

Project Mini-Mek UI Mockups

Let's start by looking at some screenshots of the original MekHQ UI. First, here's the screen that shows the list of pilots, and the details for the currently selected pilot:

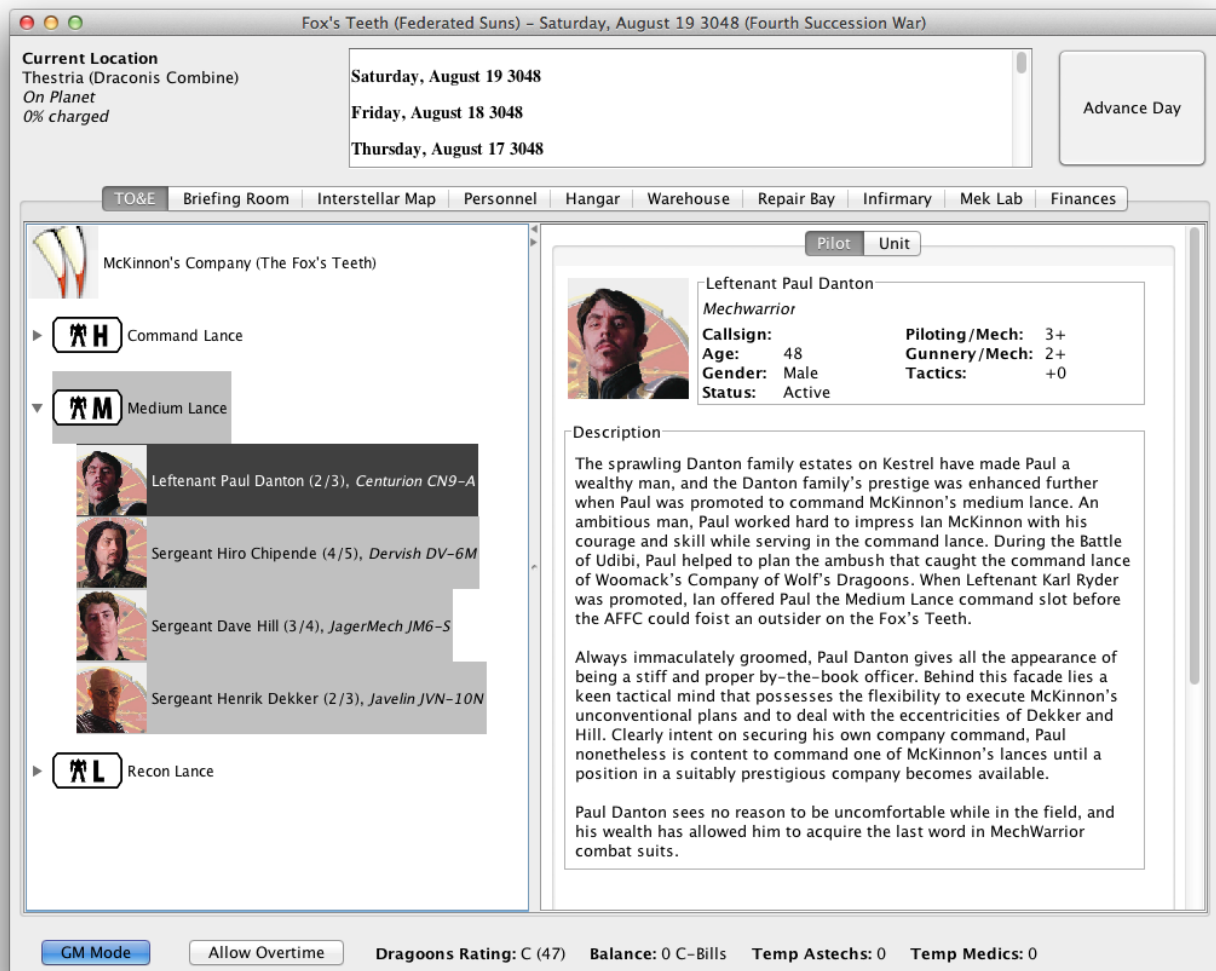
The screenshot displays the MekHQ interface for the 'Flaming Devil Monkeys (Mercenary)' unit on Monday, February 20, 3071 (Jihad). The top menu bar includes File, Manage, Marketplace, and Help. The main window is divided into several sections:

- Current Location:** Chamdo (Capellan Confederation), On Planet, 0% charged.
- Personnel Log:** A list of recent additions to the roster, including Xavier Kanavos, Varol MacIan, Wade Kolokotronis, Declan Lindberg, Robert Gatzidouis, and Dimitre Statstick.
- Personnel Type:** Active Personnel, View: General.
- Personnel List Table:** A table listing all personnel with columns for Rank, Name, Skill Level, Role, Unit Assignment, Force, Deployed, Hits, and XP. The table is sorted by Rank, showing Commander Taharqa Bane at the top and Sergeant Amelia Akida at the bottom.
- Pilot Details Panel:** A detailed view of Sergeant Beatrix James, a Mechwarrior. It includes her portrait, a description of her background (a native of the former St. Ives Compact), her skills (Piloting/Mech: 4+, Gunnery/Mech: 3+, Small Arms: 5+, Edge: 1), and a list of her kills, including a War Dog WR-DG-03FC and an Axman AXM-1N.

The bottom status bar shows GM Mode, Allow Overtime, Dragons Rating: A* (187), Balance: 280,832,230 C-Bills, Temp Astechs: 0, and Temp Medics: 0.

MekHQ Pilots List and Details Screen

Next, the “Unit Table of Organization” section, showing the various sub-units in a tree structure, and again with a details section on the right:



MekHQ Unit Table of Organization Tree Screen

This gives us a general idea of the UI layout we want: a tab bar across the top, with most of the tab panes containing a list of some kind on the left, and a details box for the currently selected item on the right.

Here's some rough mockups of what our UI might look like. First, the "Unit Info" screen, with the basic description attributes for the fictional military unit we're editing:

Project Mini-Mek

Unit Info

Pilots

Mechs

Unit Organization

Unit Name:
Affiliation:
Icon:
Color:

Project Mini-Mek: Unit Info Screen Mockup

Second, the “Pilots” screen, which lists the pilots assigned to the unit:

Project Mini-Mek

Unit Info

Pilots

Mechs

Unit Organization

Name	Rank	Age	Skills	Mech
Natasha Kerensky	Commander	34	2/3	WHM-6R
Jaime Wolf	Colonel	42	2/2	ARC-2R

Name:
Rank:
Age:
Gunnery:
Piloting:
Mech:

Project Mini-Mek: Pilots Screen Mockup

Third, the “Mechs” screen, which lists the BattleMechs assigned to the unit:

Project Mini-Mek

Unit InfoPilotsMechsUnit Organization

ID	Name	Model	Weight	Class
1	Warhammer	WHM-6R	70	Heavy
2	Archer	ARC-2R	70	Heavy
3	Shadow Hawk	SHD-2H	55	Medium

Name:

Model:

Weight:

Class:

Project Mini-Mek: Mechs Screen Mockup

And finally, the “Unit Table of Organization” screen, which shows the “lance” groups each pilot+mech are assigned to:

Project Mini-Mek

Unit InfoPilotsMechsUnit Organization

Black Widow Company

Alpha Lance

Beta Lance

Commander Natasha Kerensky (WHM-6R)

Gamma Lance

Beta Lance

Commander Natasha Kerensky (WHM-6R) - 1600 BV

Total BV: 1600

Project Mini-Mek: Unit Table of Organization Screen Mockup

We’ll use these mockups to guide the development of the ***Project Mini-Mek***

