

UI for external Hot Seat V#1.0

Design suggestion and assessment

Date: 21 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)

Civilization VI :

The hot seat mode has a “next turn” button when the player has done all their actions, and then there is a screen to change player, with their name written.





Minigolf :

The turn changes automatically when the player has punched the golf ball. We can see the change with the camera moving from the first ball to the second one. The label in the up center also mentions the name of the current player.

There is the current score on the right, and a results screen at the end.



Heroes Might & Magic V

The turn changes automatically based on a certain amount of time (or actions ?). The first player is aware the turn is changing thanks to a loading bar with the color of the next player. Then there is a screen with the color of the next player, to be sure the player's ready to play.

The only way to know which player is playing is the color of the character.



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
Febackers: for each column below: 1) Name, 2) comments for assessment 3) <u>Story points estimation & priority</u> [name] + [Story Points -] + [or or] <i>Please drag/expand the size of 2,3,4 or 5, if you have alternative suggestions for your main idea.</i> <i>Rename them if needed.</i> 	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	1Creation of the session	2Visual clues during the turn	3aPop-up screen	3bFlipping board
Approved & story points		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Support					
Neutral					
Partly S.		Andreas	Andreas	Andreas	
Discuss					
Disagree					Andreas
Problem					

The current stage before applying the suggestion

The Hot Seat mode is currently in development, but has not been designed yet.

The goal is to have a local 2 players mode, that only requires 1 computer.

The challenges are to make an intuitive UI so the players know who turn it is and the game keeps being fluent.

Suggestion

Summary

[If you wrote a long text, please summarize it in a few lines, you are more than welcome to use bullets and use ChatGDPT for the summary if you mention it in the headline]

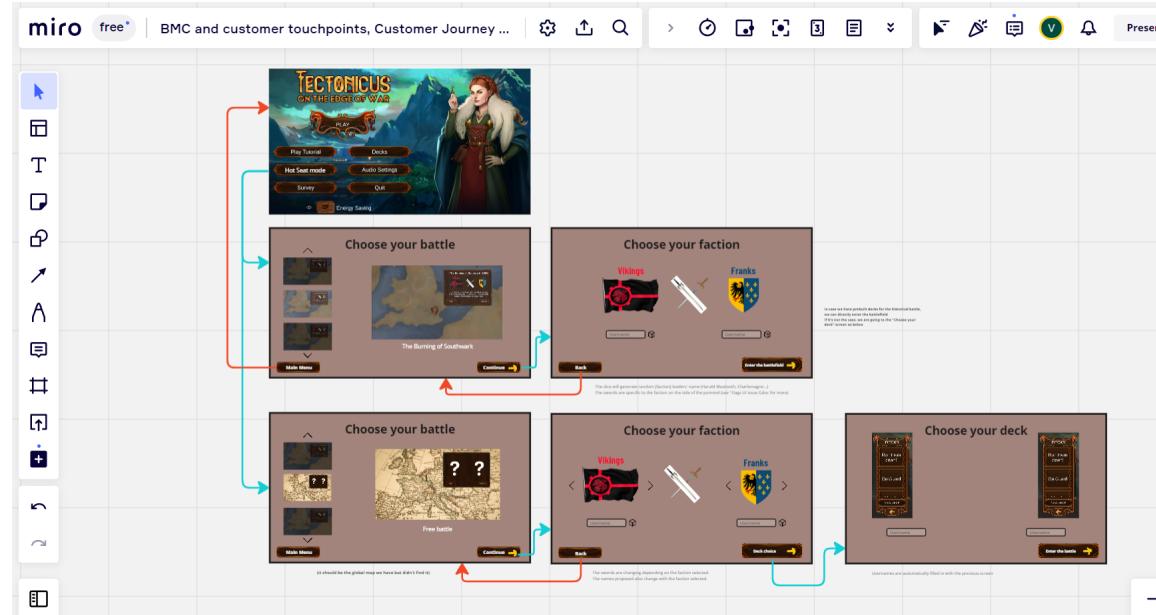
[Write your suggestion here, no arguments, just plain text of what you want to change. You are more than welcome to attach sketches or any other visual representation]

[If this is a card suggestion please make a basic description of the card]

Sub. Sug.1. Creation of the session

Please check the Miro board I made, it's bottom left corner (under the in-game shop prototype for Rf)

<https://miro.com/app/board/uXjVOBQ20YA=/?moveToWidget=3458764559920824780&cot=14>



I guess there will be a button for Hot Seat mode in the main menu or at least in a Play menu. After clicking on the “hot seat mode” button, there is a screen for the creation of the hot seat session.

The players choose the battle they want to play.

If the players don't want to choose any historical battle, they can choose “free battle”.

If they chose an historical battle, the factions involved appear and the players can choose one side. If they chose free battle mode, each player chooses a faction (they can pick up the same faction).

Each player enters a username. They can also roll a dice that generate a random name, which will be a leader's name of the faction (Harald Bluetooth, Charlemagne...).

Then, the player choose their deck. The username mention at the bottom are automatically written from the previous screen. The players should choose an already made deck, because building a deck would slow the game and force the other player to wait. In the case of specific historical battles have dedicated decks, the players won't have to choose a deck and will directly enter the game.

Finally there is a “Enter the battlefield” button at the bottom right corner, which leads to the board.

Option 1 : The first player to play is chosen randomly.

Option 2 : The faction that historically declared war plays first.

In both cases, the first player to play has the priority token.

Sub. Sug.2. Visual clues during the turn

In order to know which player is playing thanks to the battle screen, here are my proposal :

- At the moment we have the banners of the factions. If the players have different factions, the banner closest to the screen can help knowing which player is playing.
- On the top left corner, we add a frame with the username of the current player. The frame can be customized with the colors of the player's faction or any visual clues linked to the faction (specific ornaments or else).
- Generally speaking, the all UI should be adapted to the faction. The colors of the side (safe zone...) and tokens depend on the factions, but they should be different => we can imagine a main color and a secondary color per faction. If the players choose the same faction, one of them will play with the secondary color, as in Fifa (example below).
Chris was concerned about the colors of the formations, I think it should only be a darker version of the same color, because currently the change of color is a bit confusing for some players.



Sub. Sug.3. [Changing player](#)

a. [Pop-up screen](#)

Player 1 clicks “End turn”. The screen blurs and darkens and a pop-up appears. On the pop-up, there is a sentence telling it will be [Player 2’s username] turn to play. A more historical context for the sentence could be really great.

The pop-up contains a “Continue” button at the bottom center.

The cards of the current player (Player 1) are hidden by the dark of the screen, so that the players can manage playing without knowing the cards of the other player if they want.

We should add a pop-up to make player 1 coming back before the auto-combat animations, and then a pop-up at the end so Player 2 moves and Player 1 can start to play.

The number of cards visible in the hand of the opponent should be the number of cards after the auto-combat is resolved for both players.

b. [Flipping board](#)

Player 1 hits “End turn”. There is an animation where the board is changing side, thanks to the camera moving around the board.

With this option, the game would be more fluent because it won't be paused by the pop-up screen and the players don't have to hit a button to play.

However, it means that the players play with open-hand. It is also more complicated from a technical/artistic point of view.

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	[44. Play locally and onboard new players/friends]
2.Goal	[20. Design for playing on a low end quality PC]

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

As a player, I want to play with a friend on a unique computer. I want the hot seat mode to be fluent and intuitive so I can enjoy the game without thinking too much about the design. When I launch a play, I want to enjoy as much as in other solo modes.

Estimated Story points: Story Points ▾

Dependencies related to the design

Links to other designs/implementations:

List of assets:

- [Asset] [explanation]
- [Asset] [explanation]
- [Asset] [explanation]

Argumentation

Summary

[If you wrote a long text, please summarise it in a few lines, you are more than welcome to use bullets and use ChatGDPT for the summary if you mention it in the headline]

[Write your arguments here, on why you want to change it.]

Assets

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

1. [name of asset] [department/responsible]
[asset explanation]
2. [name of asset] [department/responsible]
[asset explanation]
3. [name of asset] [department/responsible]
[asset explanation]

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

Free battle mode

If the players choose the “free battle” mode (section 1.), they can choose the factions they want to play. In the future, if we keep developing different boards, the players could choose the board they want to play on, or any further settings that we will implement.

Discussion notes

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

Assessment

Pros & improvements

- [the benefits of following your change]

Cons, concerns, risks, limitations and challenges

- [the downsides/challenges/concerns of following your change]

Stakeholders and consequences, balancing and competitors

Consequences

[What are the consequences of following your suggestion and How will it affect the rest of the game?]

[Compatibility: Address any compatibility considerations, such as the feature's compatibility with different platforms, game modes, or other existing features]

Stakeholders

[How will it affect the rest of the team? How will it affect target audience segments?]

Balancing implications

[Game Balance: Explain how the proposed feature will affect game balance and ensure that it aligns with the game's existing mechanics and systems.]

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]

Notes

[Please add any notes you think are relevant that could not be covered in other sections]

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.