# **🔱 Master IA & Integration Blueprint**

## **0) Prinsip Desain (singkat)**

* Satu sumber kebenaran: semua UI baca/tulis via schema (player/club/nation/synergy/finance).
* 3-klik rule: aksi inti (atur formasi, kontrak, match) ≤3 klik dari Dashboard.
* Non-blocking: semua operasi panjang → async toast + autosave.
* Lore-first skins: steampunk-medieval-magicka sebagai skin, bukan menghambat UX FM-style.

## **A) Global Shell (selalu ada)**

* Top Bar: {SeasonDate, BalanceAC, ClubRep, Alerts[Injury|Sponsor|FairPlay], NextMatchBtn}
* Left Rail (primary): Squad, Tactics, Training, Medical, Scouting, Transfers, Academy, Finance, Club, Guild, Competitions, Calendar, News, Codex, Analytics
* Right Rail (context): News Ticker (Gazette), Advisor Tips, Context Actions
* Universal actions: Search (players/clubs), Quick Save, Settings

Guard/Rules

* NextMatchBtn → disabled jika min 11 pemain fit & 1 GK tidak terpenuhi.
* Finance alert → merah bila wage/revenue > 0.75 atau loss > 200k AC.

## **B) Struktur In-Career (inti)**

### **1) Squad**

* Overview (tabel virtualized): filter Pos/Umur/Rarity/Elem/Race; pin kolom Wage/PA
* Depth Chart
* Dynamics & Chemistry (graph): node=player, edge=synergy aktif
* Units: First, Reserves, Youth
* Roles & Leadership (Captain/Vice/Mentor)
* Player Profile:  
    
   Stats (Phys/Tech/Mental/Magicka) • Synergy Tags • Contract (AC) • Development (focus, progress) • History

Data hooks: player.schema.json, synergy\_rules.yaml

### **2) Tactics**

* Formation Board isometric (drag&drop)
* Team Instructions: Possession/Press/Counter + MagickaUsage, TechReliance, RiskOvercast
* Roles & Duties, Set Pieces
* Synergy Planner (saran trio/line)
* Preset: save/load

Data hooks: synergy\_rules.yaml (eval), store preset JSON

### **3) Training**

* Weekly Schedule (team)
* Individual Focus & Mentoring Groups
* Reports: growth/workload/burnout

Data hooks: runtime table training\_plan

### **4) Medical**

* Injury Center (diagnosis/ETA)
* Recovery & Potions (patuh ethics guild)
* Load Management
* Staff assignment

Data hooks: runtime medical\_events

### **5) Scouting**

* Assignments (region/race/element/guild/league)
* Shortlist
* Reports (rating, PA, synergy fit)
* Knowledge Map

Data hooks: generator dari mass seed (filterable)

### **6) Transfers & Market**

* Transfer Hub
* Auction House (live bid + gear-timer)
* Loan Manager
* Negotiation (wage slider AC, bonus, clauses)
* Black Market (opsional; -rep, aturan guild)
* History

Data hooks: contract.schema.json, runtime transfer\_offers

### **7) Academy (Youth)**

* Overview (level/quota)
* Youth Intake Event (batch, portrait modular, rarity)
* Pathway (promote, junior contract, mentor link)
* Upgrades: Academy Level, Rune Coach, Gear Lab

Data hooks: name\_pools.yaml, distribusi nation/club

### **8) Finance**

* Overview: balance, cashflow, FairPlay
* Ledger (matchday/sponsor/wages/tax/maintenance/research…)
* Budgets (transfer/wage)
* Sponsors (payout & side-effect)
* Loans & Debts
* Ticketing & Pricing
* Stadium Maintenance

Data hooks: club\_finance.schema.json, transaction.schema.json, sponsor.schema.json, finance\_rules.yaml, economy\_config.yaml

### **9) Club**

* Board Vision & Objectives
* Facilities (stadion/training/infirmary/academy)
* Branding (crest, motto, kit designer)
* Fan Confidence
* Staffing

Data hooks: club.schema.json, runtime facilities

### **10) Guild Relations**

* Factions Standing (Arcane/Forge/Royal/Brewers/Airship/Media)
* Decrees & Ethics
* Favors & Quests
* Sanctions

Data hooks: runtime guild\_standing, decrees

### **11) Competitions**

* League/Cups (table, fixtures, rules)
* Leaderboards

Data hooks: fixtures, tables, competition\_rules

### **12) Calendar**

* Month/Week (fixtures, latihan, deadlines, festivals)
* Milestones (youth intake, audit fairplay)

### **13) News (Inbox)**

* Gazette Feed
* Press Interaction

### **14) Codex (Lore & Rules)**

* Nations, Clubs, Guilds, Synergy Rules, Economy & Magitek
* Unlock (fog → reveal)

### **15) Analytics**

* Team: xG, pass network, synergy efficiency
* Player: radar, growth
* Match: heatmap, rune event log

## **C) Matchday Flow**

Pre-Match → Scout Report • Line-up & Bench • Team Talk • Opponent Instructions • Set Pieces • Tactical Presets

Live (2.5D HUD) → scoreboard, stamina/mana bars, synergy lines, spell cooldown, shouts, pause-tweaks

Post-Match → Result & MVP • Synergy Recap • Stats/Heatmaps • Injuries/Suspensions • Media/Board Feedback

Guards

* Kickoff butuh 7+ pemain fit + 1 GK → else prompt auto-calls youth/bench.
* Dark-magic ban active → disable potions tertentu (flag guild).

## **D) Meta & Utilitas**

* Main Menu: New/Load/Quick Match/Codex/Options/Credits
* Options: gameplay, graphics (RuneGlow, Particles), audio, accessibility, controls, language, data/export, mods
* Save/Load: manual, autosave, cloud (opsional)
* Replay Theater: highlights, photo mode

## **E) Overlays (Realtime)**

* Transfer notice, Injury popup, Sponsor demand, Guild decree, FairPlay warning, Festival/War/Crisis, Youth intake arrived, Board confidence update.

## **F) Pemetaan UI → Data (inti)**

* Squad/Profile → player.schema.json (attributes, affinity.element, personality, synergy\_tags, potential, history)
* Tactics → synergy\_rules.yaml + tags; preset JSON
* Training → training\_plan (runtime)
* Medical → medical\_events
* Scouting → candidates dari mass seed + filters
* Transfers → contracts + transfer\_offers
* Academy → generator name\_pools.yaml
* Finance → club\_finance, transaction, sponsor, finance\_rules, economy\_config
* Club/Facilities → club + facilities
* Guild → guild\_standing, decrees
* Competitions → fixtures, tables, competition\_rules
* Calendar/News/Codex → feed + nations.yaml, clubs.yaml, synergy\_rules.yaml

# **🛠️ Implementasi (Next.js/Vercel) — ringkas tapi tajam**

## **Routing (SSR/ISR friendly)**

/title

/career/new /career/home

/career/squad /career/squad/profile/[playerId]

/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

## **Folder & Data**

/data (YAML/JSON seeds) → nations.yaml, clubs.yaml, synergy\_rules.yaml, economy\_config.yaml

/app/api/\* (server actions) → ledger, contracts, fixtures

/lib/sim/\* → synergy\_eval, economy\_tick, match\_engine\_hooks

/components/ui/\* → GearButton, RuneToggle, ParchmentCard, DataTable (virtualized)

## **State & Autosave**

* Zustand/Redux untuk UI state; server actions untuk write (ledger/contract).
* Autosave on: end of negotiation, tactics save, calendar change, pre-match confirm, post-match complete.
* Versioning data: schema\_version per save; migrasi ringan (YAML diff) bila patch rules.

## **Feature Flags**

* enableBlackMarket, strictFairPlay, enableMods, fastSim, a11yHighContrast.

## **Error & Empty States**

* Finance: warning card saat limit wage/revenue atau season loss risk.
* Scouting: empty state dengan CTA buat assignment.
* Transfers: negotiation fail → badge reason (budget, ethics, loyalty, guild ban).
* Match: not enough fit players → CTA auto-pick squad.

# **📈 Telemetry (event kunci)**

* career\_start, tactics\_save, match\_kickoff, synergy\_triggered{id}, spell\_cast{type}, goal, injury{severity},
* transfer\_bid{success/fail}, contract\_sign, sponsor\_signed{id}, fairplay\_violation,
* youth\_intake\_count, academy\_upgrade{level}, ledger\_month\_close.

Privacy: hash IDs; opt-out di Options → Data.

# **⚙️ Kinerja & Aksesibilitas**

* Budget: < 60 asset UI on-screen; tabel virtualized; img WebP; lazy-load portraits.
* 60 FPS target (HUD) dengan batching VFX; limiter particle di low spec.
* A11y: WCAG AA, high-contrast theme, font scaling, color-blind palette, toggle reduce VFX.

# **🌍 i18n & LiveOps**

* i18n: ID/EN (rune script as stylistic alt). Date/time: Asia/Jakarta default.
* LiveOps: festival/war/crisis json feed → modifier ekonomi/attendance.
* Mods: load \*.yaml di /mods (synergy\_rules, sponsors, kits) → sandbox validator.

# **✅ Definition of Done (per fitur layar)**

1. Data bound ke schema (read/write).
2. Empty/Error states lengkap.
3. Autosave + telemetry.
4. A11y pass + perf budget pass.
5. E2E flow (user journey) sukses tanpa dead-end.
6. Theming konsisten (brass/parchment/rune).

# **🚀 Build Plan (urutan cepat)**

1. Shell + Dashboard + Squad/Profile
2. Tactics + Synergy Planner
3. Matchday (pre/live/post) minimal
4. Transfers + Contracts + Finance (ledger)
5. Academy + Youth Intake
6. Guild + Sponsors + Events
7. Analytics + Codex + Polishing

# **Auroria Football Manager – Final Menu Tree A–Z**

## **🌟 GLOBAL SHELL (selalu ada di semua layar)**

* Top Bar: tanggal & musim • saldo AC • reputasi klub • notifikasi (injury, sponsor, decree guild) • next match
* Left Rail (Primary Nav): Squad • Tactics • Training • Medical • Scouting • Transfers • Academy • Finance • Club • Guild • Competitions • Calendar • News • Codex • Analytics
* Right Rail (Context): News ticker • Advisor tips • Contextual actions

## **🏟️ CAREER CORE (inti gameplay)**

### **1. Squad**

* Overview (table + depth chart)
* Dynamics & Chemistry (synergy graph)
* Units: First Team • Reserves • Youth
* Roles & Leadership
* Player Profile: Stats • Synergy Tags • Contract • Development • History

### **2. Tactics**

* Formation Board (isometric pitch)
* Team Instructions (Magicka Usage • Tech Reliance • Risk Overcast)
* Roles & Duties
* Set Pieces (corners, rune free kicks)
* Synergy Planner (visual garis aktif)
* Save/Load Presets

### **3. Training**

* Weekly Schedule (team blocks)
* Individual Focus
* Mentoring Groups
* Reports (growth, workload, burnout)

### **4. Medical**

* Injury Center (diagnosis, ETA, severity)
* Recovery & Potion Usage
* Load Management
* Medical Staff assignment

### **5. Scouting**

* Assignments (region, race, element, guild)
* Shortlist
* Reports (ratings, PA, synergy fit)
* Knowledge Coverage Map

### **6. Transfers & Market**

* Transfer Hub
* Auction House (live bid, gear-timer)
* Loan Manager
* Negotiation (wage slider, clauses)
* Black Market (cursed players, reputasi risk)
* Transfer History

### **7. Academy & Youth**

* Overview (level, quota, upgrades)
* Youth Intake Event (batch + lore snippets)
* Pathway (promotion, contracts, mentoring)
* Upgrade Facilities (Rune Coach, Gear Lab)

### **8. Finance**

* Overview (balance, wage/revenue, FairPlay status)
* Ledger (matchday, sponsor, wages, taxes, maintenance, research)
* Budgets (transfer & wage slider)
* Sponsors (contracts, bonus, side effects)
* Loans & Debts
* Ticketing & Pricing (elasticity, attendance forecast)
* Stadium Maintenance

### **9. Club**

* Board Vision & Objectives
* Facilities (stadium, training, infirmary, academy)
* Branding (crest editor, motto, kit designer)
* Fan Confidence & segmentation
* Staffing (recruit staff, assign roles)

### **10. Guild Relations**

* Faction Standing (Arcane, Forge, Royal, Brewers, Airship, Media)
* Decrees & Ethics (FairPlay, magicka use rules)
* Favors & Quests (mini-event, reward/penalty)
* Sanctions (embargo, denda, inspeksi)

### **11. Competitions**

* League Table & Fixtures
* Domestic Cup • Continental Cup
* Rules & Registration
* Player Stats Leaderboard

### **12. Calendar**

* Month & Week View
* Deadlines (transfers, audits, youth intake)
* Festivals & Global Events

### **13. News (Inbox)**

* Gazette Feed (articles, decrees, scandals)
* Press Interaction (jawaban → morale & reputation effects)

### **14. Codex (Lore & Rules)**

* Nations
* Clubs
* Guilds
* Synergy Rules
* Economy & Magitek
* Unlock progressive (fog → reveal)

### **15. Analytics**

* Team Analytics (xG, pass network, synergy efficiency)
* Player Analytics (radar, growth curve)
* Match Analytics (heatmaps, rune event log)

## **⚔️ MATCHDAY FLOW**

### **1. Pre-Match**

* Scout Report (strengths/weaknesses, weather, rune interference)
* Line-up & Bench
* Team Talk
* Opponent Instructions
* Set Piece Assignments
* Tactical Presets

### **2. Live Match (2.5D HUD)**

* Scoreboard (gear digital)
* Stamina bar (steam tubes) • Mana bar (crystal glow)
* Player icons (race/element)
* Synergy Lines glowing when triggered
* Spell Slots (cooldowns)
* Tactical Shouts
* Pause Menu: subs, tweak tactics, quick replay

### **3. Post-Match**

* Final Score
* MVP Portrait (rarity glow)
* Synergy Recap (triggered combos & bonuses)
* Match Stats (bars, rune-infused charts)
* Heatmaps & Shot Maps
* Injury & Suspension Report
* Media Reactions • Board Feedback

## **⚙️ META & UTILITAS**

### **1. Main Menu**

* New Career
* Load/Continue
* Quick Match
* Auroria Codex
* Options
* Credits/Exit

### **2. Options**

* Gameplay: difficulty, toggle features (Black Market, strict FairPlay)
* Graphics: resolution, rune glow, particles
* Audio: music, crowd, VFX
* Accessibility: font, color-blind, contrast
* Controls: keybinds
* Language: common tongue ↔ rune script
* Data: save/export
* Mods (optional)

### **3. Save/Load**

* Slots, autosave, cloud

### **4. Replay Theater**

* Highlights • Saved Replays • Photo Mode

## **📜 EVENT OVERLAYS (Realtime)**

* Transfer Notifications
* Injury Popup
* Sponsor Demand
* Guild Decree
* FairPlay Warning
* Festival/War/Crisis modifiers
* Youth Intake Arrival
* Board Confidence Update

# **🔑 Kenapa solid?**

✅ Semua core Football Manager-style tercover (Squad, Tactics, Training, Finance).

✅ Ada twist steampunk-magicka (Guild, Synergy, Magitek rules).

✅ Economy & DB hook sudah jelas (ledger, contracts, sponsors, players).

✅ Flow penuh dari Main Menu → Career → Matchday → Post-Match → Long-Term sim.

✅ Overlay & meta menutup celah event global.

Gas! Di bawah ini menu tree lengkap A–Z buat Auroria Football Manager—terstruktur, logis, dan sinkron sama AuroriaDB\_v1 + Economy\_v2 + Synergy + gaya UI steampunk–medieval–magicka. Gue bagi jadi: (A) Global Shell, (B) Struktur In-Career (inti gameplay), (C) Alur Matchday, (D) Layar Meta & Utilitas, (E) Overlay Sistem & Event, (F) Pemetaan ke DB.

# **A) Global Shell (selalu ada di semua layar)**

* Top Bar  
  + Tanggal & waktu musim • Saldo AC • Reputasi klub • Notifikasi (injury, sponsor, fairplay) • Next Match (klik → Pre-Match)
* Left Rail (Primary Nav)  
  + Squad • Tactics • Training • Medical • Scouting • Transfers • Academy • Finance • Club • Guild • Competitions • Calendar • News • Codex
* Right Rail (Context)  
  + News Ticker (Gazette) • Tips/Advisor • Context Actions (aksi cepat layar aktif)

# **B) Struktur In-Career (inti manajerial)**

## **1. Squad**

* Overview (Table): filter Pos/Umur/Rarity/Elem/Race
* Depth Chart (per posisi)
* Dynamics & Chemistry: relasi, mood, synergy graph
* Units: First Team • Reserves • Youth (U21/U19)
* Roles & Leadership: Kapten, wakil, mentor
* Player Profile (detail)  
  + Stats (Physical/Technical/Mental/Magicka)
  + Synergy Tags (Race, Element, Personality, Guild, Club/Nation)
  + Contract (wage AC, bonus, buyout)
  + Development (training focus, growth)
  + History (youth club, transfer log, milestones)

## **2. Tactics**

* Formation Board (isometric 2D): drag&drop
* Team Instructions  
  + Style: Possession/Press/Counter + Magicka Usage, Tech Reliance, Risk Overcast
* Roles & Duties per pemain
* Set Pieces: Attack/Defend (corner, free kick, rune-play)
* Synergy Planner: highlight aktif + rekomendasi kombinasi
* Save/Load Tactics (preset)

## **3. Training**

* Schedule Mingguan (tim) • Blocks (fisik/teknik/taktik/magicka)
* Individual Focus • Mentoring Groups
* Reports: workload, growth, burnout risk

## **4. Medical**

* Injury Center: diagnosis, ETA, risiko
* Recovery & Potions (jika disetujui etika guild)
* Load Management: threshold tampil/latihan
* Medical Staff: assignment & kualitas

## **5. Scouting & Recruitment**

* Assignments: region/nation/kompetisi/elemen/ras
* Shortlist • Reports (rating, PA, synergy fit)
* Knowledge Coverage Map (cakupan dunia)

## **6. Transfers & Market**

* Transfer Hub: target daftar & status
* Auction House: live bid, waktu gear-timer
* Loan Manager: masuk/keluar, % gaji
* Negotiation: wage/bonus/buyout/clauses
* Black Market (opsional, berdampak reputasi)
* History: keluar/masuk per musim

## **7. Academy (Youth)**

* Overview: level akademi, intake quota
* Youth Intake Event: batch pemain baru (portrait modular, rarity, snippet lore)
* Pathway: promosi, kontrak junior, mentor link
* Upgrades: Academy Level, Rune Coach, Gear Lab

## **8. Finance**

* Overview: balance, cashflow, wage vs revenue, FairPlay status
* Ledger (kategori: matchday, sponsor, merchandise, wages, tax, research, maintenance, dll)
* Budgets: wage/transfer (slider)
* Sponsors: aktif, syarat, bonus, side-effects
* Loans & Debts: jadwal, bunga
* Ticketing & Pricing: elastisitas, attendance forecast
* Stadium & Maintenance

## **9. Club (Manajemen Klub)**

* Vision & Objectives (board goals)
* Facilities: upgrade list (stadion, training ground, infirmary, akademi)
* Branding: crest editor, motto, kit designer (palette, rune trim)
* Fan Confidence: mood, segmentasi fans
* Staffing: rekrut pelatih/scout/medis

## **10. Guild Relations**

* Factions Standing: Arcane, Forge, Brewers, Royal, Airship, Media…
* Decrees & Ethics: larangan doping magicka, pajak khusus, event
* Favors & Quests: permintaan guild ↔ reward (AC/boost)
* Sanctions: denda/embargo/inspeksi

## **11. Competitions**

* League Table & Form • Rules & Registration
* Domestic Cup • Continental Cups
* Fixture List (klub & global)
* Top Players/Stats liga

## **12. Calendar**

* Month/Week View: fixture, latihan, deadline, festival, decree
* Key Milestones: youth intake, transfer window, audit fairplay

## **13. News (Inbox)**

* Gazette Feed: artikel, rumor transfer, sponsor deal, perang/festival
* Press Interaction: jawaban media, dampak morale/reputasi

## **14. Codex (Lore & Rules)**

* Nations • Clubs • Synergy (rules YAML) • Guilds
* Economy (AC, fairplay, inflasi) • Magitek (gear & rune)
* Unlock progresif (fog → reveal)

## **15. Analytics**

* Team Analytics: xG, shot map, pressing map
* Player Analytics: radar, growth curve
* Match Analysis: heatmap, pass network, synergy impact

# **C) Alur Matchday (end-to-end)**

## **1. Pre-Match**

* Scout Report (kekuatan lawan, cuaca, rune interference)
* Line-up & Bench • Team Talk
* Opponent Instructions (marking, press, anti-spell)
* Set Piece Check • Tactical Preset

## **2. Kickoff (Match HUD 2.5D)**

* Scoreboard (gear digital) • Timer • Cuaca
* Bars: stamina (tabung uap), mana (kristal)
* Synergy Lines aktif (glow warna elemen)
* Spell Slots (cooldown) • Tactical Shouts
* Pause Menu: subs, tweak instruksi, replay cepat

## **3. Post-Match**

* Result & MVP • Synergy Performance Recap
* Stats (possession, shots, fouls, xG) • Heatmaps
* Awards/XP • Injury & Suspension Report
* Media Reactions & Board Feedback

# **D) Layar Meta & Utilitas**

## **1. Main Menu (Title)**

* New Career • Load/Continue • Quick Match (opsional)
* Auroria Codex • Options • Credits/Exit

## **2. Options**

* Gameplay: kesulitan, house rules (aktifkan/disable Black Market, hard FairPlay)
* Graphics: resolusi, Rune Glow, Particles
* Audio: musik, efek uap, crowd
* Accessibility: font besar, color-blind, contrast, reduce VFX
* Controls: keybind • input
* Language: common ↔ rune script
* Data & Privacy: autosave, export
* Mods (opsional): paket aset, ruleset

## **3. Save/Load**

* Slots, autosave, cloud (opsional)

## **4. Media & Replay**

* Replay Theater, highlight save
* Photo Mode (frame steampunk)

# **E) Overlay Sistem & Event (global)**

* Transfer Notification (bid masuk/ditolak)
* Key Synergy Trigger (in-match cut-in)
* Injury Popup (severity, rekomendasi subs)
* Sponsor Demand/Decree Guild (accept/decline → konsekuensi)
* FairPlay Warning (rasio wage/revenue, loss limit)
* Festival/War/Crisis (modifier ekonomi/attendance)
* Youth Intake Arrived (review & kontrak)
* Board Confidence Drop/Boost

# **F) Pemetaan UI → Data (hook ke schema)**

* Squad / Player Profile → player.schema.json:  
    
   attributes.\*, affinity.element, personality, synergy\_tags, potential, history.\*
* Tactics → synergy\_rules.yaml + tags pemain; simpan preset taktik (custom JSON)
* Training → per-player plan (store di players.training\_plan custom field / table terpisah)
* Medical → status injury (runtime table medical\_events)
* Scouting → records: candidates (generated dari mass seed + filter)
* Transfers → contracts.seed.yaml (format) + runtime transfer\_offers
* Academy → generator youth (pakai name\_pools.yaml, distribusi nation/club)
* Finance → club\_finance.schema.json, transaction.schema.json, sponsor.schema.json, finance\_rules.yaml, economy\_config.yaml
* Club/Facilities → club.schema.json (+ table facilities runtime)
* Guild → table guild\_standing, decrees (rule modifiers)
* Competitions → table fixtures, tables, competition\_rules
* Calendar/News/Codex → event feed + nations.yaml, clubs.yaml, synergy\_rules.yaml, ALGORITHMS.md (referensi ekonomi)

## **Rute/State (saran naming untuk implementasi)**

* /title • /career/new • /career/home
* /career/squad • /career/squad/profile/:playerId
* /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 (cek kelengkapan alur)**

1. Build tim cepat: Squad → Tactics → Training → Pre-Match → Match → Post-Match → News → Calendar.
2. Rekrut pemain: Scouting → Shortlist → Transfers (Auction/Negotiation) → Finance (budget) → Squad.
3. Krisis finansial: Finance (Ledger/Budget) → Sponsors/Loans → Guild Decree → Ticketing → Audit FairPlay.
4. Pengembangan youth: Academy (Upgrades) → Youth Intake → Contracts Junior → Mentoring/Training → Debut.
5. Synergy fokus: Tactics (Synergy Planner) → Squad (Dynamics) → Match (Trigger Lines) → Post-Match (Synergy Recap).

Semua node inti saling terhubung dan menutup semua kebutuhan: manajerial, ekonomi, taktik, naratif, dan visual—tanpa ada alur tercecer

Siap! Kita pivot ke match text-based tapi tetap “hidup” dan sinkron sama DB + rules yang sudah kita bangun. Di bawah ini gue kasih desain lengkap A–Z: layout UI, event model, grammar komentar, mini-pitch, action box, statistik, status pemain, dan hook ke engine\_config.yaml + spells.yaml + synergy\_mappings.yaml—jadi langsung bisa diimplementasi di web (Next.js/Vercel) atau CLI.

# **⚔️ Match UI — Text-Based + Mini-Pitch (Final Spec)**

## **1) Tata letak layar (desktop 16:9)**

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│ [Scoreboard] AEV 1–0 GHV 67:12 Weather: NightFog Ref: Strict │

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│ Mini Pitch │ Live Commentary │ Action Box │

│ (12×8 grid) │ • 67:10 AEV in control at RW flank… │ Possession: AEV │

│ │ • Elf winger curls a cross (GALE…) │ Zone: R-Wide │

│ · zones │ • Orc ST rises — header! SAVED! │ Intent: Cross │

│ · ball pos │ • Ref stops play: foul on GK (yellow) │ Next odds: │

│ · last path │ │ - Cross 42% │

│ │ (Pinned “Key Moment” when goals/cards) │ - Short pass 31% │

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│ Team Sheets & Status

│ AEV (4-3-3) STAM MANA COND Notes | GHV (3-5-2) STAM MANA …

│ 9 Gorn (Orc) 54% 18% 94% Booked | 1 K-12 (Auto) 62% 12%

│ 7 Elyra (Elf) 61% 36% 97% Hot | 5 Bragg 58% 08%

│ …

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│ Match Stats (live) │ Timeline (events)

│ Possession AEV 57% │ 12’ Foul (AEV) • 26’ SAVE (GHV) • 33’ GOAL…

│ Shots 11–7 xG 1.24–0.85 │ 45’ YEL (AEV) • 52’ Sub (GHV) • 64’ Spell…

│ Pass% 81–75 Duels 46–39 │

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[Speed: ▮▮▮▯▯] [Pause] [Make Sub] [Shouts] [Tactics] [Spells] [Replays]

Rasional:

* Live Commentary jadi bintang utama (narasi intens).
* Mini Pitch memberi konteks posisi bola, zona, dan jalur terakhir (tanpa animasi berat).
* Action Box menampilkan niat aksi & peluang (membuat “manajer” paham taktik).
* Team Sheets menampilkan Stamina/Mana/Condition/Morale & Notes (injury/booked/hot/cold).
* Stats+Timeline untuk kontrol makro.

## **2) Mini-Pitch (12×8 grid) & Zona**

* Pitch 105×68m dipetakan ke grid 12×8:  
  + X: L-Deep, L-Mid, L-Wide, C-Def, C-MidL, C-MidR, C-Atk, R-Wide, R-Mid, R-Deep…
  + Y: Top → Bottom (sesuai orientasi kamera).
* Simbol:  
  + ● bola, — jejak passing terakhir (2 segmen), ▲ pemain pemilik bola.
  + Ikon kecil untuk “rival dekat” (x) dan “target umpan” (o) di sekitar bola.
* Warna/teks:  
  + Highlight zona aktif di Action Box (mis. “Zone: R-Wide”).

Contoh ASCII singkat:

| . . . . . . . . . . . . |

| . . . . . . . . . . . . |

| . . . . . . . o . . . . |

| . . . . — — ● ▲ . . . . |

| . . . . . . . x . . . . |

| . . . . . . . . . . . . |

| . . . . . . . . . . . . |

| . . . . . . . . . . . . |

## **3) Action Box (niat & peluang)**

* Possession (tim/zone).
* Intent (Pass short/long/through • Cross • Dribble • Shoot • Hold • Spell • Clear).
* Next odds (% probabilitas 2–4 opsi teratas).
* Context tags: Pressure: High, Fatigue: Medium, Synergy: Active (Gale Cross), Weather: Rain.
* Manager Actions (btn kecil): Shouts, Focus flank, Slow tempo, Time waste (tergantung taktik).

Tujuan: bikin text-based terasa “terbuka”—pemain paham kenapa engine memilih aksi.

## **4) Live Commentary (grammar & tone)**

* Tempo: 6–12 baris per menit realtime (variable; dipengaruhi Speed).
* Grammar unit (template) — contoh:  
  + Build-up:  
      
     [{time}] {team} {verb build-up} di {zone}: {player} → {receiver} ({pass\_type})
  + Duel:  
      
     [{time}] Duel! {attacker} menantang {defender} ({duel\_type}) — {result}
  + Spell:  
      
     [{time}] {player} melepaskan {spell\_id} — {effect\_text}
  + Foul/Card:  
      
     [{time}] Pelanggaran oleh {player} ({type}); {ref\_strictness} → {card}
  + Chance/Goal:  
      
     [{time}] {crosser} melepas umpan {curve/power}; {striker} menyundul—GOAL! xG {xg:.2f}

Style: to the point, dengan bumbu steampunk-magicka (gear, rune, aura) di momen spesial.

## **5) Statistik & Timeline (live)**

* Stats inti: Possession %, Shots (OT), xG, Pass %, Duels won, Interceptions, Fouls, Cards, Offsides, Corners.
* Magicka: Spells cast (by type), Successful spells %, Backlash count.
* Synergy: Triggers count, Expected impact (e.g., +0.07 xG total).
* Timeline: daftar event penting (goal, card, sub, spell, injury).

## **6) Team Sheets & Status Pemain**

Kolom per pemain:

* STAM (stamina), MANA, COND (kondisi/kebugaran), MOR (morale).
* Notes: Booked, Injured, Hot (form), Cold (poor).
* Hover/click → stat detail + history singkat.

Progress bar text:

* Stamina/Mana = ██████░░ (10 pips), warna/teks aman untuk color-blind.

## **7) Kecepatan, Pause, & Control**

* Speed: 1× • 2× • 4× (menentukan frekuensi komentar yang ditayangkan).
* Pause (spasi), Quick Sub, Quick Shout, Quick Tactics, Quick Spells.
* Key Moments mode (opsional): hanya render serangan bernilai xG > 0.05, kartu, spell besar.

## **8) Model Event (API) — ringkas & siap kode**

### **8.1 Live state (poll tiap 250–500ms)**

{

"clock\_s": 4032.1,

"phase": "live", // pre, live, halftime, post

"score": {"home":1,"away":0},

"possession": {"team":"AEV","pct\_last5m":0.61,"zone":"R-Wide"},

"ball": {"grid":[7,3],"owner":"ply\_aev\_07","last\_path":[[6,3],[7,3]]},

"intent": {"type":"cross","odds":[["cross",0.42],["short\_pass",0.31],["dribble",0.18],["shoot",0.09]]},

"synergy\_active": ["syn\_elem\_fire\_wind"],

"weather":"NightFog"

}

### **8.2 Commentary event**

{

"type":"commentary",

"time\_s":4032.6,

"text":"67:12 AEV mengalir di sisi kanan; Elyra (Elf) melepas Gale Cross!",

"tags":["build","cross","synergy","wind","fire"]

}

### **8.3 Key events (goal/foul/spell)**

{"type":"goal","time\_s":4033.1,"player":"ply\_aev\_09","assist":"ply\_aev\_07","xg":0.27}

{"type":"foul","time\_s":3888.7,"by":"ply\_ghv\_05","card":"yellow","reason":"late\_tackle"}

{"type":"spell","time\_s":3570.0,"player":"ply\_aev\_01","spell\_id":"LIGHT\_SHIELD","result":"applied"}

Semua ini selaras sama match\_events\_spec.json yang udah gue kasih di paket ZIP.

## **9) Algoritma → Text (pemetaan cepat)**

* Engine tetap menghitung aksi (pass/dribble/shot) pakai formula yang sudah kita definisikan.
* Renderer UI text hanya:  
  1. Mengonversi state + events → template komentar (dengan lokaliasi ID/EN).
  2. Mengupdate mini-pitch grid + action box (probabilitas dari engine).
  3. Mengagregasi stats (server → client) setiap n ticks.

Hook penting:

* synergy\_mappings.yaml → memunculkan tag “Synergy Active” di Action Box + kalimat khusus.
* spells.yaml → memunculkan frasa: “Light Shield aktif 4s — aura emas menyalakan gauntlet kiper.”

## **10) Contoh 1 menit play-by-play (ringkas)**

66:31 AEV merangkai serangan di C-MidR — Elyra (Elf) mencari ruang.

66:38 Umpan terobosan! Gorn (Orc) lepas dari kawalan — duel dengan Bragg!

66:40 Bragg menekel… Elyra aktifkan WIND\_DASH — lolos!

66:44 Elyra kirim Gale Cross (synergy Fire+Wind) — Gorn menyundul!

66:45 SAVE! K-12 (Automaton) menepis; bola liar di R-Wide.

66:52 Tekanan berlanjut; Elyra dilanggar — kartu kuning untuk Bragg.

67:10 Sepak bebas cepat; Elyra tarik ke tengah… Gorn first-time… GOOOAAAL! xG 0.27

## **11) Komponen UI (web) — rekomendasi implementasi**

* <MiniPitchGrid />  
    
   Props: gridWidth=12, gridHeight=8, ball, lastPath, zone  
    
   Render: <table>/<canvas>; highlight sel zona.
* <ActionBox />  
    
   Props: possession, zone, intent, odds[], tags[], managerActions.
* <CommentaryFeed /> (virtualized list)  
    
   Props: events[], sticky “Key Moments”.
* <TeamSheet />  
    
   Props: players[] {stam,mana,cond,morale,notes}; pips bar ASCII/UI.
* <StatsPanel />  
    
   Props: agregat; update tiap 2–5 detik.
* <Timeline />  
    
   Props: keyEvents[].

Aksesibilitas:

* Warna + ikon untuk buta warna; semua info penting punya padanan teks.
* Toggle “Reduce VFX language” (komentar lebih datar, tanpa istilah magicka berlebihan).

## **12) Integrasi dengan Configs yang sudah ada**

* engine\_config.yaml → clock, physics, rng, telemetry.
* spells.yaml → label & efek yang diterjemahkan ke komentar & tag.
* synergy\_mappings.yaml → menyalakan badge “Synergy Active” + frasa khusus.
* fouls\_injuries.yaml → frekuensi foul/injury di komentar.
* weather.yaml → friksi pitch & frasa “NightFog”, “Storm”.
* difficulty.yaml → intensitas komentar (lebih banyak duel pada “legend”).

## **13) DoD (Definition of Done) untuk “Text Match”**

1. Feed & Mini-Pitch sinkron per 250–500 ms.
2. Action Box selalu tampilkan 2–4 opsi teratas & tag situasi.
3. Stats konsisten dengan event feed (shots/xG/duel).
4. Team Sheets update stamina/mana/condition real-time.
5. Pause/Speed responsif; “Key Moments” mode berfungsi.
6. A11y: keyboard navigasi & pembaca layar OK.

## **14) Quick Pseudocode (server tick → UI)**

// server tick (100ms)

state = simulateTick(state, dt);

// build UI snapshot

const ui = {

clock\_s: state.clock,

score: state.score,

possession: getPossession(state),

ball: projectToGrid(state.ball, 12, 8),

intent: topIntents(state, 4),

synergy\_active: activeSynergies(state),

weather: state.weather,

stats: aggregateStats(state),

new\_events: drainEventBuffer() // commentary, goals, fouls, spells

};

// push to client via SSE/WebSocket

# **🚀 Penutup / Next**

* Dengan spesifikasi ini, engine tetap deterministik & kuat, sementara UI hemat performa, jelas, dan cinematic secara bahasa.
* Kalau lo setuju, gue bisa:  
  + “Gas Mock UI Komentar”: komponen React untuk MiniPitchGrid + ActionBox + Feed.
  + “Gas Template Bahasa”: file JSON i18n untuk kalimat komentar (ID/EN).
  + “Gas Sample Feed Generator”: skrip yang membaca Auroria\_MatchEngine\_AI\_Configs dan memuntahkan 5 menit simulasi dummy untuk dev front-end.

Mau lanjut yang mana dulu?

🔥 set! biar simulasi bisa langsung jalan sambil aset gambar dilengkapi pelan-pelan dan UI match naik kelas ke full text-grafis, gue siapin paket starter yang udah bisa lo jalankan sekarang:

1) Starter ZIP (siap pakai)

* Auroria\_TextMatch\_Simulator\_Starter.zip  
  + standalone/ → index.html + sim.js: tinggal buka di browser → jalan (text-based + mini-pitch grid 12×8, commentary, action box, stats, team sheet bar).
  + next-app-snippets/ → komponen React/TS (MiniPitchGrid, ActionBox, CommentaryFeed, StatsPanel) + tipe dasar (lib/types.ts) buat integrasi ke proyek Next.js (Vercel) lo.
  + README.txt → cara pakai & langkah lanjutan.

2) Cara cepat ngetes simulasi (tanpa setup proyek)

* Ekstrak ZIP → buka standalone/index.html → klik-klik kontrol (Speed, Pause, Shouts).
* Yang udah ada:  
  + Live commentary Bahasa Indonesia.
  + Mini-Pitch 12×8 (bola, jejak last pass, owner marker).
  + Action Box (possession/zone + probabilitas aksi: pass/dribble/cross/shoot).
  + Stats (Possession, Shots, xG, Pass%).
  + Team sheets dengan bar STAM/MANA/COND.
  + Synergy tag contoh (Fire+Wind ⇒ Gale Cross buff).
  + Weather & Ref efek ringan (NightFog ngurangin shoot odds).

3) Integrasi ke Next.js (Vercel)

* Copy next-app-snippets/components/\* dan next-app-snippets/lib/types.ts ke project lo.
* Buat page /app/match/page.tsx (App Router) dan porting logic dari standalone/sim.js ke TS client component.
* Taruh CSS dasar (grid pitch, cards) ke globals.css.
* Opsi arsitektur:  
  + Client-side sim (paling simple, deterministik via seed).
  + Server-driven sim (SSE/WebSocket) nanti kalau butuh fairness/anti-cheat.

4) Roadmap upgrade → “full text-grafis” (iteratif, aman tanpa nunggu aset)

* Sprint A (MVP live):  
  + Port sim.js ke TS (/lib/engine/sim.ts), state tick 10Hz, render per 250–500ms.
  + Tambah Key Moments filter (xG threshold / events: goal/card/spell).
  + Persist seed per match; telemetry event log (JSONL in-memory).
* Sprint B (Depth & Feel):  
  + Masukkan hook spells.yaml dan synergy\_mappings.yaml (dari paket configs lo) → Action Box + commentary tag otomatis.
  + Tambah Foul/Card/Injury event real-time sesuai fouls\_injuries.yaml.
  + Stats lengkap (duel, interception, corners, offside).
* Sprint C (Manager Control):  
  + Shouts (press/slow/focus flank) memodulasi intent odds.
  + Quick Subs + Tactical tweak (ganti slider live).
  + Key timeline pin + replay teks ±5 event terakhir.
* Sprint D (Polish & A11y):  
  + Grammar i18n (ID/EN) + tone steampunk-magicka variatif.
  + High-contrast mode, font scaling, pip bars aksesibel.
  + Perf: virtualized feed, lazy update stats, 60fps UI.

5) Sinkron dengan paket design & configs yang udah kita buat

* Auroria\_MatchEngine\_AI\_Configs.zip (sebelumnya) → tinggal wire:  
  + engine\_config.yaml → clock/physics/telemetry.
  + spells.yaml → label & efek ke komentar dan Action Box tags.
  + synergy\_mappings.yaml → aktifkan badge “Synergy Active” + buff kalkulasi odds/xG.
  + fouls\_injuries.yaml & weather.yaml → frekuensi event & penalti/bonus.
  + difficulty.yaml → intensitas komentar & noise AI.

6) Next steps yang gue saranin (langsung actionable)

* Mau gue masukin komponen Next.js full page (/app/match/page.tsx + /lib/engine/sim.ts) ke dalam ZIP ini biar tinggal drop-in ke repo lo?
* Atau gue bikin SSE server route (/api/match/stream) untuk long-run sim yang tahan refresh (state di server memori/local KV), tinggal deploy ke Vercel?

Lo pilih jalur A (client-only cepat) atau B (server SSE).

Begitu lo bilang, gue langsung drop paket kode lengkap siap tempel ke project Next.js lo.