

Battle Pirates Mobile Shop Design

My main goal was to create a mobile store that could be navigated to and from easily from anywhere in the app (globally), minimized the number of screens a user would have to click through to see the merchandise and make a purchase, and utilized space in the most efficient way possible.

The smaller mobile design can be adapted a larger tablet screen.



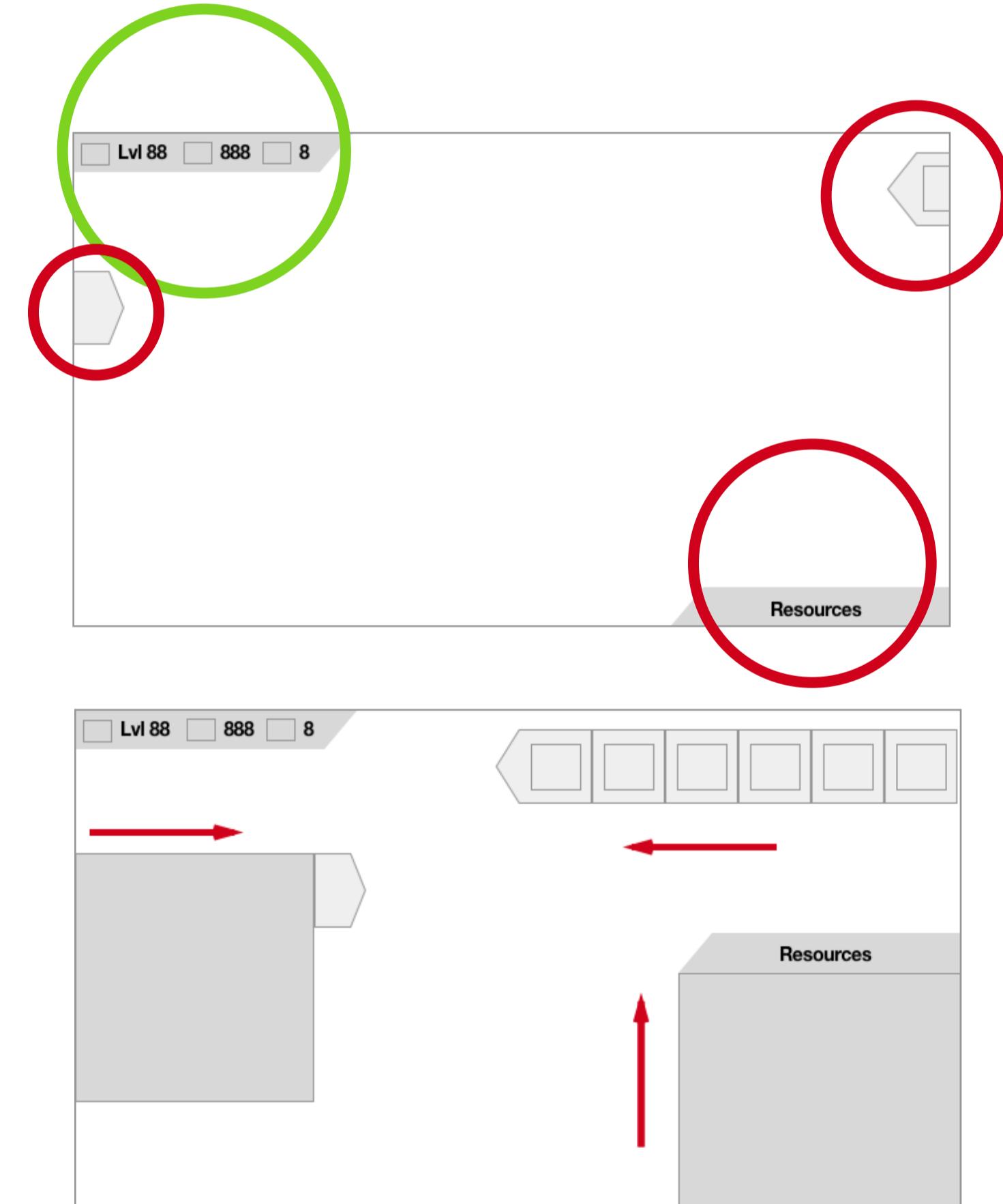
Menus and Navigation

Because of the limited space on a mobile screen, the first thing to tackle in adapting the desktop game, was all of the menu/ navigation elements. I need to display only the necessary information but allow all the other elements to be accessible still. To maximize space, I decided on tabs that can be slid down, out and up. I would only display information directly on the screen only if immediately relevant, for example when you gain resources, your counter bar will be displayed for a few seconds before disappearing.

Desktop Game - Menus and Tabs



Mobile Wireframes - Draggable Tabs



Summarizing Information and Simplifying the menu

Mobile Mock-up, Hidden Menu



Desktop Game - menus and tabs



Mobile Mock-up, Revealed Menu



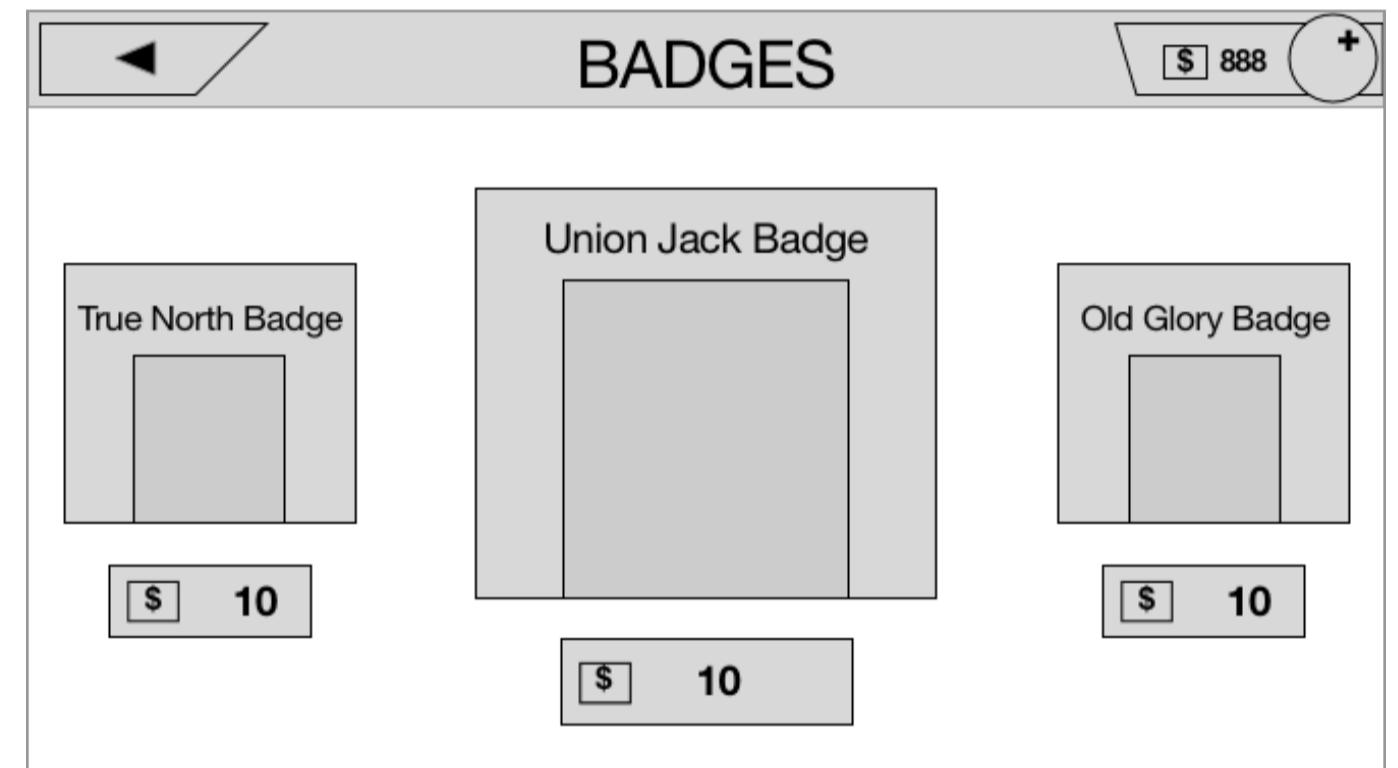
Shop Menu

I wanted to minimize the number of pages a user would have to click through in order to browse items and to make a purchase. For this reason, I chose not to navigate to open up a store page that allowed you to click through various categories. I chose instead to embed the store menu into the main menu. The store button toggles on and off. This way, the user can quickly scan what is available to purchase in the context of what they are doing immediately in the game. Daily deals is now its own tab category and not part of the store. When the store button is toggled on, all the other menu items except for daily deals become unclickable.

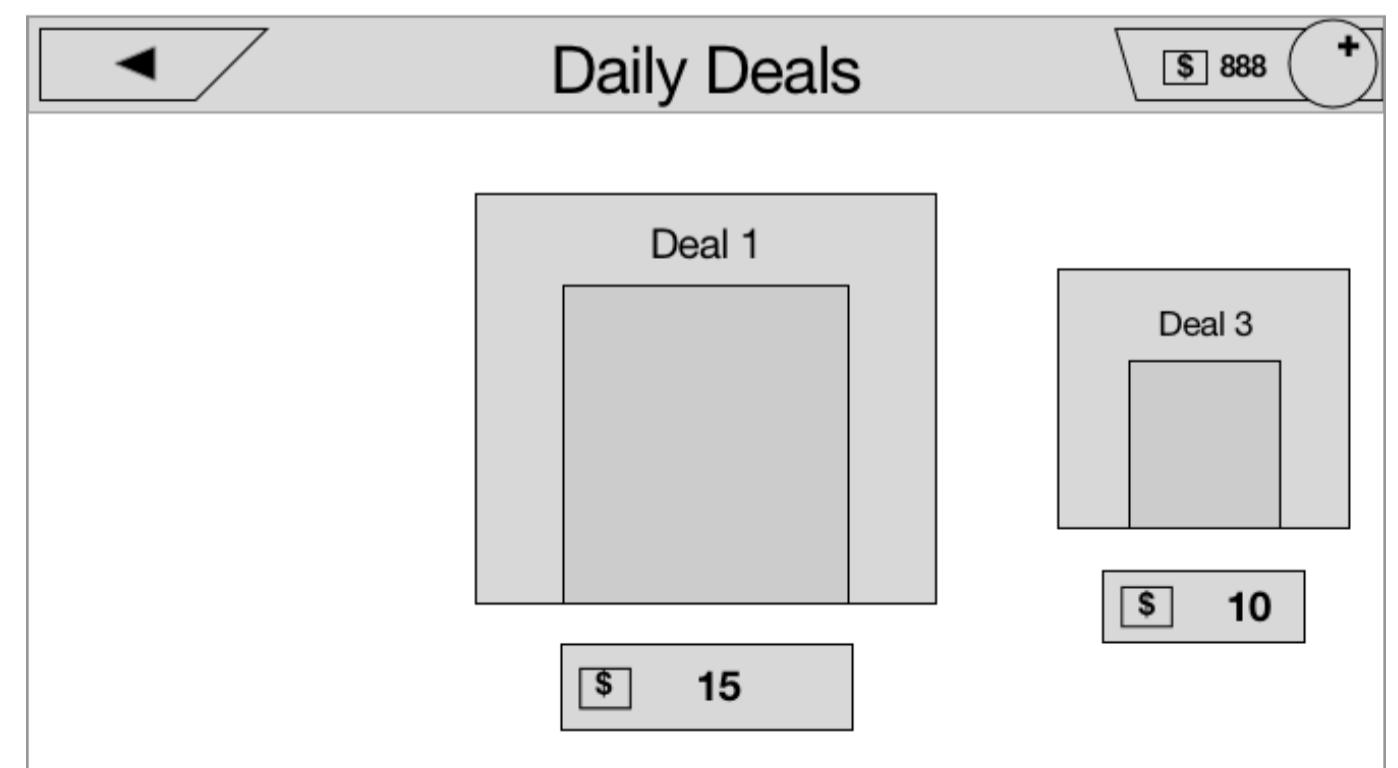
Mobile Mock-up, Store Menu



Mobile Wireframe, Shop Page



Mobile Wireframe, Daily Deals



Shop Pages

Mobile Mock-up, Shop Page



The user scrolls left and right to look through the shop items. The selected item expands as it is selected.

The items that appear on the top right corner of the page are always the currency (gold and resources) that are relevant to the page. Uranium and gold can be used to buy rogue crews, so both your uranium supply and gold supply appear.

The button on the far right is a buy gold option.

Mobile Mock-up, Shop Item Description



Clicking on an item will pull up a description in a modal.

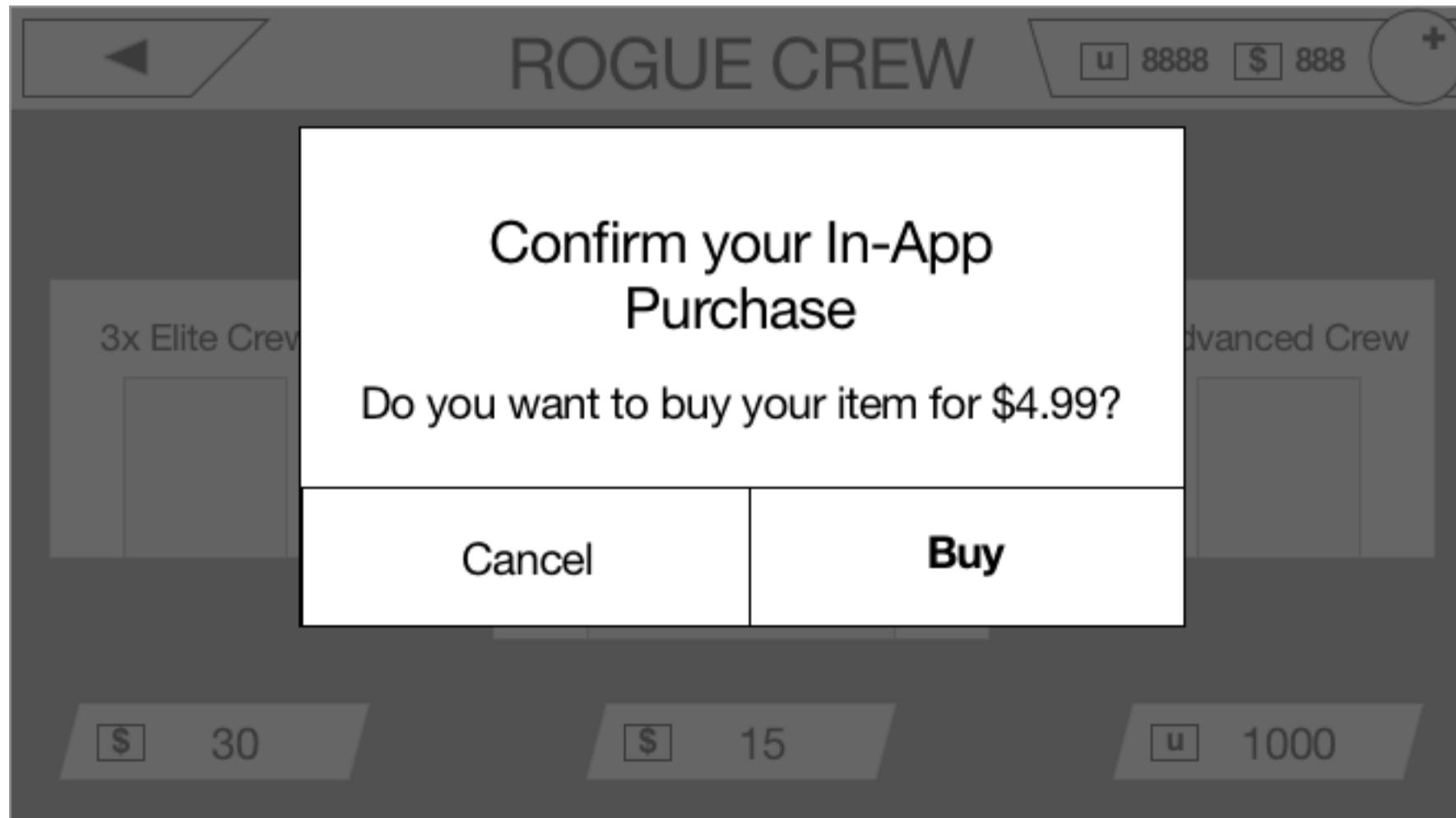
Buying Gold and Making Purchases

Mobile Wireframe, Buy Gold



The buy gold modal pops up when you either press the buy gold icon on the top right corner, or if you click to purchase any item that you do not have sufficient gold in your supply to buy.

Mobile Wireframe, Purchase through App Store



Your purchase is made in one click through your app store account.