
Global Buffs

UX Spec



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UX Owner: Jacob Jensen

Design Owner: Oleksii Rudenko

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Corresponding Documentation

1. [Design 1 Pager](#)
2. [UX Comp Analysis / UX investigation](#)

Versions & Updates

V 0.6 - Restructured doc (8nd Sep, 2021)
V 0.5 - New examples & touchpoints (2nd Sep, 2021)
V 0.4 - Proper spec format (19th Aug, 2021)

Spec Formatting Key

1. Standard Descriptions
2. **Notable Addition**
3. ~~Deprecated~~
4. **TBD**
5. **Emulation Target Deviation**
6. **[Configurable]**



Global Buffs UX Spec

Buff messaging principles



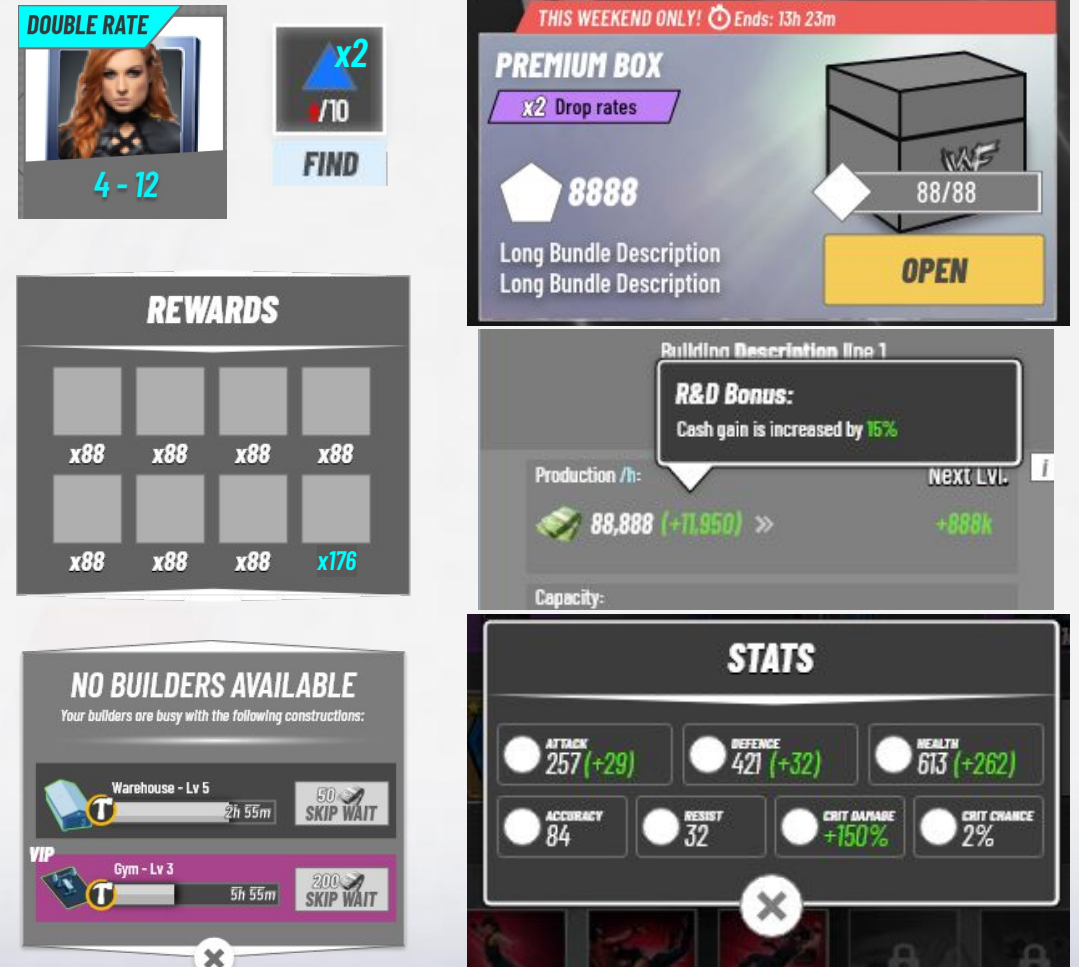
Principles

Global Buffs UX Spec

Wherever possible...

- Buffed numbers should be shown in a different colour to the normal text colour. Buffed elements or other visual indications of buffs should also stand out colour wise.
- Keep colour consistent across types of buffs - this teaches the user to recognize the source of the buff. A hypothetical example could be Green for R&D, cyan for events, purple for VIP.
- Visual cues to all touchpoints is the desired behaviour. For example, "increased drop rate" should be shown on all gachas/shop bundles/etc where the buff would be in effect.
- Whenever possible, buffs should be shown at the source and the target of the buff.
- While temporary and/or powerful buffs should be called out more strongly with more noticeable effects, the permanent buffs should be more subdued.
- Wherever possible, tapping on a buffed number / visual cue should show a tooltip with the details of the buff.

Visual examples of various temporary and permanent buffs





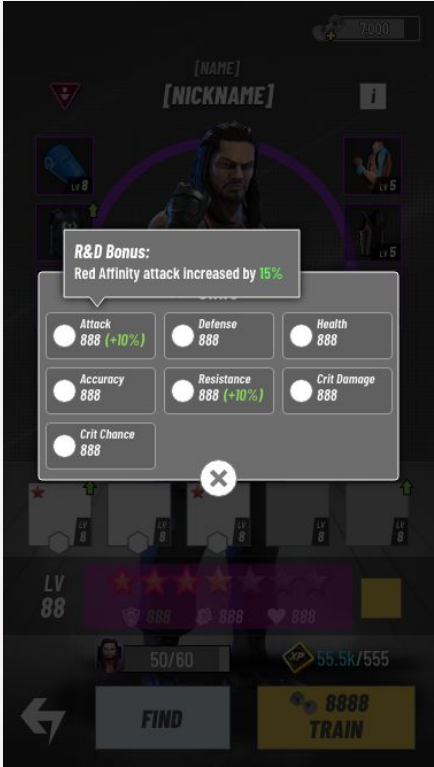
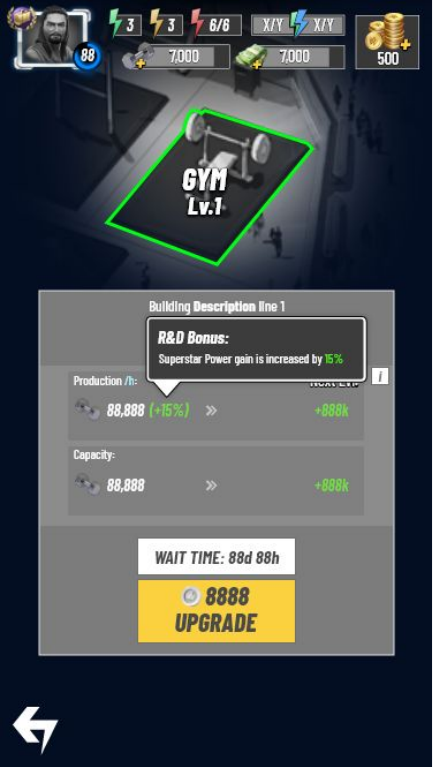
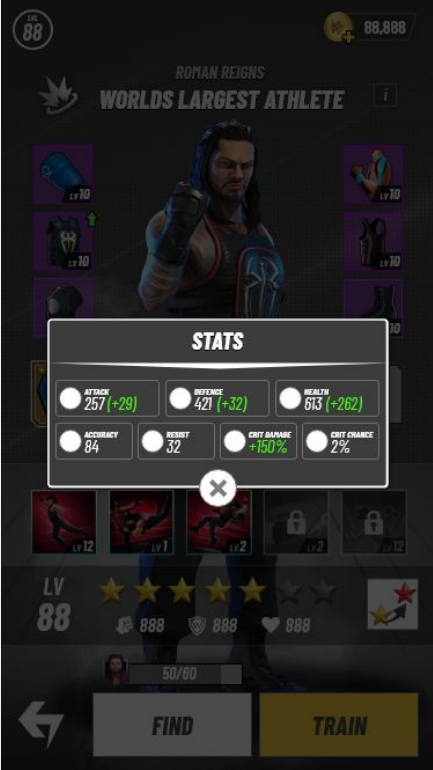
Global Buffs UX Spec

Static R&D Buffs



Key Screens

Static buffs / bonuses

Building example	Gameplay example	Character example	Building example	Character stats
				



Permanency

Static buffs / bonuses

Keeping it simple

R&N bonuses is introduced very early, and will be permanent throughout the game. So while we do want to make the player aware at their effects, they shouldn't draw attention away from the temporary bonuses the player may achieve.

We show the permanent bonuses in a simple format without too much emphasis. It's a recognized convention to show bonuses and/or increases in numbers in green, and should therefore be quickly understood and accepted by the player without too much thought.

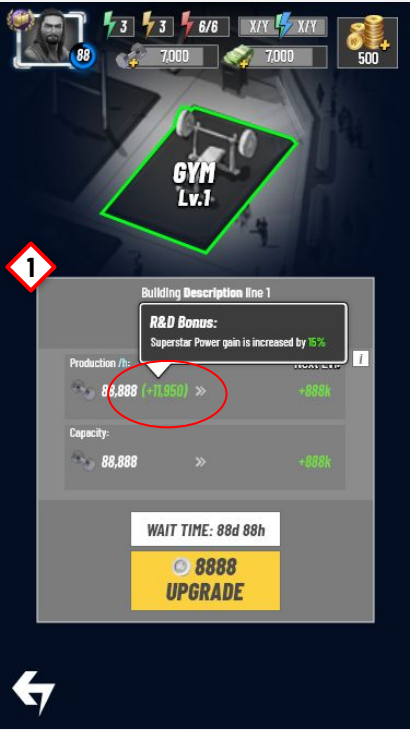
Generally, any numbers or element affected by permanent bonuses should be shown in green. Any buffed number can be tapped to show where the buff is coming from and how much the effect is.



R&D Buff Types

Static buffs

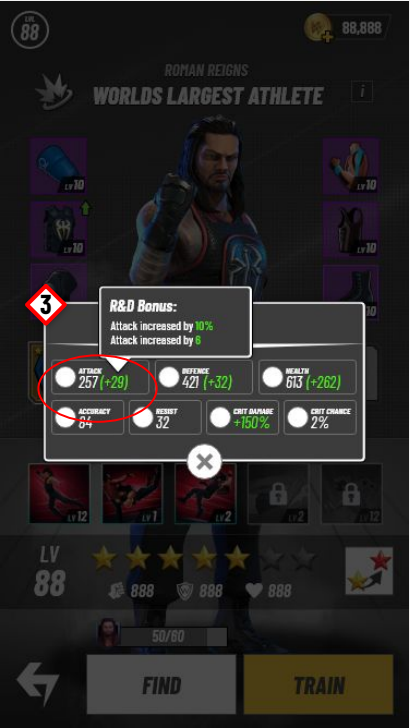
Building Bonus
messaging



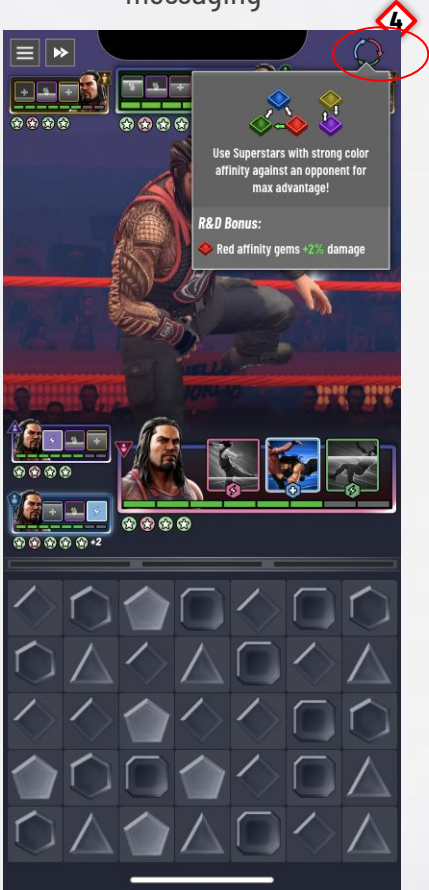
Timer
messaging



Character Bonus
messaging



Gem Bonus
messaging



Target messaging

These are the only bonuses that we will focus on in the first iteration of Global Buffs.

All bonuses are shown at the source (in this case the R&D tree) and at the target:

1. Meta bonuses are shown on buildings etc.
2. Timer bonuses are shown on tap on timer bar.
3. Character bonuses (stats) are shown on the stat overlay.
4. Game bonuses (for example, extra damage) is shown in the character tooltip in-game or in the RPS diagram.



Global Buffs UX Spec

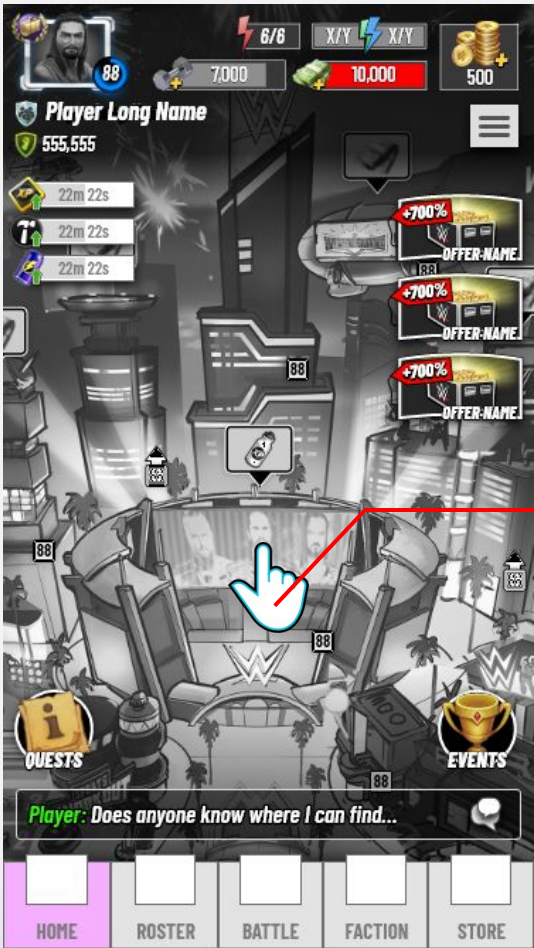
Static R&D Buffs wireflows



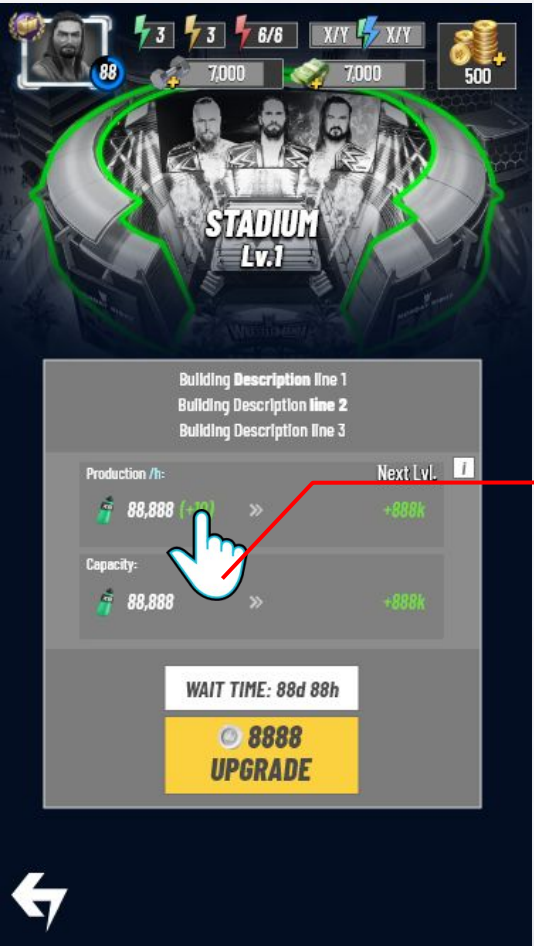
Wireflow - Building Buffs

Static buffs

Base



Stadium Popup



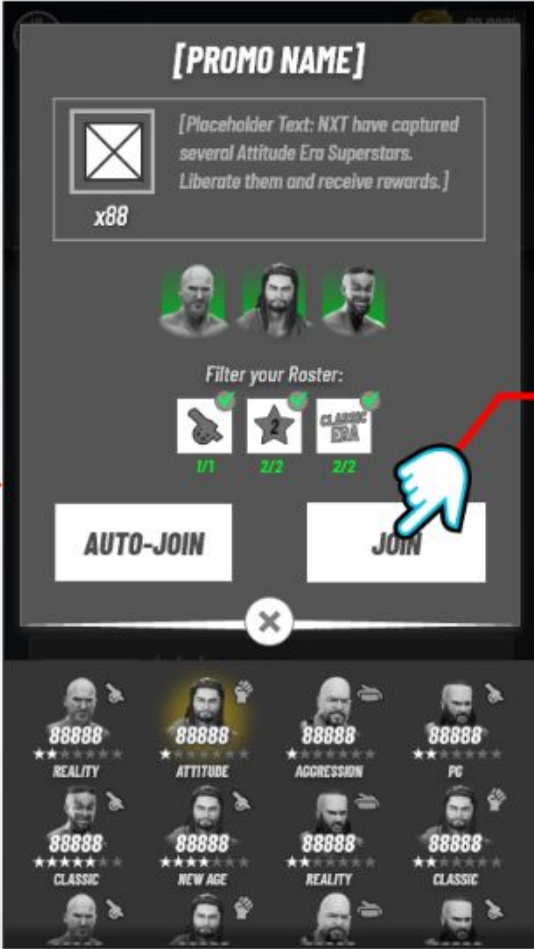
Production Bonus Tool-Tip



Wireflow - Timer Buffs

Static buffs

Press promo details



Press promos list



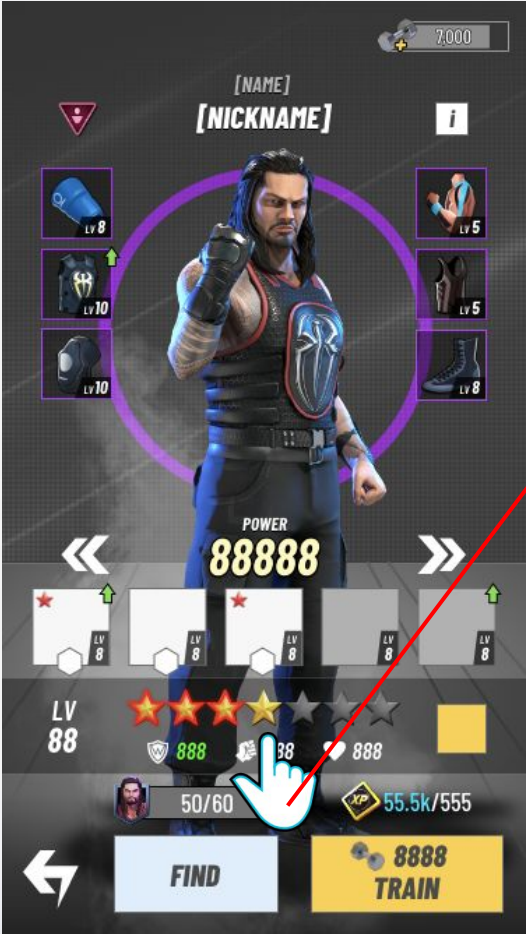
Timer Bonus Tool-Tip



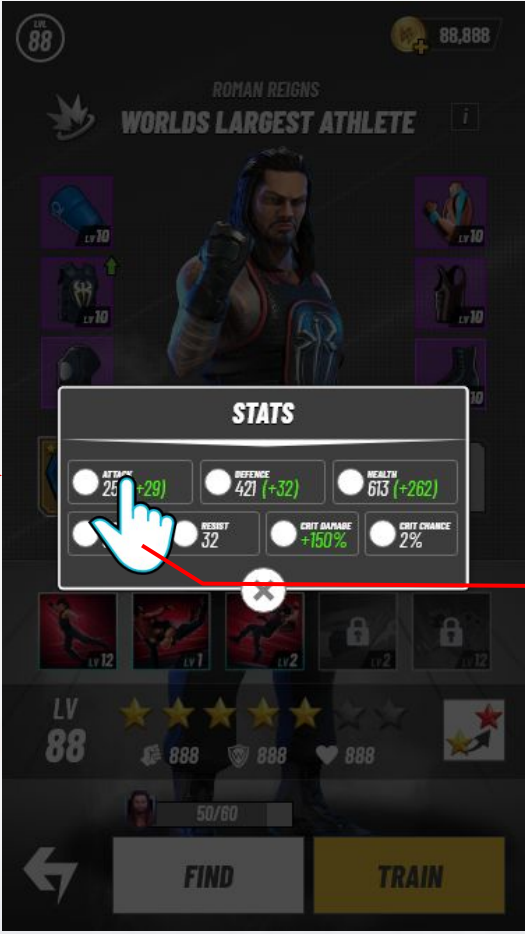
Wireflow - Character Buffs

Static buffs

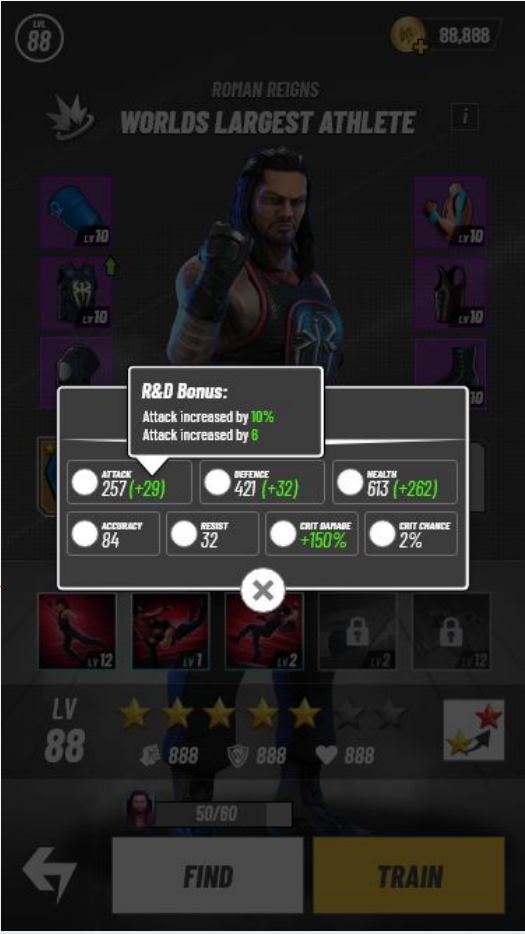
Character Details



Stats Breakdown Pop-up



Stats Bonus Tool-Tip



Wireflow - Gem Buffs

Static buffs

Core Gameplay



RPS Tool-Tip



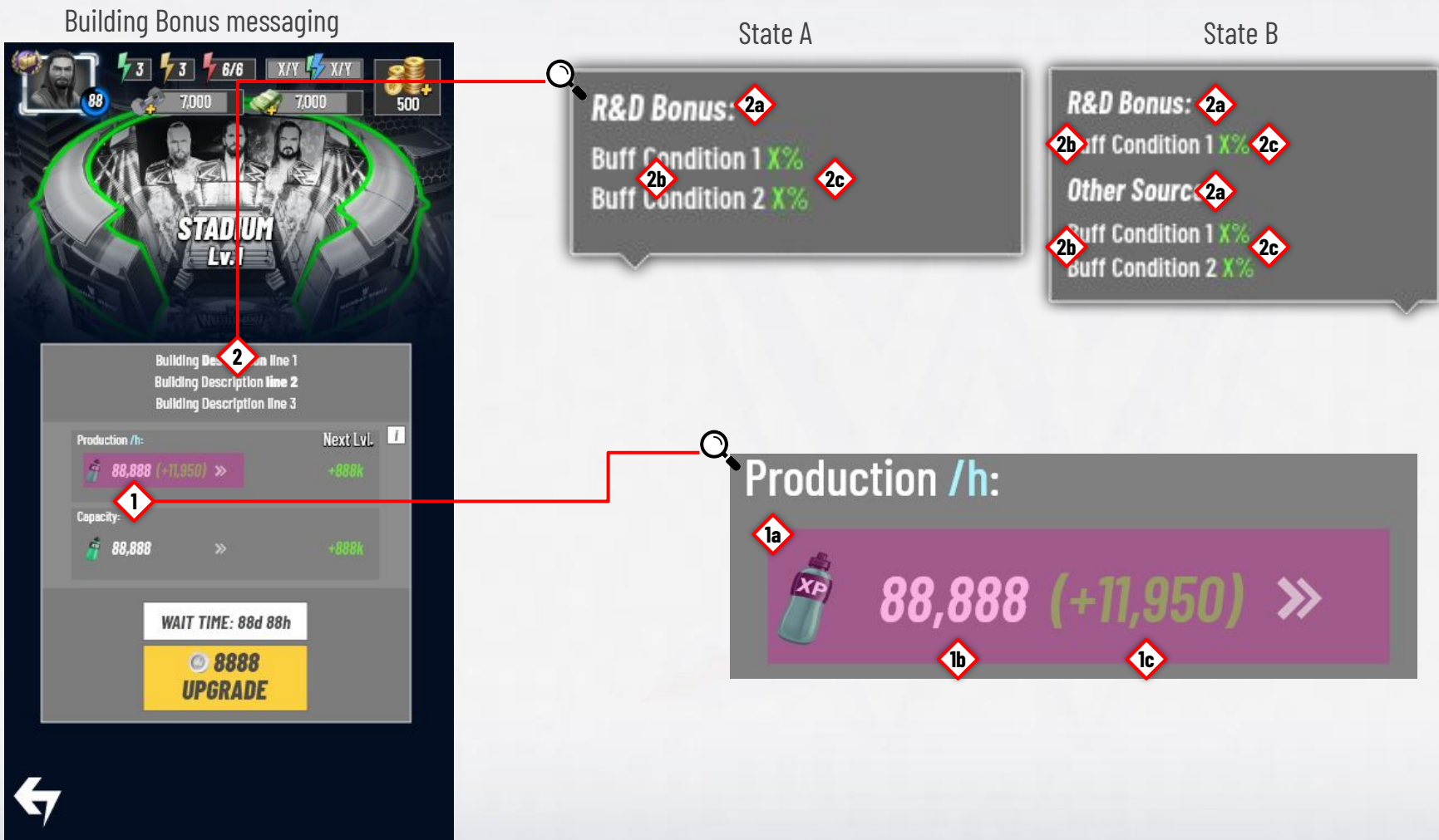
Global Buffs UX Spec

Static R&D Buffs detailed breakdowns



Detailed Breakdown - Buildings

Static buffs



Players will see buffed value messaging on the Target signifying a Static Buff is active

1. Target Trigger
 - a. Hit zone
 - b. Production value (including bonus)
 - c. How much of 1b. is from bonuses
2. Tool-Tip

If there is not enough space, or there isn't a reason to show the original value, the value is shown in all green.

The tooltip can have multiple buffs from different sources (State B). As there can be many sources and buffs, the tooltip should expand vertically. Buffs are grouped by sources as shown.

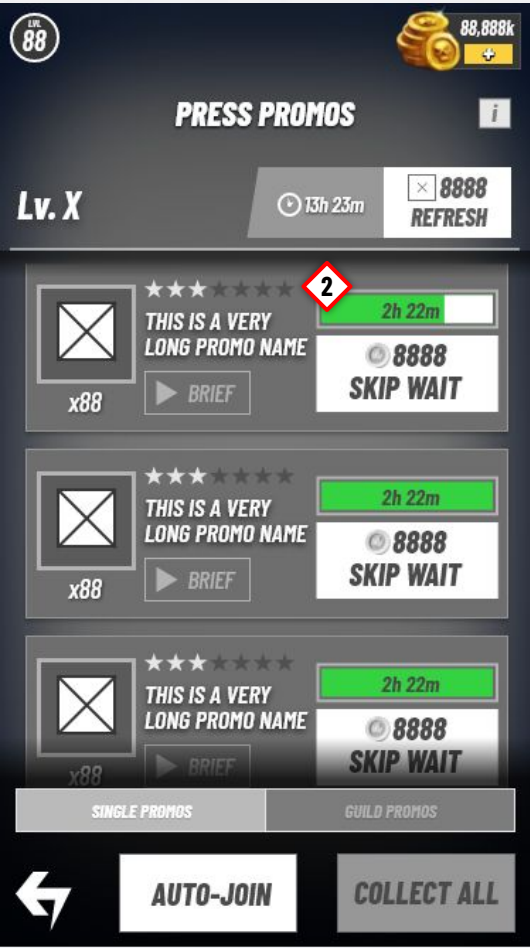
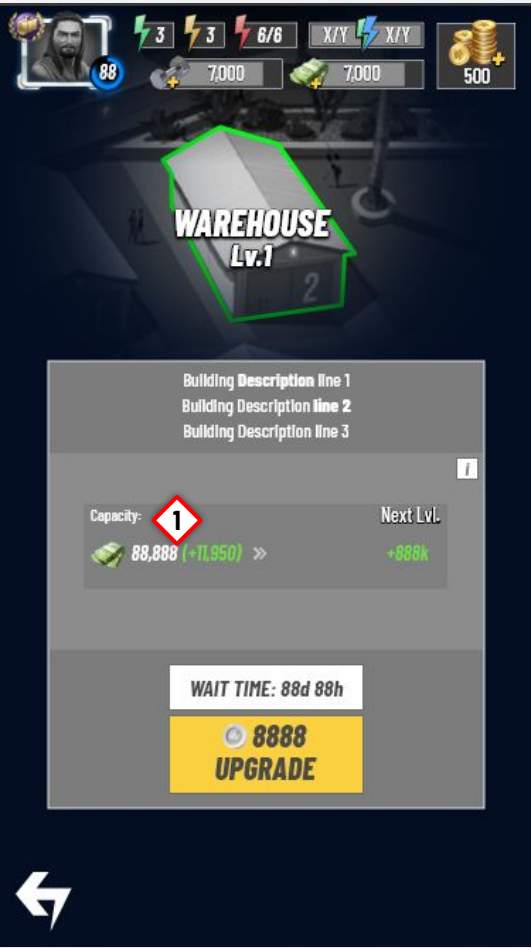
If the tooltip is shown on the right half of the screen, change the alignment of the tooltip and arrow (State B).

 - a. "Source" of buff
 - b. "What" it buffs
 - c. "How much" it buffs



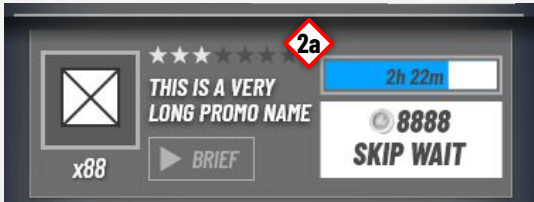
Detailed breakdown - timers

Static buffs



Screen Summary

1. When a number is influenced by a buff it should be shown in white with the bonus next to it in parentheses. The number shown is the final value.
2. A buffed timer appears in green instead of the usual blue (2a). By tapping on the bar the player opens a tooltip (3) with an explanation as to the source of the buff, what it buffs and by how much.
 - a. An example of an unbuffed timer.
3. Any bonus that has to do with the functionality of the timer should be shown in this tooltip. (Instant finish, decreased time etc)



Detailed Breakdown - Character Details

Static buffs

Character Details

88

ROMAN REIGNS

WORLD'S LARGEST ATHLETE

2

R&D Bonus:
Attack increased by 10%
Attack increased by 8

1

ATTACK
257 (+29)

DEFENCE
421 (+32)

HEALTH
613 (+262)

ACCURACY
84

RESIST
32

CRIT DAMAGE
+150%

CRIT CHANCE
2%

State A

2a

R&D Bonus:

2b

Buff Condition 1 X%

2c

Buff Condition 2 X%

State B

2a

R&D Bonus:

2b

Buff Condition 1 X%

2c

Buff Condition 2 X%

2a

Other Source

2b

Buff Condition 1 X%

2c

Buff Condition 2 X%

1a

ATTACK
257 (+29)

1b

DEFENCE
421

1c

ACCURACY
84

RESIST
32 (+32)

Players will see buffed value messaging on the Target signifying a Static Buff is active

1. Target Trigger
 - a. Hit zone (only active on buffed fields)
 - b. Stat value (including bonus)
 - c. How much of 1b. is from bonuses
2. Tool-Tip

If there is not enough space, or there isn't a reason to show the original value, the value is shown in all green.

The tooltip can have multiple buffs from different sources (State B). As there can be many sources and buffs, the tooltip should expand vertically. Buffs are grouped by sources as shown.

If the tooltip is shown on the right half of the screen, change the alignment of the tooltip and arrow (State B).

- a. "Source" of buff
- b. "What" it buffs
- c. "How much" it buffs

Detailed Breakdown - Gameplay

Static buffs

Core Gameplay



State A

2a

Use Superstars with strong color affinity against an opponent for max advantage!

R&D Bonus: 2b

Red Affinity gem bonuses increased by 15% bii

biii

State B

Use Superstars with strong color affinity against an opponent for max advantage!

R&D Bonus:

Red Affinity gem bonuses increased by 15%

Other Source

Buff Condition 1 X%

Buff Condition 2 X%

Players will NOT see buffed value messaging on the Target signifying a Static Buff is active

1. Target Trigger (RPS Icon)
2. Standard RPS Tool-Tip
 - a. RPS breakdown
 - b. Active R&D Buff container
 - i. "Source" of buff
 - ii. "What" it buffs
 - iii. "How much" it buffs



Global Buffs UX Spec

Temporary buffs


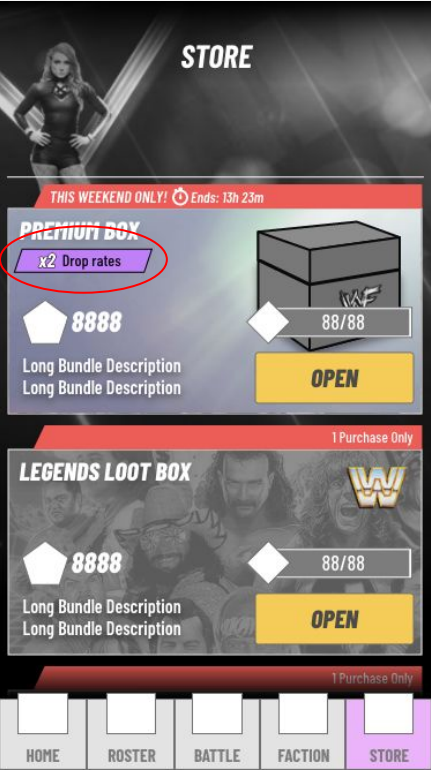

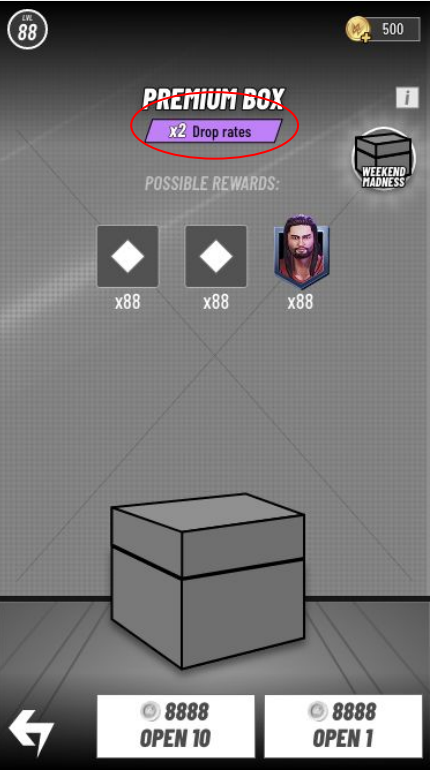
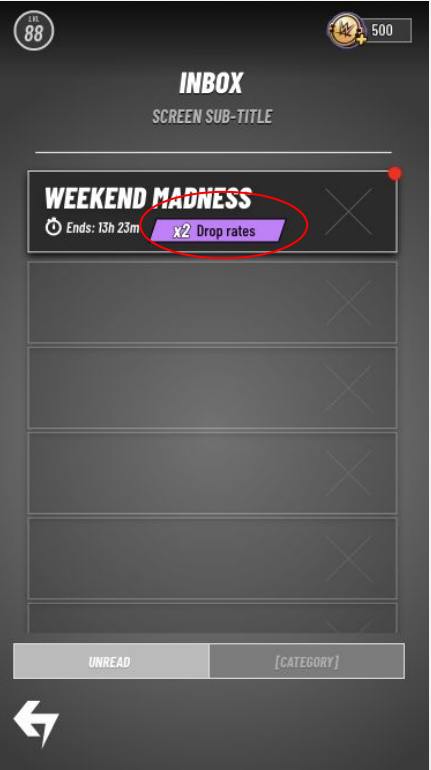


Temporary Buff example: Gacha



Key Screens I

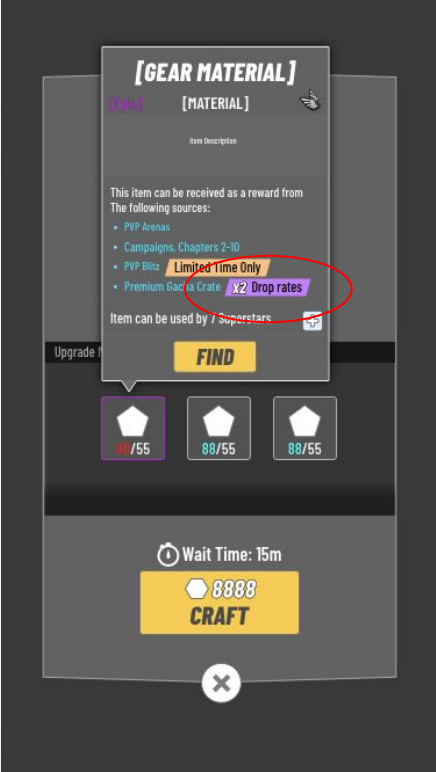

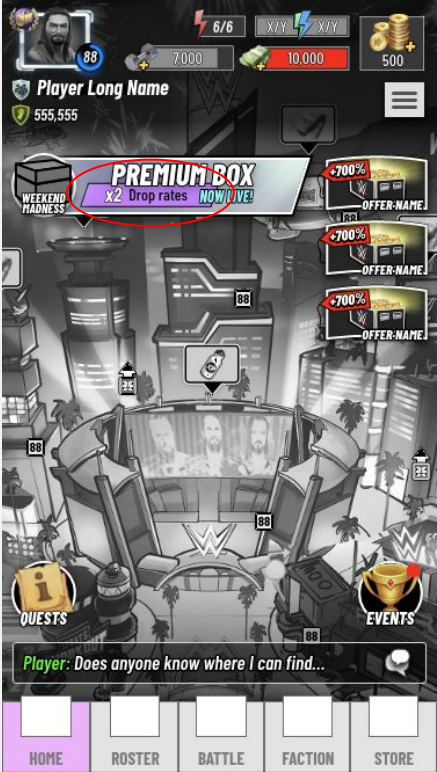
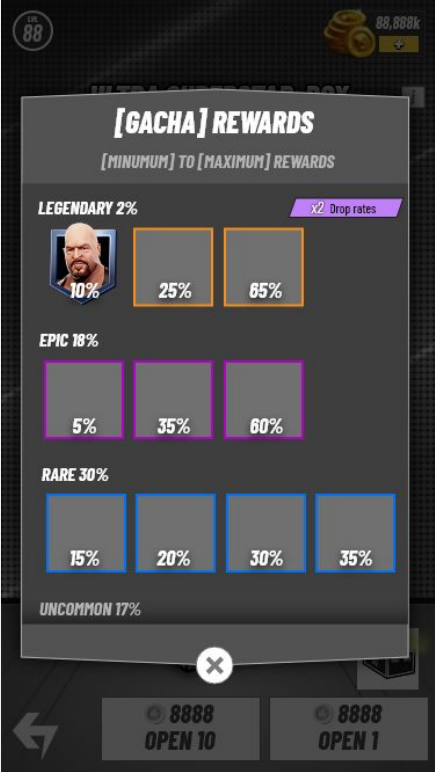
Temporary Buff example: Gacha

Login Interstitial	Store Screen	Events Screen	Gacha Lobby	Inbox Message
 <p>The Login Interstitial screen features a dark background with a player's profile at the top. A large, semi-transparent box in the center displays the 'WEEKEND MADNESS' event. Inside this box, a 'PREMIUM BOX' is shown with a red circle around the text 'x2 Drop rates'. Below the box, there are three lines of 'Bundle Description' text. At the bottom, a navigation bar includes buttons for HOME, ROSTER, BATTLE, FACTION, and STORE.</p>	 <p>The Store Screen has a dark background with a 'STORE' title at the top. It features two main product cards. The first card is for a 'PREMIUM BOX' with a red circle around the text 'x2 Drop rates'. The second card is for a 'LEGENDS LOOT BOX' with a red circle around the text 'x2 Drop rates'. Both cards show a price of 8888 and an 'OPEN' button. A navigation bar at the bottom includes buttons for HOME, ROSTER, BATTLE, FACTION, and STORE.</p>	 <p>The Events Screen has a dark background with an 'EVENTS' title at the top. A central card displays the 'WEEKEND MADNESS' event with a red circle around the text 'x2 Drop rates'. Below the card, there are two buttons: 'BEGINNER' and '[CATEGORY]'. A navigation bar at the bottom includes a back arrow and a button labeled 'OPEN 1'.</p>	 <p>The Gacha Lobby screen has a dark background with a 'PREMIUM BOX' at the top, circled in red, and a 'WEEKEND MADNESS' event below it, also circled in red. The event shows 'POSSIBLE REWARDS' including a diamond and a character. At the bottom, there are two buttons: '8888 OPEN 10' and '8888 OPEN 1'. A navigation bar at the bottom includes a back arrow and a button labeled 'OPEN 1'.</p>	 <p>The Inbox Message screen has a dark background with an 'INBOX' title at the top. A central card displays the 'WEEKEND MADNESS' event with a red circle around the text 'x2 Drop rates'. Below the card, there are two buttons: 'UNREAD' and '[CATEGORY]'. A navigation bar at the bottom includes a back arrow and a button labeled 'OPEN 1'.</p>



Key Screens II

Temporary Buff example: Gacha

Item Details	Inbox Message	Base Icon	Gacha Droptable	Keyscreen
				



Temporary buffs in features

Temporary Buffs

The following features include Temporary buffs. Please refer to their individual spec sheet for further details.

- **Events: Increased drop rate**

Touchpoints: *Home, Store lobby, Store header, Store tiles, Gacha lobby, Gacha reward summary, Gacha drop table*

Gacha UX spec: https://docs.google.com/presentation/d/1bl6CuiuvA10FtffE4Gg00kf36JxZU_klKIAysCE0zB0/edit?usp=sharing

Store UX spec <https://docs.google.com/presentation/d/1vGus-G2rB47unx1KvedNYe4Ca-iLGz5btcueukKyPM/edit?usp=sharing>

- **PvE: Double drops**

Touchpoints: *Campaign Screen, Chapter select, Stage cards, Card: Reward state, Auto-win Rewards, Win rewards*

PvE UX spec: https://docs.google.com/presentation/d/1027zmmZKUjL_b5HUdhQljpbc6R1viXm1SUro9Hfh0Z0/edit?usp=sharing

- **Subscriptions**

TBD

