

Auroria Football Manager — Information Architecture Blueprint

Dokumen ini menyajikan menu tree final A–Z, arsitektur UI/UX, integrasi database, dan prinsip implementasi untuk proyek Auroria Football Manager. Blueprint ini menggabungkan aspek Football Manager-style manajerial dengan elemen steampunk–medieval–magicka yang khas Auroria.

A) Global Shell

- Top Bar: Season date, Balance AC, Club Reputation, Alerts, Next Match
- Left Rail (Primary): Squad, Tactics, Training, Medical, Scouting, Transfers, Academy, Finance, Club, Guild, Competitions, Calendar, News, Codex, Analytics
- Right Rail: News Ticker (Gazette), Advisor Tips, Contextual Actions

B) Struktur In-Career

- Squad: Overview, Depth Chart, Dynamics & Chemistry, Player Profile (Stats, Synergy, Contract, Development, History)
- Tactics: Formation Board, Team Instructions, Roles, Set Pieces, Synergy Planner, Presets
- Training: Weekly Schedule, Individual Focus, Mentoring, Reports
- Medical: Injury Center, Recovery & Potions, Load Management, Staff
- Scouting: Assignments, Shortlist, Reports, Knowledge Map
- Transfers: Hub, Auction House, Loan, Negotiation, Black Market, History
- Academy: Overview, Youth Intake, Pathway, Upgrades
- Finance: Overview, Ledger, Budgets, Sponsors, Loans, Ticketing, Stadium
- Club: Board Vision, Facilities, Branding, Fan Confidence, Staffing
- Guild Relations: Factions, Decrees & Ethics, Favors & Quests, Sanctions
- Competitions: Tables, Fixtures, Rules, Leaderboards
- Calendar: Monthly/Weekly, Deadlines, Festivals
- News: Gazette Feed, Press Interaction
- Codex: Nations, Clubs, Synergy Rules, Guilds, Economy, Magitek
- Analytics: Team, Player, Match

C) Matchday Flow

- Pre-Match: Scout Report, Line-up, Team Talk, Opponent Instructions, Set Pieces, Tactical Presets
- Live Match HUD: Scoreboard, Stamina/Mana bars, Synergy Lines, Spell Slots, Shouts, Pause Menu
- Post-Match: Result, MVP, Synergy Recap, Stats, Heatmaps, Injuries, Media, Board Feedback

D) Meta & Utilitas

- Main Menu: New/Load/Quick Match, Codex, Options, Credits/Exit
- Options: Gameplay, Graphics, Audio, Accessibility, Controls, Language, Data, Mods
- Save/Load: Slots, autosave, cloud
- Replay Theater: Highlights, Photo Mode

E) Overlays (Realtime)

- Transfer Notice, Injury Popup, Sponsor Demand, Guild Decree, FairPlay Warning
- Festival/War/Crisis modifiers, Youth Intake, Board Confidence Update

F) Integrasi Data

- Squad/Profile player.schema.json
- Tactics synergy_rules.yaml + JSON presets
- Training runtime training_plan
- Medical runtime medical_events
- Scouting candidates (mass seed)
- Transfers contracts + transfer_offers
- Academy youth generator from name_pools.yaml

- Finance club_finance, transactions, sponsors, economy_config
- Club club schema + facilities
- Guild guild_standing, decrees
- Competitions fixtures, tables, competition_rules
- Calendar/News/Codex feed + nations, clubs, synergy rules

Rute/State (Next.js/Vercel)

- /title, /career/new, /career/home
- /career/squad, /career/squad/profile/[id], /career/tactics, /career/training, /career/medical
- /career/scouting, /career/transfers, /career/academy, /career/finance, /career/club, /career/guild
- /career/competitions, /career/calendar, /career/news, /career/codex, /career/analytics
- /match/prematch, /match/live, /match/post
- /options, /save, /replay

User Journeys

- Build tim cepat Squad Tactics Training Pre-Match Match Post-Match News Calendar
- Rekrut pemain Scouting Shortlist Transfers Finance Squad
- Krisis finansial Finance Sponsors/Loans Guild Ticketing Audit FairPlay
- Pengembangan youth Academy Youth Intake Contracts Training Debut
- Synergy fokus Tactics Squad Dynamics Match Post-Match Recap