

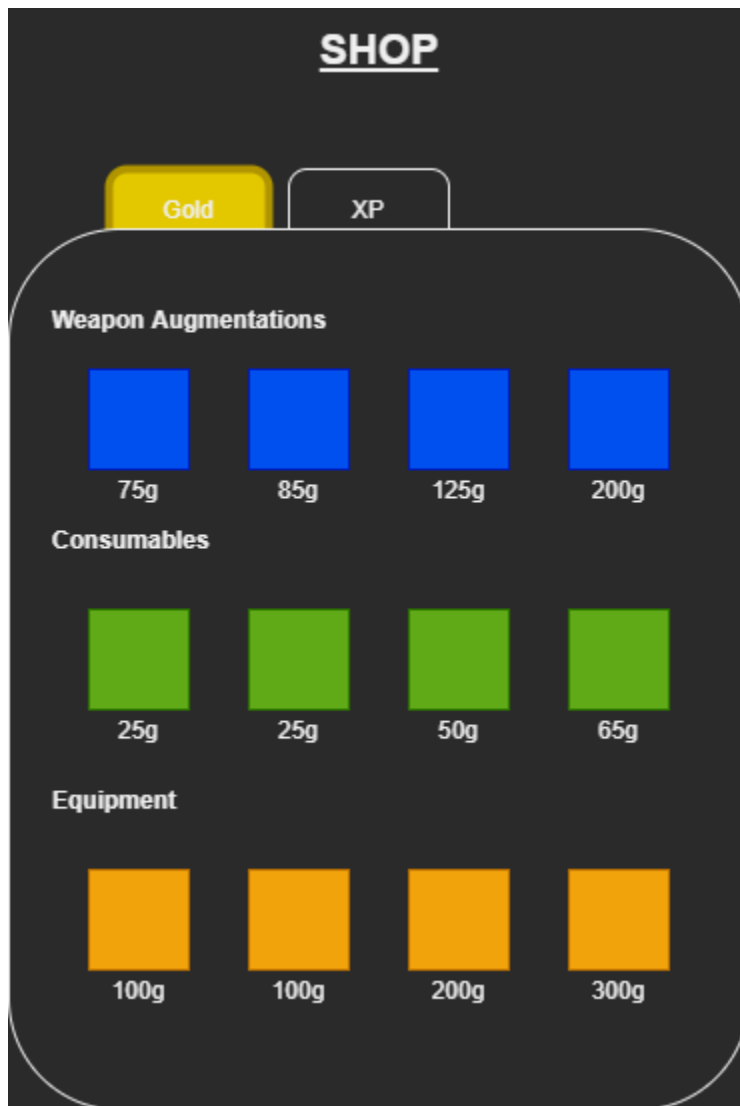
Hub Shop Interface

Purpose

The hub shop interface is a user interface accessible from within the hub. By accessing this interface, the player will be able to purchase consumables, equipment, and weapon augmentations using currency, and spend experience progressing their skill trees, upgrading their stats, and working towards unlocking milestone skills. Therefore, our shop will be a 2-part user interface: one UI will pertain to buying consumables, equipment, and weapon augmentations using currency, and the other pertaining to progressing their skill trees.

Structure

This is what we have in mind for the basic structure of our hub shop interface:



This image shows one part of this 2-part interface (the UI meant for spending currency). By selecting the "XP" tab, this is where we envision our skill tree interface to appear.

These two interfaces *are interactable*. The challenge in making this system is that we have not yet implemented many of the features that will be accessible in the hub shop. However, we are led to believe that we can set up this UI system without them for the time being. We will be adding these features (more weapon augmentations, consumables, equipment, milestone skills, etc.) in the near future, and our goal is to have a system in place in which we can quickly and successfully integrate these features as they are developed. As it pertains to the look of this hub shop apart from the way that it functions, we are primarily looking to get an idea of how each of these UI components might look individually, rather than the layout of these components. Because we have yet to determine the final layout of this UI (and will in the near future), we are mainly looking for ideas as to how the components will look, but also how this UI *could* be laid out.

Components

- What We Need:

- Showing how much gold player has
- Specific Item Icons