

HTML CODE NOTES

All elements have been coded in basic HTML as a set of blocks. The whole page itself consists of two blocks:

- The Top Menu Bar Block which contains the menu icons.
- And the Main Wrapper Block which acts as a container for almost everything else. Almost all other blocks are inested into this block (code conains comments that point outhwhere to insert the code for other blocks.)

Page #1: Select Nation



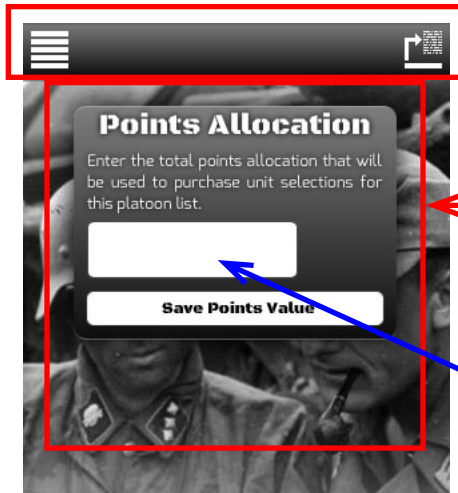
Header Menu

Hide all options except for "load List" and hidden Menu button.

App Slash Block

This is the initial army list selection.

Page #2: Points Allocation



Header Menu

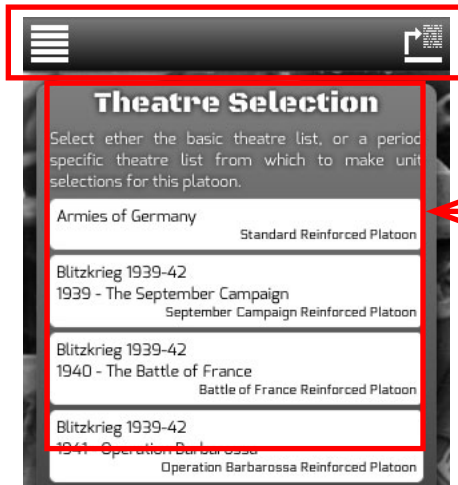
Hide all options except for "load List" and hidden Menu button.

Points Value Block

The user enters the total points allocation for their platoon into this box. This sets up the points allowance for the list.

Note: This number entry box should be centered.

Page #3: Theatre Selection



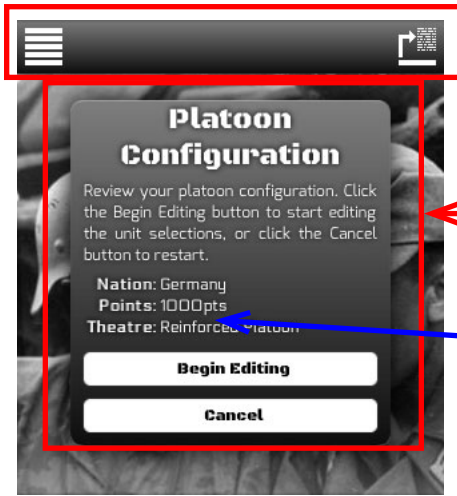
Header Menu

Hide all options except for "load List" and hidden Menu button.

Theatre Selection Block

The user selects the theatre list they will use for the list.

Page #4: Platoon Config



Header Menu

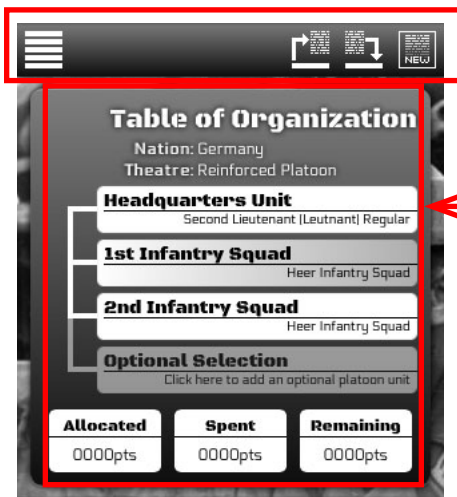
Hide all options except for "load List" and hidden Menu button.

Platoon Config Block

The user reviews the selections, then can click "begin editing" to save it and start selecting units. Cancel takes the user back to Page #1.

Note: This table should be centered.

Page #5: Table of Organisation



Header Menu

Display all buttons now.

Table of Organisation Block

The user can set each unit in the list by clicking on the block. Clicking Optional Selection block will add a new block if the user saves the configuration of the new block.

- HQ Unit Slot - Go to page #.
- Basic Unit Selection (infantry squad) - Go to page #7.
- Optional Selection - Go to page #8.
- As optional slot units are added, they become white like the top boxes.

Page #6: Change Selection



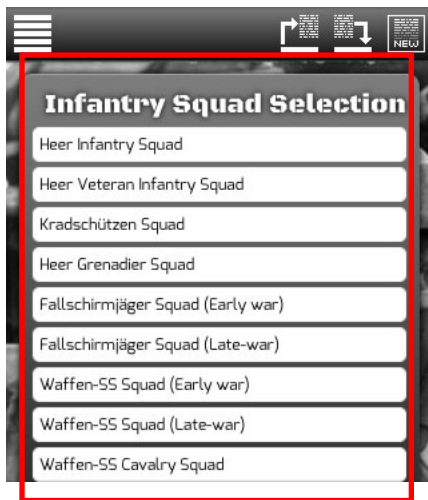
Header Menu

Display all buttons now.

Change Selection Block

If the user clicks on an already configured Table of Organisation slot, this message screen is displayed. From here the user can:

- **Replace the selection with a new selection** - the current selection is cleared and the user is sent into the Basic Unit Selection for the type of slot they have clicked on.
- **Reconfigure the current selection** - the user is sent to the configuration page for that selected slot item
- **Delete the current selection** - the user is returned to page #5 with the clicked selection slot cleared back to its starting state.
- **Cancel** - returns the user back to Page #5 with no changes.



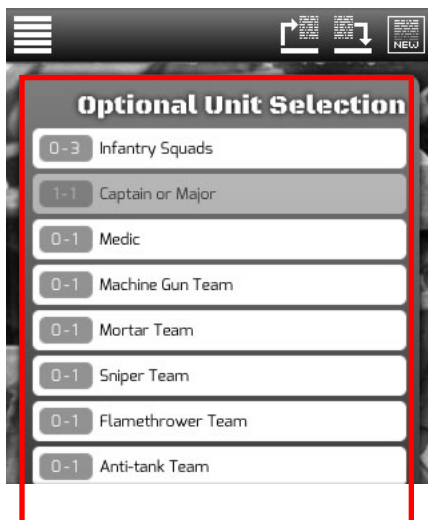
Page #7: Basic Unit Selection

Basic Unit Selection Block

This block acts as a method to select from a number of basic unit types that could be taken for the particular slot that was selected.

This is the primary block used to select the infantry units that are required for all Platoon lists.

- ▶ **Title** - In the case of Infantry Squad Selections, the title is named: Infantry Squad Selection. Otherwise an appropriate title is used for the given units that will make up the selection chart.
- ▶ **Units displayed** - The units displayed are determined according to the theatre selector used for the army list.
- ▶ **Clicking a selection** - Clicking on a selection, will move on to the configuration page required for that particular unit.

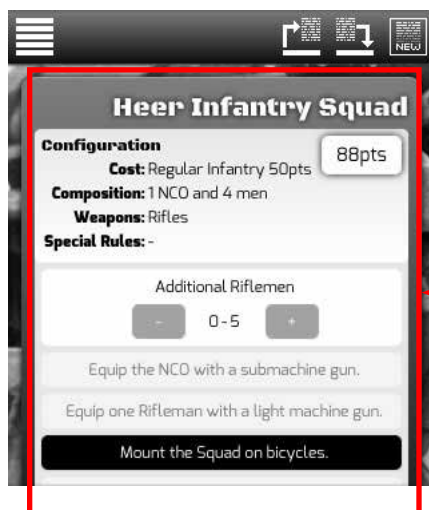


Page #8: Non-Basic Unit Selection

Non-Basic Unit Selection Block

This block acts similar as the Basic Unit Selection block, but with more detail because of the limits on the Optional Units that a list may be able to select.

- ▶ **Units displayed** - The units displayed are determined according to the theatre selector used for the army list.
- ▶ **Clicking a selection** - Clicking on a selection, will move on to the configuration page required for that particular unit.
- ▶ The small numbers in the grey box at the left of each selection slot, display the number of that unit permitted according to the Theatre Selection for the list. As units are selected, the numbers are updated in the display.
- ▶ An option that is already at maximum selection, will be greyed out and un-clickable (see the option: Captain or Major in the sample).



Page #9: Unit Config Selector

Unit Config Selector Block

This block lets the user setup all of the options for the unit they have selected.

- ▶ **Title** - Unit title is displayed, eg: Heer Infantry Squad.
- ▶ **Points Cost** - The cost of the unit is automatically calculated as items are added or removed and displayed in the box in the Configuration area.
- ▶ The additional rifleman panel is displayed in cases when additional items can be added.
- ▶ Optional extras act as "highlightable" selections, which are selected or deselected by clicking/tapping them.
- ▶ Once setup, the user presses the accept button to return to page #5.