Control Layout

Regiments menu

Quick navigation to desired units if needed

Close button

BARRACKS

Items slots

Items menu button

Abilities menu button

Abilities slots

Name

Level

Damage	10-40
Hit Points	90
Defence	1
Critical Hit	10%
Movement	7
Attack Range	1
Magical Resistance	5

10

Navigation - Regiments

BARRACKS

Name

Level

10

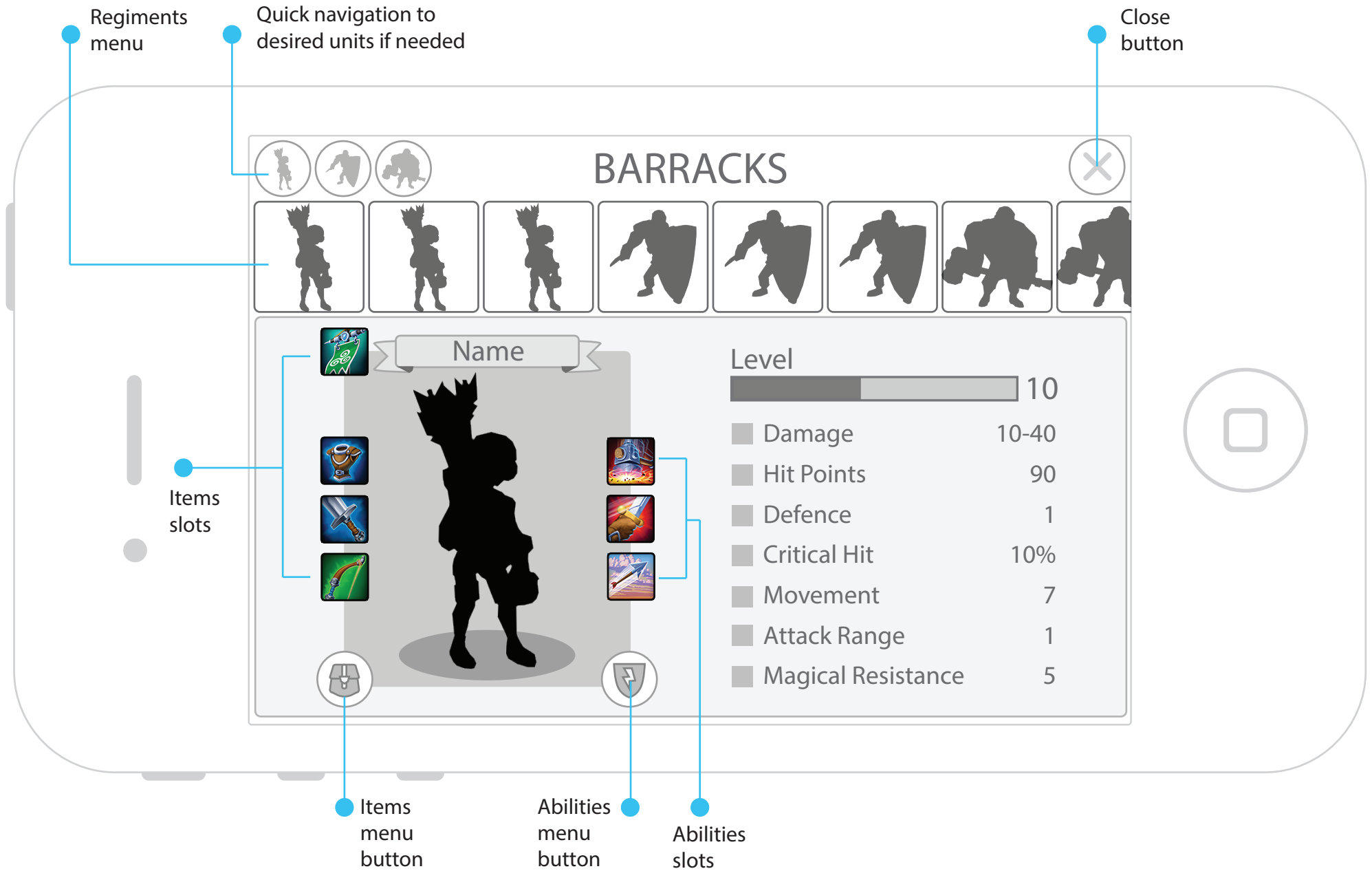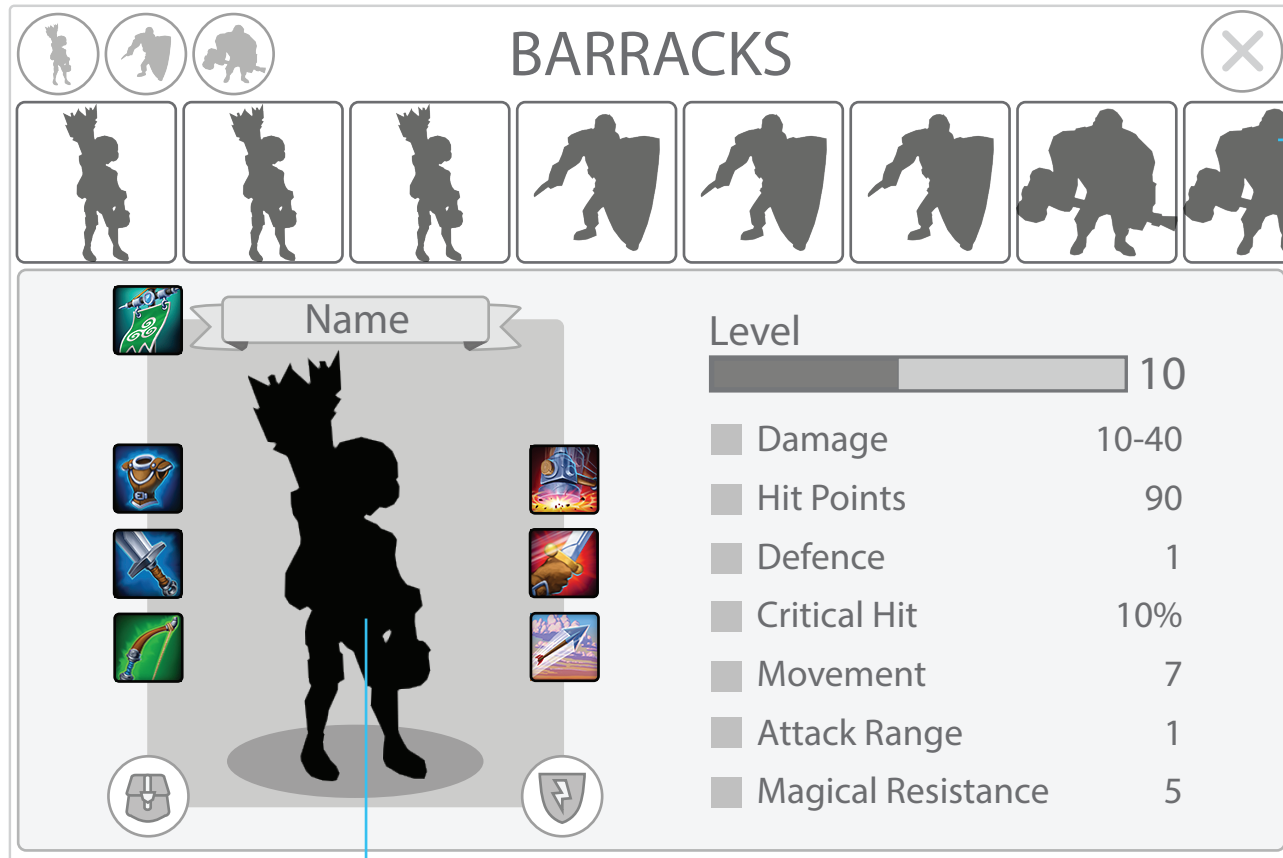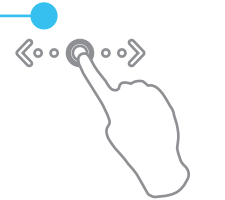|	
Damage	10-40
Hit Points	90
Defence	1
Critical Hit	10%
Movement	7
Attack Range	1
Magical Resistance	5

User scrolls regiment menu horizontally

User can also scroll regiments by horizonatally swiping through 3D renders
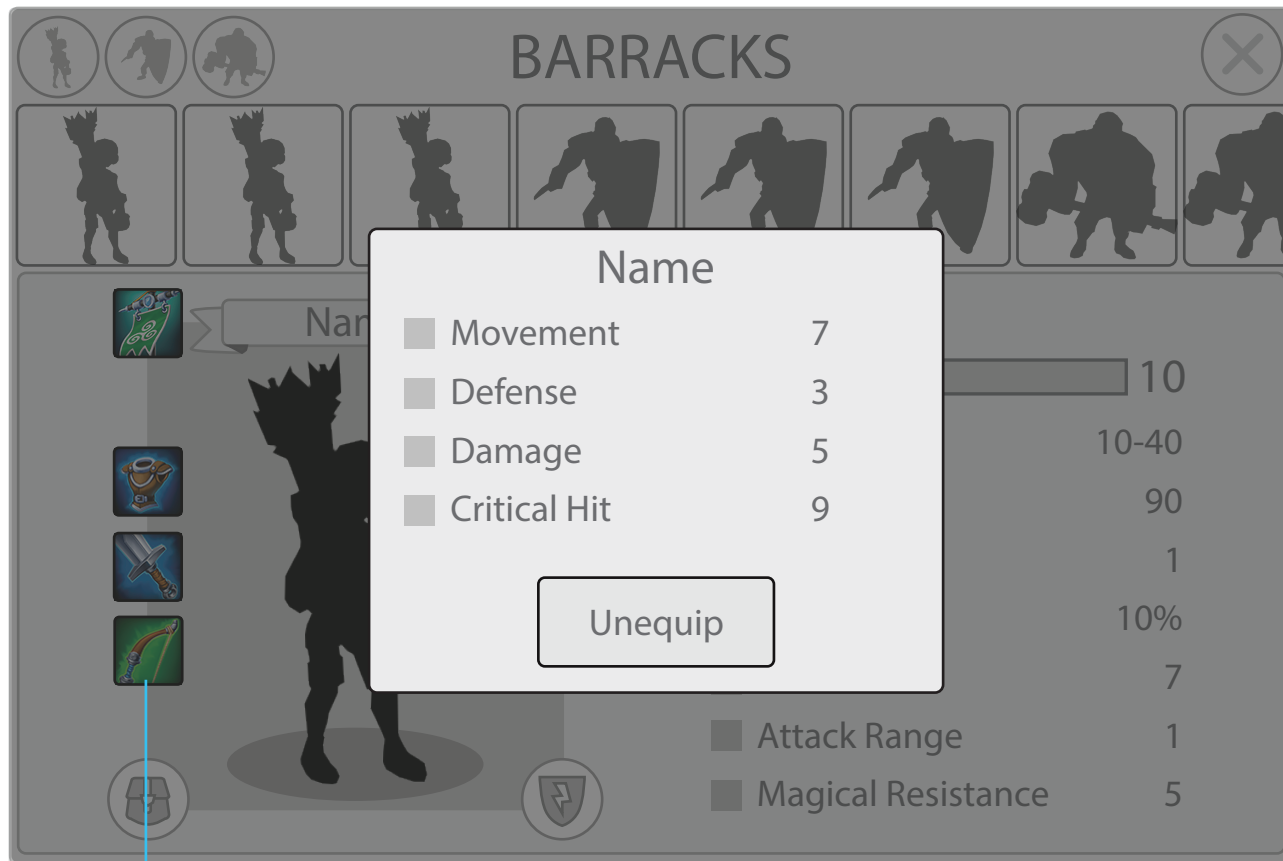
Navigation - Items and Abilities

BARRACKS

Name	Level	10

Damage	10-40
Hit Points	90
Defence	1
Critical Hit	10%
Movement	7
Attack Range	1

Items and Abilities menus surface from bottom of the screen when user taps either button

Stats and Equipping - Items and Abilities

BARRACKS

Name

▪ Movement	7	+1
▪ Defense	3	
▪ Damage	5	-3
▪ Critical Hit	9	

Equip

Name

10

10-40

90

1

10%

7

1

Player taps item or ability to surface
pop-up that allows user to equip and view
stat comparison - items scales to 120%.
*If item or ability is already equipped an
"Unequip" button would be displayed

Slots and Unequipping - Items and Abilities

BARRACKS

Name

Movement	7	10
Defense	3	10-40
Damage	5	90
Critical Hit	9	1

Unequip

10%

7

Attack Range 1

Magical Resistance 5

Player taps item or ability to surface pop-up that allows player to view stats and unequip.