

Bat PDA UI/UX

UX Goals:

- Define framework and behavior of interactive display of information
- Define intuitive user interactions for the bat pda

Design Requirements:

- Acts as streamlined version of the Bat PC that is available anytime during gameplay.
- Displays quest, navigational map, and talent tree status.

UX Concerns:

- **How to make the PDA feel like a PDA from a visual and content perspective so the user doesn't just think they are now accessing a "broken" bat PC.**
 - **Solution:** [See making the PDA a different experience than the BatPC] below.

Bat PDA:

- Pressing [Back] during gameplay allows user to access the Bat PDA
- Default State should be "Quest Overview" View except when user accesses based on specific prompts.
- [LB + RB] cycle between main view states: Quest, Map, Talent Tree

Bat PDA View States:

- **Quest:** Displays currently active quests, objectives, story summaries and evidence detail
 - Overview: Allows user to select quest title, displays objectives and brief summary
 - Detail: Allows user to select story summary thus far, and individual evidence pieces
- **Map:** Displays user geographical information. See Navigational Map Framework Document for details.
- **Talent/Skill Tree:** Displays talent tree but does not allow user to upgrade.

Quest Overview View User Interactions:

- **[Left Thumbstick]:** Cycle Thru Available Quests
- **[?]:** Toggle active waypoint on or off. **[note: user may only have one waypoint active at a time]**
- **[A]: Show Details of Highlighted Quest**
- **[B]: Exit**
- **[Back]: Exit**

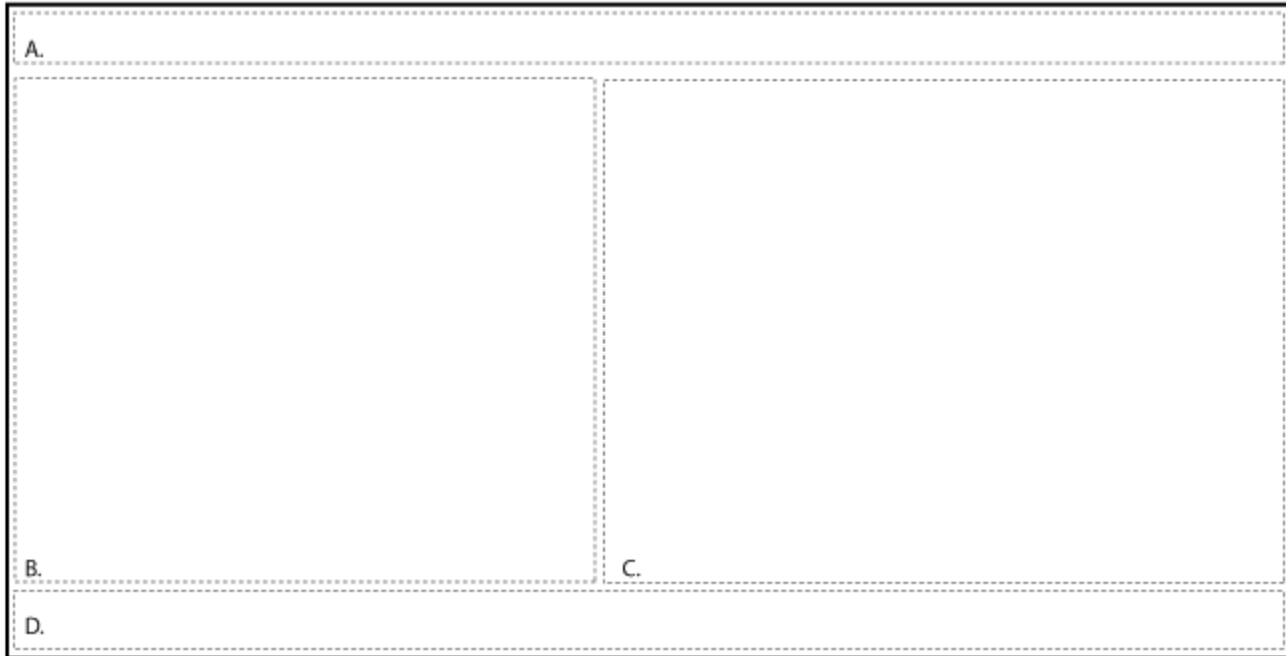
Quest Detail View User Interactions:

- **[Left Thumbstick]:** Cycle thru summary and evidence pieces
- **[B]:** Show Overview of Highlighted Quest [Takes user back to Quest Overview]
- **[Back]:** Closes PDA

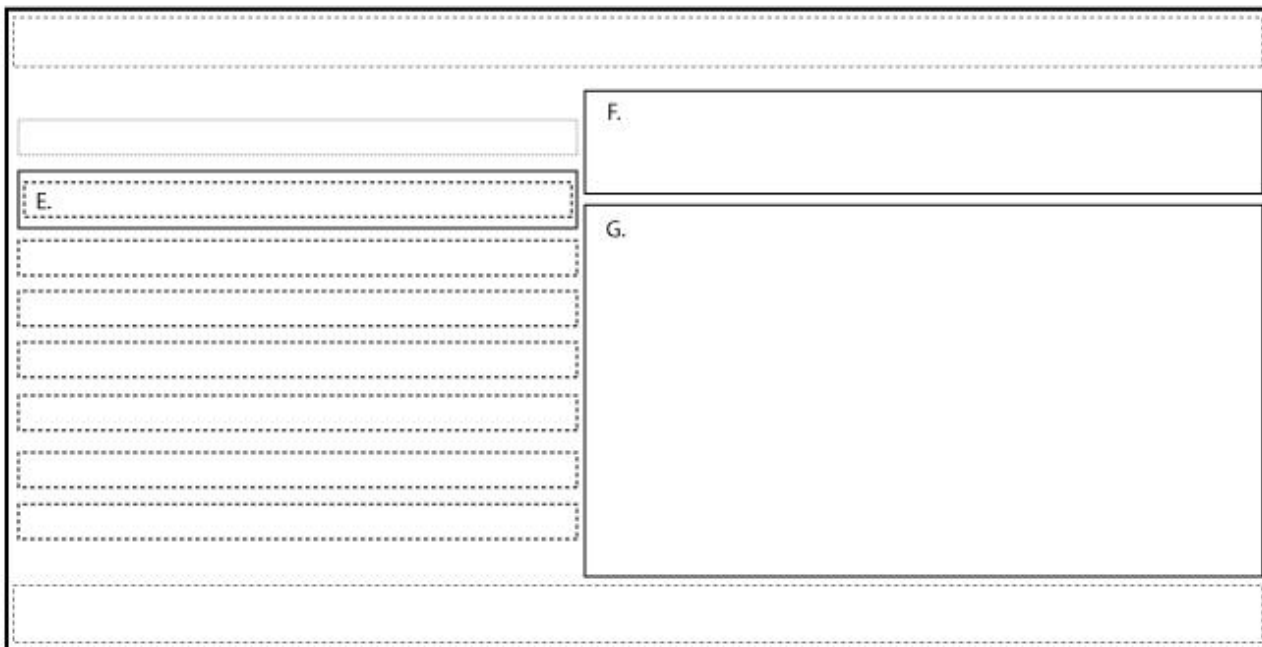
Note: For Map/Talent Tree Interactions please see the appropriate documentation on confluence.

Quest Framework

- A. Header: Displays Quest Title and shows user how to navigate to Map and Talent Tree.
- B. Selection List
- C. Information Viewer
- D. Contextual Information



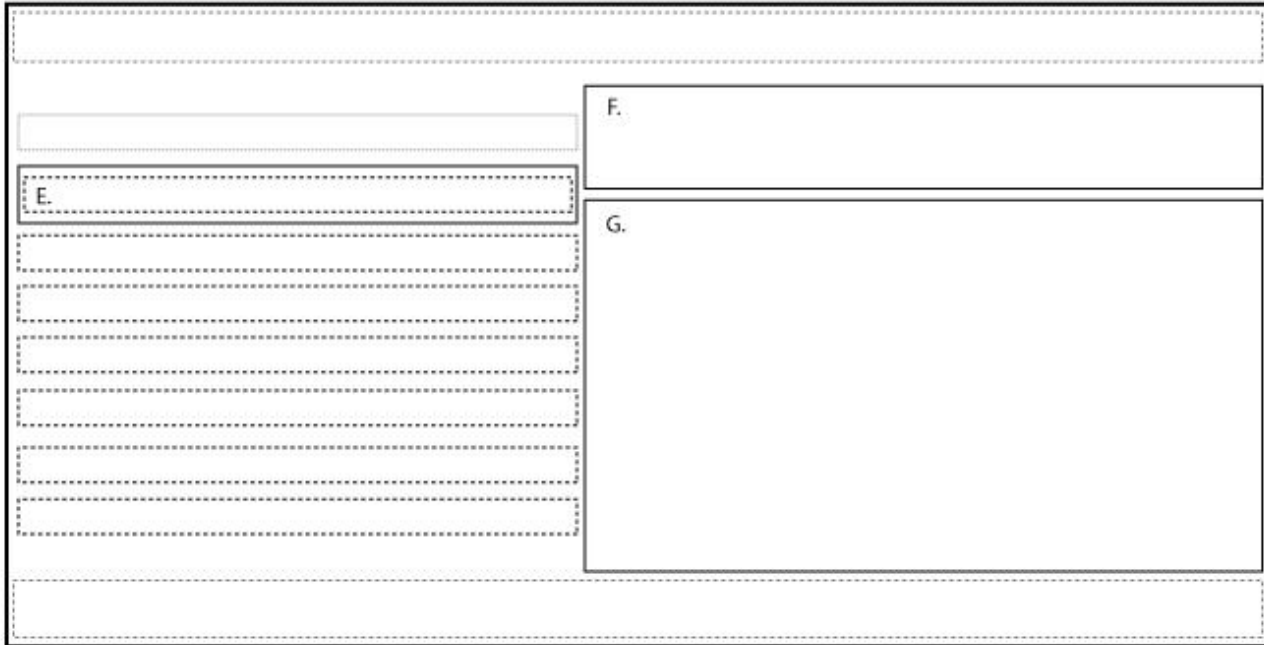
Quest Overview View Framework



User can scroll thru available quests. Highlight is static and stays in place, while quests move up and down. User can faintly see previous quest above highlight. Current Waypoint is highlighted by default.

- E. Quest Title: States include normal, highlighted (in highlighted framing), and previous (lower opacity)
- F. Overview Title, and progress
- G. Displays list of objectives, current and completed

Quest Detail View Framework



User can scroll thru summary or discovered evidence. Highlight is static and stays in place, while quests move up and down. User can faintly see previous quest above highlight. Summary is highlighted by default when entering from Quest Overview , Evidence is highlighted by default when entering from Detective Mode See More Details Prompt.

- E. Summary/Evidence Title: States include normal, highlighted (in highlighted framing), and previous (lower opacity)
- F. Quest Title, and progress
- G. Displays summary thus far, and/or evidence tie in to story

[Making the PDA a different experience than the BatPC]

Goals:

- We don't want the Bat PDA to come off as a broken Bat PC. If it looks too much like the Bat PC, the user will wonder why quest web isn't being shown and why they can't upgrade talents. So we want to make this feel like a different experience so the user understands these decisions are by design.

UX Suggestions:

- Visually make the Bat PDA take up less room vertically than the Bat PC. Think the iphone held horizontally.
- Quest Mode as designed above is a streamlined version of the visual bat pc web so it works well
- Talent Tree should not display 3d models/characters, just the tree itself and description and player status.
- Map should default zoomed in based on where player is at, (i.e. hub or dungeon)