

# Flags UI issue V#1.0

## Design suggestion and assessment

Date: 7 Jul 2023

Designer(s): Victorine

### Introduction

Changelog: add notable changes:

Date & Author(s)

[Insert a short intro so the necessary info needed to read the suggestion/ assessment]

### Research notes (optional)

[Here you can add information you have research as part of your suggestion]

### Status of the design change

Overall Status Ready to be discussed, has been asset too

Additional implementation notes: [...Has this been implemented into the GDD or Unity?]

Feedback categories ➡	Approved by Lead to implement
<b>Febackers:</b> for each column below: 1) Name, 2) comments for assessment 3) <a href="#">Story points estimation</a> & priority [name] + [ Story Points - ] + [  or  or  ]  ↓ ↓ ↓ Please drag/expand the size of 2,3,4 or 5, if you have alternative suggestions for your main idea. Rename them if needed. ↓ ↓ ↓	Approved by Lead to implement
	Support the Idea - Actively like the idea
	Neutral - No problems with this idea
	Partly support - it needs a little Twerk
	Discuss - Unclear/ has issues to discuss
	Disagree - Don't like the idea overall
	Problematic - The base of the idea is bad

### Sub / alternative Suggestion numbers

	OVERALL	<a href="#">1Banners per faction</a>	<a href="#">2Intro battle screen</a>	<a href="#">3Banners in game</a>	<a href="#">4Colored UI in game</a>
Approved & story points		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Support	Mikkel (GD), David S. (HD)				
Neutral	Ivana (BD AD) Andreas				
Partly S.					

Discuss					
Disagree					
Problem					

## The current stage before applying the suggestion

Currently, the banners are not historically accurate. They are static and seem to be stuck on top of the board. They don't really fit the global design of the game either.

Here are the current states of the UI :



Suggestion

## Summary

The idea is to make the banners more accurate, more lively and more notable.

Here are the changes that would be made :

- Designing one banner per faction
- Adding the banners and the names of the factions on the info in the battle introduction screen
- For the in-game part :
  - Making the banners bigger
  - Relocating the banners closer to the battlefield
  - Making the bottom of the banners stuck in the ground
  - Animating the banners as if there was some wind
  - Adding a shadow to the banners
  - Coloring the outline of the tokens, the morale symbol, first line of battlefield and action points with the color of the faction

### Sub. Sug.1. [Banners per faction](#)

Each faction will have a specific banner based on historical research. Those research have already been made per David S, with instructions for the artists. Those banners will be historically accurate and help to identify the different factions. As the banners need to be accurate, some might not be real banners but more flags or other similar objects (the wyvern of the saxons for example).

### Sub. Sug.2. [Intro battle screen](#)



The idea is to present the factions that are involved in the battle.

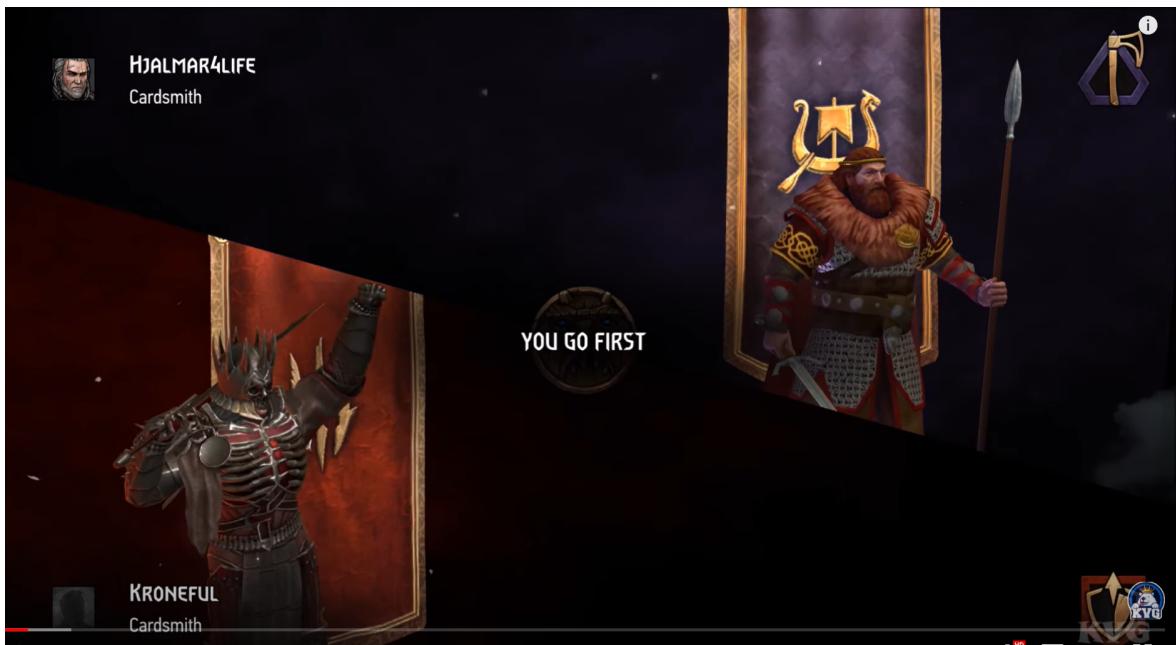
There is the title and date of the battle on top.

You can find the faction you are playing on the left, and the faction you are fighting on the right (I don't know why, it made more sense for me). The flags would be a 2D representation of the banner of the faction.

The sword crossing are typical sword of each faction. The sword of a faction has the pommel on the side of the faction (then, the one with white background is the Vikings' one).

Then on the bottom you have the summary of why is the battle standing.

In the future, it would be great to have a quick flashback/video/animation about the reasons why the factions are fighting, and then this screen with the location and a summary of the reasons (if the player skipped the video or didn't understand everything).



Sub. Sug.3. [Banners in game](#)





The banners are still on the side of the battlefield. I think it's historically relevant to have banners on the battlefield, to remind the identity of both factions and "frighten" the enemy. However, I made them bigger to be more noticeable, and closer to the field. They should be on the first line on the field, as it's where the units are deployed. Also, it's important that they are symmetrically placed.

I couldn't do it in the draft but as I mentioned in the summary, the banners should :

- Be historically accurate (then it could be a banner or equivalent)
- Seem to be in the ground (ideas are welcomed, here some drafts : adding grass, a rock or a skull at the bottom to help)
- Have a shadow (should move with the wind too)
- Move as if there was a small wind (something really soft)

#### Sub. Sug.4. [Colored UI in game](#)

Each faction will have a primary and a secondary color. Thus, if the player fights an identical faction, the player will get the primary color and the AI the secondary color. The suggestion is only for solo mode, as I made another document for the multiplayer mode.

The outline of the tokens, the morale symbol, first line of battlefield and action points will be the color of the faction they are from. It would reinforce the comprehension of who is fighting who, and make it more clear for the players that the tokens are soldiers from the faction.

The formations will be a lighter or darker version of the color, depending on the colors chosen.

### Suggestion for goals

**Tick if the goals have been aligned by the GD lead.**

*What are the goals you set for this feature and for those who implement assets for it?*

*Does it fulfil any  Tectonicus card battler overall goals and features prioritization 3.5 ?  
The Game Design Lead will review to align goals.*

- 1.Goal      **9.VISION: Be THE historical accurate viking game.** Grounded in authentic (from historical records) history
- 2.Goal      **12.Situate our game universe with history as a construction.** The game should introduce and actively use the concept of history as a construct. It should furthermore 'involve' the player in this way of thinking.

## User story/ies, story points, and dependencies (when relevant)

[Introduction to user stories](#) and a guide for using them in game [development](#)

As a player, I want to quickly understand which faction I am playing, and against who. I want the visual aspects of the game adapted to my faction, so I'm always reminded which faction I am playing, and I feel immersed in this faction. When I look at the screen, I have no doubt about the faction I'm leading.

The story ends when the player can know easily at any time which faction the player is leading.

As a history lover, I want to understand which battle I'm playing and what is the context. For that, I need to know in the battle introduction screen which factions are fighting. When I read the introduction, I have visual clues about the factions and I quickly understand who is involved. I also want the game to be historically accurate, and this involves the banners of the factions. The banners are an important symbol during battles, I want them to be accurate so I can learn about the banners I didn't know.

The story ends when the history lover knows exactly who is involved in the battle and their banners are accurate.

**Estimated Story points:** Story Points ▾

Dependencies related to the design

**Links to other designs/implementations:** [link] [explanation of dependency]

**List of assets:**

- History Department : research
- Art Department : drawing
- Art Department : animation
- Dev Department : implementation of the 3d banners
- UI Department : implementation of the battle information screen

## Argumentation

## Assets

*Detailed explanation of assets needed for the design and which department should make it/them.*

## 1. The historical department : research

The history department will lead some research about the accuracy of the banners and will find relevant ones. They will research a banner for each faction, write a brief for the artists on the 3d and 2d models of the banners.

## 2. Art department : drawing

The art department will have to draw and create the 2d and 3d versions of the banners according to the historians' findings.

## 3. Art department : animation

The artists will animate the 3d banners according to the suggestion 3. and create the assets for the developers.

## 4. Dev department : implementing the new flags

Then the devs will have to implement the 3d banners in the game. They will also have to change the colors of the UI based on the factions involved in the battle.

## 5. UI department : implementing the battle introduction screen

The UI department will have to implement the battle introduction screen as shown in the sketches. They will need the 2d banners drawn by the artists.

## Discussion

*Write points of discussion here if they do not fit into the format of a comment*

*Please when relevant use the key phrases: 1) 🤝 Agree/support, 2) 🤝 Tweak/ partly support it, 3) 😐 Neutral, 4) 💬 Discuss, 5) 🤢 Disagree 6) 🚫 Problematic*

[Headline]

[text]

## Further and later suggestions for changes

### Banners hold by the pawns

If we finally shift for 3D tokens (like pawns on the battlefield), I think it's be more relevant to have the banners hold by some pawns, directly on the battlefield. It would mean smaller banners to not cover the entire board, but it would be more historically accurate.

Here are some examples of what I have in mind.



## Discussion notes

[write any relevant information that took places prior to the discussion, under of after]

## Assessment

### Pros & improvements

- Historical accuracy of the banners
- More lively and noticeable banners in the game
- An introduction battle screen more useful and informative

## Cons, concerns, risks, limitations and challenges

- The main risk of implementing bigger banners is the space on the screen. Especially for the mobile version, we should be aware of this issue and find a size that fits the screen's size.
- Another risk could be to not find a banner for each faction. After discussing with the History department, we might need to find other similar objects than banners. For the current factions we found banners, but it could be an issue for future factions.
- A limitation regarding the banners in-game is the resolution of the device used and the energy needed. On old devices, the resolution might be too low to add a slow wind on the banner.
- About the resources needed, it won't take long to be created and implemented, i'm not concerned about it.

## Stakeholders and consequences, balancing and competitors

### Consequences

Following those suggestions will take more space in the UI screens. The information's frame in the battle introduction screen will be bigger to integrate the flags in it. However, it is not a big issue because the UI of this screen is light. For the UI in game, it might be an issue because we already have a lot of elements in the UI.

The compatibility concerns would be on the mobile version, because adding the flags on the battle introduction screen might be too big, as well as the flags in the in-game UI.

### Stakeholders

Those suggestions won't need many resources. The historical researches have already been made, the implementation won't take long either. The biggest concern is about the 3d banners. Indeed, currently we don't have an animator among the artists. So we lack skills to create the animation of the flags with some wind for example.

### Balancing implications

Those suggestions won't affect the balance of the game as it is only visual and won't affect the battles.

### Competitors

[Competitive Analysis: Provide a brief analysis of similar features in other games or competing products, highlighting what makes the proposed feature unique or superior]

I added some pictures of other games in the "Further suggestions" section. In general, the banners seem to be held by the soldiers instead of planted in the ground.

The proposed feature is better for our game because the soldiers are tokens on the board. Regarding the battle introduction screen, it is a classic presentation of the armies that are fighting. Games usually use a screen with a symbol for both entities that will fight in the game.

## Notes

# Instruction to the template

Please fill out all these fields above when making a suggestion for a change. *This document is only for members of the game design department, if other people have suggestions they will be raised in other places like in a text document, then the game design department will fill out a template for it.*

Make sure to change the title to describe what the overall assessment is about in 1-3 words. If you have several suggestions, separate them into individual documents. You don't need to use this document if you want to change a spelling mistake, but you still need to use this document if you want to change the terminology of something.

### Steps to follow:

#### Initial phase

- Write the introduction
- Mark the status as not ready to be discussed, using an X. After completing the first steps below until you have asset your change, you will change the status as “Ready to be discussed, has been asset too”
- Fill in “The current stage before applying the suggestion”
- Write your suggestion and a summary if necessary in “**Suggestion**”
- Fill in “Argumentation”
- Head down to Assessment and fill in the pros, cons and the Stakeholders and consequences
- If this suggestion was part of a Trello card move the card to ready-for-review and send an update on Discord on #Game-Design

#### Discussion phase

- The involved design department (one, some or all members) will use the comment function on top of a headline, section/paragraph or a word of the text in the field in which the suggestion was written. If you comment on a headline you are giving feedback to part of the text that the headline covers, if you give feedback to a section/paragraph or a word the feedback will only be towards the highlighted area.
- When writing a comment it is important that the first word in the comment is one of these, so we can clearly identify your opinion.

**Support the Idea** *When we actively like the idea*

**Neutral** *When there we see no problems with this idea*

**Partly support** *it needs a little Twerk, but we don't need to discuss it in detail*

**Discuss** *Unclear/ has issues to discuss*

**Disagree** *Don't like the idea over all*

**Problematic** *The base of the idea is bad*

Afterwards people can discuss in a thread if relevant.

If you use the last three keywords and you don't change your stance on a suggestion it means we will most likely discuss it in a meeting.

There is an extra empty field you can use called “Discussion”. This one is *only* meant

to be used if you have overall comments or feedback that did not fit into the main text of the suggestion.

- If during the review other members of the game design department come up with ideas related to the discussion here they can place it in: "Further and later suggestions for changes".
- Everyone will have some time to see suggestions and comment on them up until the deadline.
- After that the suggestion will be discussed at a Game Design meeting. If there is no "red" or "yellow" feedback we will discuss how to implement the suggestion. If there is red or yellow feedback we will discuss the suggestion at a game design meeting to come to a conclusion. *This could be: someone will be tasked to modify the suggestion/ do a rewrite or we archive the suggestion.*
  - The status will change to discussed if it has not all been approved during the meeting but we need more time to discuss it
  - The status will change to approved if it was approved during the meeting
  - The status will change to partly approved if it was approved during the meeting that we move forward with the core of the suggestion but it still needs minor changes
  - The status will change to not approved if it was not approved during the meeting because we could not agree to move forward with it.
- Finally we will review if we need to update the assessment.

When other people write in this document they will use the suggestion mode so that we can keep track of who writes what. Also if you want to add a comment of why you put something here, please use the comment function, a box for that will automatically appear once you use edit mode.

If you somehow end up with a text that is no longer in suggestion mode, then please comment on the paragraph that you wrote.

Make sure to keep a cell/row free when making new sections.