

// Duels Map Info Spec

Design Requirements:

- [See Also Node Spec](#)
- [See Also Map Spec](#)

Note: Art Is NOT Final, This is a functionality Spec w/ light skin



Info Panel:

Pops up when a active node is tapped on by player.

Player can dismiss by tapping the close button or anywhere off the info panel.

Height: Approx 1/3 of screen

Background: Photo of Mission Location , keeping text readable.

Components:

- Difficulty Color Band
- Mission Info:
 - Node
 - Mission Name
 - Mission Location

- Mission Type
- Mission Story Beat
- Mission Gate/Rewards
 - Difficulty
 - Fuel Cost [Not shown]
 - Rewards
 - Money
 - Unlocks
- Engage Button
 - Warning Overlay
 - Easy: None
 - Medium: None
 - Hard: Warning Overlay
 - Very Hard: Warning Overlay
 - Impossible: Engage Button , changes to Upgrade Button. Takes user to upgrade prompt
 - This mission is very hard, You should upgrade before continuing. [Return to Map] [Upgrade]
 - Fuel Needed Overlay [Not shown]

Sample of Different Difficulty:

