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## 01. Combat UI Overview

The Combat UI is a series of menus and views that overlays the game viewport. It facilitates combat and shows the players the information they need to make decisions during battle. It includes displays such as **unit information views** and **action views**.

The Combat UI uses a style different from the paper and ink feel of the navigation system. They are organized, futuristic, and embody the game's scifi aesthetic.. By obtaining the Heartlink, the party casts off the weakness of humanity and embraces the power of technology. The Combat UI reflects this transformation.

## 01a. Design Keywords

Technology

Hologram

Flow

Advanced

## 02. Action Widgets

Action widgets are menus that appear when the player makes a move with one of their party members. After clicking on a player unit and selecting a tile to move to, action widgets appear and facilitate the action the player will take. This action could be using an item, attacking an enemy, using a skill, or simply waiting. Some actions have multiple action widgets associated with them,

while others have only one. Some actions create **unit view** or **combat preview** widgets.

## 02a. Unit Action Menu

The Unit Action Menu appears after a player moves their character to a tile, **occupying it**. It displays all actions the unit can take at that tile. All of its contents are buttons. These buttons hide themselves when **attacking** or **talking** are not possible on the **newly occupied tile**, so the designer should keep in mind that this menu can display anywhere from 3-5 buttons.

- Attack
- Skill
- Item
- Talk
- Wait

## 02b. Attack Target Menu

The Attack Target Menu is a widget that allows the player to select which target to attack. It appears after selecting attack from the **unit action menu**. It could be a list of buttons of enemy names, or an arrow graphic that points to a name among a list of attackable enemies.

- List of Enemy Names

## 02c. Damage Calculation Preview

The Damage Calculation Preview shows the player what the result of an attack will be. The player can then choose to perform the attack using this widget's attack button.

- Target Name
- Target Portrait
- Target Unit Type (Organic, Synthetic, Hybrid)
- Attack Type Bonus/Resistance (Bonus or resistance + Damage Bonus)
- Damage (DMG)
- Hit Chance (%)
- Health Progress Bar
  - Health Values (Current/Max)

- Shield Progress Bar
  - Shield Values (Current/Max)
- Attack Button
- Cancel Button

### 03c. Battle Options Menu

The player action menu contains buttons that link to actions the player can take that are not directly related to commanding the party around the map. The player action menu is accessed by pressing the enter key while the player is in a combat scenario. Each action has an accompanying view except for the End Turn action.

#### Link Command View

#### Unit Overview

The **unit view** displays various important information about an enemy or allied unit. This view is accessed by **scrolling over a unit**.

#### Unit view UI Elements

1. Name
2. Portrait
3. Level
4. Health/Shield/Mana bars with current/max values displayed
5. Buff icons

## Detailed Unit View

Like the unit view, the **detailed unit view** also displays information about a unit, although this view is **accessed by right clicking a unit** instead of scrolling over them. It also contains significantly more information about the unit.

1. All elements of the unit view
2. Unit stats
  - a. Attack Power (ATK)
  - b. Dexterity (DEX)
  - c. Agility (AGI)
  - d. Defense (DEF)
  - e. Connection (CON)
  - f. Move Speed (MOV)
3. Held Items (4 slots)
  - a. Item Name
  - b. Item Art Asset
  - c. Item Description
4. Equipment
  - a. Weapon
  - b. Accessories (2 slots)

## Player Action Menu UI Elements

1. Objective
2. Units
3. Link
4. Options
5. End Turn