

Gadget Select + Contextual UI/UX

UX Goals:

- Define framework and behavior of interactive display of information
- Define intuitive user interactions for gadget select and contextual menu

Design Requirements:

- Acts as visual mode informing the player of available gadgets and available actions
- Displays gadget status [Gadget Select]
- Displays available action and corresponding button glyph [Contextual]
- Dynamically updates based on user status

UX Concerns:

- **Gadget Select is visually tied to the mini map**
 - **Solution:** Detach gadget select from the mini map. It seems a bit premature to connect these when there is no user interaction relation between the two components. We are also experimenting with various navigation scenarios at this time. Combining elements can be re examined once interaction design of individual components is closer to completion.
- **Contextual Menu has two different user states and may seem detached from gadget select.**
 - **Solution:** Visually show a difference in the contextual menu when it is in different user states. Those states being: user input driven [gadget select], and user scenario driven. Make sure the visual treatment of gadget select matches that of the contextual menu when in user input mode.

Gadget Select:

- Directional Pad Menu Select, allowing user to view available gadgets
- Directional input tied to gadget categories
- Prompts User Input Driven Contextual Menu, which acts as the gadget select sub menu allowing user to "arm" themselves with a specific gadget type.
- Displays what user currently is armed with.

Gadget Select States:

- **Minimized:** Displays what is currently armed and if it is ready to fire. Also displays "cool down" information.
 - **Cool Down Mode:** Some weapons cannot be fired until the cool down period has expired from previous use.
- **Menu:** Displays directional menu and available gadget categories

Gadget Select User Interactions:

- **[Hold Directional Pad Down]:** Gadget Select displays, highlighting the directional input currently being held down by user. Contextual Menu dynamically displays options related to currently selected directional input. If user selects a directional input that is invalid or empty of gadget selections, the menu remains open but the contextual menu does not display as there should be no options available to "arm".
- **[Select Direction, while holding Directional Pad Down]:** Gadget Select highlight updates as well as contextual menu tied to gadget select.
- **[Release Directional Pad]:** Gadget Select returns to minimized mode to display what is currently armed.
- **[Tap Directional Pad]:** Acts as a Quick Select; Arms last type selected for that particular category [direction is tied to category]

Main Gadget Categories:

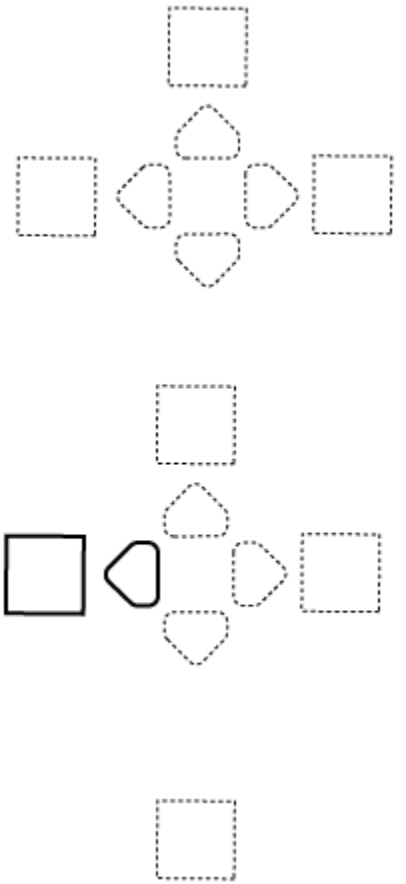
Each main gadget category is tied to a directional input on the D-pad.

- Batarangs (3 types) **[Left]**
- Bombs (3 types) **[Right]**
- Vision Modes (3 types) **[Up]**

A. Displaying Gadget Select as Directional Input Menu. As the user holds down a direction The menu transitions on screen displaying icons mapped to each direction.

B. If the user holds down a direction for [] seconds, the direction and the icon will change states thru color and size. [note: size not depicted in wireframe]

C. Minimized mode, displays icon only and cool down information. Cool down information can be displayed as a radial progress meter around icon or be displayed as ready or not thru icon opacity or colorization.



Contextual Menu:

- Dynamically updates based on user input and user scenario
- Displays button glyphs [A,B,X,Y] with associated actions next to them.

Contextual Menu States:

- **Off:** When there are no user actions available tied to face buttons.
- **User Scenario:** Displays when user actions available are tied to user location, and/or mode.
- **Input Driven [Overrides User Scenario]:** Displays when user actions are tied to input currently in progress for example gadget select. Acts as a sub menu for gadget select.

Contextual Menu User Interactions [User Input Driven]:

- [User Holds Left On Directional Pad] : [] Batarang Type A, [] Batarang Type B, [] Batarang Type C
- [User Holds Right On Directional Pad] : [] Bomb Type A, [] Bomb Type B, [] Bomb Type C
- [User Holds Up On Directional Pad] : [] Vision Mode A, [] Vision Mode B, [] Vision Mode C

Contextual Menu User Interactions [User Scenario Driven]:

- [] Shadow
- [] BatGrapple Snatch
- [] Near Edge Drop Off

Contextual Menu displays text describing available action next to the corresponding button glyph.

Button glyph States:

- Unavailable [lower opacity, greyscale]
- Available [normal]
- Pressed [highlight]

Action Description: Put a solid color background behind text.

