AURORIA FOOTBALL MANAGER — UI/UX BIBLE

Main Menu

- Background: stadion ikonik (Chronodome) gear & rune bercahaya.
- Logo: bola gear dengan rune magicka.
- Menu: New Career, Load Career, Auroria Codex, Options.

Manager Dashboard

- Layout: sidebar kiri (navigasi), panel tengah (konten), sidebar kanan (news feed).
- Widgets: Next Match Card, Finance Snapshot, Synergy Spotlight.
- Visual: tekstur kulit + paku gear, rune glow hover.

Squad View

- Table: daftar pemain (Name, Age, Pos, Club, Nation, Rarity, Potential, Wage, Contract).
- Player Profile: portrait modular, tabs Stats, Synergy, Contract, History.
- Style: parchment background, stat bars = tabung uap/kristal glow.

Tactics Screen

- Pitch: grid 2D isometric (horizontal).
- Players: pion karakter dengan ikon ras/elemen.
- Sliders: Magicka Usage, Tech Reliance, Risk of Overcast.
- Synergy Overlay: garis bercahaya antar pemain jika aktif.

Academy & Youth Intake

- UI: Skill tree dengan node upgrade.
- Event tiap tahun: Youth Intake daftar pemain baru + portrait.
- Style: gear cog background, node aktif neon glow.

Finance & Club Management

- Ledger Tab: buku besar medieval.
- Graph Tab: cash flow bulanan dengan gear animasi.
- Sponsor Tab: banner sponsor animasi, detail payout & kondisi.
- Debt Tab: pinjaman ditampilkan dengan scroll lilin.

Transfers & Market

- Auction House: papan lelang portrait + bid AC.
- Transfer List: filter rarity, element, synergy.
- Contract Negotiation: pop-up parchment dengan slider wage, clauses.
- Black Market: UI gelap dengan aura ungu.

Matchday UI

- Loading: poster pertandingan dengan crest & stadion.
- Line-up: banner berkibar, pemain muncul satu per satu.
- Match View: isometric field, HUD scoreboard gear digital + stamina/mana bar.

- Synergy Trigger: garis bercahaya + cutscene mini.
- Ultimate Move: kamera zoom cinematic.
- Post-Match: report parchment, MVP, synergy recap.

News & Events

- Feed Panel kanan dashboard.
- Style: koran steampunk (Gazette of Gears).
- Events: transfer saga, guild decree, war, festival.

Codex & Lore

- UI: tabs Nations, Clubs, Synergy, Guilds, Economy.
- Illustration side art (crest, rune diagrams).
- Unlock progressive (fog   reveal).

Options & Settings

- Graphic Settings: toggle Rune Glow, Particle Intensity.
- Economy Debug: inflation toggle, sponsor randomizer.
- Language: glyph switcher.
- Style: cogwheel sliders, rune switches.

Identity & Marketing

- Club Editor: crest, motto, kit designer (palette, rune trim).
- Merchandise Preview: jersey, scarf, relic item.
- Hall of Fame: legend portraits.

Long-Term Flow

- Year Transition: kalender gear highlight Youth intake, Retirements, Economy Events.
- Timeline: parchment scroll klub history (titles, scandals, legends).