

// Battle Nations Guild Store High Level Guidelines

Goals:

- Give players another opportunity to assist their team without going thru a full battle.

Design Requirements:

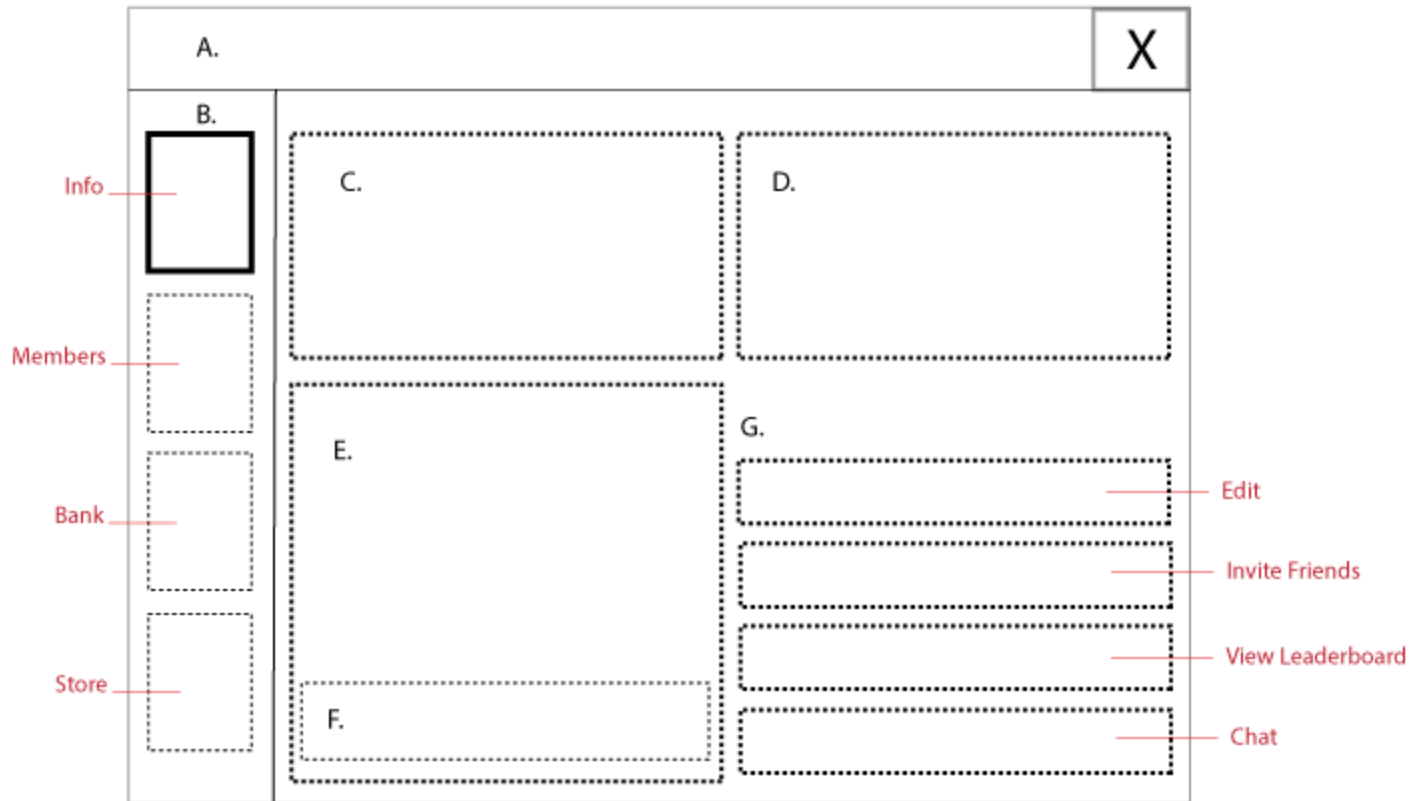
- Store Access From Guild Menu

Core Guild Menu:

Current Layout:



Proposed Layout (highly recommended) :



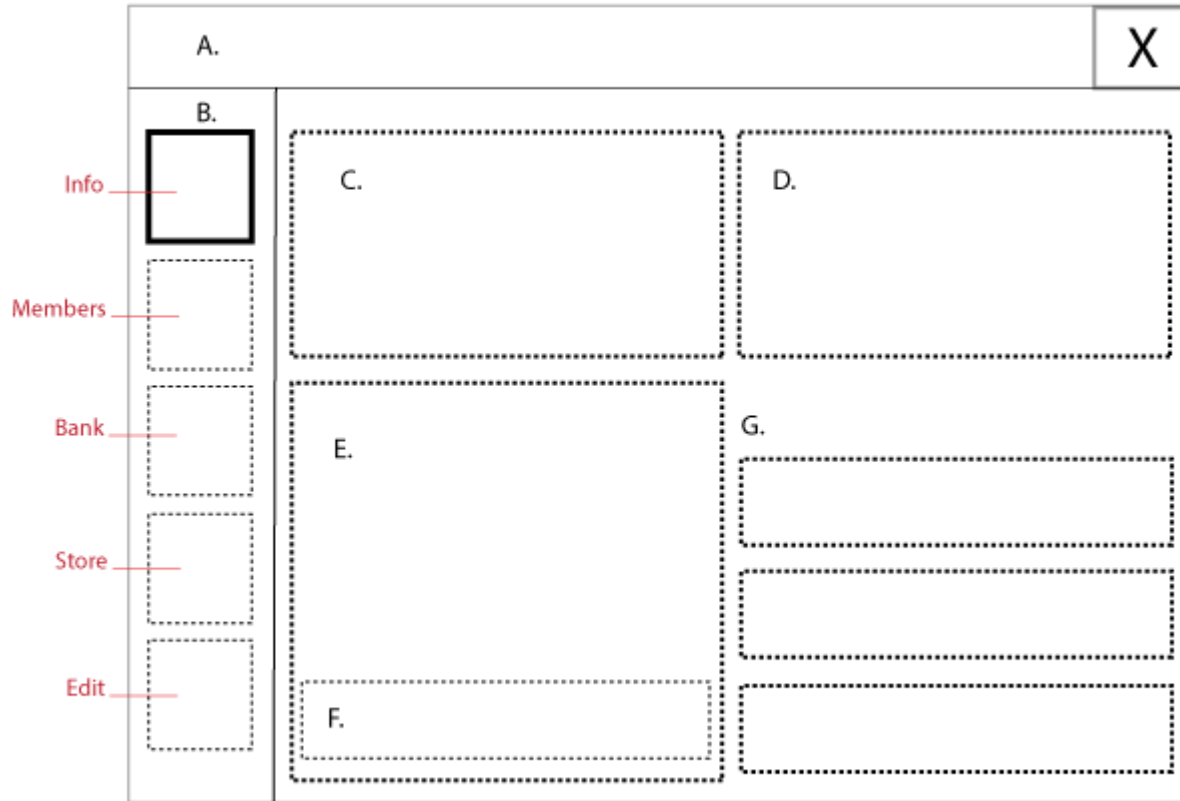
- A. Title of Menu
- B. Core Options:
 - Info
 - Members
 - Bank
 - Store
- C. Current Rewards
- D. Message Of The Day
- E. Net Level

- F. Donate Button
- G. Info Options:
 - Edit Guild Info
 - Invite Friends
 - View Leaderboard
 - Chat

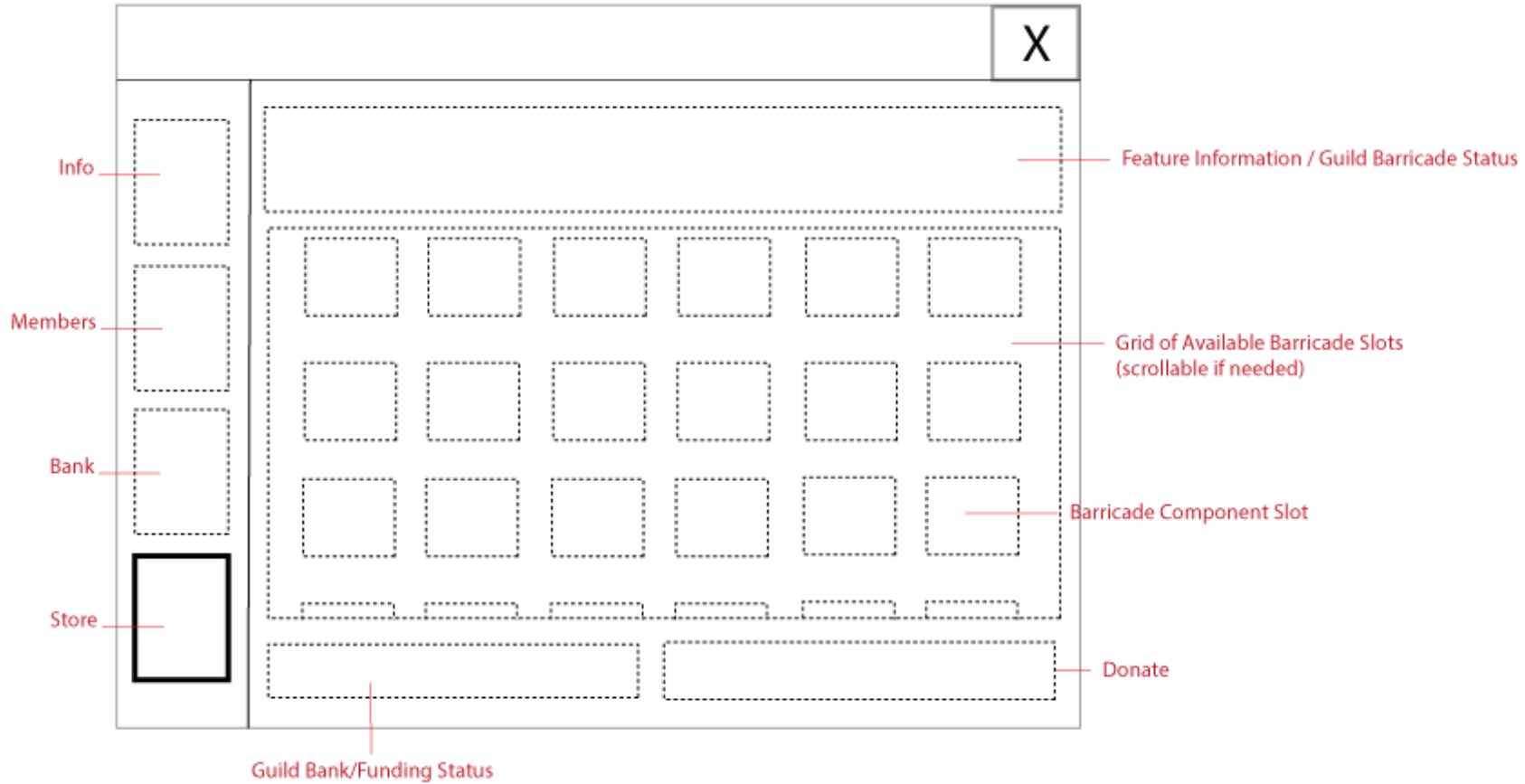
Updates:

- Move Edit Button into Info Panel. Player is Editing info about the thus option should be within the info panel as opposed to on the side.
- Add Store Button where Info Button used to reside

Final Layout (use this one):



Store Menu:



The following components should be displayed on the Store Menu:

- Current Bank Balance (Guild Net Worth): Since users will be withdrawing from the bank of the guild to build , seeing the status of this is important.
- Available Slots Grid: This area will contain 10 - 20 Barricade Component Slots
- Description: This will contain a short description about this feature
- Donate: This will contain a donate button
 - so users can donate on the spot after viewing the barricade status

Barricade Component Slot:

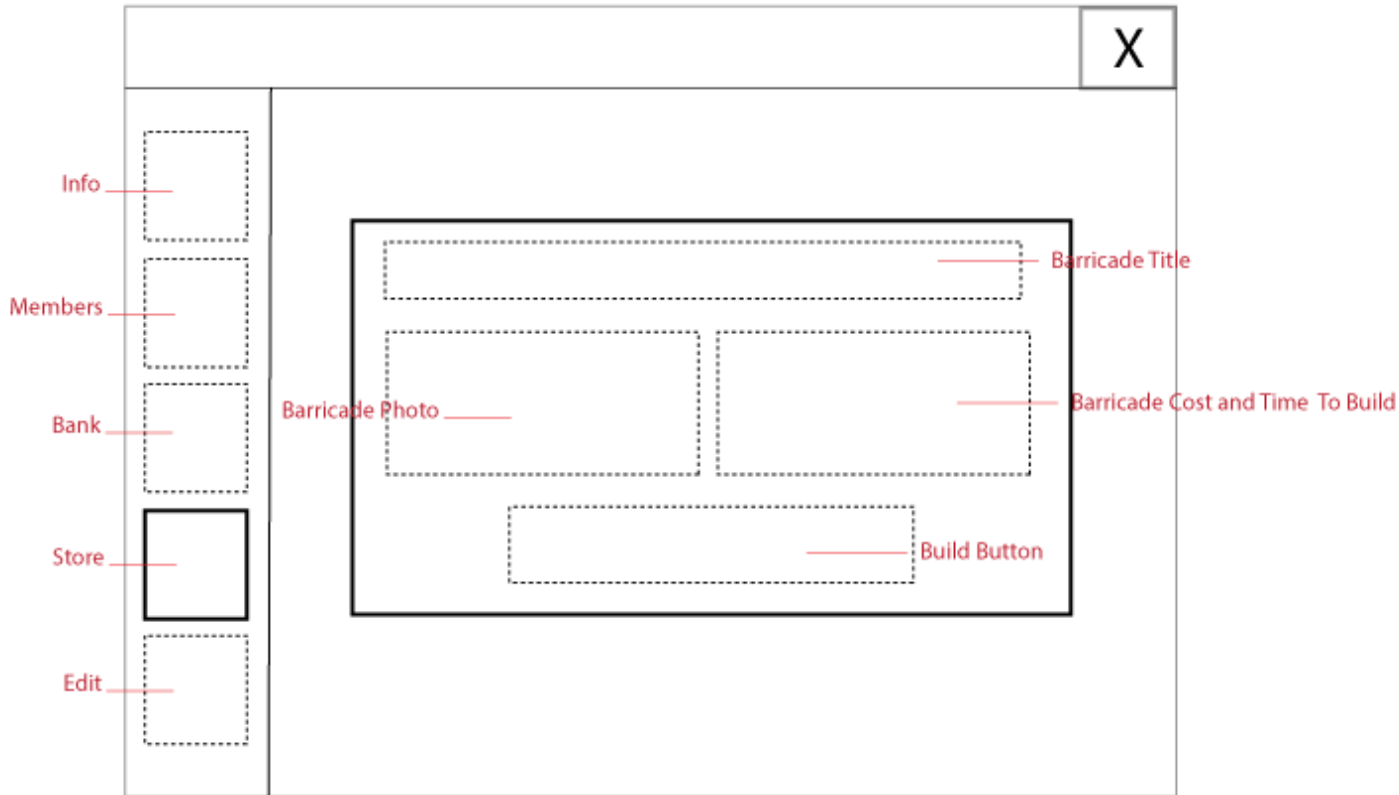
This component is the visual representation of the barricade within the UI. It displays the iconic representation of the barricade, and the barricade's state.

Barricade Component Slot States:

- Available
 - This is an empty spot that is available for building a barricade
 - Visually there should be a [+] icon, so the user will be aware they can interact with it
 - Interaction: Tapping the component in this state will launch the build pop up
 - Note [See below for possible expansion]

The Build Pop Up should mimic this barracks pop up in information but be laid out differently and simplified. :

- Name of Barricade
- Cost to Build Barricade
- Time it will take for Barricade to be built
- Description of Barricade (i.e. HP)
- Picture of Barricade



- Building...
 - Once a user has chosen to build the barricade
 - Visually there should be a depiction of the barricade in a “building” state
 - Interaction: Tapping the component in this state will display pop up just like if it was being built in the game world
 - Display Barricade Info
 - Display Barricade Build Progress
 - Display Option To Rush (*Rushing for this feature uses Gold, not Nanos*).

Pop Up Should mimic (the functionality) of this:



This pop up state is used in two scenarios:

- When user taps barricade component in “building” state

Functionality should match how users are used to using the component in normal building:

- Highlight the barricade component being affected
- Disable other barricades
- If user clicks anywhere off the pop up component, close component

- Ready
 - This state represents the barricade fully built and ready to deploy
 - Visually there should be a depiction of the barricade completed,
 - Interaction: Tapping the component in this state will display options on the right available for that component
 - [Deploy]

- Deployed
 - This state represents the barricade that has been deployed
 - Visually there should be a depiction of the “state of health”.
 - Full (green border around it for example)
 - Less than Half, More than 20%
 - Less Than 20%
 - Interaction: Tapping the component in this state will display the same pop up component as in the “building” state replacing build progress with health.
 - Display Barricade Info
 - Display Health Percentage
- Unavailable
 - This state represents a barricade slot that can not be actioned on by the user. Since only one barricade can be built at a time,etc. Times where this state is valid:
 - Barricade Is In progress of being built
 - prompt user to rush the current barricade in order to start a new one.
 - User is not high level enough to action on anything

Not hiding the Store Element From Players Under Officier:

- We should still allow lower members to view the visual status of barricades, this will help motivate them to donate to the cause.
- The screen will simply be in a [VIEWING MODE] state
 - Empty barricade slots do not have the plus icon
 - Active barricade slots are not actionable
 - Deploy button changes to the Donate Button
 - Feature Description changes to mention only members of a certain rank can build, however they can view the status and donate.

Looking Ahead:

- The Barricade component slot has been designed so in the future it can represent a generic slot of multiple “types”.
 - Instead launching right to the build menu, it could launch to a list of “types” then lead to the build menu just like the current build menu in the BN HUD
- Barricade component slots have individual functionality
- Barricade component grid is scrollable if needed, in the future can be sorted by “types”,etc.