Research Different Mockup Examples #15

DayZ 1.14 ChernarusPlus

https://dayz.xam.nu/#8124.38;6746.25;6

Features:
- Buttons
    - Toggle between Satellite and topographic
    - Back to map center
    - Social Media
    - Measure distance between items
    - Search coordinates
    - Toggle Filters
        - Police
        - Animals
        - Vehicles
        - Locations

Map Genie (Interactive Game Maps)

https://mapgenie.io/

Features:
- Regions
- Categories
- Table
    - Found
    - Location
    - Name
    - Category
    - Region
    - Info

Game maps

Features:
- Factory Quests
    - User accounts to track factory quest
- Disable all/Enable all feature
- Different versions of the same map
- Pull down menu for additional features
- Items to keep of menu
    - addition/subtraction buttons for specific items from raids
    - Edit column
    - Manage automation
    - Archive all cards

Summary

DayZ 1.14 ChernarusPlus

This design fits well with what we are looking for with having an interactive map that has points of interest labeled all over the map. The map operates fairly smoothly outside of a couple issues with scrolling in and out. I'd say following a similar pattern would fit our design the best. We don't need to utilize as many features since some don't really fit with what our design should look like. However the panning/scrolling and buttons like "back to map center" would be fine additions to have in our design.

Map Genie (Interactive Game Maps)

Map Genie's design is nice because it utilizes multiple maps. This could be nice if we wish to design multiple escape from tarkov maps. The panning and scrolling for this design seems to be a more improved version of the DayZ design. It also seems to have more description and details behind where items are located. It also has a progress tracker which fits well with our design to have a user progress tracker. It also has images associated with points of interest which is similar to how we would like our design to be

Game maps

Game maps have an example of escape from tarkov maps that we can utilize and improve upon. There isn't much pannable and scrolling with this design though. It appears to be a static map which isn't something we are looking to do. It does also have a user account system to keep track of progress which is good. The ability to toggle markers on/off also appears to be a nice design.

Conclusion

These 3 examples help to highlight some of the strengths and weaknesses of having an interactable map. I suggest we utilize some of the features such as
- Scrolling
- Panning
- User account tracking
- Interactable markers/points of interest
- Back to center button
- Dynamic map

I believe that each example is helpful and we should be able to pick and choose from each to build the interactable map we would like to.