🎮 Menu Button Tooltips - Quick Summary

What We're Adding

Hover tooltips for all 10 menu buttons showing:

- What the button does

- Keyboard shortcuts (if any)

- Lock status (if locked)

📝 Implementation (4 Steps)

1️⃣ UIButton.java

Add:

- `private String tooltipText;` field

- `setTooltipText()` method

- `getTooltipText()` method

See: Artifact "UIButton - Add Tooltip Support"

2️⃣ UIManager.java - Add Method

Add new method:

```java
private void setupMenuButtonTooltips() {
    // Sets tooltips for all 10 buttons
}
```

See: Artifact "UIManager - Add Menu Button Tooltips"

3️⃣ UIManager.java - Call Method

In `createVerticalMenu()`, add at the end:

```java
setupMenuButtonTooltips();
```

4️⃣ UIManager.java - Update Tooltip Checking

In `updateTooltips()`, add section to check menu buttons

See: Artifact "UIManager - Update Tooltip Handling for Buttons"

🎯 What Players See

Example: Inventory Button

```
┌─────────────────────┐
│ Inventory           │
│                     │
│ View and manage your│
│ items and equipment.│
│                     │
│ Hotkey: I           │
└─────────────────────┘
```

Example: Locked Button

```
┌─────────────────────┐
│ World Map           │
│                     │
│ View the world map... │
│                     │
│ (Currently locked)  │
└─────────────────────┘
```

✅ Benefits

- 🎓 New players learn what buttons do
- ⌨️ Shows keyboard shortcuts

- 🔒 Explains locked features
- 💡 Better UX and polish

🧪 Quick Test

1. Hover over Inventory button
2. See tooltip with description + "Hotkey: I"
3. ✅ Working!

📚 Artifacts Created

1. **UIButton - Add Tooltip Support -** Code for UIButton
2. **UIManager - Add Menu Button Tooltips -** Setup method
3. **UIManager - Update Tooltip Handling -** Detection code
4. **Button Tooltip Preview -** Visual examples
5. **Implementation Checklist -** Step-by-step guide

That's it! Simple addition, professional result! 🚀