Battle for

Voxturia

Mock-Up from

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# Presentation

The objective of the document is to present the detail of all the screen of the game and the navigation between them for the future production of the game.

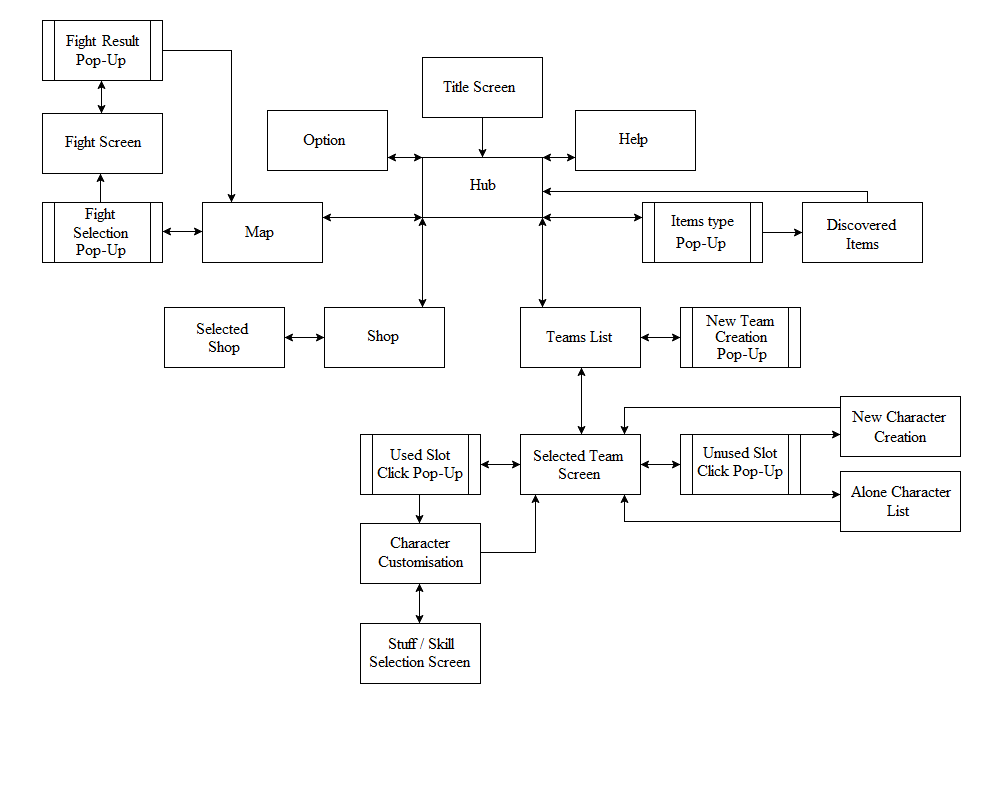
## Preview

|  |  |
| --- | --- |
| Platform | Standalone, Web, Mobile (Specific build) |
| Technologies | Unity C# |
| Genre | Turn base RPG |
| Point of view | 2D |
| Theme | The planet named Voxturia is a place where the best strategist is glorified, recruit mercenaries to fight under your commandment and become the best of all. |
| Visual style | * Pixel Art * Simple * Old School from SNES era |
| Target audience | Fan of strategic and turn base games.  Fan of Old School game. |

## GOAL OF THE GAME

The goal of the game is to clear the last level of the last area of the game. The secondary goal is to discover all the equipment.

After both goals are reached, an hardcore mode is available. In the hardcore mode, the goal is to surpass yourself to try to wins almost impossible battles.

NAVIGATION SCHEME

# Mock-Ups

## Title Screen



Screen Access

* This screen show-up automatically when the game start.
* The player can’t come back on at this screen unless he restarts the game.

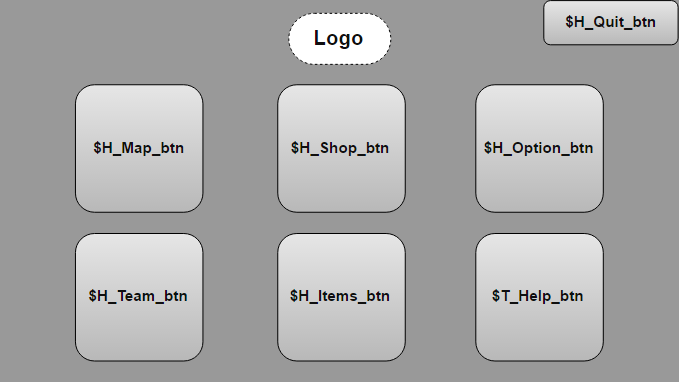
Visual Elements

|  |  |
| --- | --- |
| Logo | The game name whit nice VFX. |
| Background image | Visual representing the essence of the game. |
| Buttons | Play, Quit. |

Interactivity and navigation

|  |  |
| --- | --- |
| $T\_Play\_btn | Brings up the Hub **screen**. |
| $T\_Quit\_btn | Quit the game. |

## Hub



Screen Access

* From Title Screen.
* From Map.
* From Team List.
* From Shop.
* From Discovered Items.
* From Option.
* From Help.

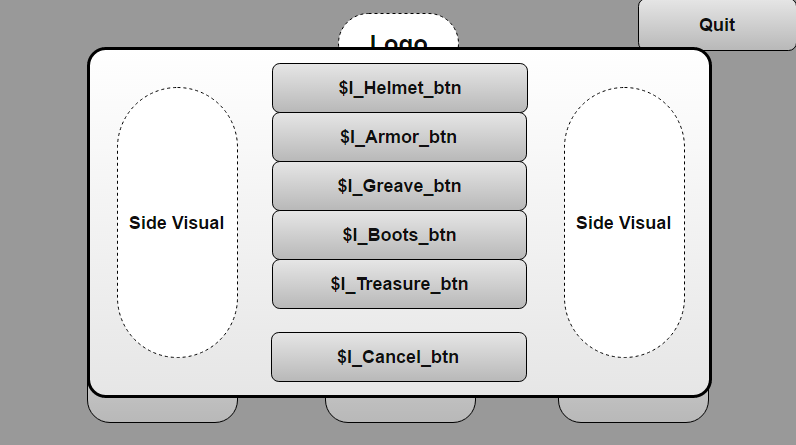
Visual Elements

|  |  |
| --- | --- |
| Logo | The game name whit nice VFX. |
| Background image | Simple visual. |
| Buttons | Quit, Map, Team, Shop, Items, Option, Help. |
| $H\_Map\_btn | Icon of a planet OR a paper map (Not yet decided). Emit particle when hovering (Excluding mobile platform). |
| $H\_Team\_btn | Icon of multiple person shadow. Emit particle when hovering (Excluding mobile platform). |
| $H\_Shop\_btn | Icon of a vox (the game money). Emit particle when hovering (Excluding mobile platform). |
| $H\_Items\_btn | Icon of an armor. Emit particle when hovering (Excluding mobile platform). |
| $H\_Option\_btn | Icon of a cog. Emit particle when hovering (Excluding mobile platform). |
| $H\_Help\_btn | Icon of a question mark. Emit particle when hovering (Excluding mobile platform). |

Interactivity and navigation

|  |  |
| --- | --- |
| $H\_Quit\_btn | Quit the game. |
| $H\_Map\_btn | Brings up the Map **screen**. |
| $H\_Team\_btn | Brings up the Team List **screen**. |
| $H\_Shop\_btn | Brings up the Shop **screen**. |
| $H\_Items\_btn | Brings up the Items Type **pop-up**. |
| $H\_Option\_btn | Brings up the Option **screen**. |
| $H\_Help\_btn | Brings up the Help **screen**. |

## Items type pop-up



Screen Access

* From the Hub.

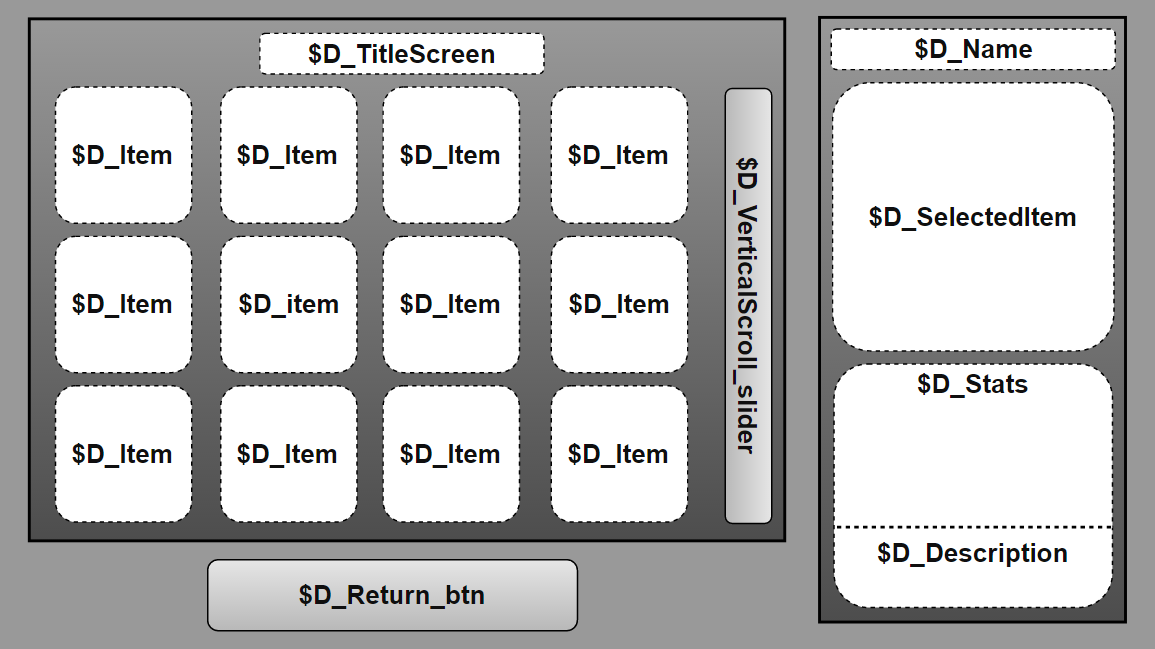
Visual Elements

|  |  |
| --- | --- |
| Side Visual | One sword each side whit nice fire VFX. |
| Background image | Simple visual. |
| Buttons | Helmet, Armor, Greave, Boots, Treasure, Cancel. |

Interactivity and navigation

|  |  |
| --- | --- |
| $I\_Helmet\_btn | Brings up the Discovered Items **screen** (only helmet appear). |
| $I\_Armor\_btn | Brings up the Discovered Items **screen** (only armor appear). |
| $I\_Greave\_btn | Brings up the Discovered Items **screen** (only greave appear). |
| $I\_Boots\_btn | Brings up the Discovered Items **screen** (only boots appear). |
| $I\_Treasure\_btn | Brings up the Discovered Items **screen** (only treasure appear). |
| $I\_Cancel\_btn | Close the **pop-up**. |

## Discovered Items



Screen Access

* From the Items Type Pop-Up (Hub).

Visual Elements

|  |  |
| --- | --- |
| Background image | Simple visual. |
| Section Background image | Simple visual. |
| $D\_TitleScreen | The name of the screen depending of the item type. (Ex: Discovered Helmets, Discovered Armors) |
| $D\_Item | Image of an item if discovered, else it’s a question mark visual. The item corresponds to the type of item of the screen. All the game item by type are shown. |
| $D\_Name | The name of an $D\_Item the mouse clicked. |
| $D\_SelectedItem | The zoomed image of an $D\_Item the mouse clicked. |
| $D\_Stats | The stats of an $D\_Item the mouse clicked. |
| $D\_Description | The description of an $D\_Item the mouse clicked. |
| Buttons | Return. |

Interactivity and navigation

|  |  |
| --- | --- |
| $D\_Item | When clicked, show the stats of the item in the right section. |
| $D\_VerticalScroll\_slider | Allow to scroll vertically the $D\_Item visuals |
| $D\_Return\_btn | Return at the Hub **screen**. |

|  |
| --- |
| Production Considerations  The screen might need to be heavily modified for mobile platform whit a pop-up for the information if the information is too small for mobile screen. |

## Option

Screen Access

* From the Hub.

Visual Elements

|  |  |
| --- | --- |
| Background image | - |
| Buttons | Return. |

Interactivity and navigation

|  |  |
| --- | --- |
| - | - |
| $O\_Return\_btn | Return at the Hub **screen**. |

|  |
| --- |
| Production Considerations  The screen might need to be turned into a pop-up available from any screen for commodity.  OR  The screen might need to be removed if no real use for it. |

## Help

Screen Access

* From the Hub.

Visual Elements

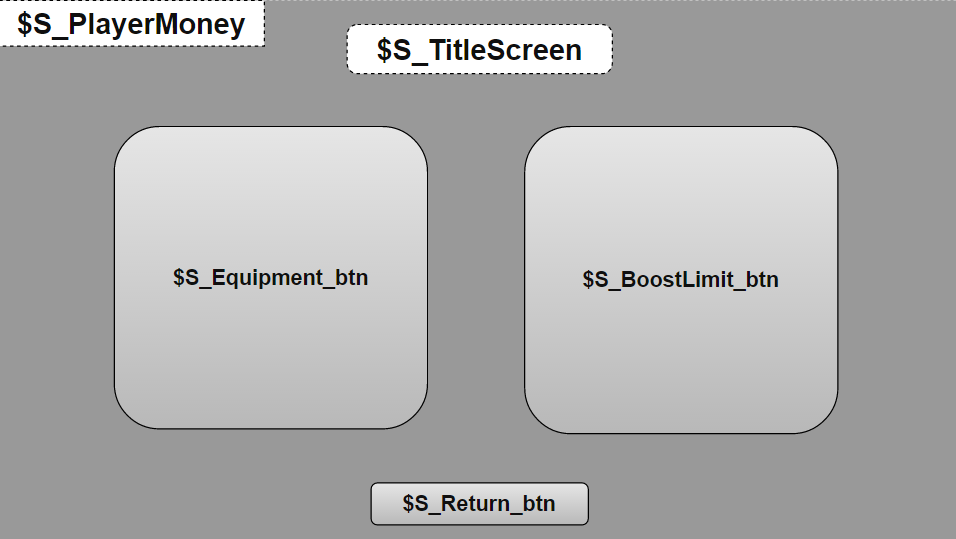
|  |  |
| --- | --- |
| Background image | - |
| Buttons | Return. |

Interactivity and navigation

|  |  |
| --- | --- |
| - | - |
| $H\_Return\_btn | Return at the Hub **screen**. |

|  |
| --- |
| Production Considerations  The screen need to be defined after the game is made, and after player’s feedback to know where the help should focus. |

## Shop



Screen Access

* From the Hub.
* Back from the Selected Shop.

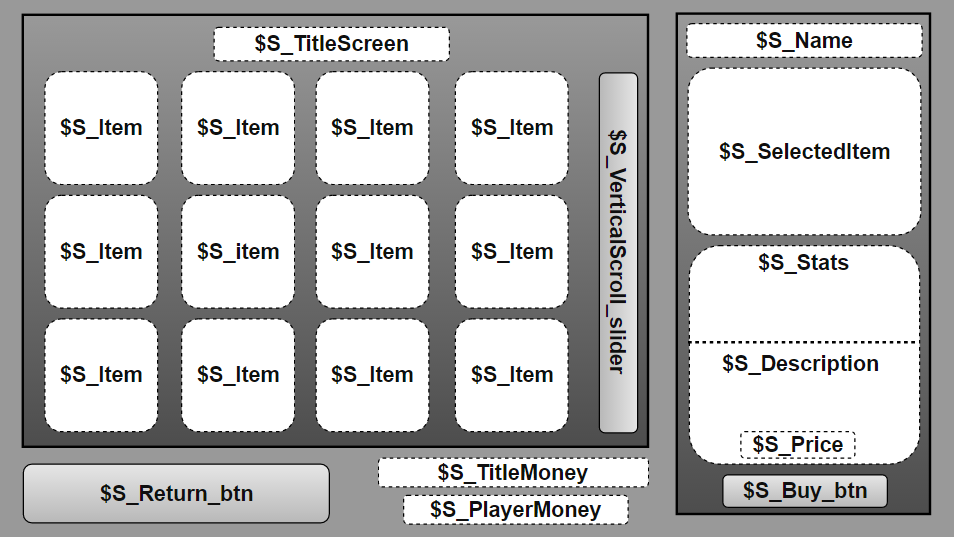
Visual Elements

|  |  |
| --- | --- |
| Background image | Simple visual. |
| $S\_TitleScreen | The name of the screen. |
| $S\_PlayerMoney | The amount of “Vox” (game currency) the player has. |
| Buttons | Equipment, BoostLimit, Return. |

Interactivity and navigation

|  |  |
| --- | --- |
| $S\_Equipment\_btn | Brings up the Selected Shop **screen** (only Undiscovered equipment appear). |
| $S\_BoostLimit\_btn | Brings up the Selected Shop **screen** (Different deal, small amount cost more per ratio) |
| $S\_Return\_btn | Return at the Hub **screen**. |

## Selected Shop



Screen Access

* From the Shop.

Visual Elements

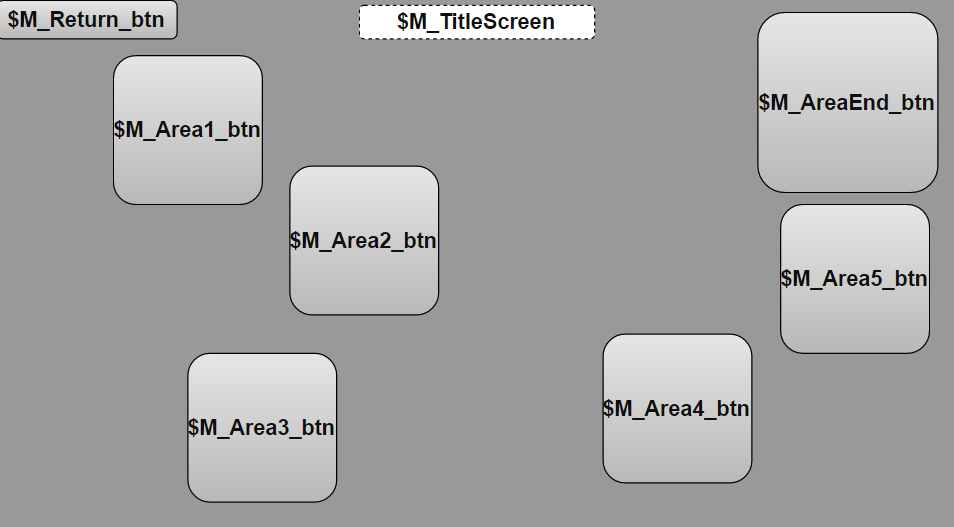
|  |  |
| --- | --- |
| Background image | Simple visual. |
| Section Background image | Simple visual. |
| $S\_TitleScreen | The name of the screen depending of the shop type. (Ex: Equipment Shop, Upgrade Shop) |
| $S\_Item | If equipment shop, show undiscovered equipment. If upgrade shop, show the possible upgrade. |
| $S\_TitleMoney | Show the money title (My Vox). |
| $S\_PlayerMoney | Show the total of Vox the player has. |
| $S\_Name | The name of an $S\_Item the mouse clicked. |
| $S\_SelectedItem | The zoomed image of an $S\_Item the mouse clicked. |
| $S\_Stats | The stats of an $S\_Item the mouse clicked. |
| $S\_Description | The description of an $S\_Item the mouse clicked. |
| $S\_Price | The price of an $S\_Item the mouse clicked. |
| Buttons | Return. |

Interactivity and navigation

|  |  |
| --- | --- |
| $S\_Item | When clicked, show the stats of the item in the right section. |
| $S\_VerticalScroll\_slider | Allow to scroll vertically the $S\_Item visuals |
| $S\_Buy\_btn | Buy the item, reduct the $S\_PlayerMoney and remove from the shop the item when needed. |
| $S\_Return\_btn | Return at the Shop **screen**. |

|  |
| --- |
| Production Considerations  The screen might need to be heavily modified for mobile platform whit a pop-up for the information if the information is too small for mobile screen. |

## Map



Screen Access

* From the Hub.
* From Fight Screen.

Visual Elements

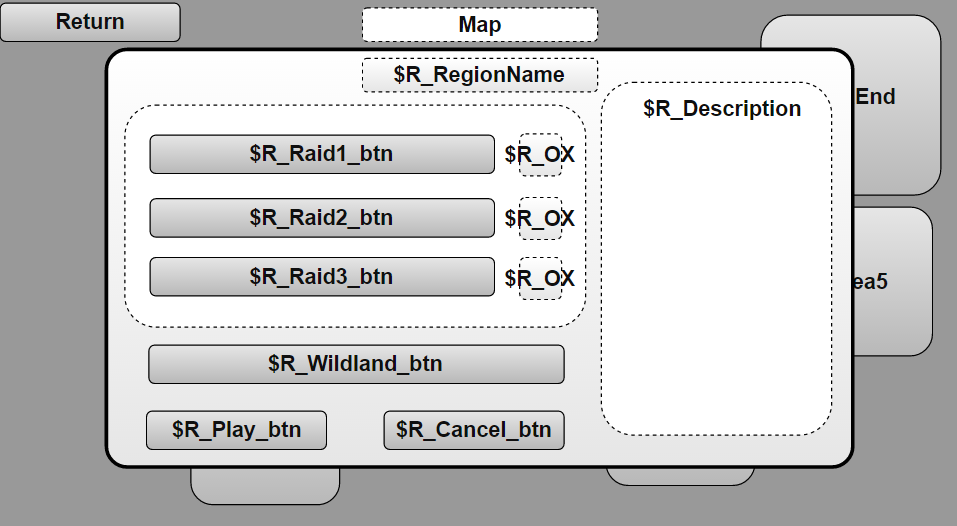
|  |  |
| --- | --- |
| Background image | Image of the world map. |
| $M\_TitleScreen | The name of the screen. |
| $M\_Area1\_btn | Icon of a Forest. |
| $M\_Area2\_btn | Icon of a Graveyard. |
| $M\_Area3\_btn | Icon of a Desert. |
| $M\_Area4\_btn | Icon of a Frozen Mountain. |
| $M\_Area5\_btn | Icon of a Burning Land. |
| $M\_AreaEnd\_btn | Icon of a Hell Coliseum. |
| Buttons | Area1, Area2, Area3, Area4, Area5, AreaEnd, Return. |

Interactivity and navigation

|  |  |
| --- | --- |
| $M\_Area1\_btn | Brings up the Fight Selection **pop-up**. |
| $M\_Area2\_btn | Brings up the Fight Selection **pop-up** if all previous dungeons are cleared and team is lvl 10+. |
| $M\_Area3\_btn | Brings up the Fight Selection **pop-up** if all previous dungeons are cleared and team is lvl 20+. |
| $M\_Area4\_btn | Brings up the Fight Selection **pop-up** if all previous dungeons are cleared and team is lvl 30+. |
| $M\_Area5\_btn | Brings up the Fight Selection **pop-up** if all previous dungeons are cleared and team is lvl 40+. |
| $M\_AreaEnd\_btn | Brings up the Fight Selection **pop-up** if all previous dungeons are cleared and team is lvl 50. |
| $M\_Return\_btn | Return at the Hub **screen**. |

|  |
| --- |
| Production Considerations  Doing a pop-up telling why the player can’t access an area would be user friendly. |

## Fight Selection



Screen Access

* From the Map.

Visual Elements

|  |  |
| --- | --- |
| Background image | Simple visual. |
| Section Background image | Simple visual. |
| $M\_RegionName | The name of the selected region. |
| $R\_OX | Checkmark to display if a raid as already ben completed. Display green “✔” if already ben completed, else it display a red “✘”. |
| $R\_Description | The description of a Raid or Wildland the mouse clicked. |
| Buttons | Raid1, Raid2, Raid3, Wildland, Play, Cancel. |

Interactivity and navigation

|  |  |
| --- | --- |
| $R\_Raid1\_btn | Unpress the other btn and get the $R\_Play\_btn clickable and show description in $R\_Description. |
| $R\_Raid2\_btn | Unpress the other btn and get the $R\_Play\_btn clickable and show description in $R\_Description. |
| $R\_Raid3\_btn | Unpress the other btn and get the $R\_Play\_btn clickable and show description in $R\_Description. |
| $R\_Wildland\_btn | Unpress the other btn and get the $R\_Play\_btn clickable and show description in $R\_Description. |
| $R\_Play\_btn | Brings up the Fight **screen** whit the selected fight option. |
| $R\_Cancel\_btn | Close the pop-up. |

## Fight Screen

Screen Access

* From the Fight Selection pop-up (Map).
* From the Fight Result pop-up (This screen).

Visual Elements

|  |  |
| --- | --- |
| Background image | - |
| Buttons | - |

Interactivity and navigation

|  |  |
| --- | --- |
| - | - |
| - | - |

|  |
| --- |
| Production Considerations  - |

## Fight Result

Screen Access

* From the Fight screen.

Visual Elements

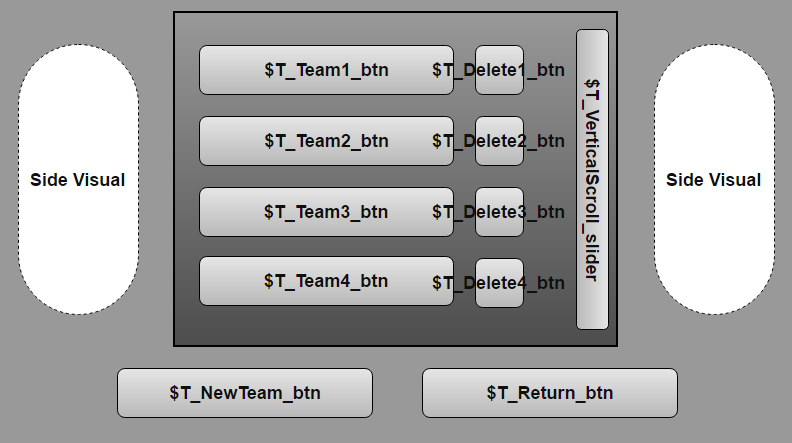
|  |  |
| --- | --- |
| Background image | - |
| Buttons | - |

Interactivity and navigation

|  |  |
| --- | --- |
| - | - |
| - | - |

|  |
| --- |
| Production Considerations  - |

## Teams List



Screen Access

* From the Hub.
* Back from the Selected Team.

Visual Elements

|  |  |
| --- | --- |
| Background image | Simple visual. |
| Section Background image | Simple visual. If no registered team, display a message. |
| Side Visual | Visual catching the essence of team. (ex: shadow silhouette) |
| $T\_Team#\_btn | The selected team is highlighted whit VFX. |
| Buttons | Team#, Delete#, NewTeam, Return. |

Interactivity and navigation

|  |  |
| --- | --- |
| $T\_Team#\_btn | Brings up the Selected Team **screen** and display the name of the team. |
| $T\_Delete#\_btn | Brings up a confirmation **pop-up** to delete the team displayed on the left of the button and remove both button. |
| $T\_VerticalScroll\_slider | Allow to scroll vertically the $T\_Team#\_btn and $T\_Delete#\_btn visuals. |
| $T\_NewTeam\_btn | Brings up the New Team **pop-up.** |
| $T\_Return\_btn | Return at the Hub **screen**. |

## Sélection de niveaux



Accès à l’écran

* À partir de l’écran titre

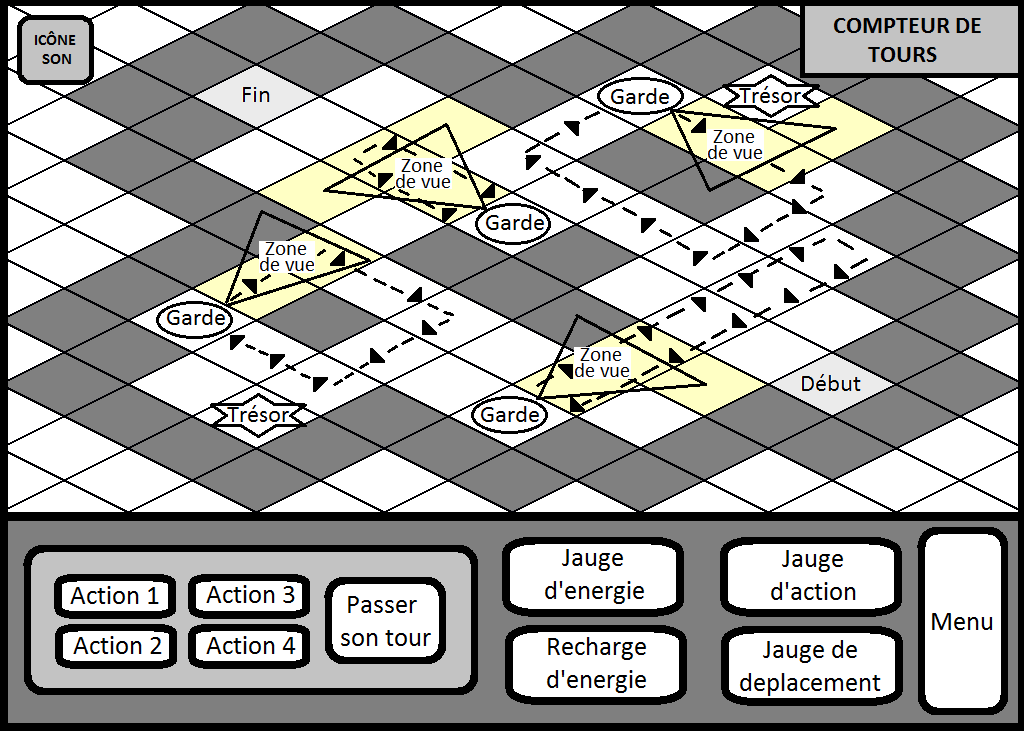
Éléments visuels

|  |  |
| --- | --- |
| $S\_SelectionNiveaux | Titre de l’écran. |
| Image de fond | Visuel vendeur représentant l’essence du jeu |
| Boutons | Niveau1, Niveau2, Niveau3 et Retour. |

Interactivité et navigation

|  |  |
| --- | --- |
| $S\_Niveau1\_btn | Fait apparaitre l’écran de jeu au niveau 1. |
| $S\_Niveau2\_btn | Fait apparaitre l’écran de jeu au niveau 2, si le niveau 1 a été compléter. |
| $S\_Niveau3\_btn | Fait apparaitre l’écran de jeu au niveau 3, si le niveau 1 et 2 ont été compléter. |
| $S\_Retour\_btn | Retourne à l’écran titre. |

## Écran de jeu



Accès à l’écran

* À partir de l’écran de sélection de niveaux.

Éléments visuels

|  |  |
| --- | --- |
| Éléments | HUD |
| Bouton | Son. |

Interactivité et navigation

|  |  |
| --- | --- |
| Icône Son | Change le statut du son à actif ou inactif. |
| Condition défaite ou victoire remplies | Fait apparaitre l’écran de fin de jeu (après un court délai). |
| Bouton Menu | Fait apparaitre la boite de menu. |

## HUD

Zone action

4 boutons correspondent aux 4 actions du joueur (voir Actions).

**Actions :** clic gauche de souris sur l’icône, puis sur un élément du jeu (varie en fonction de l’action)

Chaque bouton a 4 états :

* **Illuminé :** L’icône brille pour indiquer que l’action peut être utilisée.
* **Grisé :** L’icône est grisée pour indiquer que le joueur n’a pas suffisamment de point d’action ou d’énergie.
* **En recharge :** L’icône indique un chiffre qui indique le nombre de tours de recharge avant qu’il soit de nouveau utilisable.
* **Non Identifié :** L’icône indique ‘ ? ’ pour une action qui n’a pas encore été débloquée par le joueur.

Les jauges

La jauge d’action et de déplacement revient à leur maximum à chaque début de tour du joueur.

La jauge d’énergie revient à son maximum que si le bouton recharge d’énergie est utilisé.

**Compteur de tours**

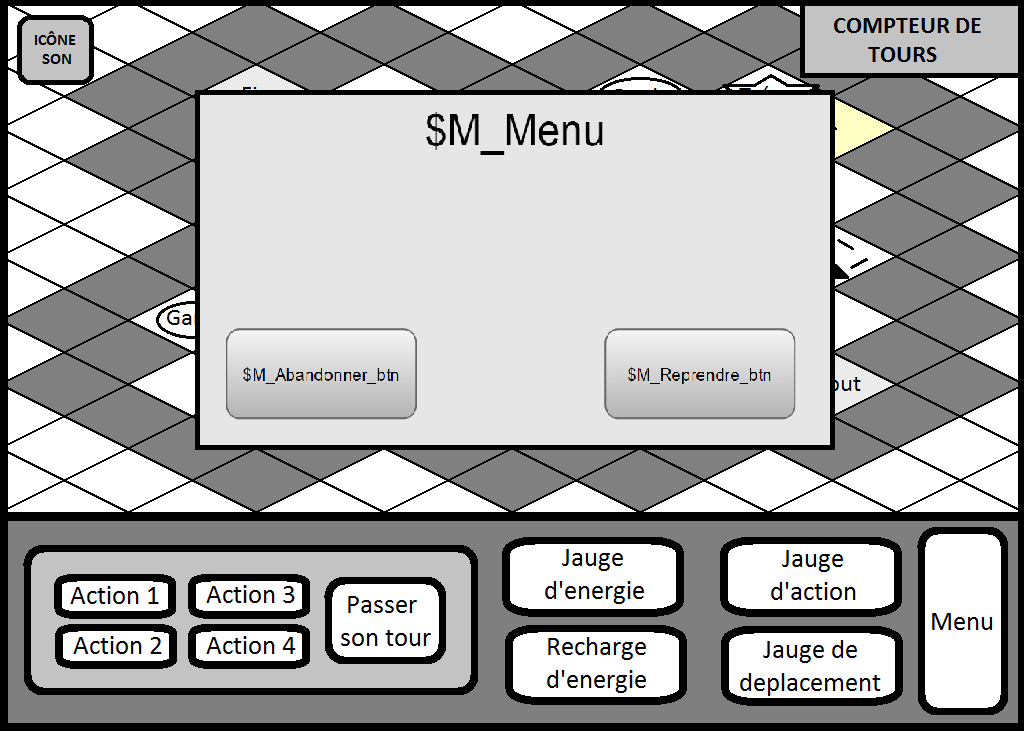
Rétroaction : chaque fois que le joueur commence un tour, le compteur augmente de 1.

**Menu contextuel**

Ce menu de survol apparaît en contexte d’un élément survolé :

|  |  |
| --- | --- |
| Les 4 actions et le bouton de recharge d’énergie | Affiche les coûts, temps de relance et condition d’utilisation de l’action ou de la recharge d’énergie.  Survoler une action permet aussi d’afficher en surbrillance les éléments du décor qui lui sont liés. |

## MENU



Accès à l’écran

* À partir de l’écran de jeu

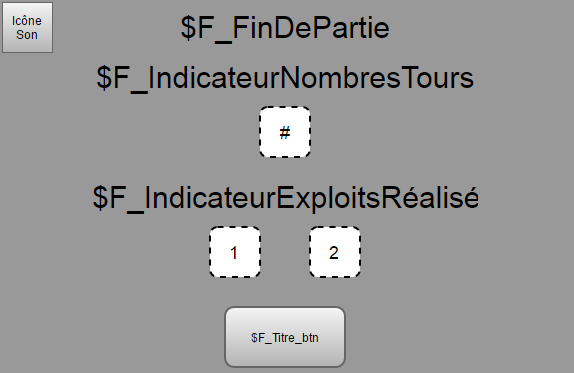
Éléments visuels

|  |  |
| --- | --- |
| $M\_Menu | Titre de l’écran. |
| Boutons | Reprendre et Abandonner. |

Interactivité et navigation

|  |  |
| --- | --- |
| $M\_Abandonner\_btn | Ferme la fenêtre et fais apparaître l’écran de fin de jeu. |
| $M\_Reprendre\_btn | Ferme la fenêtre et remet le jeu en marche. |

## Écran de fin de jeu



Accès à l’écran

* À partir du menu
* À la fin d’une partie

Éléments visuels

|  |  |
| --- | --- |
| $F\_FinDePartie | Change selon si le joueur a gagné ou a perdu. |
| $F\_IndicateurNombresTours | N’apparait que si le joueur provient d’une partie gagnée. |
| $F\_IndicateurExploitsRéalisé | N’apparait que si le joueur provient d’une partie gagnée. |
| Boutons | Son, Retour à l’écran titre. |
| Élément 1 | Image de l’exploit 1 du niveau. Grisé si non compléter, brillant si réussi. |
| Élément 2 | Image de l’exploit 2 du niveau. Grisé si non compléter, brillant si réussi. |

Interactivité et navigation

|  |  |
| --- | --- |
| $F\_Titre\_btn | Retourne à l’écran titre. |
| Icône Son | Change le statut du son à actif ou inactif. |