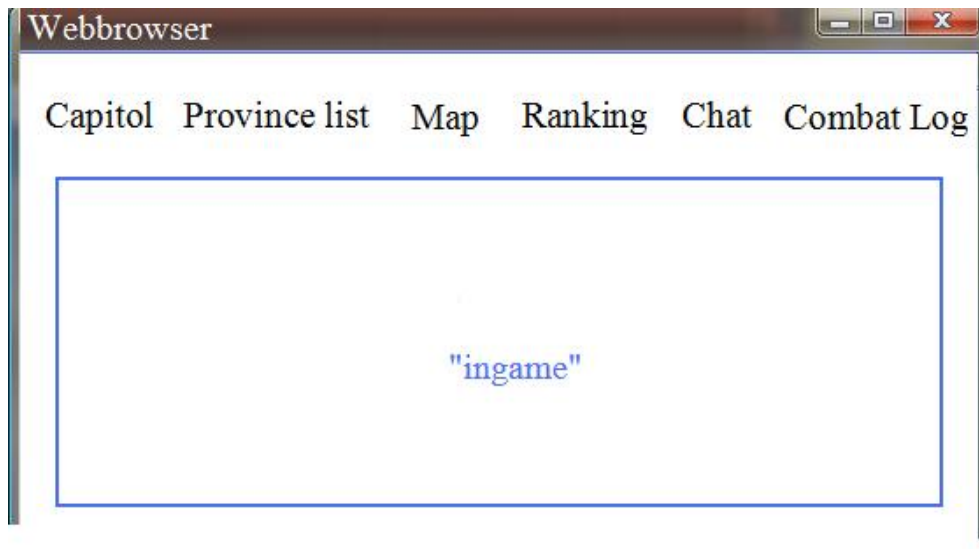# Empires of Avatharia

Group 22

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4.1 General overview of the user interface

In order to access any of the game material the user has to "log in". The user can "log in" by accessing the login-screen on the SuD's webpage (See 4.2)

Pic 4.1 Showing the orientation of the "tabs"

When the user has logged his main view will display his "Capitol"-tab by default. The user will be able to access any other tab at any time by clicking on these tabs that will always be positioned at the top of the gui/webpage. All these tabs will be explained in detail in the sections below. For future reference these tabs will be called the "Capitol"-tab, the "Province list"-tab, the "Map"-tab and so on.

4.2 General (Website interface) / Login

Pic 4.2 Showing the index of the website when the user is not yet logged in.

This is the interface of the web site that the user comes to when coming to the game site. From here new users can find information about the game and register for an account to be able to play. Existing users can type in the login data (username and password) received when registering to start playing.

Site navigation
The site is navigated by clicking the options in the main menu area. Each option will display corresponding information in the main text area to the user.

Page head
This area contains the game logo and design elements. When clicking anywhere on the page head, the user will come to the "Home" area.

Main menu area
All main site navigation controls will be found here.

Menu options
Items in the menu that are clickable.

Main text area
This area contains the contents (such as images or text) that correspond to the menu option selected by the user. If these contents are too big to fit in the main text area, the browser is to display scrollbars that enable the user to view all contents without affecting the height or width of the main site.

Login area

This area contains the form that users with accounts must use in order to start playing the game.

Login input fields

The username is unique for every user and is written out in plain text when the user types it into the input field. The password field will be set to not display the characters in plain text.

Login button

When this button is clicked the user data will be sent to the application for authorization. If the user has a correct username and password, a new browser window will open with the game interface. If the login information is incorrect, the user will be informed by information that will be displayed in the main text area when the application has denied access to the game.

4.3 The province view

To access the province view the user has to select either the "Capitol"-tab or select a province from the "province list"-tab, the user also has to be logged in. The "province view" displays a graphical representation of a province. Here the user can make a lot of choices concerning the province. Here is a rough sketch of how the view might look like:
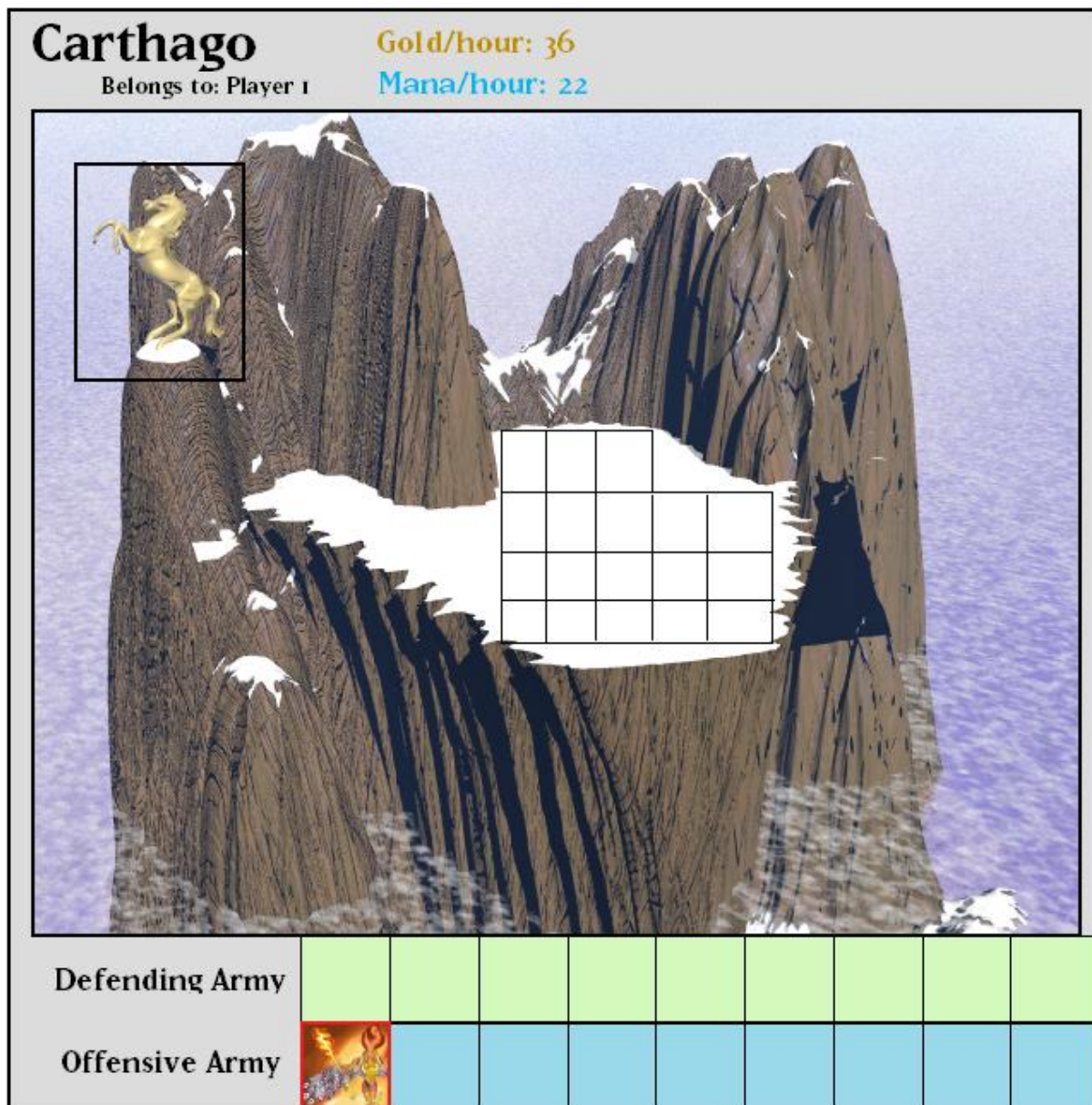
Pic 4.3 The "Province view"

The two most important aspects here are the representation of the buildings and the units. The buildings will either appear in the grid (center of the picture) or somewhere around it (see the golden horse to the left). The player can (often) select where to put his buildings, when he builds one, by selecting the desired location in the grid.

Units are always stationed in an army, which is either the defending or the defensive one.

Options

Units:
- By clicking on the offensive army the player can send this army to other provinces. A menu is shown with the appropriate options concerning this movement.
- The user can get more information of a unit by clicking on it.
- The user can move units between the two armies by a "drag & drop"-like function.

- Train units by clicking on the appropriate building and then selecting the unit that he wants to train.

Buildings:
- By clicking on a building the user will get more information about it and sometimes be able to build units.
- Clicking on an empty grid the player will get the option to build a building there. He will be presented with a list with all the possible options of buildings.

Each unit and each building is a clickable field and named after there position in the grid. Ex: "Offensive_army_spot1" or "Building_grid_x2_y1".

The "gold and mana" (on the top of the picture) fields are updated each hour by the "Game Engine". These fields are simply called "gold" and "mana".

4.4 The "Map"-tab

The map provides a general overview of a certain part of the ingame map, revealing provinces and the different factions territory. It is also a tool that let the user easily enter a region of the ingame world.
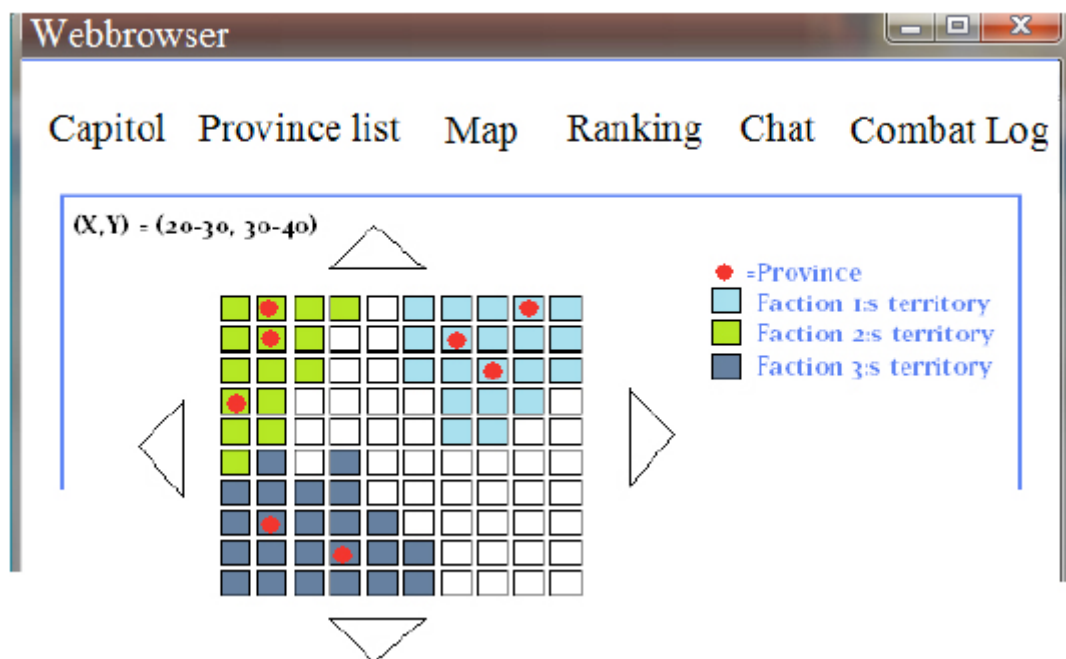
Pic 4.4 The "Map"-tab

There is a field at the top left of the screen named "map_coordinates" which displays the current viewing coordinates to the user.

There is a field to the right of the screen named "information" displaying information of the map to the user.

The arrows are used to navigate through the map by changing the current coordinates of the top left corner of the grid:

- At the top of the screen there is a control button named: map_goNorth_button map_goNorth_button can call one method: goNorth(current coordinates).
- To the left of the screen there is a controll button named: map_goWest_button map_goWest_button can call one method: goWest(current coordinates).
- At the bottom of the screen there is a controll button named: map_goSouth_button map_goSouth_button can call one method: goSouth(current coordinates).
- To the right of the screen there is a controll button named: map_goEast_button map_goEast_button can call one method: goEast(current coordinates).

There are also several controls which reveal the map to the user, these are named: region_#insert region coordinates here#.
region_#insert region coordinates here# can call one method: enter_region(#insert region coordinates here#).

There are two methods that will couse this form to be revealed to the user:
"generaltabs(Map)".
"map_show(Coordinates)"

4.5 The "Ranking"-tab

The ranking provides a calculated mesure of the players relative power in the ingame world and displays it to the user.


Pic 4.5 The "Ranking"-tab

There is a scroll-list in the middle of the screen named: "ranking_scroller".
ranking_scroller can call two methods: scroller_up() and scroller_down().

There are several fields inside the scroll list, they are named:
"ranking_#rank#_#overall#_#name#_#military#_#provinces#_#build.lvl#_#income#".

There is one method that will cause this form to be revealed to the user:
"generaltabs(ranking)".

4.6 The "Chat"-tab

The in game chat is divided into two parts; the instant message chat and the private message chat. As seen in the picture below both parts appear on the same screen.
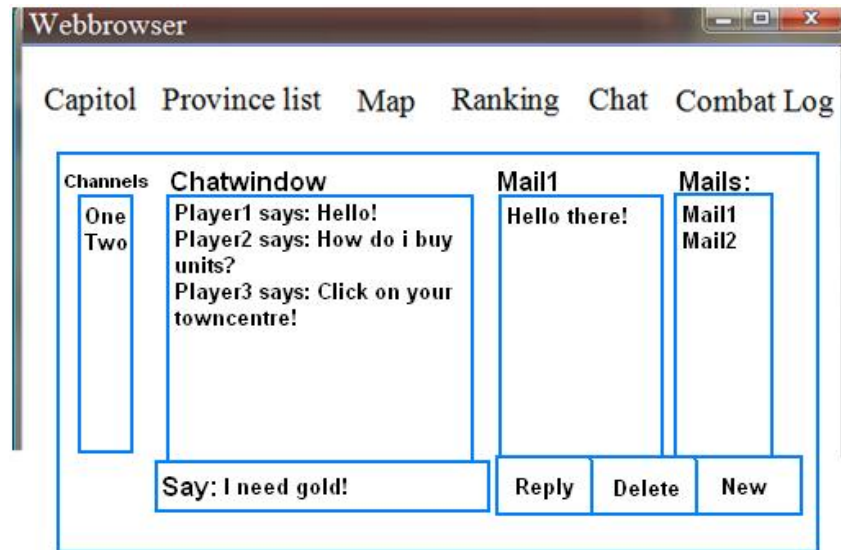
Pic 4.6 The "Chat"-tab

The instant chat will be constructed with a chat window where the actual messages appear and under it a field where the text to be sent is entered.
To the left of the chat window there is a channel control. Both the say field and channel field are control field which controls how the chat works, when new things should be displayed etc. The channel field changes which channel is used to talk in and the say field is used to send the text in it, when the 'Enter'-key is pressed, to the chat window.

The other part which is used to manage private messages is divided into a display field, a control field and three buttons.
The control field is used to choose the message to be displayed. The three buttons are 'Reply', 'Delete' and 'New'.
When a message is chosen and displayed the 'Reply'- and 'Delete'-buttons can be used to reply to the user who sent the message or to delete the chosen message.
The third button helps to create a new message to be sent.

To enter the in game chat section the user simply presses the 'Chat'-button in the game menu at the top of the user interface.

4.6 The "Combat log"-tab

The combat log screen is divided into two parts; the right control field with different combat logs and the left display field which displays the chosen combat log.

First a specific log is chosen in the right field and that specific log is then displayed in the left field. The only control on this screen is the field to the right as described.
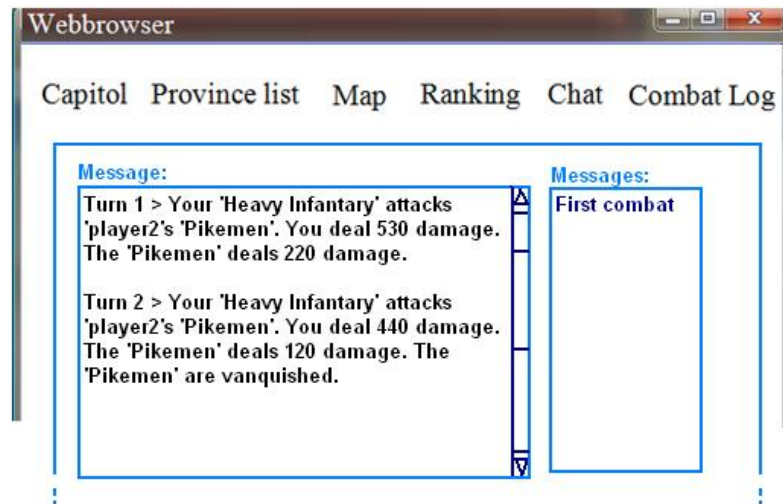
Pic 4.7 The "Combat log"-tab

The report format of the log will be on the format of turns. Each turn will be written out as how much damage a players troops did to the other players troops under that turn and vice versa, and the report contains all the turns in small text blocks until the combat is over.

The combat log is accessed by pressing the 'Combat Log'-button on the main menu.

4.7 The "Province list"-tab

The provincelist shows the user a scroll-list of his or her provinces and relevant information concerning the provinces.
He or she can use the list to pick a province to "enter". This will send the user to the "Province View" (see 4.3).

Pic 4.8 The "Chat"-tab

There is a scrollist is named "Provincelist_scroller".
Provincelist_scroller can call two methods: scroller_up() and scroller_down().

There are also several controls inside the scroll list, these are named "provinceListEntry" provinceListEntry can call one method: enterProvince(#incert provincename here#).

There is one method that will cause this form to be revealed to the user: "generaltabs(Province list)".