning.

Prompt #359

Create an HTML5 companion command wheel: 4 commands (follow/stay/attack/use), circular layout around companion portrait, hold button to open, release direction to confirm, voice line indicator.

Prompt #360

Convert to HTML/CSS: a base-building placement UI. Ghost preview of building on hover (green=valid, red=invalid), cost display next to cursor, rotate button, confirm/cancel, worker assignment counter.

Game UI Widgets & Components (Prompts 361–380)

Prompt #361

Build HTML/CSS for a reputation/relationship indicator (character-specific): heart or trust meter, current state label (stranger/acquaintance/friend/trusted/devoted), recent interaction history as small icons.

Prompt #362

Create an HTML5 equipment comparison popup: side-by-side stats of current item vs. hovered item, green arrows for improvements, red arrows for downgrades, equip button, no-compare toggle.

Prompt #363

Convert to HTML/CSS: a vote/democracy mini-game UI. Issue text at top, argument text boxes for each side, vote timer, current vote percentage bar, player's vote button, result reveal animation.

Prompt #364

Build HTML/CSS for an alchemy mixing interface: ingredient slots (up to 4), mixing bowl animation, effect prediction panel (green for beneficial, red for harmful, grey for unknown), brew button with time progress.

Prompt #365

Create an HTML5 archery/aiming mini-game UI: moving target, aim crosshair (hold to steady, sway while moving), wind indicator, draw strength bar, release to fire, hit zone rings.

Prompt #366

Convert to HTML/CSS: a book/journal reading interface. Paged book visual, turning page animation, table of contents sidebar, bookmarks, highlighted text (player notes), read progress indicator.

Prompt #367

Build HTML/CSS for a negotiation mini-game UI: two scales showing player vs. NPC satisfaction, sliding offer input, NPC response text area, counter-offer animation, deal sealed vs. broken visual states.

Prompt #368

Create an HTML5 social media-style in-game feed: character updates, scrollable, like/react buttons (with in-world icons), post time, photo attachments (item images), character avatar left of each post.

Prompt #369

Convert to HTML/CSS: a vehicle dashboard HUD. Speedometer (needle gauge), fuel bar, damage indicator (vehicle silhouette with colored damage zones), gear indicator, minimap insert.

Prompt #370

Build HTML/CSS for a multiplayer lobby screen: player list with ready/not-ready indicators, character portrait, username, ping indicator, host crown icon, kick button (host only), start countdown.

Prompt #371

Create an HTML5 tutorial tooltip system: highlight target element, arrow pointing to it, tooltip text, 'Got it' dismiss button, tutorial progress dots, skip all button, dim rest of screen.

Prompt #372

Convert to HTML/CSS: an in-game phone/messaging interface. Conversation threads, message bubbles (player right, NPC left), read receipts, typing indicator, photo/item attachment bubble.

Prompt #373

Build HTML/CSS for a class ability panel: 4 active abilities + 2 passive, icon, keybind, cooldown overlay, level requirement, upgrade available glow, tooltip with full description and upgrade path.

Prompt #374

Create an HTML5 game board for a turn-based card game: draw pile, discard pile, hand (fan layout), play area, opponent's side, attack indicator lines, end turn button, card hover zoom.

Prompt #375

Convert to HTML/CSS: a food/hunger system interface. Stomach icon with fill level, food quality color coding, meal timer, 'too full' and 'starving' state animations, cooking slot quick-access.

Prompt #376

Build a complete HTML5 RPG battle screen: player party (left side, portrait + HP/MP bars), enemy group (right side), turn order timeline (top), action menu (bottom: Attack/Skill/Item/Defend), background scene.

Prompt #377

Create a complete HTML/CSS tower defense wave screen: map grid area (center), build panel (right sidebar with tower types + costs), resource display (top), wave info + start button (bottom), speed controls.

Prompt #378

Convert to a full HTML5 screen layout: a visual novel scene. Full-screen background image area, character sprite center, dialogue box bottom, NPC name plate, choice buttons appear on cue, text speed controls.

Prompt #379

Build a complete HTML/CSS platformer game HUD overlay: HP hearts (top left), coin counter (top right), level name (top center), lives remaining, pause button, time remaining for timed levels.

Prompt #380

Create a full HTML5 real-time strategy top bar: resources (gold, wood, food) with icons and counts, minimap (bottom right), unit selection info panel (bottom), tech level indicator, alert notification area.

Complete Screen Layouts (Prompts 381–400)

Prompt #381

Convert to complete HTML/CSS screen: a roguelike floor summary screen. Floor number, time spent, enemies killed, items found (grid), events triggered, score, floor seed, continue/main menu buttons.

Prompt #382

Build a full HTML5 simulation game time panel: pause/play/fast-forward controls, in-game date display, event queue (next 3 upcoming events), season indicator, weather forecast icons.

Prompt #383

Create a complete HTML/CSS city management screen: city name header, population counter, happiness/crime/health bars, budget overview (income vs expenses), district tabs, alerts panel, overview map button.

Prompt #384

Convert to full HTML5: a multiplayer scoreboard screen. Team A vs Team B columns, player names, kills/deaths/assists, headshot %, match time, round scores (BO5 layout), MVP highlight.

Prompt #385

Build a complete HTML/CSS character creator screen: 3D model placeholder (center), left panel (race/class selectors), right panel (stat preview), bottom panel (name input + finalize), randomize button.

Prompt #386

Create a full HTML5 space game galaxy map: star map canvas (zoomable), current location marker, travel route lines, faction territory color zones, selected star info sidebar, fuel cost preview.

Prompt #387

Convert to complete HTML/CSS: a survival game status screen. Four survival bars (hunger, thirst, temperature, health), inventory grid below, equipped items column right, location and time display.

Prompt #388

Build a full HTML5 card game battle interface: hand of 7 cards (fan layout, bottom), opponent's hand (face down, top), battlefield zones (two horizontal lanes), deck/discard counters, mana crystals.

Prompt #389

Create a complete HTML/CSS heist planning screen: building blueprint top-down view, team member assignment slots (drag to position), equipment list (left), entry/exit route markers, risk assessment panel.

Prompt #390

Convert to full HTML5: a farming game daily planner. Farm grid (left, scrollable), crop selection panel (right), water/fertilize action buttons, crop growth stages, day/time display, income summary.

Prompt #391

Build a complete HTML/CSS naval battle screen: ocean grid, ship placement phase + battle phase toggle, player ships (bottom grid), opponent grid (top, with hit/miss markers), shot log panel.

Prompt #392

Create a full HTML5 racing game HUD: speedometer, position indicator (1st/2nd/etc.), lap counter, mini-map with all racer positions, lap timer, best lap indicator, fuel/boost bar.

Prompt #393

Convert to complete HTML/CSS: a dungeon builder mode screen. Tile palette left sidebar, dungeon canvas (center, grid), layer toggle (floor/walls/props/entities), undo/redo, test run button, save/export.

Prompt #394

Build a full HTML5 social simulation relationship screen: grid of character portraits with relationship line indicators, click on line to see relationship details, overall social network health score, event log panel.

Prompt #395

Create a complete HTML/CSS trading card collection screen: card binder view (grid), filter by set/rarity/type, card detail popup on click, deck builder sidebar, trade wishlist marker, missing card placeholder.

Prompt #396

Convert to full HTML5: a platformer world map. Hub world displayed as illustrated map, level nodes (locked/cleared/available states), star rating on cleared levels, path connections, zone boss node, total star count.

Prompt #397

Build a complete HTML/CSS idle game screen: resource counters (top), upgrade purchase buttons (left panel), automation building list (right panel), click zone (center, animated), offline earnings popup.

Prompt #398

Create a full HTML5 trivia/quiz game screen: question text (top center), 4 answer buttons (2x2 grid), timer bar, streak counter, lifeline buttons (50/50, skip, hint), current question number, score.

Prompt #399

Convert to complete HTML/CSS: a text adventure interface. Narrative text display (scrolling, top 70%), command input box (bottom), inventory sidebar, map location display, save/load buttons, font size control.

Prompt #400

Build a full HTML5 rhythm game interface: note highway (vertical, 4 lanes), notes scrolling downward, hit zone at bottom (4 keys), combo counter, accuracy display, song title + progress bar, health/score.