

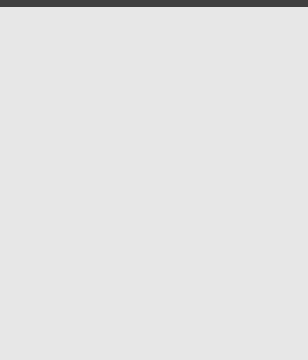
# Items

- Select icon based on “itemId”
  - Make dynamic so can be later changed to proper images if needed, use MUI for now
- Select colour based on “itemLevel”, display integer on the top for clarity
  - Range in example data: 1 - 11
- Cover with box or something if visibility=“hidden”
  - Disable interactivity(?)
- Cover with transparent bubble if isInsideBubble=true
  - Disable interactivity(?)
- Hover effect (glow?) if hovering similar items over each other. Based on “chainId”



# Grid

- Dynamic n x m grid with at least different backgrounds or even some bg image pattern (7 × 9 for demo)
- Use full width for mobile, some max-width for others
  - Grid cell width: (full width [100vw or max-width] - padding) / n
  - Equal height
- Possible states for a cell: empty or full
  - Empty cell counter for component state?
- Initial state from data JSON
  - Possible values: object or “null”
- Items should be movable to different slot
  - Move if empty
  - Replace (swap?) if occupied
- Scrollable(?)
- How to implement item placing?
  - There are no unique ids for items → use array indices (or some Grid component?)

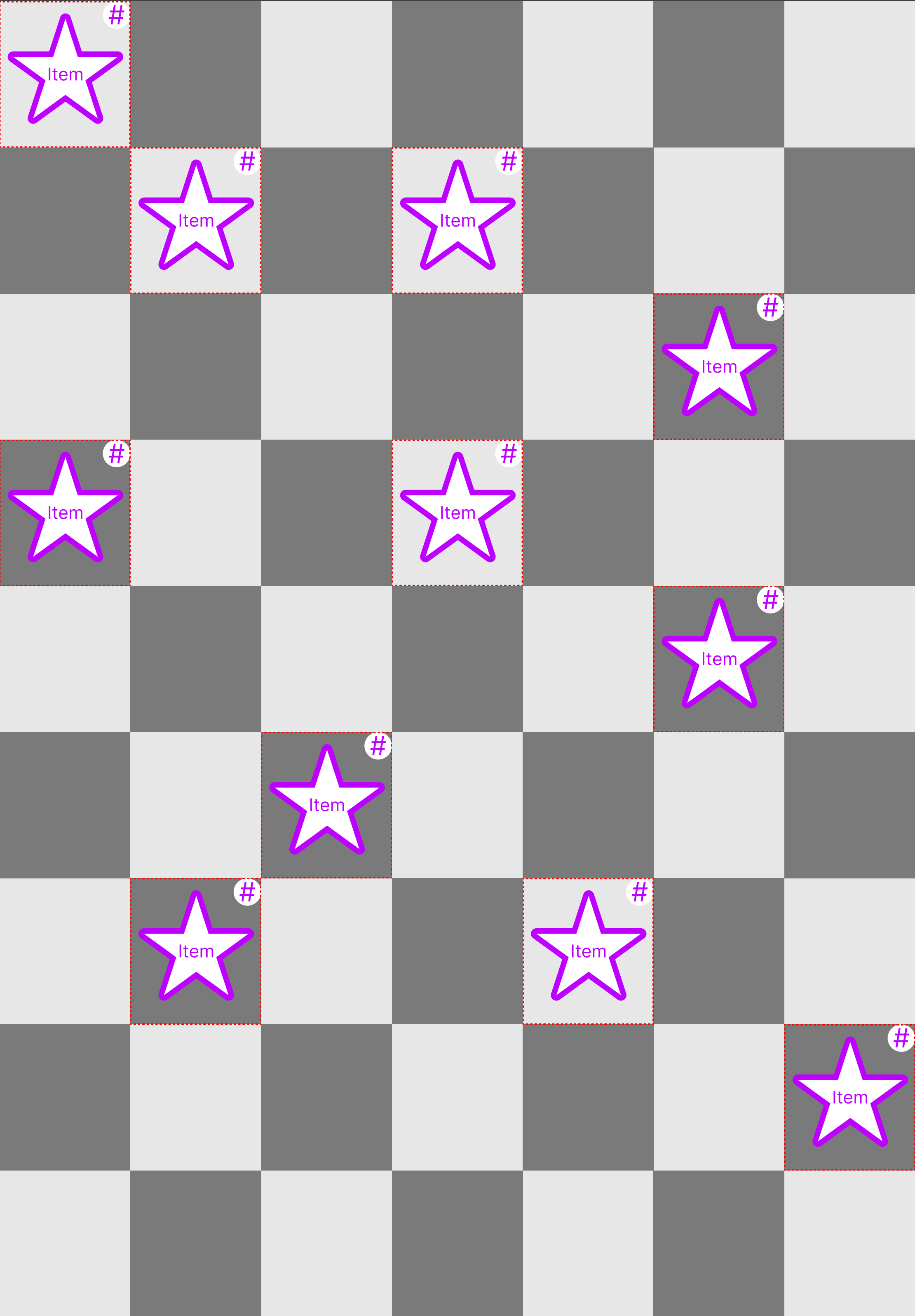


# Info box

- Empty “Tap an item for more information”
- Tapped item
  - Display information
  - Show edit button → modal or edit in the box?
- Reset to initial state button?
- Spawn new item button? If time, implement to generator item(s)
  - Allowed items: BroomCabinet 1 - 10
  - 10 % chance for each, make dynamic so more sensible probability distribution can be implemented later

# Changelog/notes

- 11.3.2024
- Initial design
- 14.3.2024
- Instead of item tier colour, use separate colours for icons to differentiate between items easier. Use tier colour for number (and maybe for border?)
- 23.3.2024
- Form(s)



# Info box

# Grid

Title

Image?

SearchableSelect: itemType

SearchableSelect: chainId

CheckBox: bubble

SelectWithOptions: itemLevel

???: pausedUntil

CheckBox: visibility

Add/edit

Delete

Version

Data format

{  
 itemId: 1173,  
 itemType: 'BroomCabinet\_04',  
 chainId: 'BroomCabinet',  
 pausedUntil: '2024-08-29T12:31:20.783Z',  
 createdAt: '2023-12-07T09:48:41.2390000Z',  
 visibility: 'visible',  
 itemLevel: 4,  
 isInsideBubble: false,  
}

Buttons (show/disable accordingly)

- Add new item (empty cell)
- Edit item (occupied cell)
- Delete item (occupied cell)

Show?

- itemId
- createdAt

Need to be generated

- Possible options for itemType (implicit: itemId)