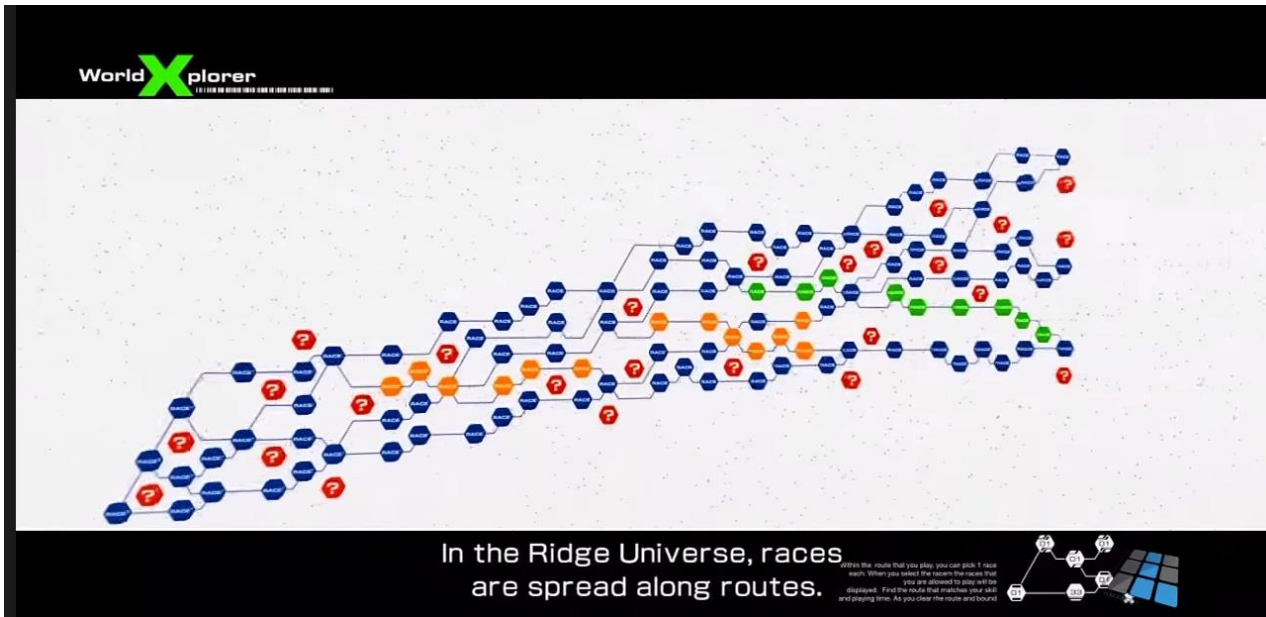




**World View:**

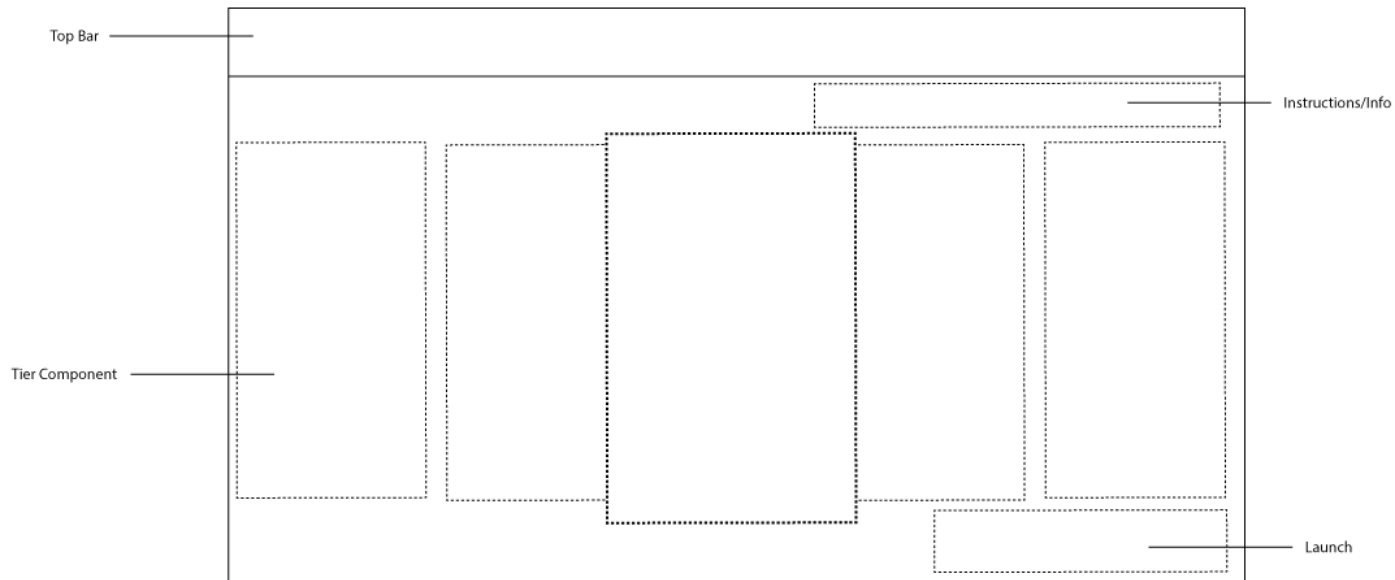
Allows the player to see a representation of all content zoomed out , possibly abstracted.  
Allow quick navigation to different tiers, and overview of player performance in tier or tier status  
Also show overview of social activity.

Example from Ridge Racer: (preferred “world view”)



Alternate Example from Wipeout (shows clusters instead of the entire tier at once)





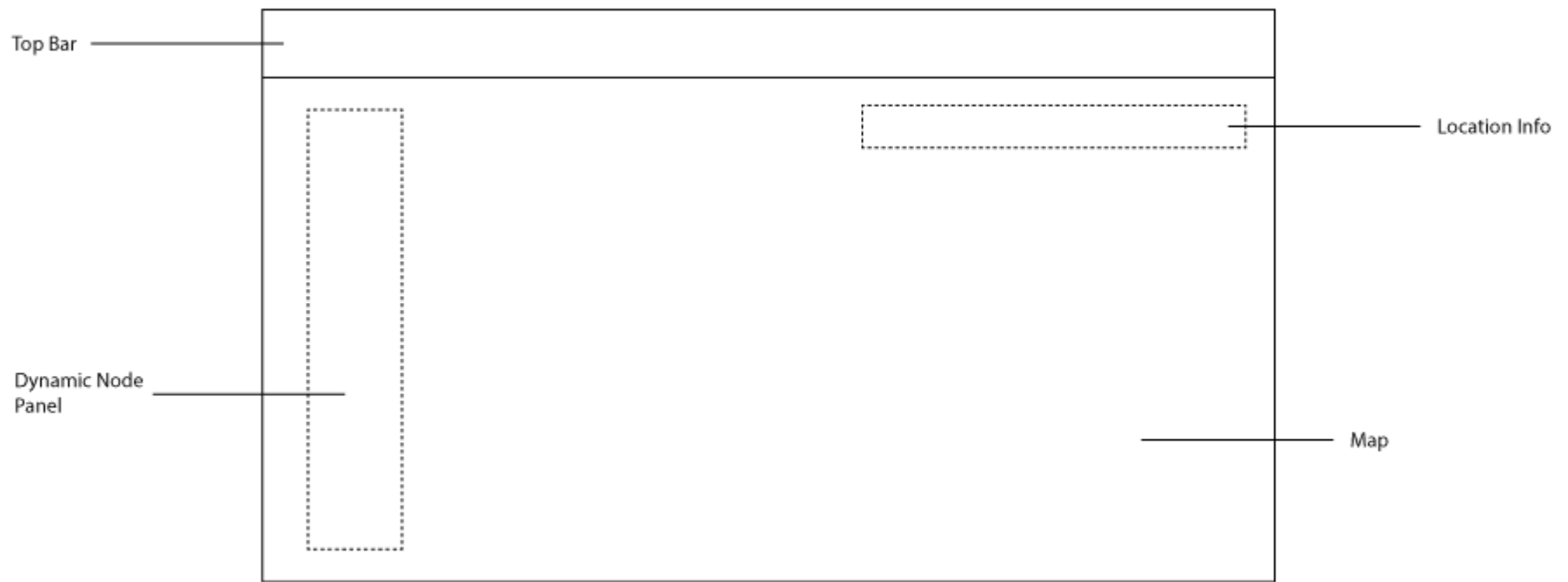
#### Tier Component:

- Tier Title
  - instruction/Info is the call to action (i.e. Select tier)
- Tier Areas (i.e. oil rig, resort, base, etc)
  - This visual should allow player to see where in the world they are
  - style note: Sat Comm view of the world
- Tier Stats:
  - Completion Progress
    - Visual
    - Actual Data i.e. 90% complete
  - # of Friends There
- States:
  - Locked
  - Available
  - Selected

#### Interaction:

Player taps on a tier to select. Player then taps launch which triggers zooming transition

World map defaults to last area player was in. (i.e UI takes player right to the current map location, no animation or any fancy business)



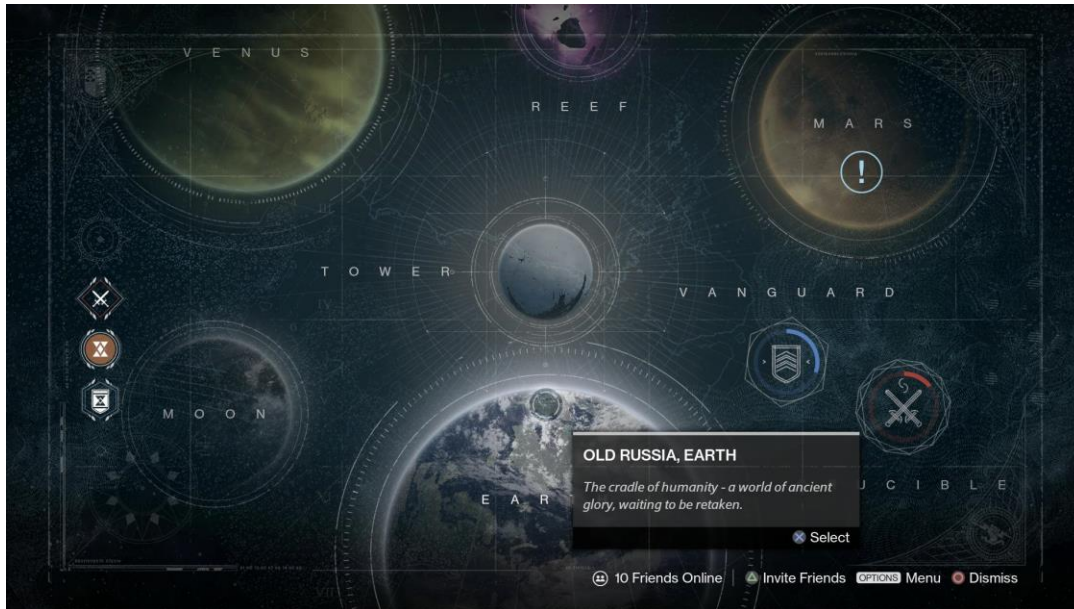
Top Bar: [same as always]

Dynamic Node Panel: (player convenience short cut)

This panel sits on the left of the map screen , it is static. It sits on a translucent background much like Apple menus, allowing users to understand the map is below it but not see any details of nodes that may pass beneath it. It houses dynamic node types [should be in the order they will be available to player] i.e.:

- Patrol
- Daily
- Blitz
- Social

(Destiny ref showing dynamic node panel)



**Interaction:**

**Dynamic Node Based Transitions:**

- Completed Transition (upon returning to the game, impact animation to show player they have indeed completed this mode)
- New Transition [showing this node has refreshed , i.e Daily]
- Unlocked Transition

**When Player Taps node:**

- Pan map and activate node on map that represents location (go to the path location on the map)
  - activate info so player can tap again to enter mode if they want.

**Location Info:**

This is text that identifies the tier and location of the current map focus

Map:

This displayed a node based network of missions that progress laterally to the right)

Nodes connected to nodes by links.

Node Density will depend heavily on:

- How large each node component needs to be to include all elements (i.e. Social)
- Map Camera Perspective
- Map Environmental Content

note that our initial thinking is to adhere to apple standards for node size with a distribution reference to candy crush (see map nodes doc for specifics)

Node presentation note:

Do we show everything at once or let the user feel progress by unlocking things as they complete certain nodes (like a fog of war)?

Transitions To Next Tier:

- Should unlocked tiers have a “fog” over them to represent unexplored areas
- Do we preview all the content of a new tier , the first time it is opened (i.e. wipeout)

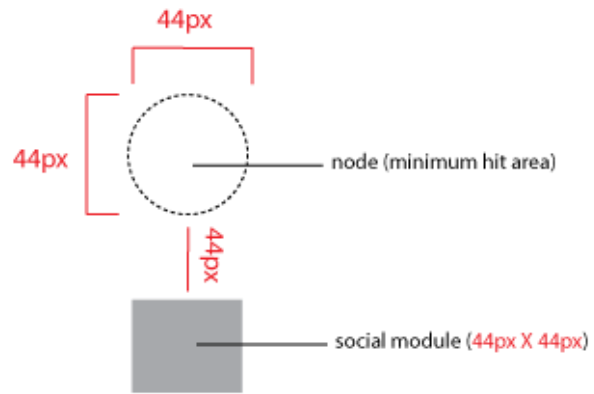
Node Layout System Design [will break out to a new doc]

Nodes Per Tier:

- 25 Strikes
- 5 Sub Elites
- 1 Boss [should use one node with progression mode] (is this node dynamic does it move on the map?)
- *Daily [dynamic slot]*
- *Patrol [dynamic slot] - once per tier*
- *Social [dynamic slot]*

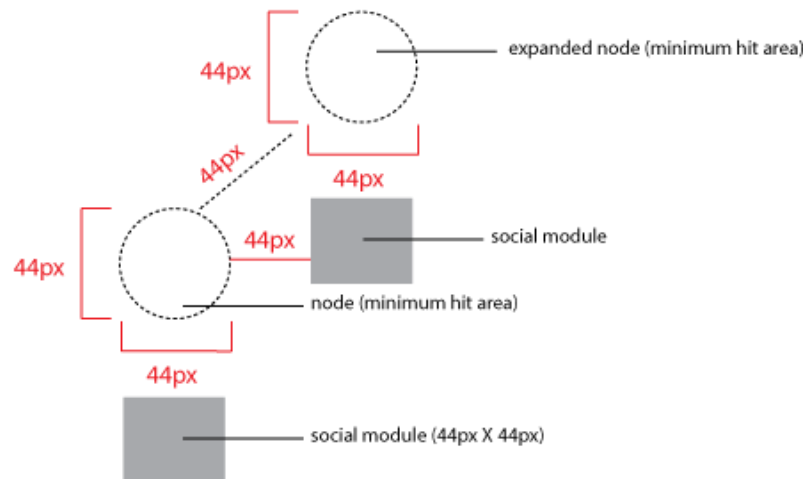
Minimum hit area and link length and space between tappable components is 44px X 44px.

Core Node:



Each core node supports a social module

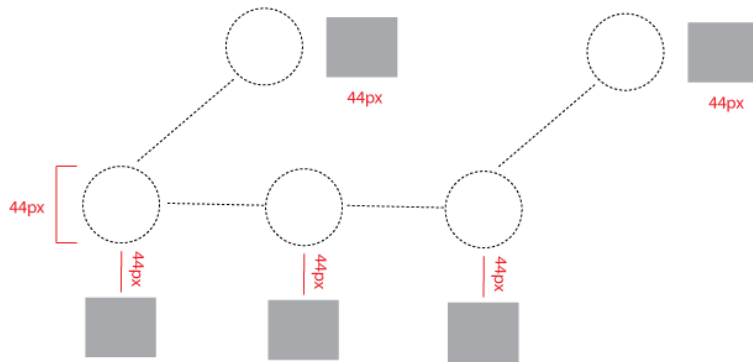
Core Node With It's Expanded Node



In order to support our dynamic content, every core node must support an expanded node which is simply another node attached via link at an angle instead of on the right. This means every node needs at minimum approx 300px height and 150px width.

Note: The social module on the expanded node may need to always be on the right.

When linking nodes, adjacent core nodes cannot both have visible expansion nodes. For example:



Notice the middle node is not allowed to display an expanded node while the node adjacent is.

#### Issues with content:

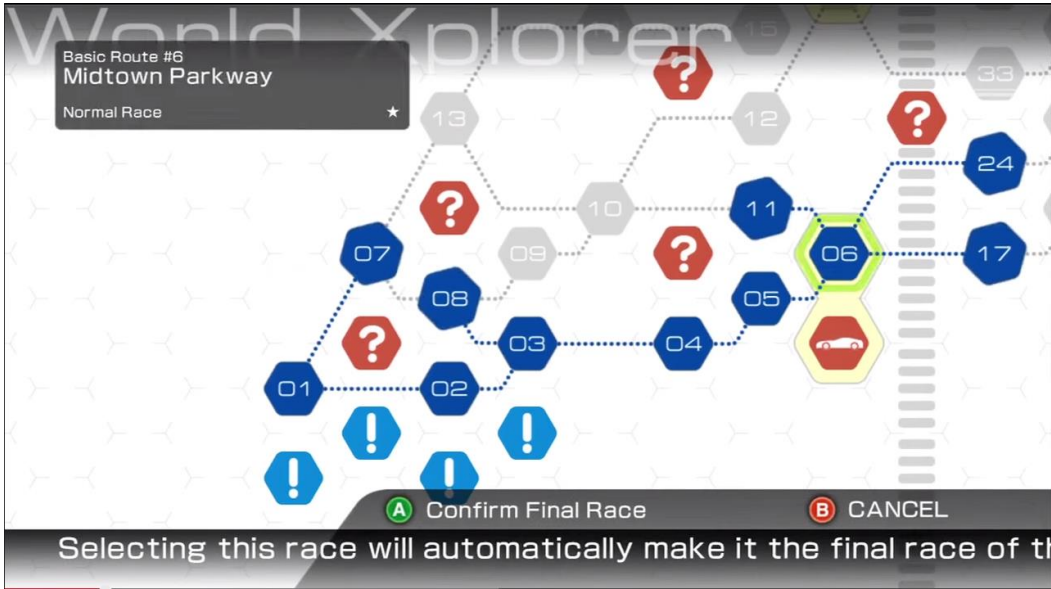
Currently our content is not linear. We have some flexibility by using the dynamic panel. However The progression at which elites unlock and strikes should be re evaluated for a better user experience if we want to focus on being linear node based.

#### REFERENCES:

See: Ridge Racer 6 Node System,wipeout

One thing to note is the friend icon could just be a more abstract icon, and only show you friend(s) info once you clicked the node to allow higher node density.







Ridge Racer and Wipeout are great bases to start with.  
Example of hex post adding terrain, to look more world like



Resources:

Wipeout: <http://vimeo.com/49798590>

Ridge Racer: <https://www.youtube.com/watch?v=4g4YvQAioDk>

#### Visuals:

- Style: Sat Comm style, i.e. carrier facilities
- How dense do we want Art? [node density dependant or vice versa] - Start with Node density as what defines the art requirements
- Modular Content Design Plan
  - Bottom Layer: Terrain
  - Mid Layer: Props [i.e. bridge, cluster of buildings, etc]
  - Top Layer: Fog ? [i.e tiers locked]

#### Prototype:

- Various Node + Link Layouts [understand short + long links, min + max node density] - dynamic system
  - how much room is reserved for dynamic nodes?
  - Straight Lines vs curves [dependant on map content layout]
  - How many pans does it take to see all nodes in a tier? Will it ever overlap with a new tier? [so players always can tell there is more]
- Map Layout [dependant on node info prototype + Node Layout Prototype]
- Map Interaction [pan (2d or camera controlled 3d?) , do we allow zoom?]
- Dynamic Panel , Tap to pan to (if needed) and activate dynamic node on map