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Hero Arena IA Approach

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Overview

I took a systematic approach when creating the mind map for *Hero Arena*. I started by breaking the game down into modes that made sense for menu systems to exist. This breakdown started with the *Main Menu Mode* which led to the two game modes, *Campaign Mode* and *Arena Mode*. I then progressed into in-game areas like *World Map Mode*, *City Map Mode*, and lastly the UI heavy *Battle Mode*.

Main Menu Mode

The process for creating the *Main Menu Mode* mind map is not unlike the approach I took for creating the main menu for the last mind map exercise. I mapped out the options available from the first screen all in order for what seemed to make sense and then once I felt I had all those options listed I would proceed down the rabbit hole for each option. I made sure to pay special attention to where confirmation modals would pop up before making important decisions like saving and continuing with a custom hero so that way he player could keep customizing their character if they felt the need to do so.

The *Main Menu Mode* feels mostly complete, but there are a few areas where I had to guess at what options would be available. For example, I did not have a lot of information for what the achievements or leaderboards would consist of. For this reason, these areas are not as fleshed out as the other areas and would probably need to be updated when more information is given for these areas.

Campaign Mode

Of all the modes that were discussed in the *Hero Arena* concept document, I feel the *Campaign Mode* is the most completed area that I have mapped out. This mind map is organized by faction types and then becomes mostly redundant because the options for each faction are all the same. Scenarios are listed out as they are unlocked and the general battle option is available to customize as far as difficulty goes. Other than this, the mind maps here are pretty straight-forward.

Arena Battle Mode

The mind map for *Arena Battle Mode* are focused on getting the player into the game type they want and then either joining a game in progress or setting up a game to host on their own. Once a player decides to host a game the menu allows the player to invite friends off of their friends list or add bots of varying difficulty. I feel that this mind map for the *Arena Battle Mode* is pretty streamlined and in an order that makes sense for getting into a game quickly and efficiently.

World Map Mode

The *World Map Mode* is much more open for interpretation than the previously listed modes. My goal for this menu system is to make sure each world location makes sense with the actions associated with them. Due to this, each location is quick to get straight to what this world location allows the player to do and has a lot of confirmation modals to ensure the player can quickly check out what an area can do without committing to doing an action in this area. Hopefully this is what we are looking for from the *World Map Mode*.

City Map Mode

*City Map Mode* has a lot of options available to it and like the *World Map Mode*, it also has a lot of confirmation modals to ensure that the player can perform the actions they want. This is especially important because this area involves spending gold to upgrade and purchase buildings and troops. Each location in this system has its own peculiar actions so there is not a lot of similarity to the way these locations will look when fully designed.

Battle Mode

The *Battle Mode* is less menu heavy and more UI heavy than the other areas listed in this overview. I’ve gone for as minimalist an approach as possible when designing the mind map for this, mostly because I want the player to focus on the battle happening instead of being distracted by a lot of UI elements. More than any other system, the *Battle Mode* will have to be tested and revised to ensure it makes sense to the player.