

https://

Home

Barters

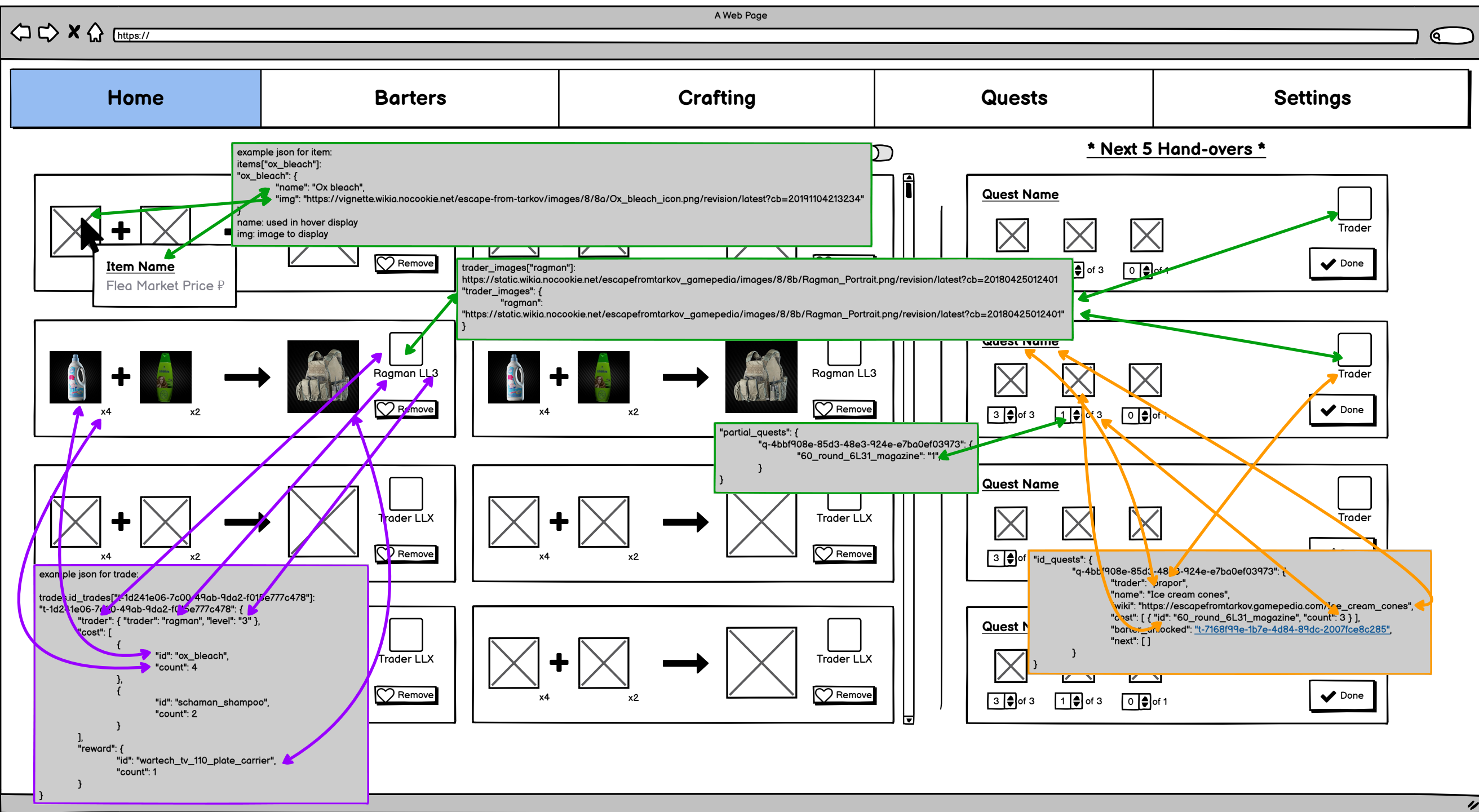
Crafting

Quests

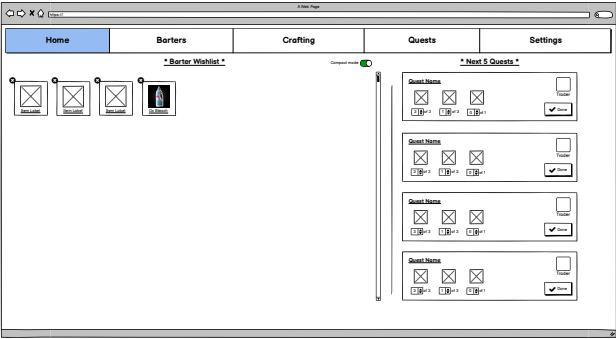
Settings

</

Home (Data sources)



Home (Compact mode)



BUTTONS:

Remove (in wishlist items): Remove trade id from **user_data.wish_trades[]**

Done (in "Next 5 Hand-overs"): add quest id to **user_data.completed Quests[]**, and remove quest id from **user_data.partial_quests[]**

Counters (in "Next 5 Hand-overs"): add object to **user_data.partial_quests**

```
"quest id": {
  "item_id": "count"
}
```

X (in compact mode): add item to **user_data.hidden[]**

Compact mode toggle: set **user_data.compact** = true, and show compact mode

Compact Mode:

In compact mode, only show the items from the barter from **trades.id_trades[]**. If there is an item in multiple trades, only show it once.

Cards in wishlist come from **user_data.wish_trades[]**

Cards in "Next 5 Hand-overs" come from **quest_order[]**

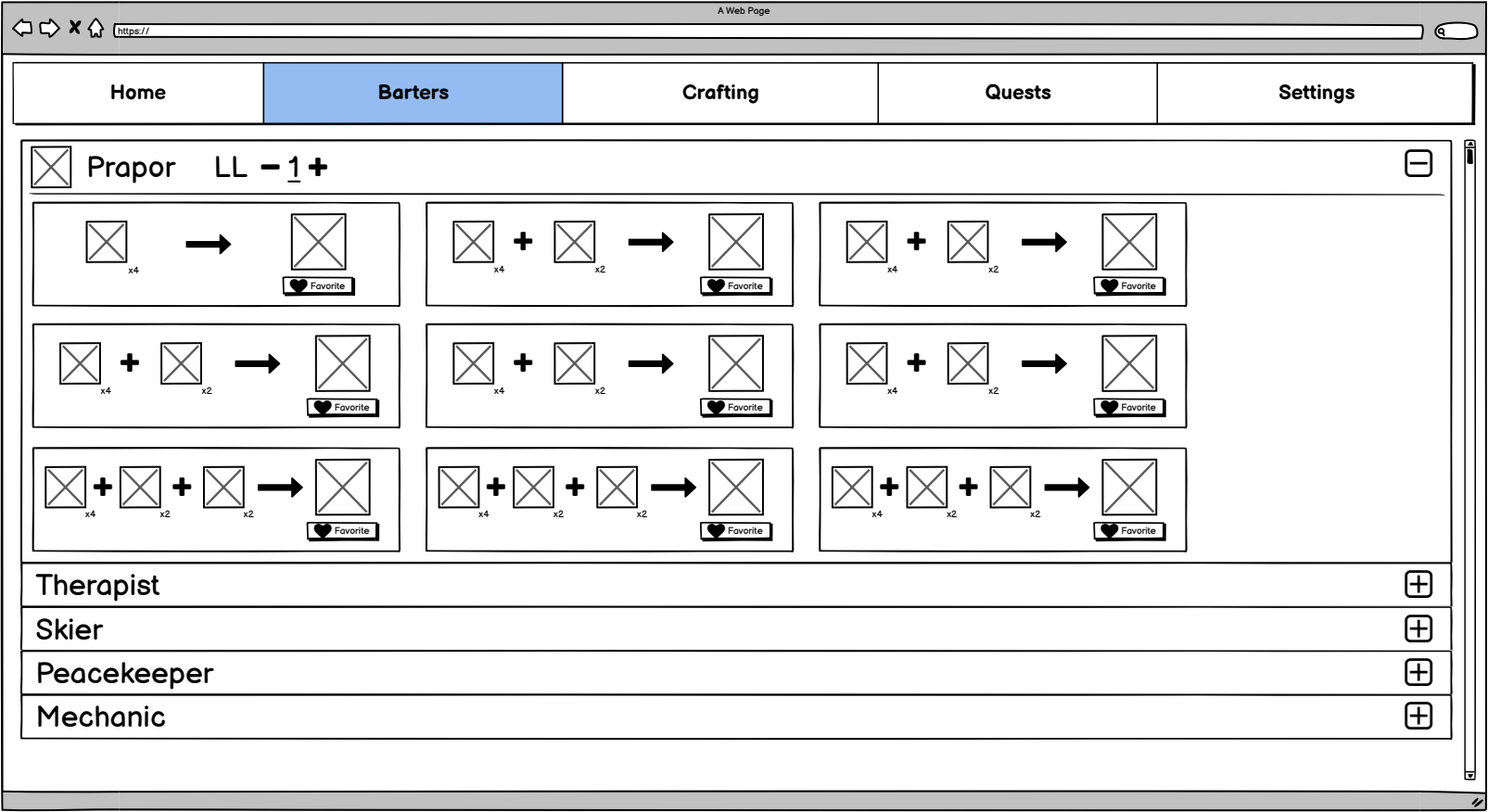
Hide quest if it exists in **user_data.completed_quests[]**

Hide items in compact mode if id is in **user_data.hidden[]**

Do not show **trades.id_trades[x].cost[x].count** if it is not greater than 1

Sections/cards should stack for mobile view
mobile should show compact version only

Barters



BUTTONS:
+/- increase corresponding level in **user_data.level**

Favorite add object key to **user_data.wish_trades[]**

trader list is in **traders[]** object

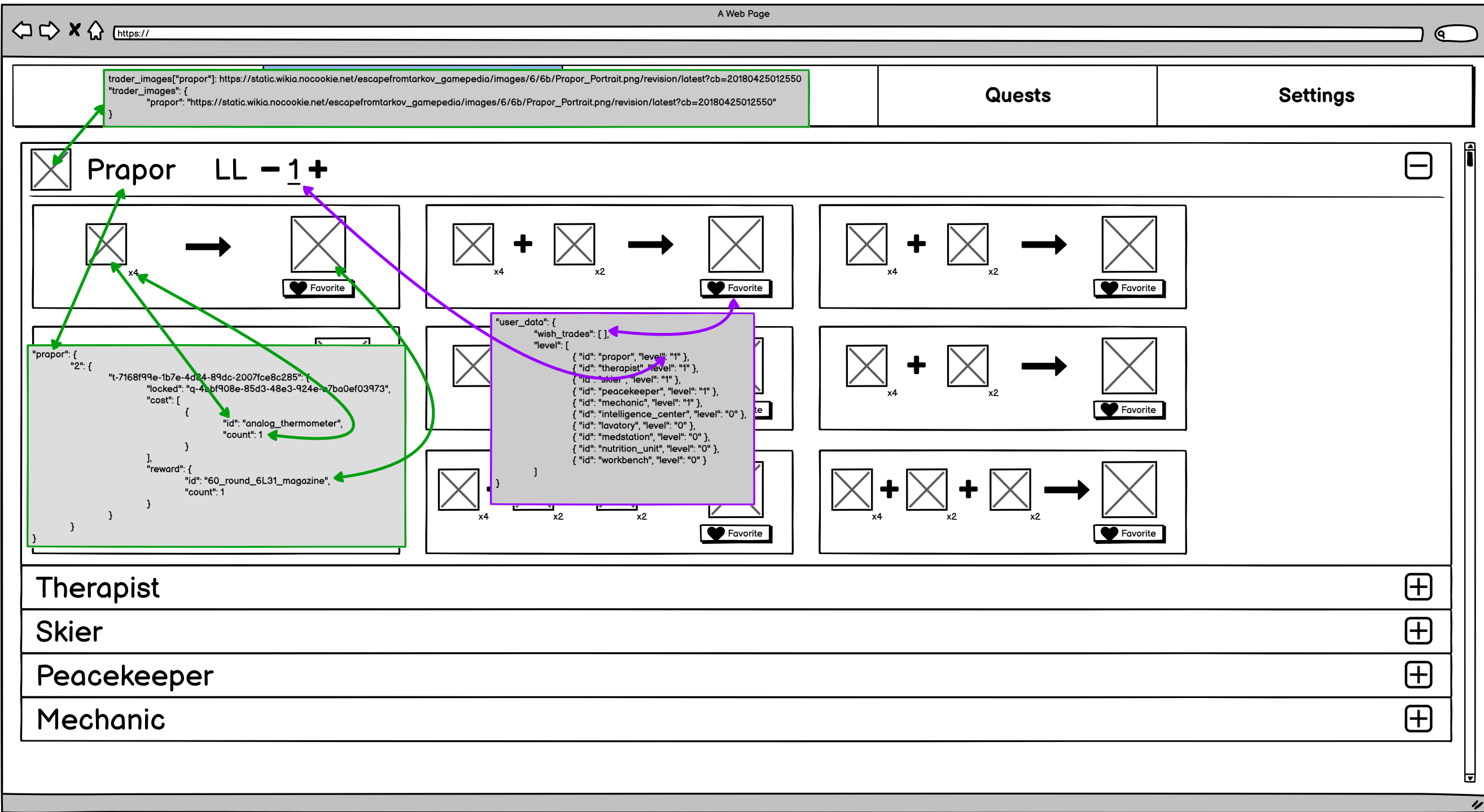
if a trade has the field **locked**, do not show unless the id in **locked** is present in **user_data.completed QUESTS[]**

Show item name on hover

Do not show **trades.prapor.1.id.cost[x].count** if it is not greater than 1

Expandable rows should allow more than one open at the same time

Barter (Data sources)



https://

Home

Barters

Crafting

Quests

Settings

Booze generator

+

Intelligence center

Level - 1 +

x4

+

x2

→

Favorite

x4

+

x2

→

Favorite

x4

+

x2

+

x2

→

Favorite

x4

+

x2

+

x2

→

Favorite

x4

+

x2

→

Favorite

x4

+

x2

→

Favorite

x4

+

x2

→

Favorite

Lavatory

+

Medstation

+

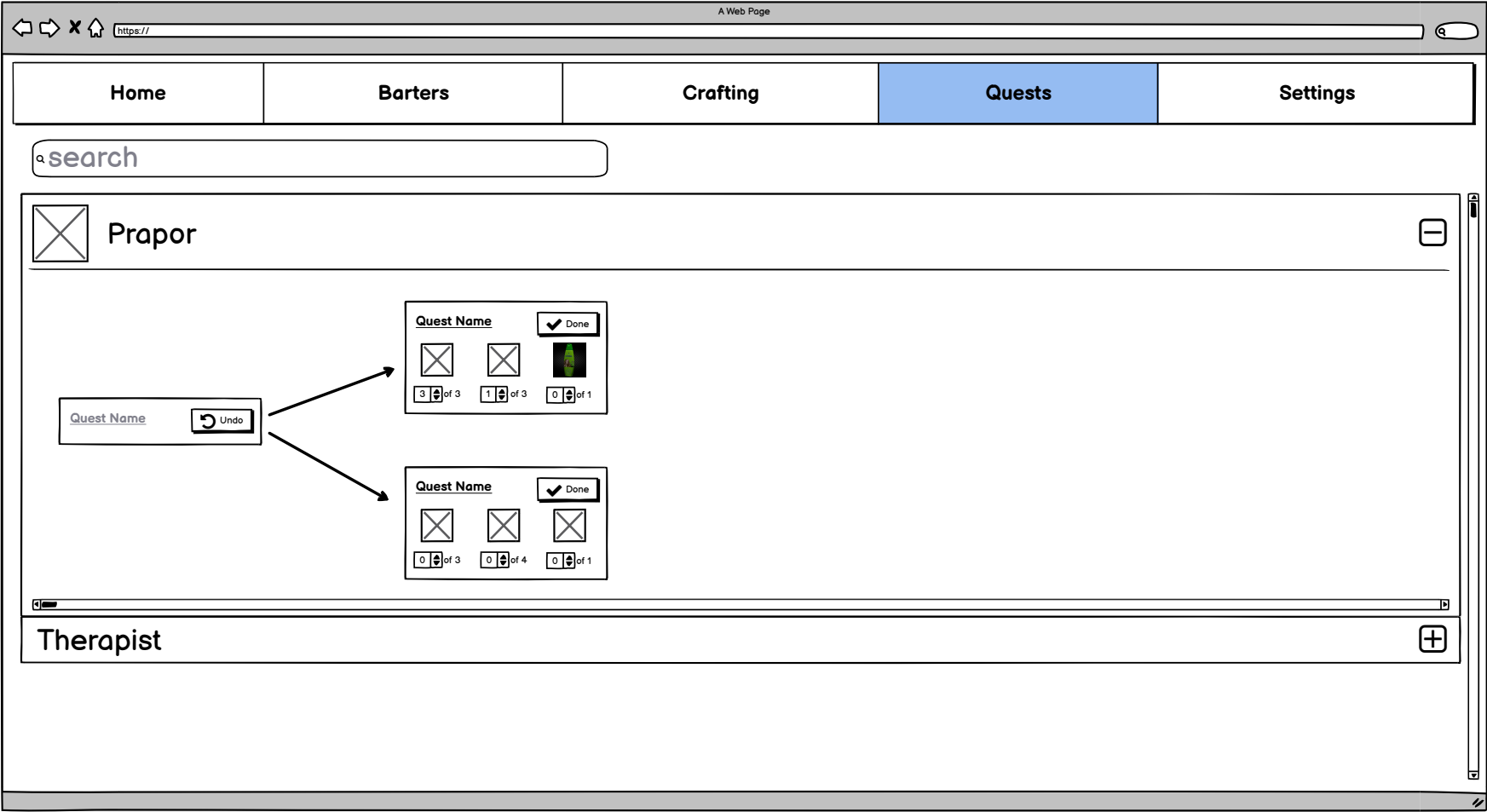
Nutrition unit

+

Same as "Barters" page

crafting station list is in `craft_stations[]` object

Quests



BUTTONS:
Done: remove quest from `user_data.partial_quests`, add quest to `user_data.completed_quests[]`

Undo: remove quest from `user_data.completed_quests[]`

Item counts: add quest to `user_data.partial_quests` if it does not exist and set

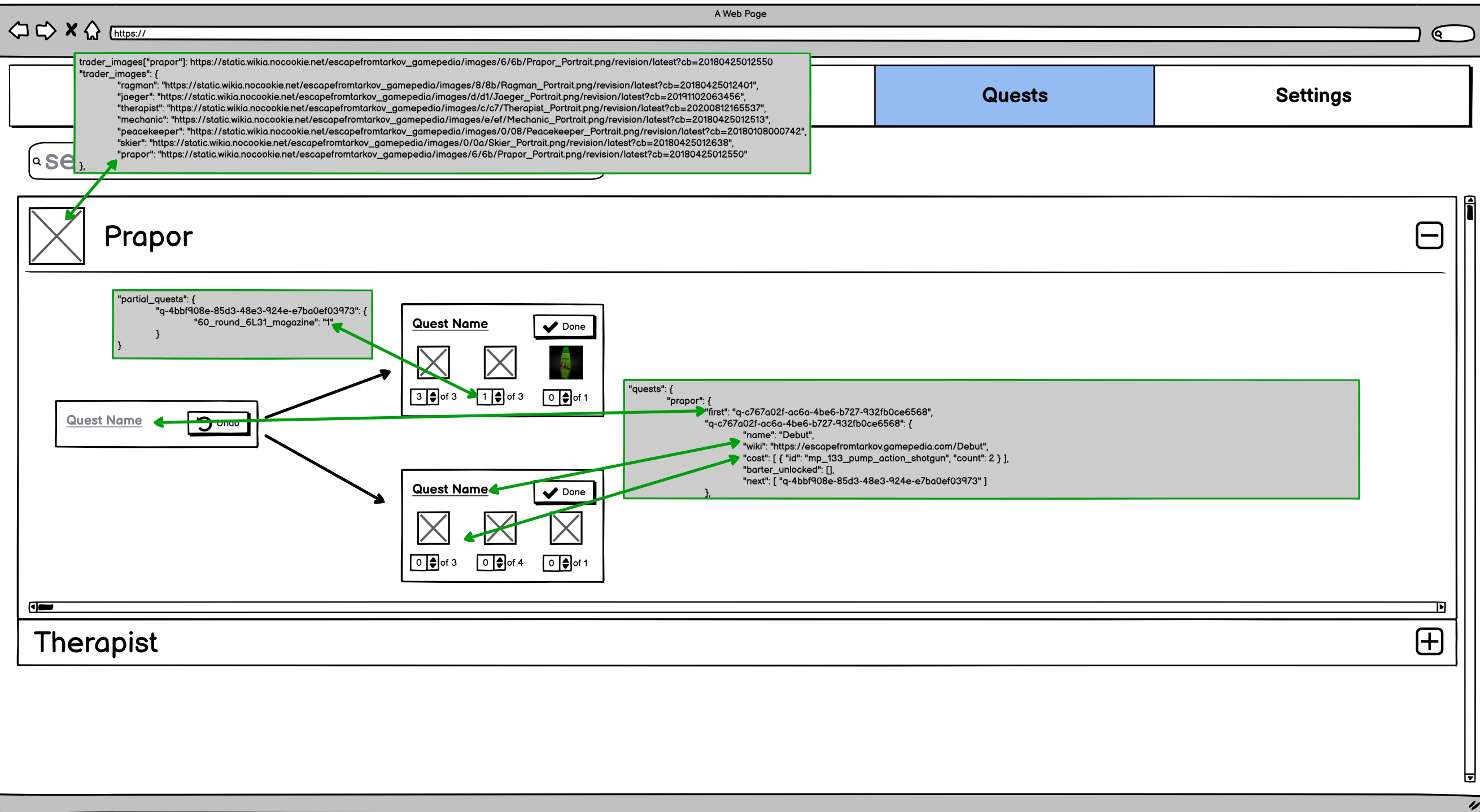
`quest.cost` may be empty, this must be handled gracefully

quest items should be hidden when complete, revealed when "undo" is pressed

`quest.name` should be linked to `quest.wiki`

`trader.first` is the first quest to be displayed, `quest.next` contains the next quests in an array

Quests (Official Version Data)



https://

A Web Page

Home

Barters

Crafting

Quests

Settings

shampoo

Prapor

Quest Name

Undo

3

of 3


1

of 3

0

of 1

✓ Done



Quest Name

Done

0

of 3

0

of 4

0

of 1

Therapist