

# UI Needs

## HUD

- Clock/timer
  - Runs the duration of the match.
  - Counts up showing time elapsed
  - Included in the AAR
  - Assets
- Money
  - Shows the current total of money the player has
  - Included in the AAR
  - Assets
- Energy
  - Shows the current total of energy the player has
  - Included in the AAR
  - Assets
- HUB
  - Provides quick access to the following game actions.
    - Attack
    - Show Grid
    - Communications On/Off
    - Options
  - Assets

## GUI Actions

- Build Structure
  - Creates a unit on the map in the selected grid space
    - Build Missile
    - Build Radar
    - Build AA
    - Build Special
    - Build Mech

- Build Supply Depot
  - Build Gun Turret
  - Build Energy Plant
  - Build Mines
  - Build Factory
  - Build Dummy Base
  - Build Dummy Unit
- Unit Options
    - Modifications to a unit that is fully constructed on the map and operational
      - Upgrade
      - Deconstruct
      - Outfit Mech
- Misc
    - Bulldoze
      - Removes a destroyed unit
      - Repairs land that has been razed
      - Removes Trees and Civilian structures
    - Attack
      - Commences an attack on the enemy. Takes the player to the Attack Screen.
    - Show Grid
      - Overlays a grid on the map
    - Communications On/Off
      - Turns on/off voip

## GUI Elements

### HUB

This is a GUI element where some of the in-game actions are docked. It is placed in the top-center of the screen for easy access from righties and lefties. In this HUB are found the following menu buttons:

- Attack
  - Enables the Attack command screen. See Attack Command Screen for specifics.
  - Assets
- Show Grid
  - Overlays a grid on top of the terrain
  - Assets
- Communications On/Off
  - Assets

- Options
  - Opens the pause menu. See Pause Menu for specifics.
  - Assets

## GUI Context

Some GUI actions are context sensitive. For example, clicking on the terrain will open a different menu than clicking on a unit.

- Terrain Context Actions
  - Build Structures
    - See Build Structures for specifics
    - Assets
  - Bulldoze
    - See Bulldoze for specifics
    - Assets
- Unit Context Actions
  - Upgrade
    - Assets
  - Deconstruct
    - Assets
  - Outfit Mech
    - Opens the Outfit Mech UI. See Outfit Mech UI for specifics.
    - Assets

## GUI Breakdown

This section outlines the different HUD elements and breaks down their function, placement and assets.

### HUB

- Attack
  - Full screen HUD element
  - Layout

- Top menu bar – Displays statistics
  - Missile number
    - Missile text
    - Missile Icon
  - Mech number
    - Mech Text
    - Mech Icon
  - Energy used amount
    - Energy Text
    - Energy integer Text
  - Launch
    - Button
    - Button Text
    - Light
    - Light Text
  - Abort
    - Button
    - Button Text
    - Light
- Map area – Displays revealed areas of the enemy island
  - Grid
  - Top Down map of the island
    - 2d or 3d
  - Water
    - 2d or 3d
  - Icons for Structures
    - 10 icons
  - Icons for targeted areas
    - Missile target
    - Mech target area
  - Other
    - Background

- Borders
- Decorative elements