# Pure Effect – Map Mechanics

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# Synopsis

This document describes the particular mechanics of how maps work in the city building part of pure effect. The city building will revolve around different map views with UI overlays, and they will be critical to how the player perceives the game.

## Map mechanics – Assessment of needs

There will be several types of maps, ranging from galactic overviews to detailed maps of plots within cities outlining how buildings and infrastructure are tied together.

### Spacemaps

Spacemaps may be subcategorized as fundamentally different from planetary maps since they only support gameplay indirectly by supporting navigation between nations

**Proposed features for all maps**

* Layers!
* Animations to make it look alive somehow
* Music to set the right kind of mood.

**The Intergalactic map**

Although the intergalactic map will be the map showing most area at once, it may also be the most simple one. Its purpose is to show the whole galaxy, and make the players able to navigate to a given galaxy. The most fundamental need for this map is that navigation to galaxies are easy and comprehensible which involves ease of locating the galaxy a player is looking for.

Proposed features:

* Turn on and off names of galaxies
  + Galaxy names may have the names of solar systems in a sub menu that can be turned on and off also.
* Ability to scroll both horizontally and vertically if the map needs to be extremely large.
* Galaxies of particular interest to the player should be distinguishable in some way.
* Show the presence and name of galactic empires in the galaxy.
* Show galactic traderoutes

**The Galactic map**

The purpose of the galactic map is to orderly show the solar systems within a given galaxy in an orderly way. The needs of this map will be much like the above mentioned Intergalactic map.

Proposed features:

* Turn on and off names of solar systems
  + Solar systems may have the names of planets within them in a sub menu that can be turned on and off also.
* Solar systems of particular interest to the player should be distinguishable in some way.
* Show the presence of local empires.
* Show trade routes between solar systems.
* Show galactic trade centrals.

**System maps**

System maps depict solar systems and what are to be found there. There is a need for these to be more detailed than the ones before mentioned because playerlevel details will be useful information at this level. They need to depict large fleet assemblies, space stations trade routes, satellites moons and planets as well as the sun. There may also be a later need to graphically represent the gravity effect of objects that has such.

* Turn on and off planet information
  + Name
  + Details such as development stage
  + Empire affiliation
  + Trade routes
  + Space structures
  + Fleets
* Navigation to a planet

**Planetary maps**

Planetary maps depict the areas on a planet and present some complex design dilemmas. Planets are spherical in nature so they have a long history of making trouble for map makers. The purpose of this map in pure effect is mainly to show the location of cities and borders of nations. Other needs, such as large troop assemblies or key areas such as industry might also be needed. The leaders of a nation might need to use this map to convey requests to the leader of a province or city, thus making a need for it to support the UI directly and with a moderate degree of complexity.

Dilemma – 3D map with spherical world or flat map. Prototype demands flat map.

* Several filters for showing useful planetary information.
  + Show states
  + Show nations
  + Show infrastructure like roads
  + Show defensive structures
  + Space ports
  + Industrial areas
* Interaction filters depending on a players political position
  + City owner filter
  + State ruler
  + Nation ruler
  + Ruler of an empire
  + Senate member

**City map**

City maps are fundamental to the gameplay of Pure Effect. All players taking part in the citybuilding part of the game will own and interact with a city, and their success with their own city will to a large degree dictate their success in the game. This is also fundamental gameplay that all these players will take part in. It is where they develop and grow and make money and power. This is the game.

The purpose of the city map is to support player interaction with a city. It is for all intents and purposes the most important part of the GUI. This is where the user can review the layout of his city, and it should also support filters for showing factors influencing the effectiveness of his trade and industry. It must also support intuitive and comprehensible interaction and feedback.

The city map may also have the need to be broken down into a plot map to create depth and detail to the development of trade and industry.