**The Sarge Universe**

**MSG’s MVP**

**(Dev Updates)**

What needs to be done?

1. Admin dashboard – so I can make my own campaign missions
2. Tournament functionality – preset bases for the tournament (like campaign, but players can be Knocked Out of the tournament and have to start again – unlimited lives/repeats).
3. Player can Zoom Out more (as need to see entire base once built)
4. Turn Dashboard Font to “Poppins Bold” as its too thin atm
5. Turn Settings Font/Buttons to “Poppins Bold” also
6. Add the In-App Purchases UI/Sliders for the “Shop > Market > Credits & Resources”
7. BUG – when you scroll whilst viewing the Shop, it scrolls on the main Home Base Map also. Please change to it doesn’t.
8. Connect the 3 “+” Icons on the Home Base Map to the Shop when you push them.   
   a) Building + Icon to Shop > default 1st Page  
   b) Shield + Icon to “Shop > Shield”  
   c) Credits + Icon to “Shop > Market”
9. Connect the Shops Buttons/Purchases to the Resource Bars/UI on the Home Map, so they increase when you click on the Shop Icons.
10. Bottom Left of Home Map is the “Social Media” Button, its got a smaller button attached to it. When I push that I want the menu to pop out. You can see exactly how we want it to happen using our Proto.io example that I sent you.
11. Make the “Attack > Multiplayer” Font more aligned + spell it as Multiplayer

Supporting Links:

1. Prototype (<https://pr.to/Q59X9Y/>)
2. Server Code from CBK (<https://www.dropbox.com/s/8dj5qmsahxc7nuw/pvp-server-sync-v7-with-maps.zip?dl=0>)

**Broken down on next page**

1. **Admin dashboard – so I can make my own campaign missions**

Once I have the Campaign Missions Map, then we can add it to the “Attack > Single Player” UI and has 11 check points. Each one is a Home Map where I can drag & drop the buildings (like if it was my Home Base).

Then once I am happy with my new Campaign Mission Base, I can publish it and other people will then get to play all 11 missions on repeat, until I update it again.

1. **Tournament functionality – preset bases for the tournament (like campaign, but players can be Knocked Out of the tournament and have to start Round 1 again - unlimited lives/repeats)**

Here is the “Attack > Tournament” UI dashboard. I want to have a pre-set “tournament” set up, so players have to play and win against 3 bases in order to win. This is to showcase to our players how the tournaments will be, once they’re developed

Could can see the UI in our Proto.io or viewing the assets here (<https://drive.google.com/drive/folders/1iQG1N6eguMwvwVzcCwaU_rSZSuQeUkio>)

1. Player can Zoom Out more (as need to see entire base once built)

So the players can see the majority of the island.

1. Turn Dashboard Font to “Poppins Bold” as its too thin atm
2. Turn Settings Font/Buttons to “Poppins Bold” also
3. Add the In-App Purchases UI/Sliders for the “Shop > Market > Credits & Resources”

Some Shop Icons are missing. Please add them (you can see the assets here - <https://drive.google.com/drive/folders/1XsiENczJWaiQL9Zbavhb_bqucXsiUmFJ>)

1. BUG – when you scroll whilst viewing the Shop, it scrolls on the main Home Base Map also. Please change to it doesn’t.

Need to check. Hopefully you can sort it.

1. Connect the 3 “+” Icons on the Home Base Map to the Shop when you push them.   
   a) Building + Icon to Shop > default 1st Page  
   b) Shield + Icon to “Shop > Shield”  
   c) Credits + Icon to “Shop > Market”
2. Connect the Shops Buttons/Purchases to the Resource Bars/UI on the Home Map, so they increase when you click on the Shop Icons.

This is so when anyone is playing around with the MSGs MVP, if they pretend to purchase something in the shop – then their Home Base’s Resources will go up.

1. Bottom Left of Home Map is the “Social Media” Button, its got a smaller button attached to it. When I push that I want the menu to pop out. You can see exactly how we want it to happen using our Proto.io example that I sent you, or by seeing here –

Text

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