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01. Survival Navigation Mechanic UI Overview

Map views in Heartlink deploy a combination of futuristic technology and post apocalyptic scarcity. There are advanced looking overlays with miscellaneous items like scrap, medical supplies, etc. overlaid on top of these views to give it a somewhat messy feeling.

01a. Design Keywords

Futuristic
Glitchy
Run-down
Messy

02. Local Map/Sectors Overview

The local map is a UI view in Heartlink that displays **travelable locations** within a **sector**. The view has the **map image asset**, which is the central component of the local map. The **map image asset** is the base image for the map and its locations and will be developed by a team artist in collaboration with the UI designer. The local map contains several widgets, like the **resource consumption preview widget**, which allow the player to view travel cost and risk information. Each local map object contains **location widgets**, which appear when a player clicks on a location. This widget displays a brief exposition text about the location. It also displays the player's **knowledge rank** of that area. **Knowledge rank** is represented on a scale of 1-5 stars, which are transparent but fill in as the player ranks up. Finally, the location widget displays a **risk assessment** section. The **risk assessment section** displays the **percent chance of being ambushed per day** when traveling to that destination. It also displays the **level of threat presented by that risk**, represented in scale from a **green flag** to a **black flag** (green, yellow, red, black). A functionally similar component of the **location widget** is the **risk assessment forecast component**.

This component is placed in the upper right corner of each location and provides the player with information regarding the risk of traversing that location over the course of a few days. Each day is represented by a **risk arrow** that can be **green, yellow,** or **red**. These arrows stack on top of each other– the top arrow representing the first day's risk level and the last day represented by the bottom. If a location is inhabited by peaceful humans, the location widget will display it as **settled**. If nefarious beings dwell there the location widget will display it as **hostile**. If the location is **settled**, it engages in trade and the widget displays an **in-demand** resource as well as a **surplus** resource. If it is **hostile** the location will have a **scavengable travel resource** and a **scavengable tradable resource**. Lastly, the **location information widget** displays the number of special **discoveries** that are in a location. **Discoveries** are unearthed when the player attempts to **scavenge** during the **before nightfall** phase while camping at a location. **Discoveries** are marked by semi-transparent **treasure graphics** that are filled in as the player unearths them. A location can have **1-3 special discoveries**.

Because there are multiple local maps in the game, locations cannot be statically accounted for in the local map view. Therefore, the UI design should **utilize an overlay** approach to applying graphics like the **risk assessment forecast component**. The designer should load one of the **map image assets** into Figma and overlay graphics as necessary.

02a. Local Map Widgets

02ai. Location Information Widget

- Name
- Scenic art asset
- Brief text description
- Knowledge mechanic info
    - Current rank (1-5 stars, **star graphic**)
    - Progress to next rank (**progress bar**)
    - Current passive benefits
        - Avoid ambush (percentage)
        - Scavenge success (percentage)
        - Resource savings (fuel, water, food)
- Hostile or Settled
    - If settled show **in-demand** and **surplus** resources (**text** and **resource graphic**)
    - If settled display if it is a **sector transit hub** or not
    - If hostile show **surplus scavanageable travel resource** (fuel, water, food)
    - If hostile show **surplus scavengable tradable resource**(scrap metal, cloth, computer parts)
- Number of discoveries
    - Transparent **discovery graphic** that fills when discovered by the player

02aii. Route Location Component

The Route Location Component displays information about the costs and risks associated with traveling from one location to an adjacent one.

02aii. Resource Consumption Preview

The Resource Consumption Preview gives players a brief preview of the costs and risks associated with the route the player has selected. It updates as the player plans out their route

- Fuel Progress Bar
- Water Progress Bar
- Food Progress Bar
- Chance of Ambush Percentage
- Ambush Danger Level
- Disembark Button

02aiii. Travel Confirmation Overview

The travel confirmation overview is an overlaid widget that appears when a player selects the disembark button from the resource consumption preview widget. It provides a more detailed

look at the costs and risks associated with the route the player has selected.

- Fuel (Before travel current/max and after travel current/max)
- Water (Current/Max)
- Food (Current/Max)
- Chance of Ambush Percentage
- Ambush Danger Level
- Travel Time (Days)
- Confirm Button
- Cancel Button

02aiv. Links to Other Views

The Local Map links to other views via a banner at the top of the view. It links to these other views.

- World Map View
- Party View

03. World Map Overview

The world map is a UI view in Heartlink that **sets the scale of the game world in the player's mind**, lets the player **view local maps they have discovered,** and allows the player to **travel between sectors**. It differs from the local map in that players cannot plan routes on it unless they are traveling **between local maps**. To put it plainly, players use the **local map**

to travel between locations in a sector and the **world map** to travel between sectors. A player can only travel between sectors if they are at a **sector transit hub** on the local map. A **sector transit hub** is an **attribute of a location on a local map**.

The world map **treats sectors in the same way the local map treats locations**, with the key difference being that the player can only travel from one sector to another if **the sectors are connected by a sector transit hub** *and* **the player is currently at that transit hub**. Traveling between sectors is often a **long journey** that consumes **high levels of resources** and incurs **high risk of ambush**. Because of this, a widget similar to the local map's **location confirmation overview widget** is used to display that information to the player.

03a. Layers

Layers in the world map represent the various under and above ground areas of Heartlink.There are **five layers** in total. **The first layer represents the wasteland surface**, **the next three are underground layers**, and the last is a **sky layer**. The **layer selection widget** allows the player to switch between layer views and is **initially hidden from the player until they unlock the first underground layer**. Layer views are progressively added to the layer widget component as they are discovered by the player. Traveling between layers requires the player to be at a **layer transit hub. Like sector transit hubs, layer transit hubs** are an attribute of a location. Traveling between layers **does not**

consume resources or incur risk. The player can use this to their advantage to **reduce travel costs** and **plan favorable trade routes**.

03b. World Map Widgets

03bi. Sector Information Widget

This widget displays basic information regarding a sector. It appears when a player selects a sector on the map.

- Name
- Scenic art asset
- Brief text description

03bii. Layer Selection Widget

Facilitates the ability to switch between layer views. This widget is added to the world map view when the player unlocks the first underground layer.

- Layer Name Button Container
- Layer Name Buttons (5 buttons total, displayed upon unlock)