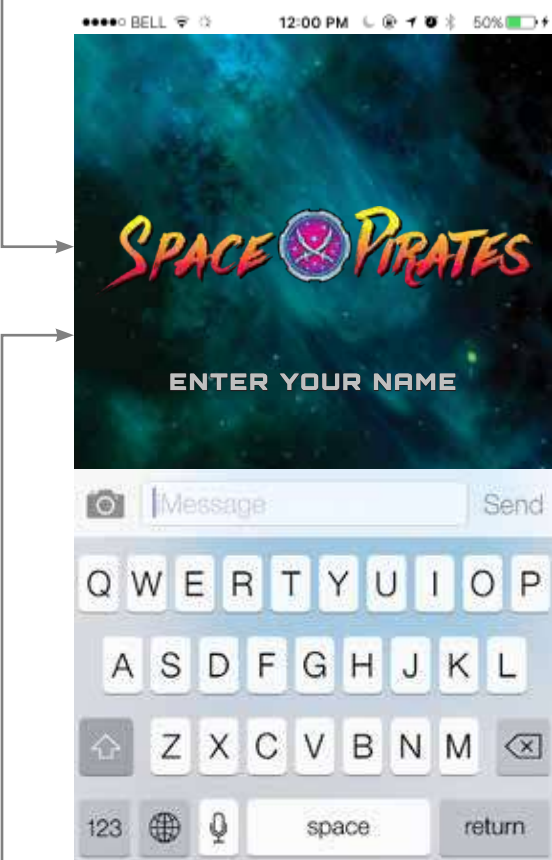


Logo:  
SpacePirates-Wordmark-Web.png

NAME ENTRY



Background:  
space-2511845-ScreenSize.png

This text is a button:  
Font: Robot Crush, Color basic grey

Player name appears:  
24pt font  
inside 44px status bar  
below 20px ios bar

HOST/JOIN



Frame Appears:  
Frame-Neutral.PNG  
Stretch to full width of screen,  
snap to bottom,  
Margin 64px above

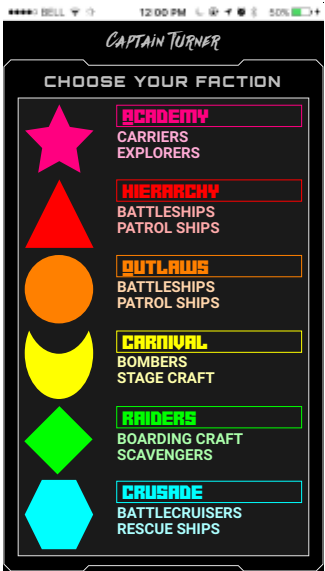
This text is a notification:  
Font: Orbitron Black

SELECT GAME



Neutral style window:  
Frame: basic grey  
Fill: darkest grey  
Buttons are 24 or 36 px tall  
Text: basic grey, 17 or 24 pt font  
Onpress: fill/frame to white & text  
to black

FACTION  
SELECT



FACTION  
DETAIL



Status bar is now themed:

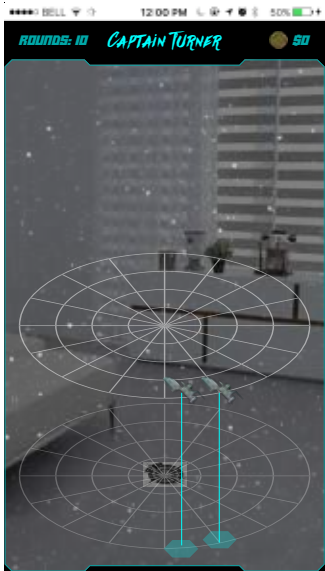
Player name and frame become basic faction color  
round counter and wealth counter are dark faction color

Coin:

random\dfs\projects\2018\_semester\_1\space-pirates\Art\Branding  
Development\Coin\CoinRenders\No Background\ Coin\_Render6.tif

ANCHOR SCAN

ANCHOR SCAN



Faction Buttons:

Frame: basic faction color  
Text: basic faction color  
Fill: darkest faction color  
Onpress: fill/frame to white & text to darkest grey

Popup follows faction color scheme (see style guide):

Ship renders and logos to come

Anchor preview:

random\dfs\projects\2018\_se-  
mester\_1\space-pirates\Art\  
Physical\Marker-Tokens\Assets\  
CompassMarker-Preview.png

Once scanned:

Show map items, grid  
Spawn ships with vertical lines,  
ship logos as shadows on ground

**AR View:**  
Show the camera feed but overlay the skybox at 50% transparency to make ships more easily visible.

**Text Prompt:**  
Fill: basic movement color  
thin black outline (0.5–1 pt)

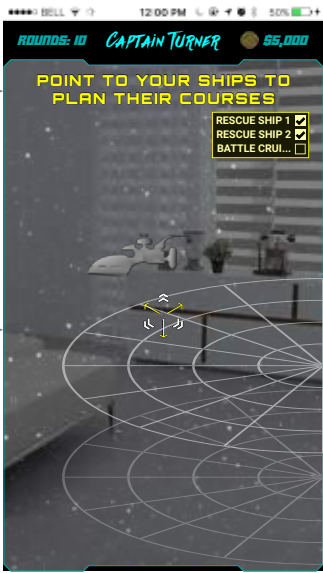
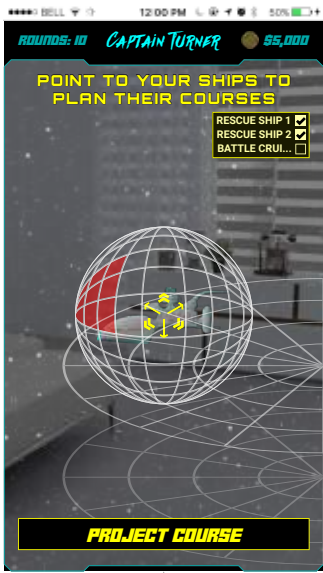
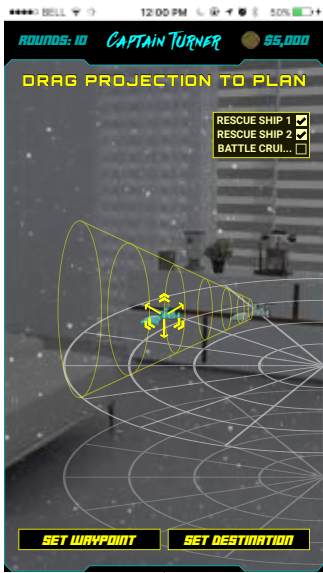
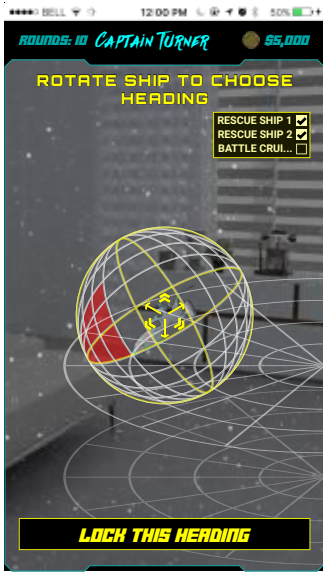
**On hover:**  
Show range sphere for ship.  
Reticle turns basic movement color

NOTHING  
SELECTED

ON HOVER

MOVEMENT  
CONE

ROTATION



**Movement Reticle:**  
random\dfs\projects\2018\_se-  
mester\_1\space-pirates\Art\  
Interface\Assets\Reticles V01\  
Reticle-Move-2x.png

Buttons get 4 px minimum  
interior margins

Clusters of buttons  
get a 4 px gap

**Checklist follows same style as popup**  
Since this text is a list, it's in light movement color like the  
checkbox. Font: Roboto Bold  
Give all popups and buttons a 16 px margin from the edge

**Ship outline / ghost ship** are  
faction color.  
**Movement cone** is movement  
color.

Player List:

highlights current player and displays “Get Ready!” under your name if you are next. You can’t take actions until your turn.



View Menu:

toggles between menu view, AR view and fleet status (this is menu view)



AR view shows the play space so players can watch what’s happening

Fleet status gives you a list of ships in your fleet. Each ship name is a drop-down menu to display the information shown here.



Unavailable buttons are always greyed out like this.  
Text: dark grey  
Outline: dark grey  
Fill: darkest grey

**Ship Select:** Whenever you own more than one ship and choose an action, you must select which ship will take that action.

The **action menu** slides left and the **ship list** slides in from the right. The **view menu** disappears but the **player list** remains.



**Back:** Takes you back to the **action menu** without spending your action.  
Your action is spent after the action is completed.  
Each round starts with 3 actions per player.

**Status bars:**  
Use same style as textbox for background. Leave 4 px margin around edges. Each bar gets a 1px gap. Bars are always light colored.

Display your ship's cargo bar on the trade page. Ice is light cyan, ore is light grey.



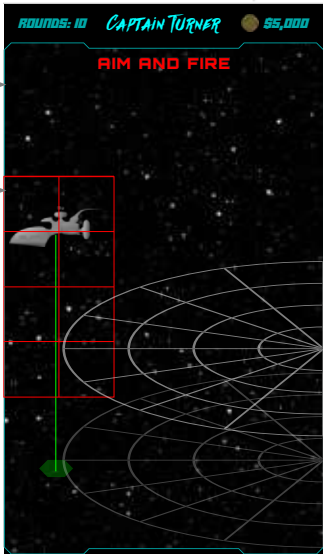
**Markets:**  
Display both markets but grey out the one that the player isn't visiting. When player taps either **ICE** or **ORE** display the **SELL?** button. If they sell, remove all cargo of that type from their ship and add the value to their score.

**1st Person POV:**  
Hide camera feed but show AR objects and grid

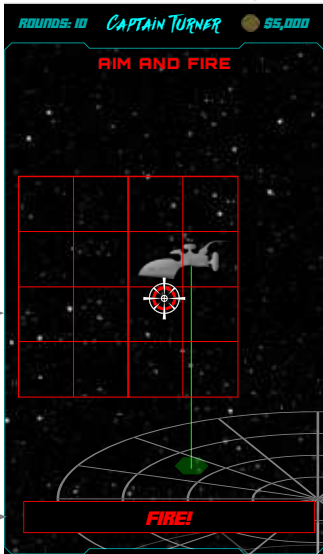
**Attack Reticle:**  
random\dfs\projects\2018\_se-  
mester\_1\space-pirates\Art\  
Interface\Assets\Reticles V01\  
Reticle-Attack-2x.png



Start the view centered inside the firing grid but hide the attack reticle if the phone is pointed outside the firing grid (as shown here)



Display both the reticle and the "Fire" button while phone is pointed inside grid



Reticle turns red when hovering over enemy ships  
  
(This view, with reticle centered inside firing arc is how the attack view should start)

