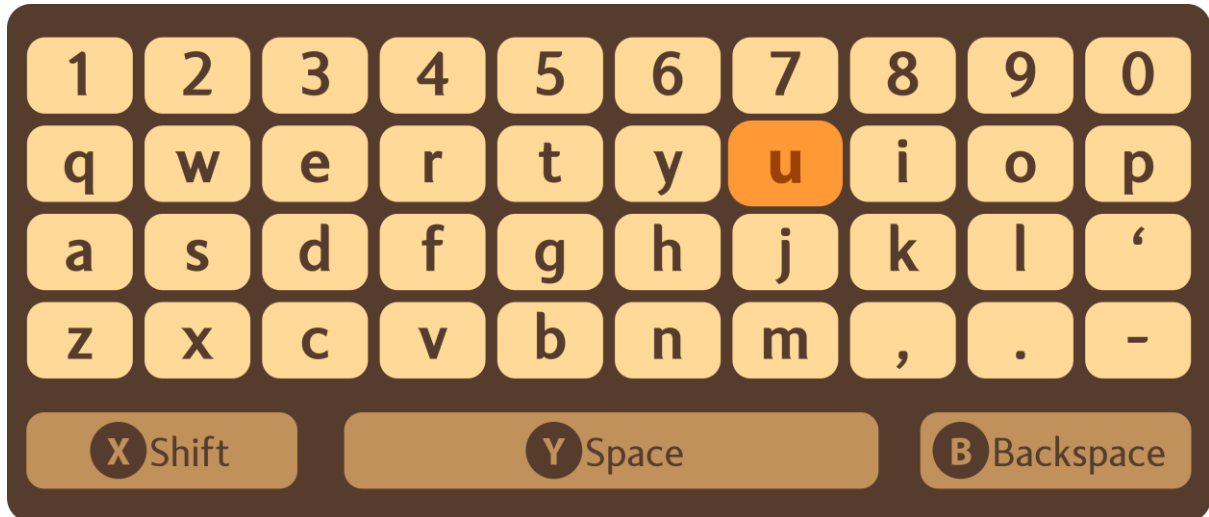


HOW TO USE THESE ASSETS

ON-SCREEN KEYBOARD FOR GAMEPAD



INTRO

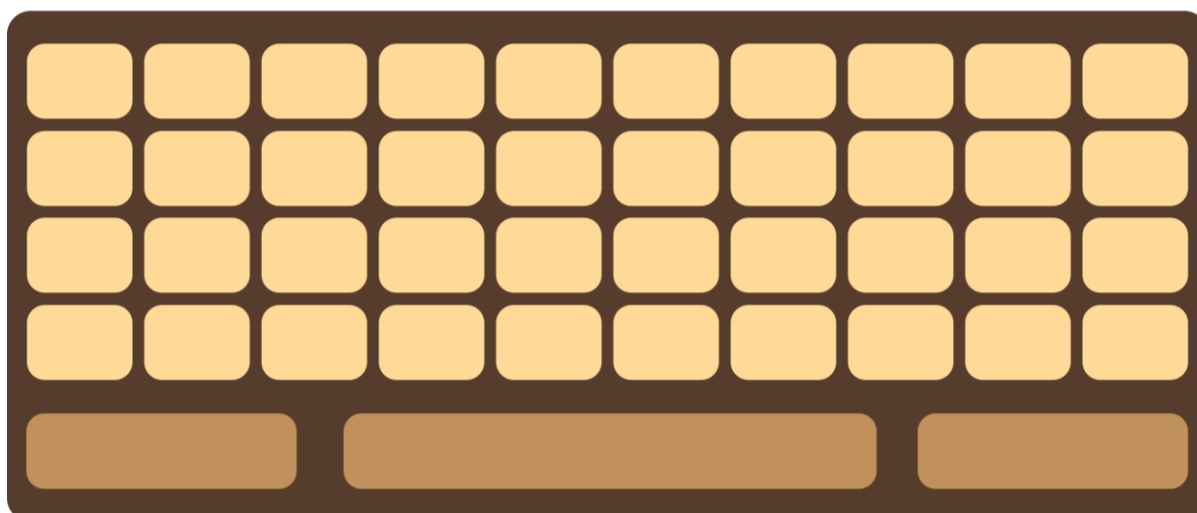
- For clarity: in this document, “key” refers to the UI buttons on the keyboard, and “button” refers to the physical buttons on the gamepad.
- I’ll refer to buttons by both their Xbox and PlayStation names, like this: X/Square, Y/Triangle, B/Circle. The buttons in the same position across both controllers will have the same function, so in InputSystem you should be able to use “Button North”, “Button East” etc.
- Most of these sprites are larger than they need to be, their resolution can be reduced as needed in import settings.
- For more info on the mechanics of the on-screen keyboard, see the GDD (UX/UI – Main menu – Inputting player name)

CONSTRUCTION

Some sprites are white, the colour values of these need to be set in Unity. This document has all necessary colour values.

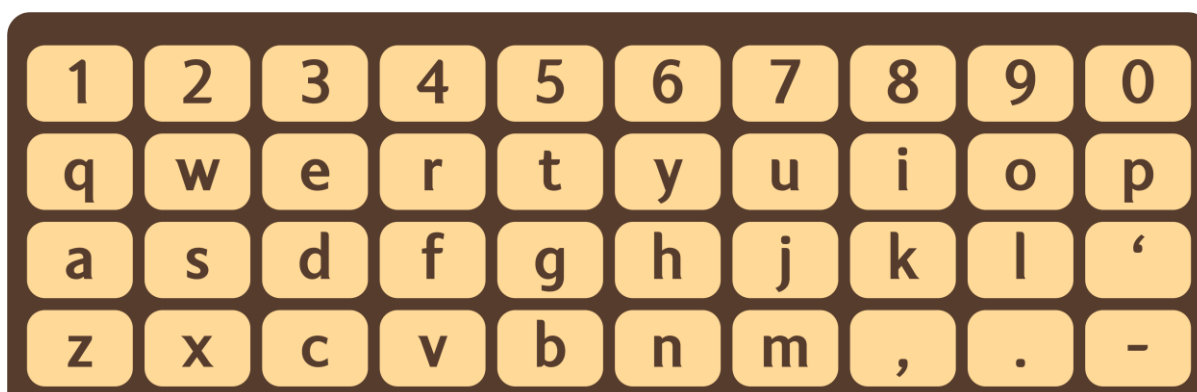
BASE PANEL

This panel is always on the bottom layer and never changes.



CHARACTERS

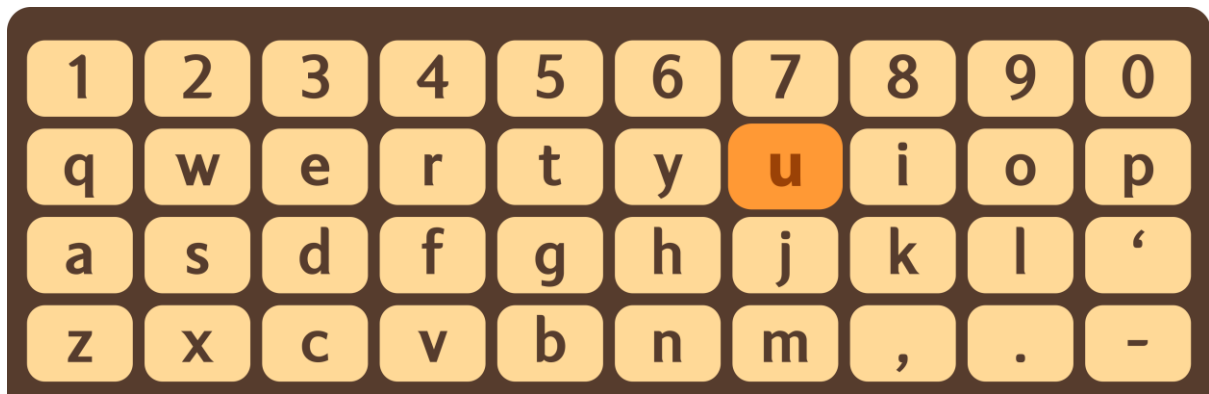
You will need to place each character on the key grid as a TextMeshPro. Each TMP should be in the same position within its key. The font should be the **bold** version of the Internet font. It should look something like this:



| | |
|----------------------------|---------|
| Colour of text characters: | #563c2d |
|----------------------------|---------|

KEY HIGHLIGHT

One key on the grid is always highlighted. The KeyHighlight sprite appears over this key, but under the key's character. The KeyHighlight sprite is scaled slightly larger than the normal keys. The character on the highlighted key becomes a darker orange. It should look something like this:



Ideally, the KeyHighlight sprite's movement between keys should be animated. This movement should be quick, about 0.15 seconds from key to key. Just coding it to lerp to the selected UI element's position would work.

| | |
|----------------------------------|---------|
| Colour of KeyHighlightSprite: | #ff9935 |
| Colour of highlighted character: | #9b4206 |

KEY PRESS

When a highlighted key is pressed, the colours of the KeyHighlight sprite and selected character change for 0.1 seconds, then change back.



| | |
|--------------------------------------------|---------|
| Colour of KeyHighlightSprite (pressed): | #e58425 |
| Colour of highlighted character (pressed): | #ffffff |

BOTTOM ROW

Each of the three keys on the bottom consists of three sprites stacked on top of the base panel:

The pressed version of the button (ButtonPanelPressed_Short for Shift and Backspace, ButtonPanelPressed_Long for Space) is normally hidden and only enabled when the button is pressed. These sprites include an outline to help with scaling them to fit exactly on top of the keys on the base panel.

Each bottom key has an icon consisting of a circle and a text prompt (ShiftIcon, SpaceIcon and BackspaceIcon). These should be centred on the keys, and given a dark brown colour.



On top of the circles, place the button icons (XB_Button_X, PS_Button_Square etc.). These sprites are proportioned to be the right scale if the edges of the sprite lines up with the edges of the circle.



All put together, it should normally look like this:



| | |
|-------------------------|---------|
| Colour of key icons: | #563c2d |
| Colour of button icons: | #c0915a |

The button icons are all the same size, so switching them with code is easy. We need to do this depending on the controller: When a PlayStation controller is connected, the icons should change to match.

| Xbox button: | Corresponding PlayStation button: |
|--------------|-----------------------------------|
| X | Square |
| Y | Triangle |
| B | Circle |

When Space or backspace is pressed, the colours change for 0.1 seconds. The ButtonPanelPressed sprites are enabled only during these 0.1 seconds, changing the colour of the keys.

The shift button does the same thing, but the pressed colours stay enabled as long as Shift is active, then turn back to normal when Shift is turned off.



| | |
|-----------------------------------|---------|
| Colour of key icons (pressed): | #fff4e2 |
| Colour of button icons (pressed): | #563c2d |

MECHANICS

NAVIGATION

The grid of light-coloured keys are navigated with standard Unity UI navigation, using the left stick or D-pad. No other UI elements can be highlighted or interacted with while the keyboard is open. Pressing A/Cross will press the key, adding its character to the name input field (as long as there's room for a new character.) Pressing B/Circle removes the last character.

Only the light-coloured keys can be highlighted. The bottom row keys can only be used by pressing a button on the gamepad.

When the keyboard is opened, the first highlighted key is 1.

If Player presses B/Circle when the text field is empty, the keyboard closes and the save file creation process is cancelled.

Pressing Start will confirm the name the player has input, close the keyboard, and start the game.

SHIFT

The Shift key works as a toggle: when the button (X or Triangle) is pressed, Shift is enabled until the button is pressed again.

When Shift is enabled, every key on the grid changes from its layer 1 character to its layer 2 character.

This is layer 1 (lowercase):

| | | | | | | | | | |
|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 |
| q | w | e | r | t | y | u | i | o | p |
| a | s | d | f | g | h | j | k | l | ' |
| z | x | c | v | b | n | m | , | . | - |

This is layer 2 (uppercase):

| | | | | | | | | | |
|----------|----------|-----------|----------|----------|--------------|----------|-------------|-------------|----------|
| ! | " | \$ | % | ^ | & | * | (|) | / |
| Q | W | E | R | T | Y | U | I | O | P |
| A | S | D | F | G | H | J | K | L | : |
| Z | X | C | V | B | N | M | < | > | _ |

In addition to X/Triangle, clicking the left stick should also toggle Shift. A lot of players will have muscle memory of this from Xbox or Switch, so we should support it.