

## Enemy Con - Scope of Feature

The idea behind **Enemy Con** is to:

- warn players about tough battles
- Allow players to progress as intended
- note an opportunity for easy wins (or easily avoided if not worth it)
- Show an entire zone that is too difficult?
- (also a mix of pet battles in difficulty)

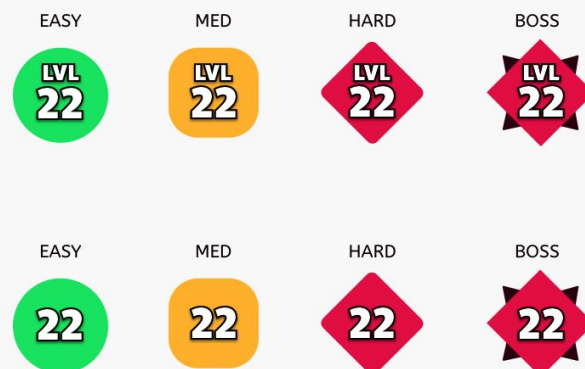
### Questions →

- How does this feature add to a fun experience?
- If players spend time avoiding battles based on Pet level, how does that contribute to our mission and retention goals?

## Ideation and Research

**Idea:** Accessibility value

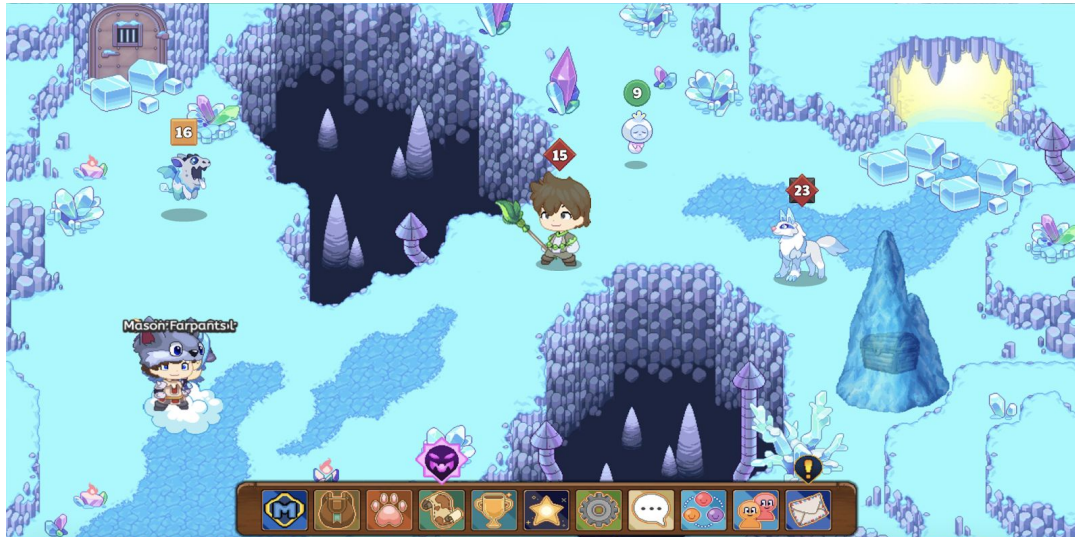
### VISUAL LANGUAGE



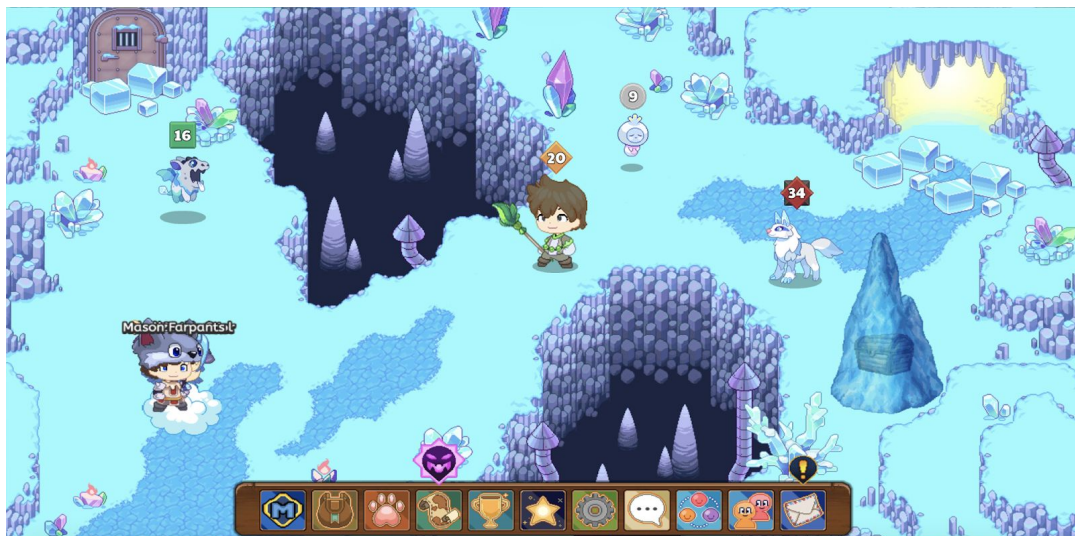
Using more 'sharp points' to indicate 'tougher', as well as drawing a parallel between traffic signs (although we'd have to research internationalization here)

---

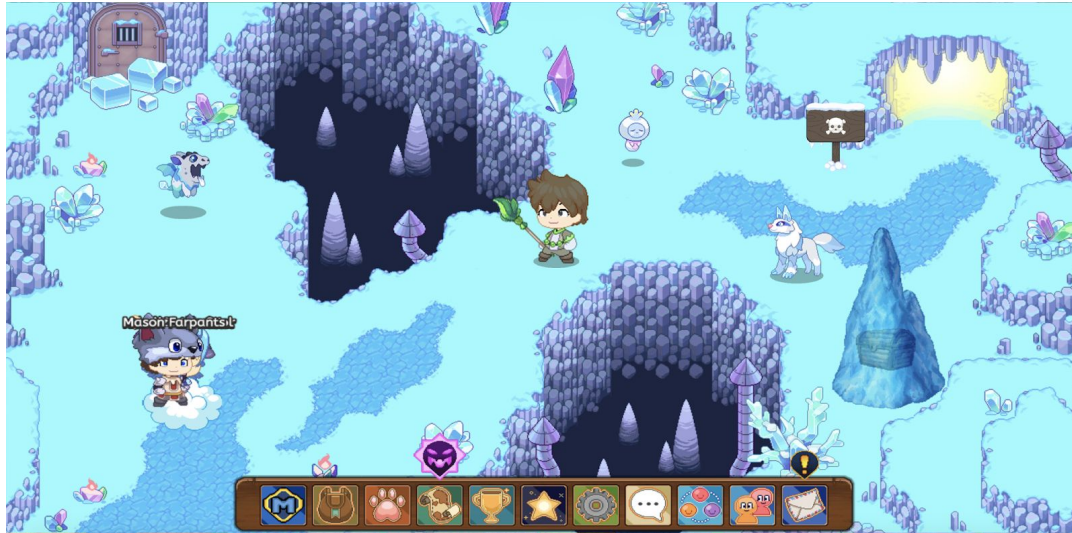
**Idea:** SmoothToPoints UI Bubble - Green as 'Easy'



**Idea:** SmoothToPoints UI Bubble - Gray as 'Easy'



**Idea:** Map/Zone markers



- Color value can be used for difficulty on a signpost too
- The sign (upper right) more connected to an entrance

Idea: All Points UI **bubble** + Sprite **circle** +



**Split test?** - Do they get enough of the information from color alone vs level numbers

**Another test?** - a test with and without the numbers - show correlation of behavior

One with numbers only, one with colors only to show correlation



## Q2 Options

### Proposed Solution 1 - Simplicity

- Add nothing to the world map at all!
- Allow players to battle at will and learn about difficulty through trial and error.

I think it's valuable for us to think about the experience for grades 1-8 when we're aiming for MMO-level features



vs an open world that encourages exploration



### *Proposed Solution 2 - Sprite Glow Color*

In terms of visual processing, I think this is the least impactful of all UI solutions below.





On the down side, if we have a color for every pet as proposed it can be overpowering → →



---

### *Proposed Solution 3 - Sparkle*

Would conflict against our in-world sparkle

---

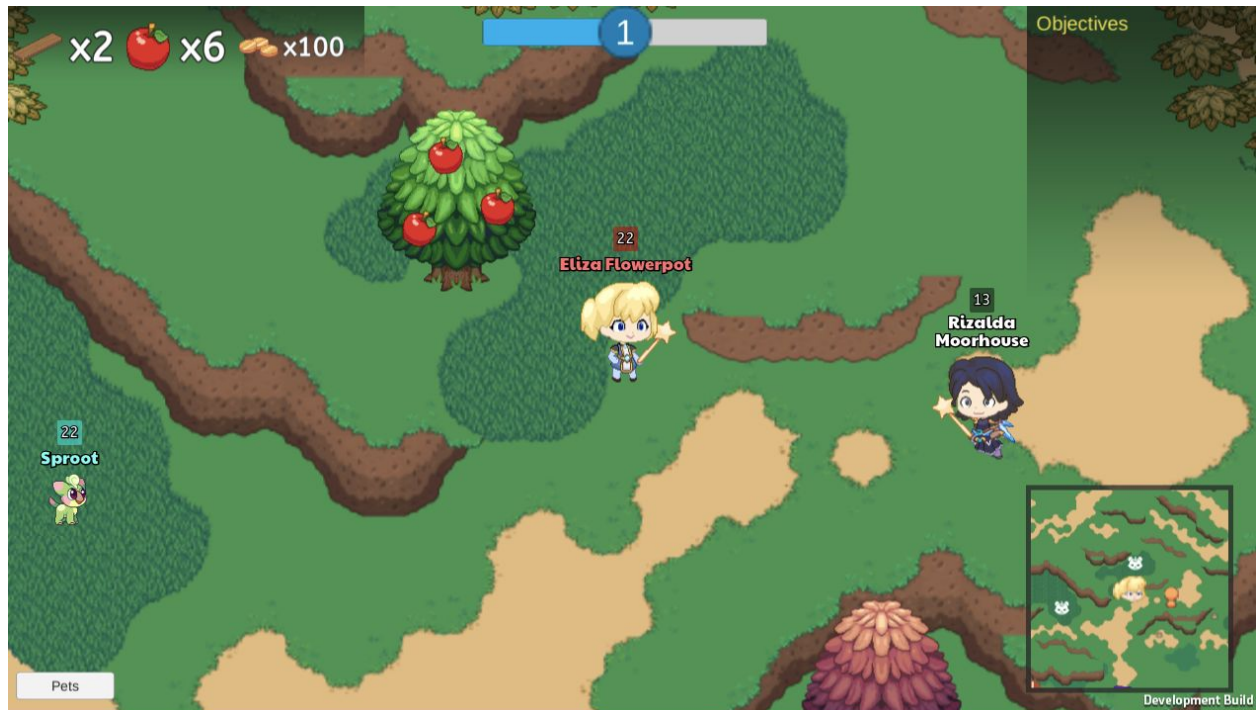
### *Proposed Solution 4 - Rings*

Would conflict against our 'selection rings' in battle

---

## Proposed Solution 5

Wizard Name and Level in text format



I think this solution will cause a heavy amount of visual noise compared to the value it provides, and also fight against the Quest Status indicators





(**example:** a question indicator would be completely lost with this many pets or NPCs about)

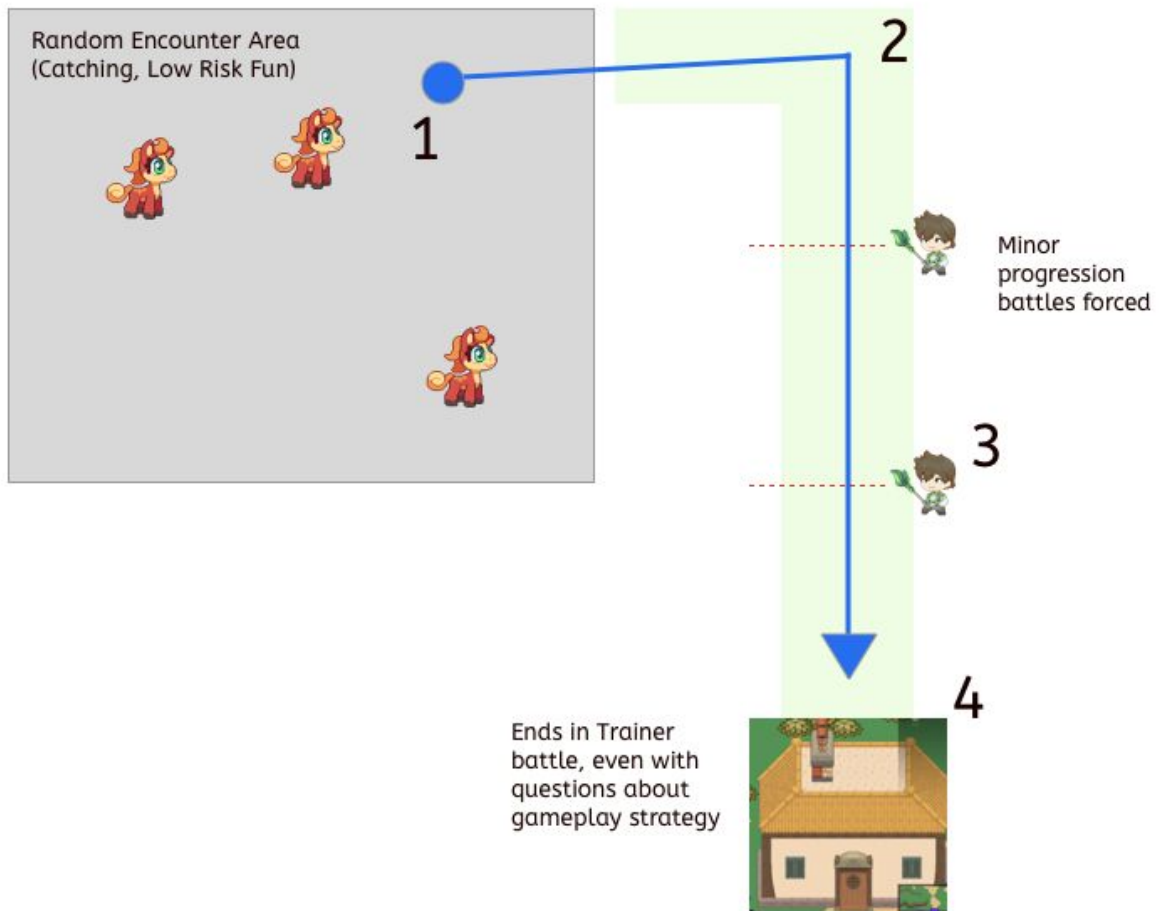
---

## Summary

I'd like us to think about problems/features and different ways of getting to a solution. Sometimes a UI solution is just right, but if that's our continual focus then we're bound to have a bloated and busy screen.

### **Using Enemy Con as an example → →**

If we say the goal is to give the players a progressive battle experience, we can observe how Pokemon handles this through game world design and 'trainer' battles:



versus relying on UI elements and player attention to get the concept across:

