splitgate2

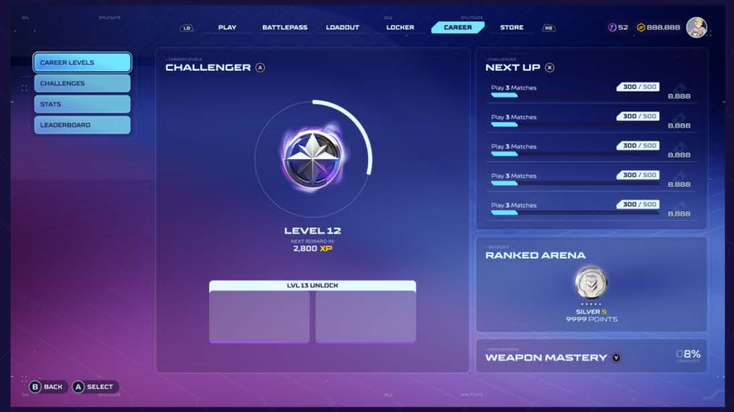
CAREER TAB

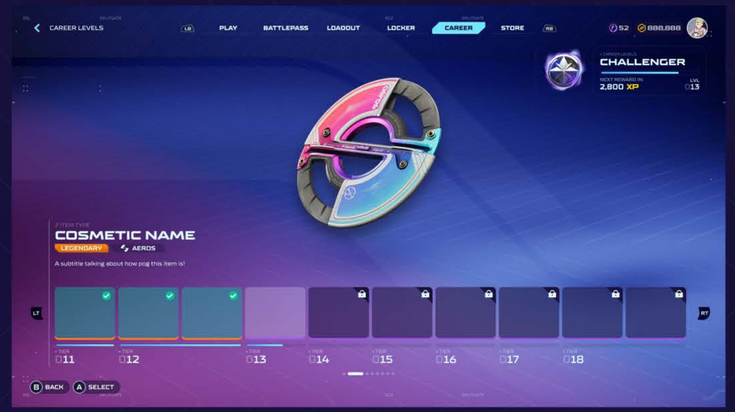
CAREER TAB

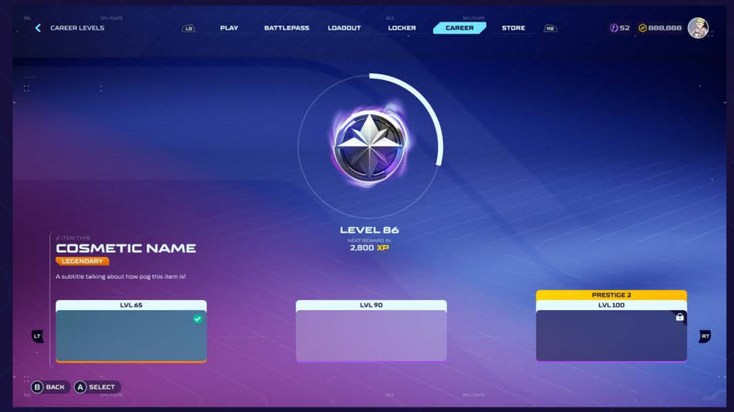
CAREER LEVELS

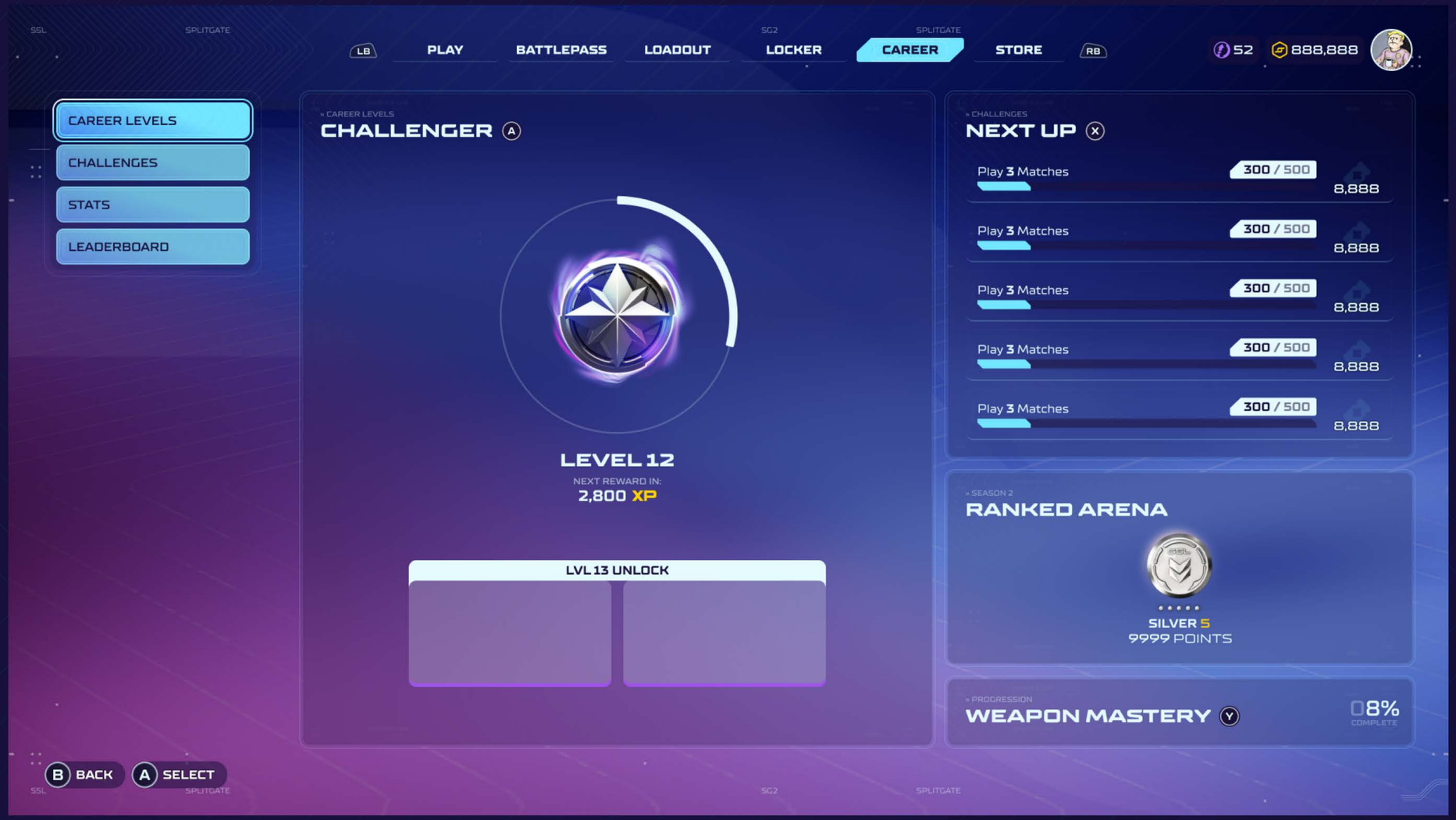
ACCOUNT LEVEL

THE CAREER LEVEL (ACCOUNT LEVEL) SUBPAGE OF THE CAREER TAB SERVES AS THE LANDING PLACE FOR PLAYERS WHO ARE ENTERING THE CAREER MENU. IT FOCUSES ON ACCOUNT LEVEL, BUT PROVIDES SOME QUICK INFORMATION AND HYPERLINKING AROUND OTHER PARTS OF THE UI FOR EASE OF USE. THIS IS ALSO THE ENTRY POINT FOR VISITING THE CHALLENGER AND VETERAN LEVEL REWARD TRACKS.








SSL
SPLITGATE
LB
PLAY
BATTLEPASS
LOADOUT
SG2
LOCKER
SPLITGATE
CAREER
STORE
RB
52
888,888
CAREER LEVELS
CHALLENGES
STATS
LEADERBOARD
» CAREER LEVELS
CHALLENGER A
LEVEL 12
NEXT REWARD IN:
2,800 XP
LVL 13 UNLOCK
» CHALLENGES
NEXT UP X
Play 3 Matches
300 / 500
8,888
Play 3 Matches
300 / 500
8,888
Play 3 Matches
300 / 500
8,888
Play 3 Matches
300 / 500
8,888
Play 3 Matches
300 / 500
8,888
» SEASON 2
RANKED ARENA
SILVER 5
9999 POINTS
» PROGRESSION
WEAPON MASTERY Y
8%
COMPLETE
B BACK
A SELECT
SSL
SPLITGATE
SG2
SPLITGATE

// ACCOUNT LEVEL
Account level header indicates whether the player is in the challenger or veteran segment of progression

// CHALLENGES
Next up challenges panel shows high prio challenges [near complete]. Pressing face left on gamepad takes the player to the challenges subpage.

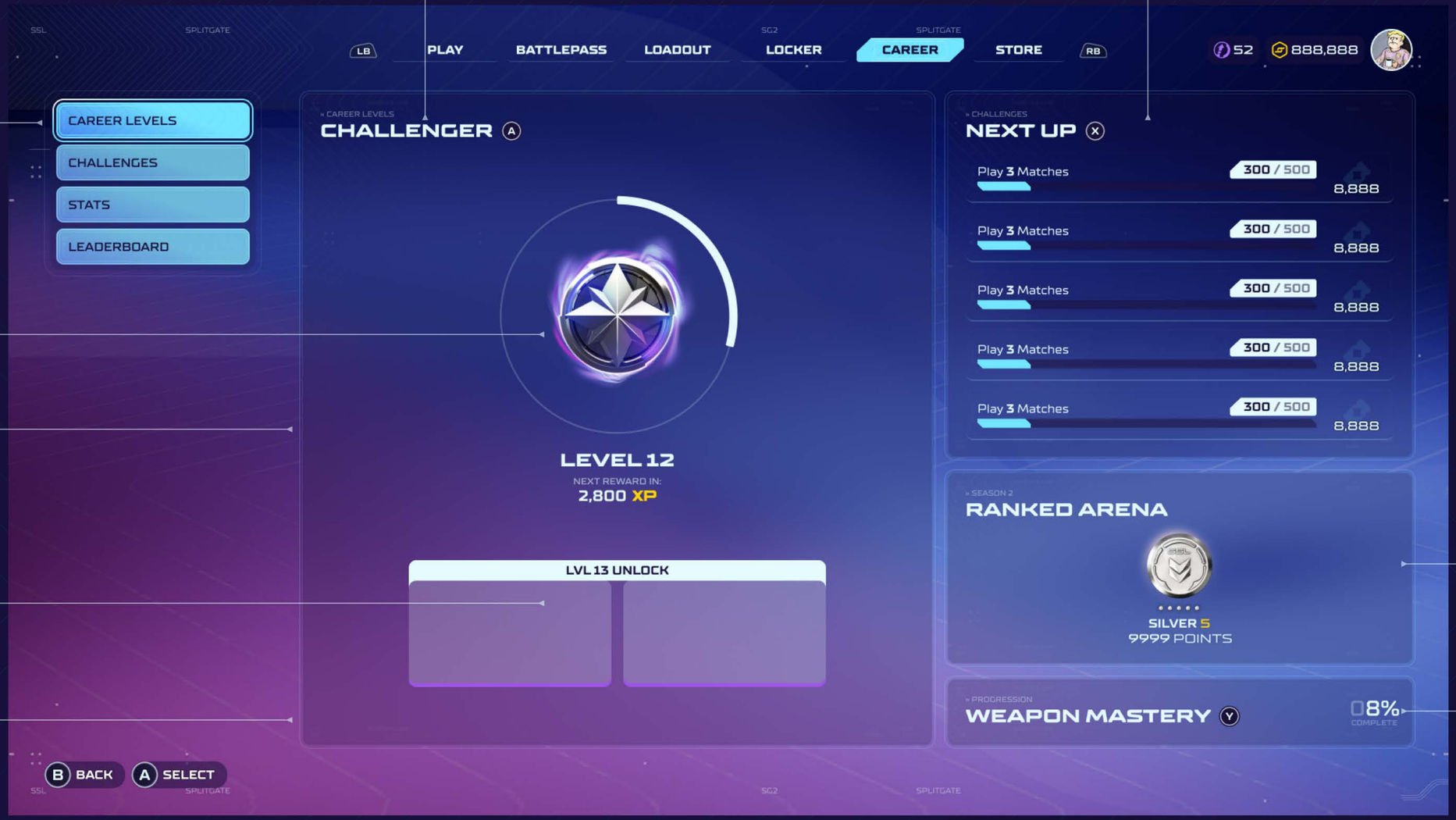
// NAVIGATION
Career subpages button list. Screen display changes on hover, Select takes the player one layer deeper into account level.

// ACCOUNT LEVEL
Prestige emblem shows within the account level progress radial

// NAVIGATION
Selecting this panel takes the player one layer deeper to the account level rewards sequence

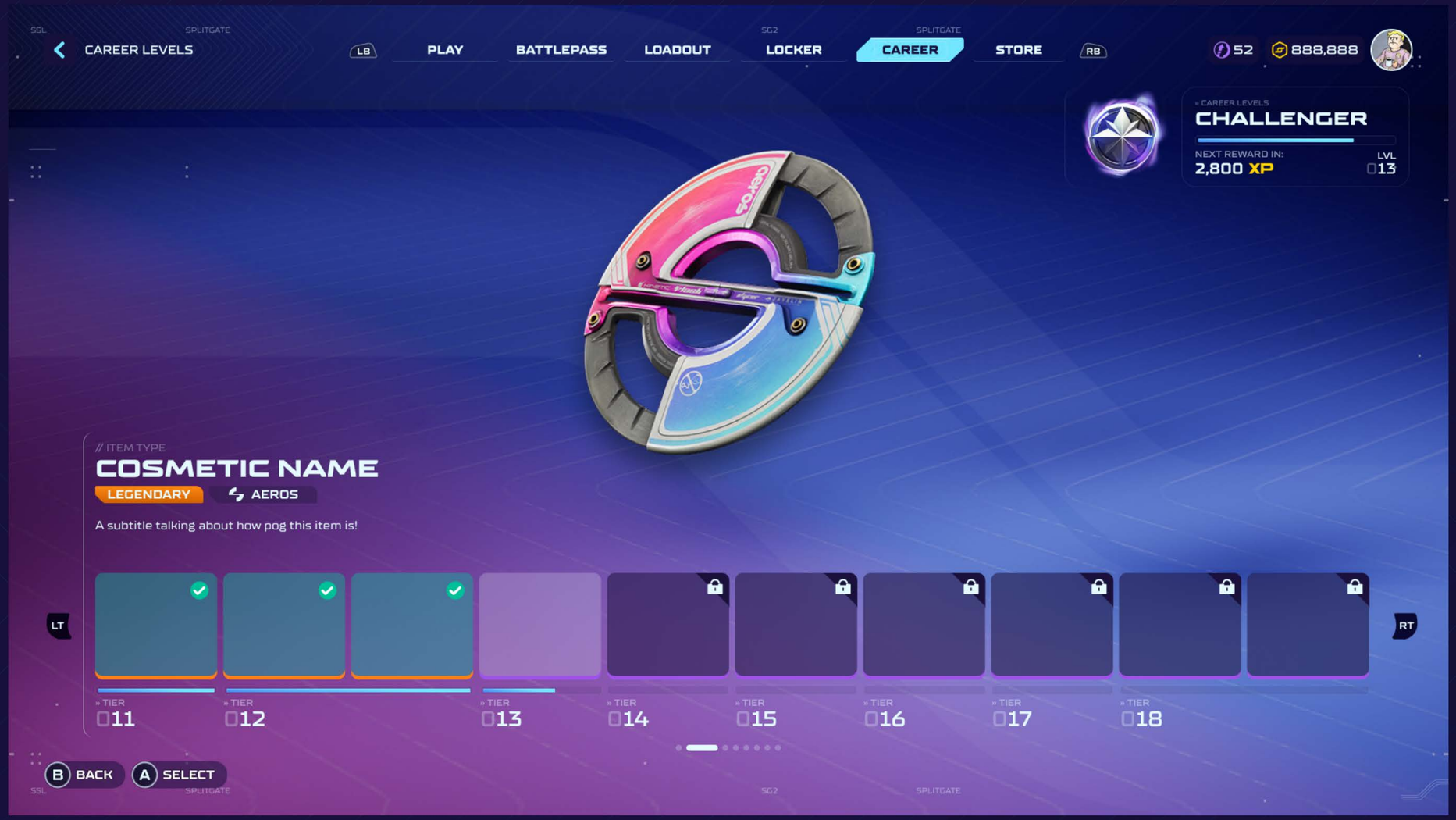
// ACCOUNT LEVEL
Reward(s) for the reaching the next account level are shown beneath the radial. This commonly is a single reward, but can include more than one reward item, as shown here.

// NAVIGATION
Each panel allows quick-jumping to the relevant subpages. KBM should be able to hover and select these panels as buttons.



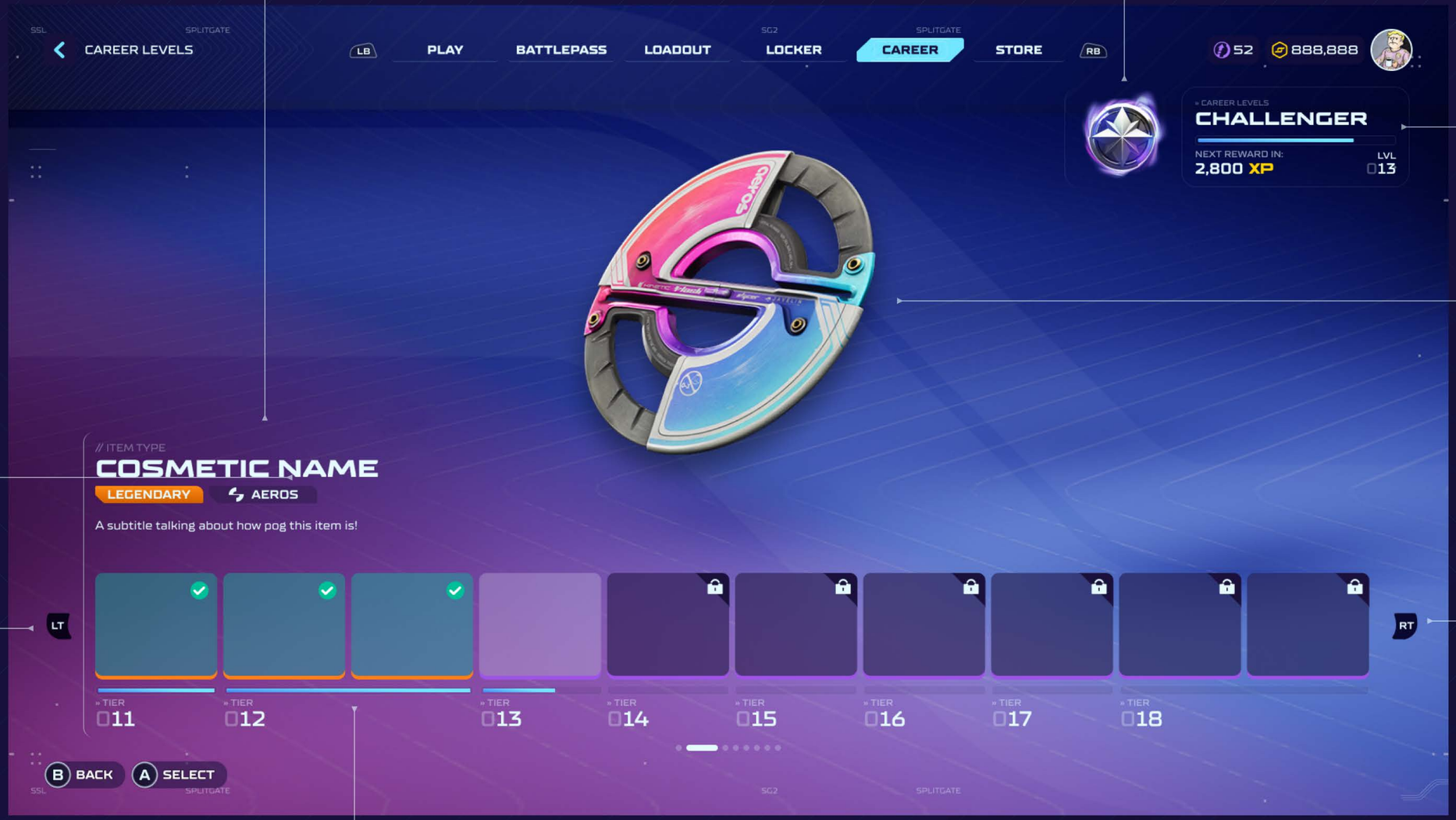
// RANK
The Ranked panel shows the player's current rank emblem, name, and rank points. On KBM, selecting this panel takes the player to the Stats page.

// WEAPONS
The Weapon Mastery panel takes the player to the Weapons Tab - Progression subpage.


SSL
SPLITGATE
CAREER LEVELS
LB
PLAY
BATTLEPASS
LOADOUT
SG2
LOCKER
SPLITGATE
CAREER
STORE
RB
52
888,888
» CAREER LEVELS
CHALLENGER
NEXT REWARD IN:
2,800 XP
LVL
13
// ITEM TYPE
COSMETIC NAME
LEGENDARY
AEROS
A subtitle talking about how pog this item is!
LT
RT
» TIER 11
» TIER 12
» TIER 13
» TIER 14
» TIER 15
» TIER 16
» TIER 17
» TIER 18
B BACK
A SELECT
SSL
SPLITGATE
SG2
SPLITGATE

// UNLOCK REWARDS
Unlock rewards presentation for the player's challenger levels, spanning 75 levels before the player transitions to Veteran level progression.

// ACCOUNT LEVEL
Prestige emblem for the player's current prestige level.



// ACCOUNT LEVEL
The player's current account level type (challenger vs veteran) and a horizontal version of the progress radial is shown, indicating progress towards the next reward unlock.

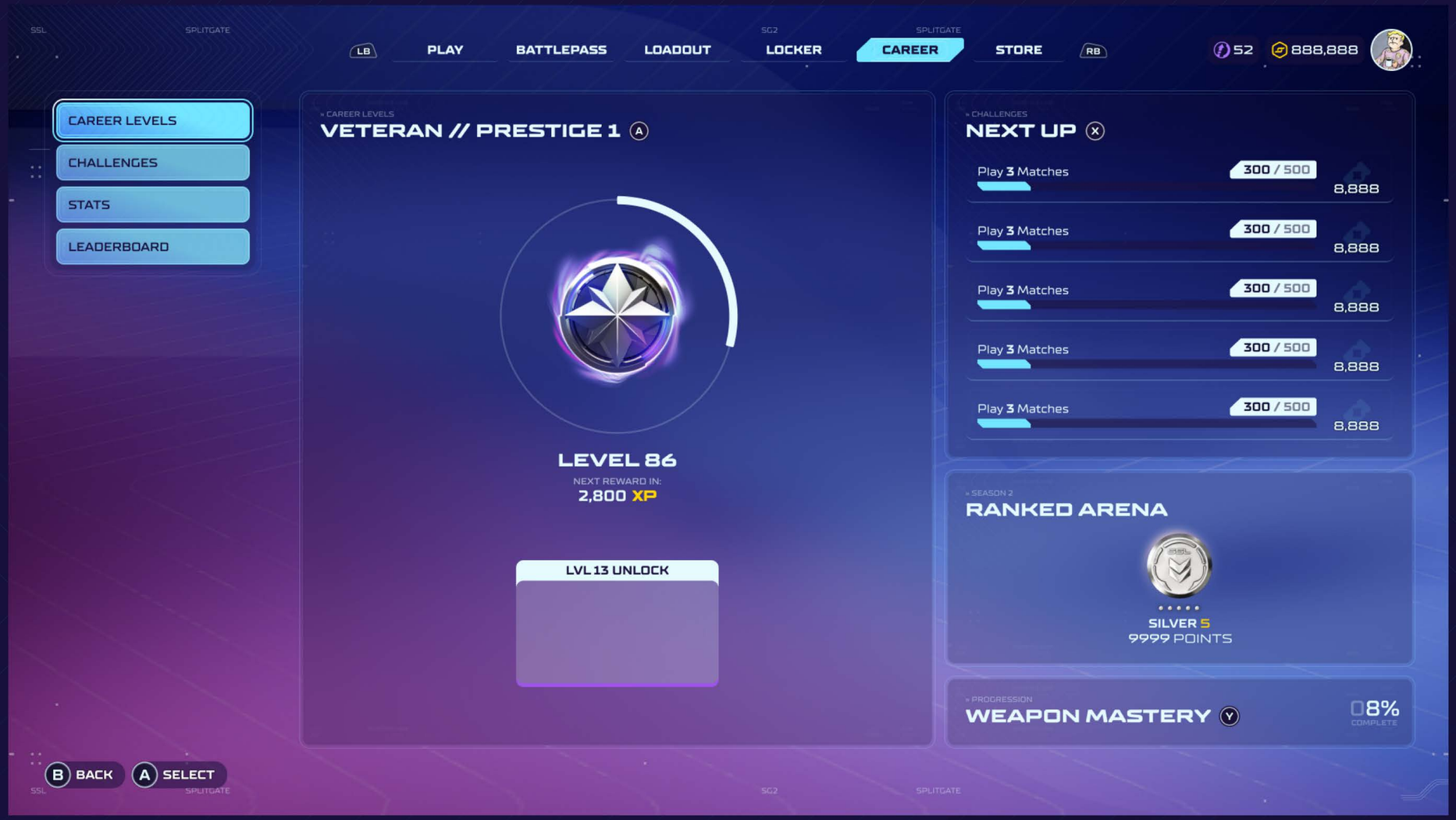
// UNLOCK REWARDS
The current focused reward is displayed centrally in the 3D pedestal actor. By default, the next-to-unlock reward is the focused item.

// UNLOCK REWARDS
Item info panel treatment matching the treatment used for Baddie Pass items.

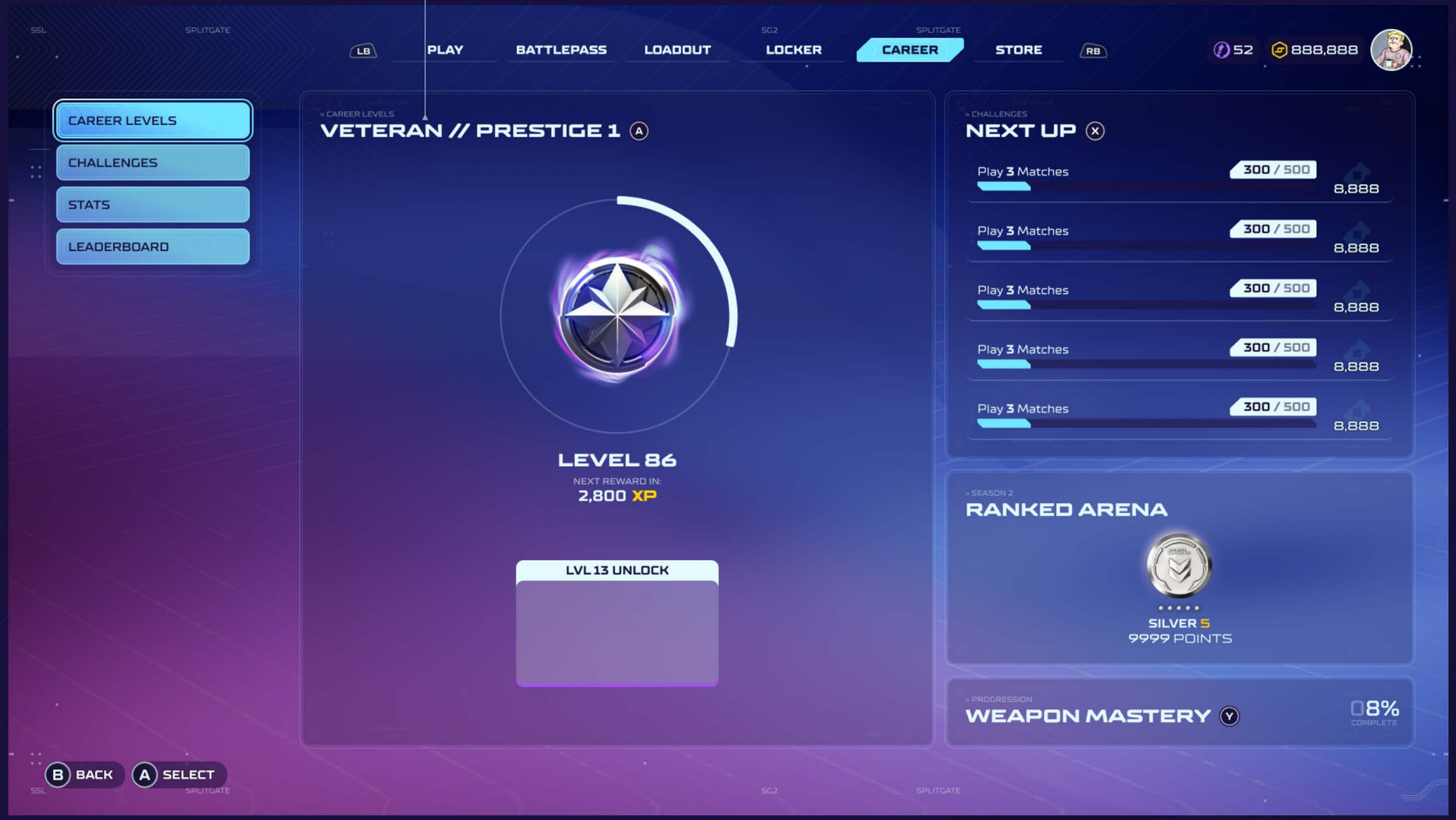
// UNLOCK REWARDS
Ten unlock items are shown per page in uniform width

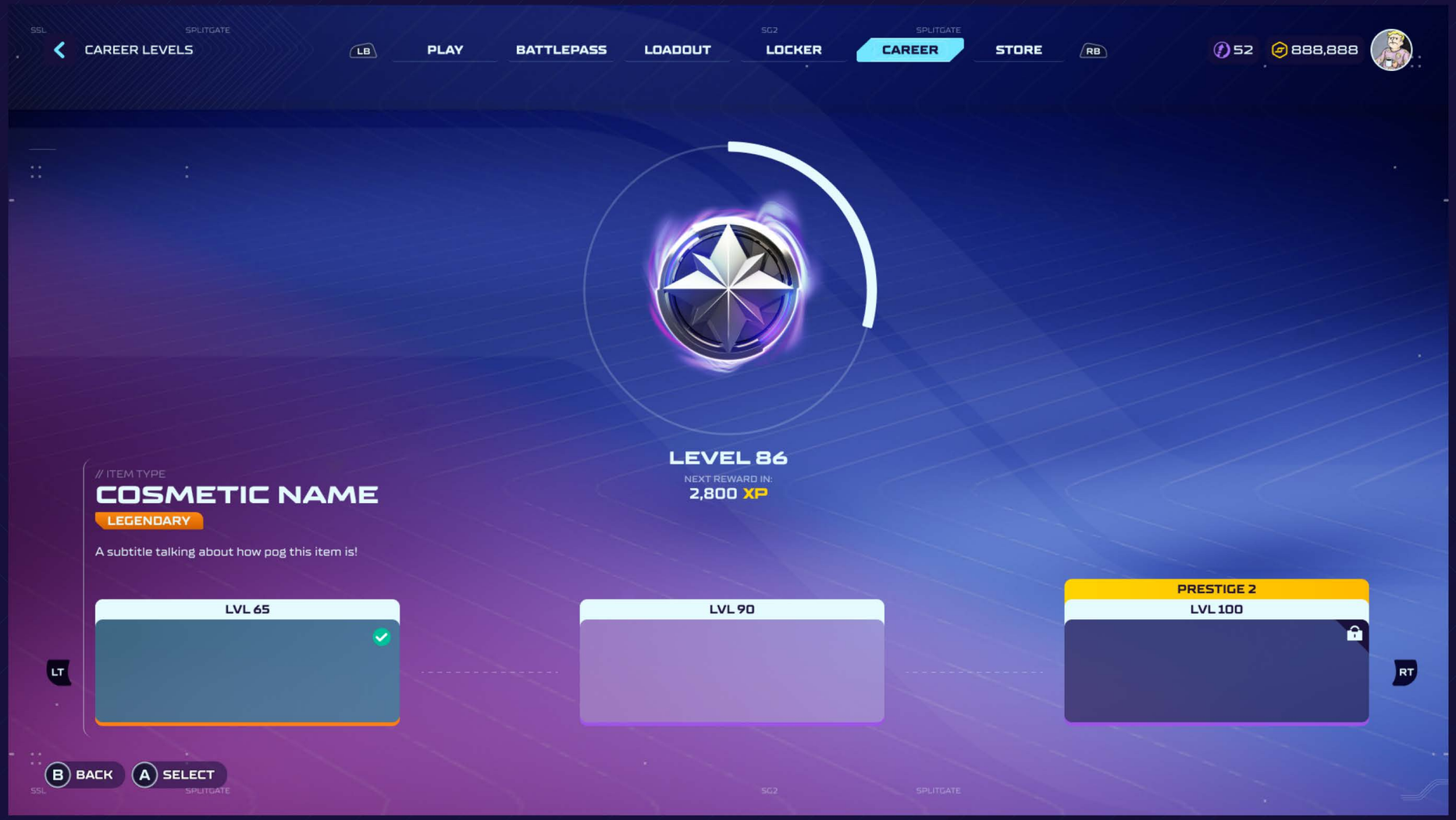
// NAVIGATION
The rewards sequence has the same pagination treatment that Baddie Pass uses, instead of the currently-used horizontal scroll (it makes me cri)

// UNLOCK REWARDS
For tiers that contain more than one item unlock, the items are shown horizontally next to each other and the tier's progress bar is shown as the width of the full group, rather than as the width of a single item, indicating progress towards that tier encapsulates all items above the bar.

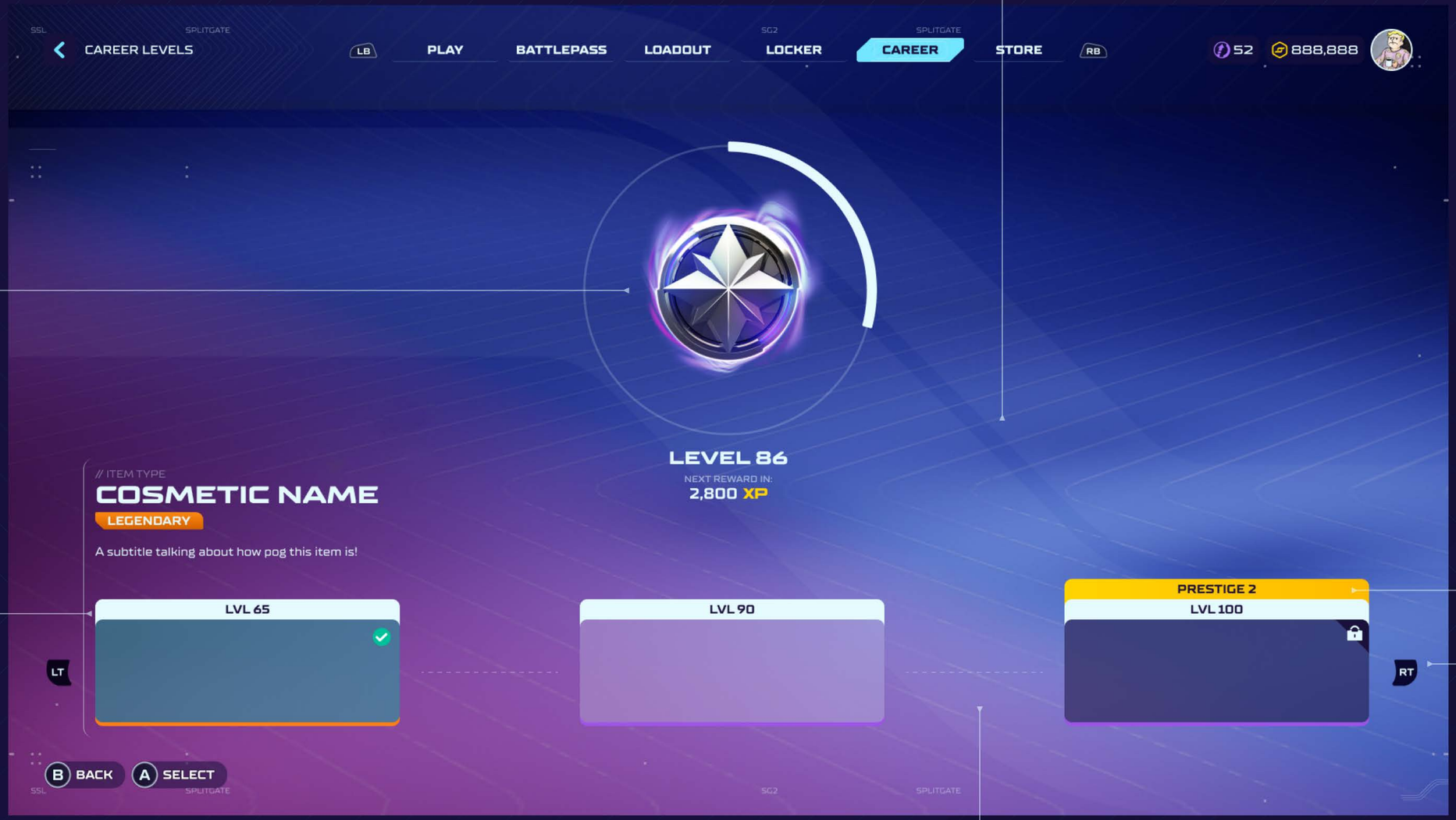

SSL
SPLITGATE
LB
PLAY
BATTLEPASS
LOADOUT
SG2
LOCKER
SPLITGATE
CAREER
STORE
RB
52
888,888
CAREER LEVELS
CHALLENGES
STATS
LEADERBOARD
» CAREER LEVELS
VETERAN // PRESTIGE 1
A
LEVEL 86
NEXT REWARD IN:
2,800 XP
LVL 13 UNLOCK
» CHALLENGES
NEXT UP
X
Play 3 Matches
300 / 500
8,888
Play 3 Matches
300 / 500
8,888
Play 3 Matches
300 / 500
8,888
Play 3 Matches
300 / 500
8,888
Play 3 Matches
300 / 500
8,888
» SEASON 2
RANKED ARENA
SILVER 5
9999 POINTS
» PROGRESSION
WEAPON MASTERY
Y
8%
COMPLETE
B BACK
A SELECT
SSL
SPLITGATE
SG2
SPLITGATE

// ACCOUNT LEVEL
Account level header indicates whether the player is in the challenger or veteran segment of progression and what prestige they are at (naming TBD)




CAREER LEVELS
LB
PLAY
BATTLEPASS
LOADOUT
LOCKER
CAREER
STORE
RB
52
888,888
LEVEL 86
NEXT REWARD IN:
2,800 XP
// ITEM TYPE
COSMETIC NAME
LEGENDARY
A subtitle talking about how pog this item is!
LVL 65
LVL 90
PRESTIGE 2
LVL 100
LT
RT
B BACK
A SELECT

// UNLOCK REWARDS
Unlock rewards presentation for the player's veteran levels, spanning 100 levels per prestige. Note that not every level corresponds to a reward.



// ACCOUNT LEVEL
Prestige emblem shows within the account level progress radial

// UNLOCK REWARDS
Unlock level indicator. This tag indicates the account level this award is unlocked at during veteran levels, as not all veteran levels include rewards.

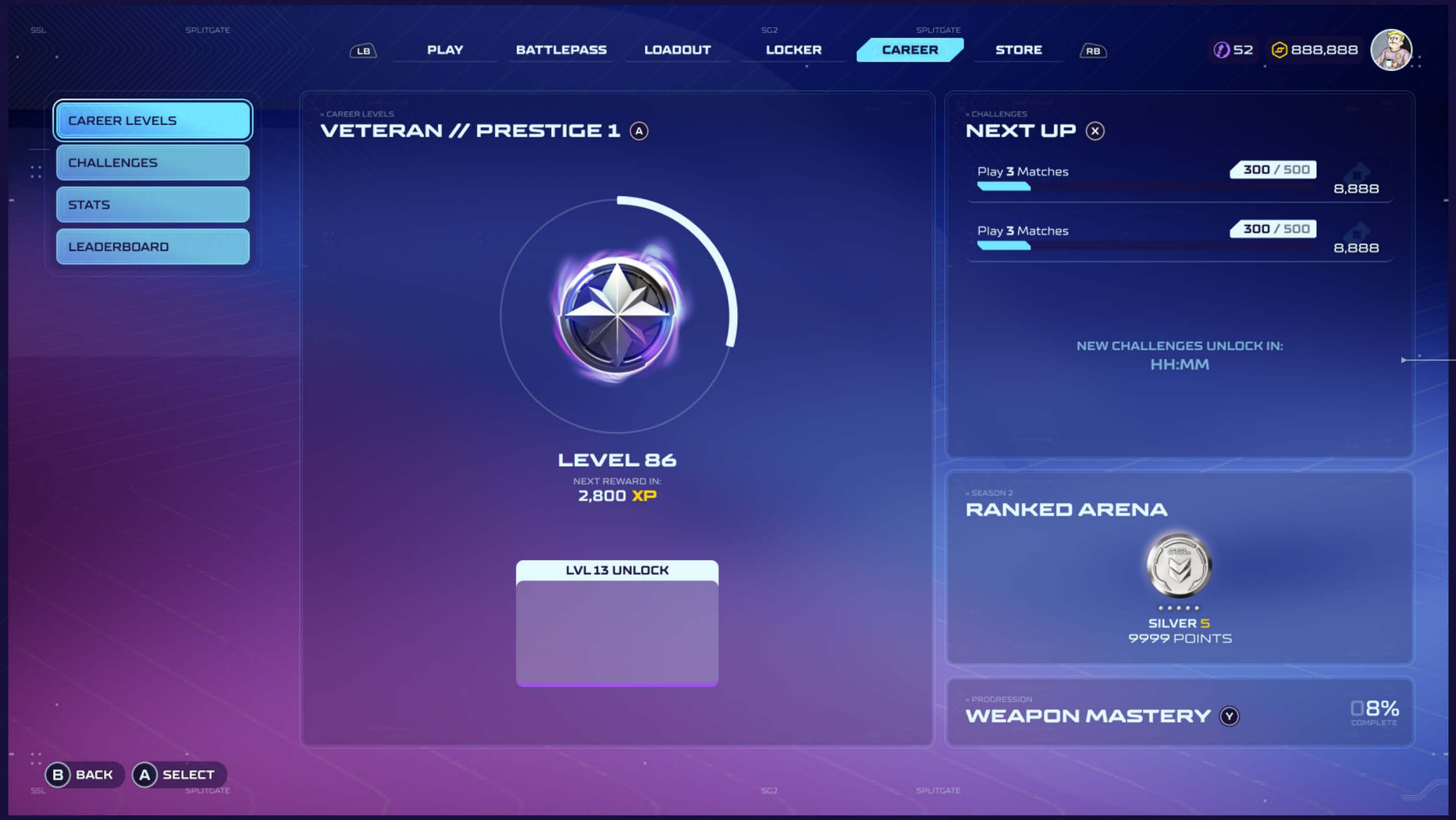
// UNLOCK REWARDS
Extra label tag indicates when a level corresponds to a new prestige (in increments of 100 levels).

// NAVIGATION
This screen can, over time, have many pages and the number of pages will evolve. Further, there is no strong definition of sets of items to a "page" as a concept. As a result, the player's focus state should always remain on the central item, and the items will slide item by item (instead of page by page) into the central item slot. No pagination pips are shown due to the uniqueness of this state. Gamepad can stick/d-pad or use triggers to move one item at a time. KBM can press arrow keys, arrow buttons, or scrollwheel.

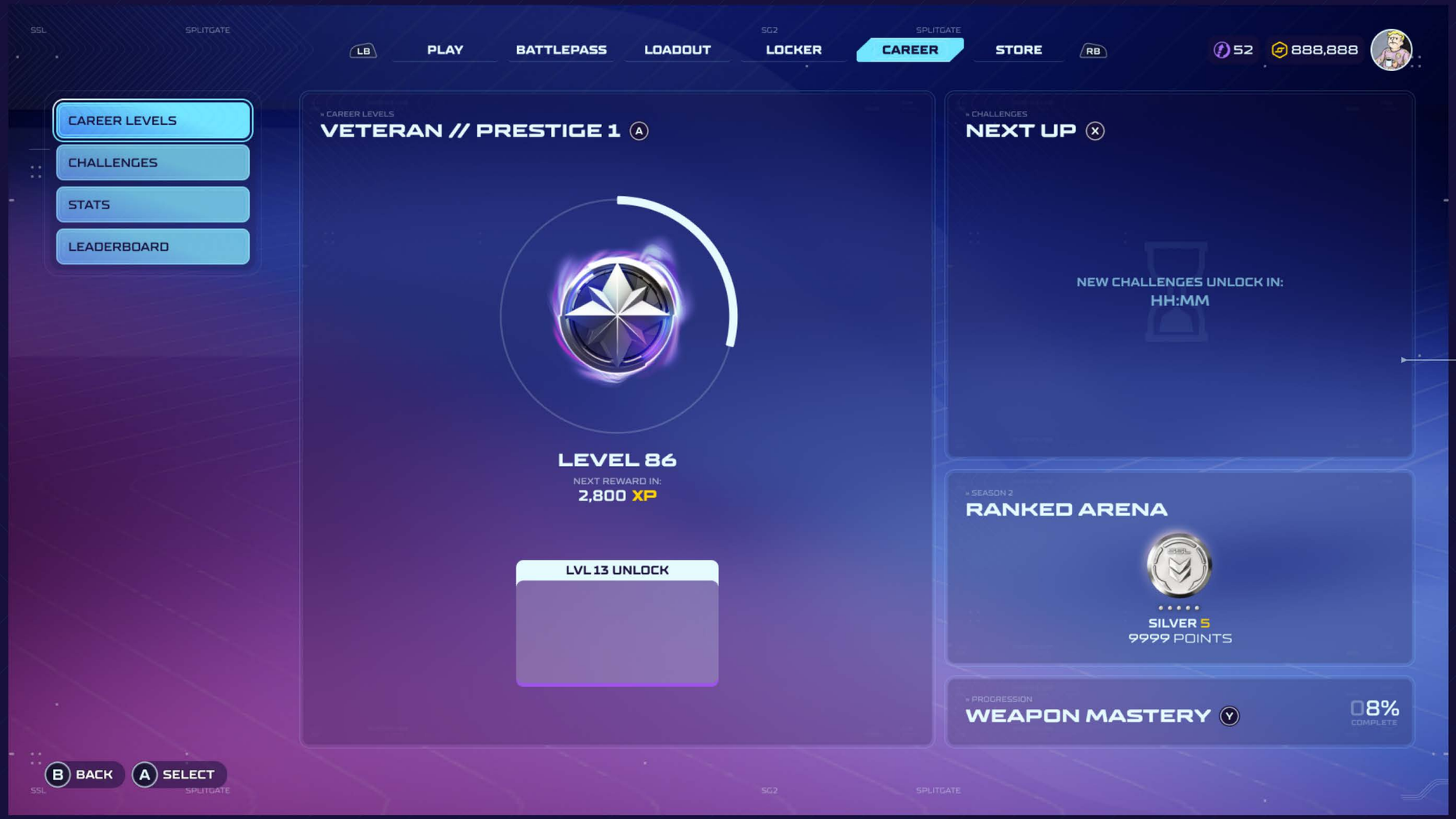
// UNLOCK REWARDS
Reward connector line. This line subtly represents that there are vaguely levels between reward increments. This line essentially represents a vague timeline to give some structure and intentionality to the space between rewards on this screen.

EDGE CASES

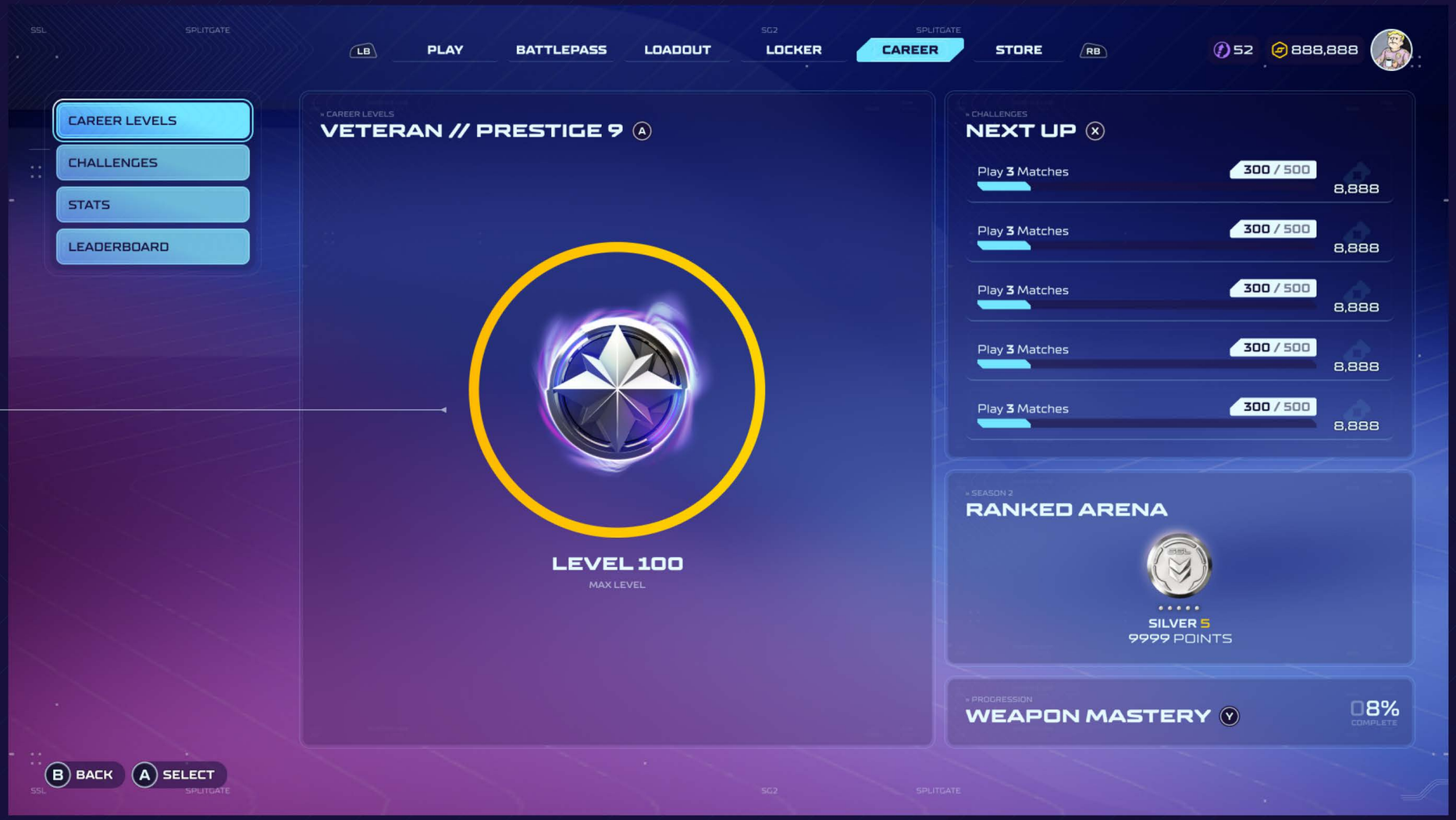
THE FOLLOWING SCREENS COVER SEVERAL EDGE CASES FOR THIS SECTION OF CAREER



// CHALLENGES
In the [extremely] rare case wherein there are fewer than 5 challenges that can be displayed, a general "new challenges unlock in" timer displays [generally tied to daily challenge turnover]. This UI takes up the height of one entry, so it can be used even if we are only one challenge entry short of a full list. This UI is vertically centered in the available space.

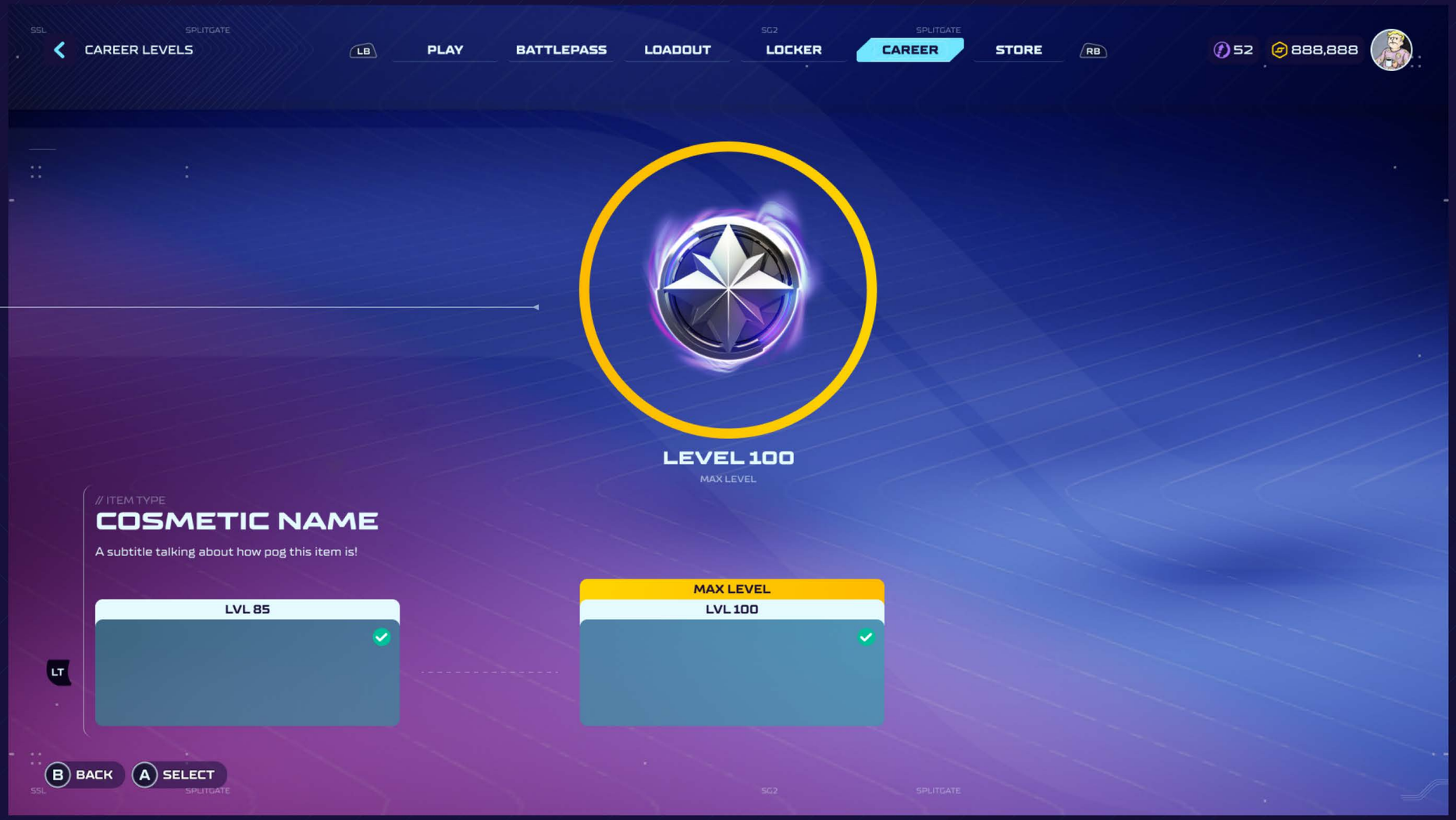


// CHALLENGES
[Nice to have] In the [infinitely] rare case wherein there are fewer than 5 challenges that can be displayed, a general "new challenges unlock in" timer displays [generally tied to daily challenge turnover]. When there are no challenges using vertical space, an embedded icon helps anchor this UI visually.



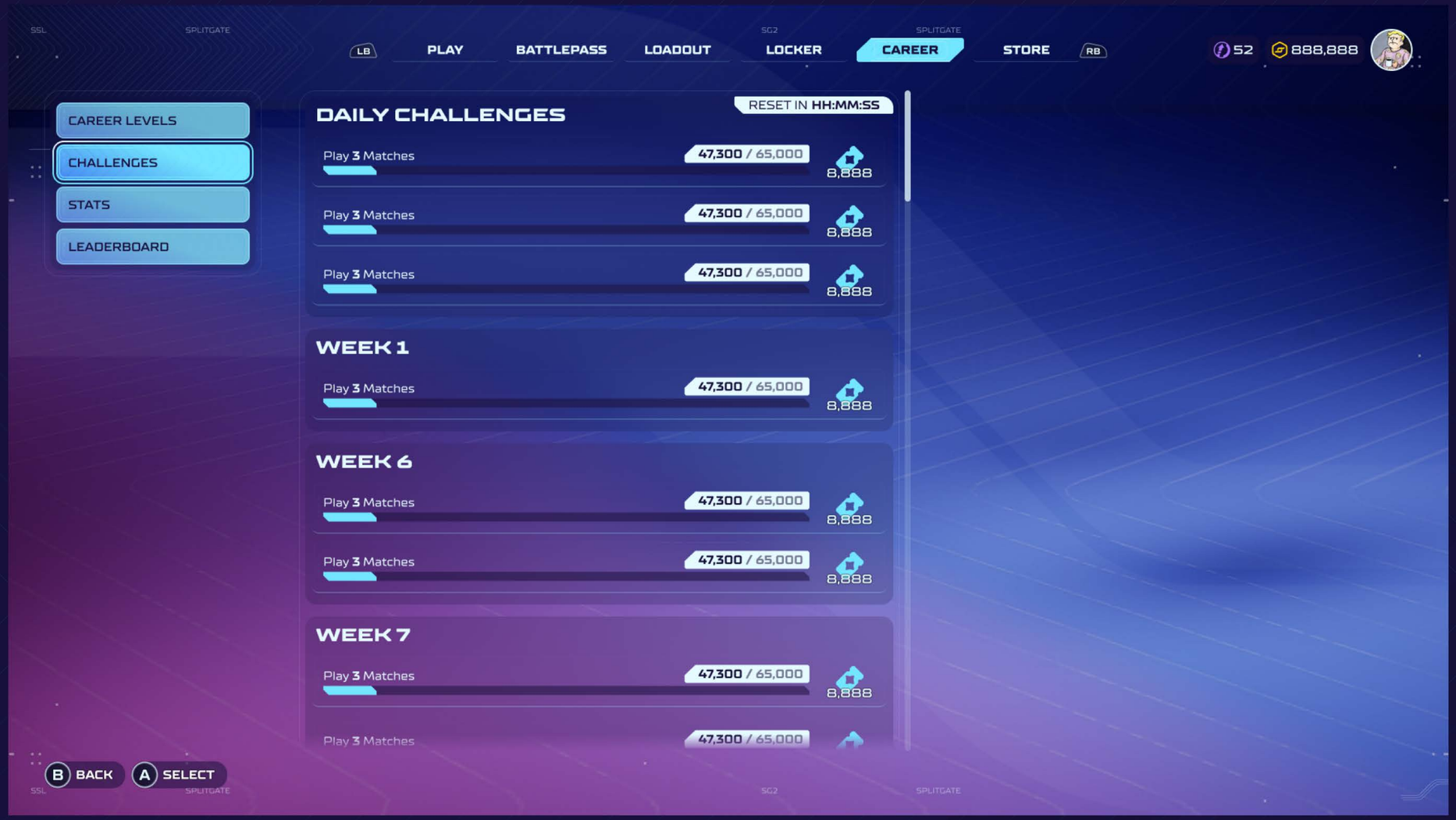
// ACCOUNT LEVEL
When the player has maxed out their prestige journey, the radial shows in a max state. Yellow is used here as a stub-in, but this material will need a real UI art pass. Functionally, we need to be able to set a max state aesthetic via material swap on the radial.

// ACCOUNT LEVEL
When the player has maxed out their prestige journey, the radial shows in a max state. Yellow is used here as a stub-in, but this material will need a real UI art pass. Functionally, we need to be able to set a max state aesthetic via material swap on the radial.



CAREER TAB

CHALLENGES

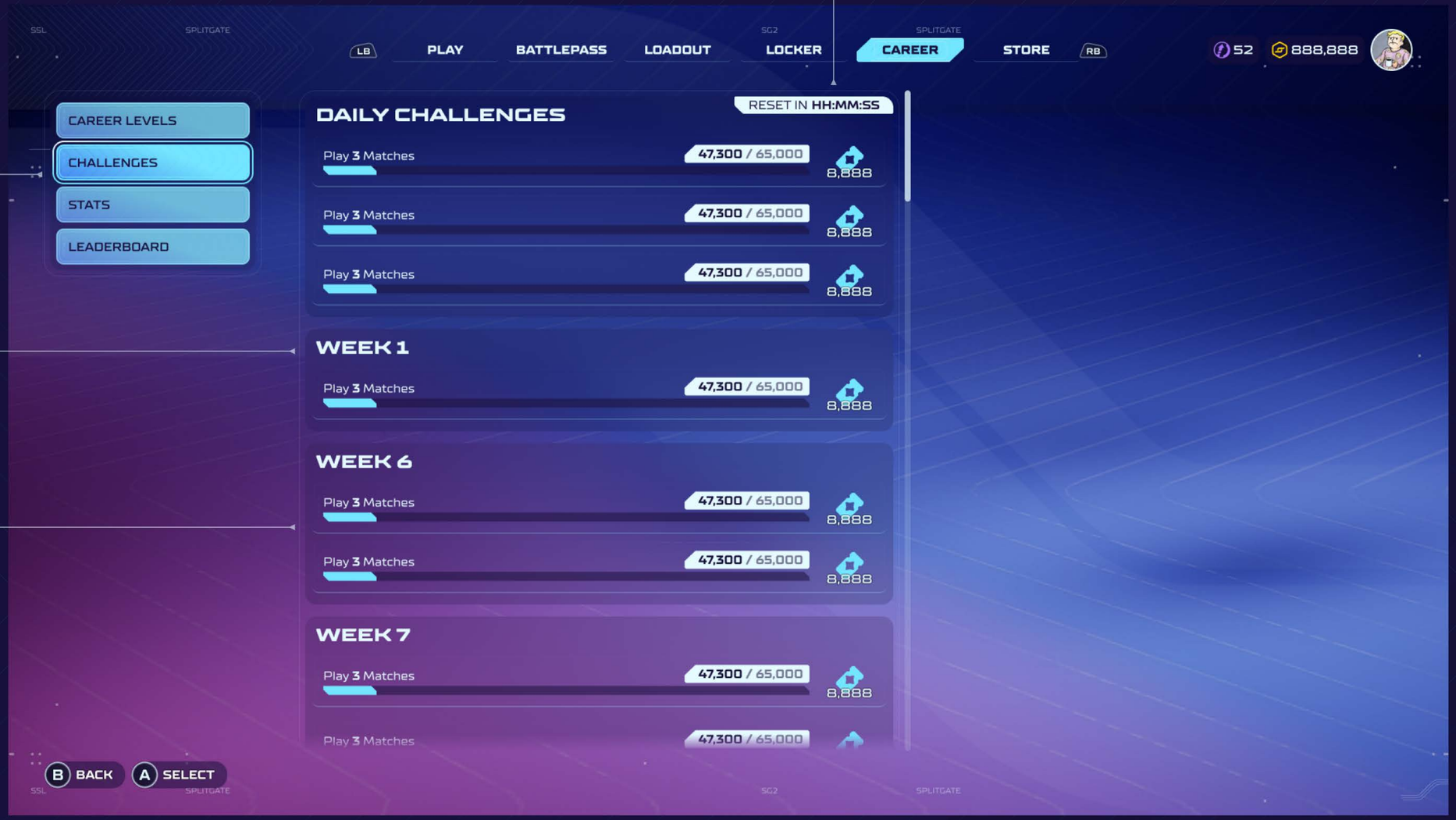

LB
PLAY
BATTLEPASS
LOADOUT
LOCKER
CAREER
STORE
RB
52
888,888
CAREER LEVELS
CHALLENGES
STATS
LEADERBOARD
DAILY CHALLENGES
RESET IN HH:MM:SS
Play 3 Matches
47,300 / 65,000
8,888
WEEK 1
WEEK 6
WEEK 7
B BACK
A SELECT

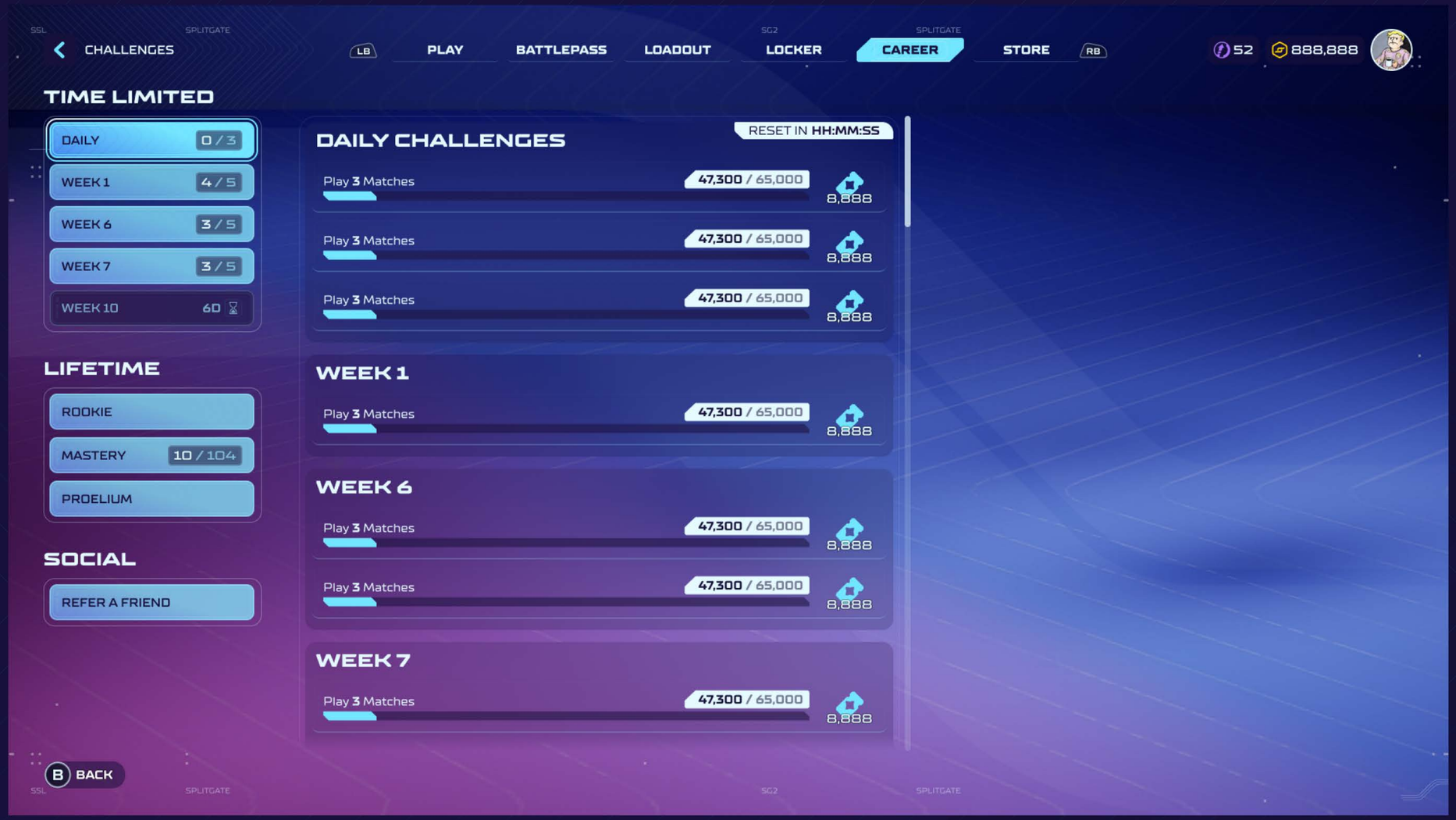
// CHALLENGES
Daily challenges display a RESET IN timer to indicate time until turnover.

// NAVIGATION
Career subpages button list. Screen display changes on hover, Select takes the player one layer deeper into challenges, revealing the challenges button list and hiding this one.

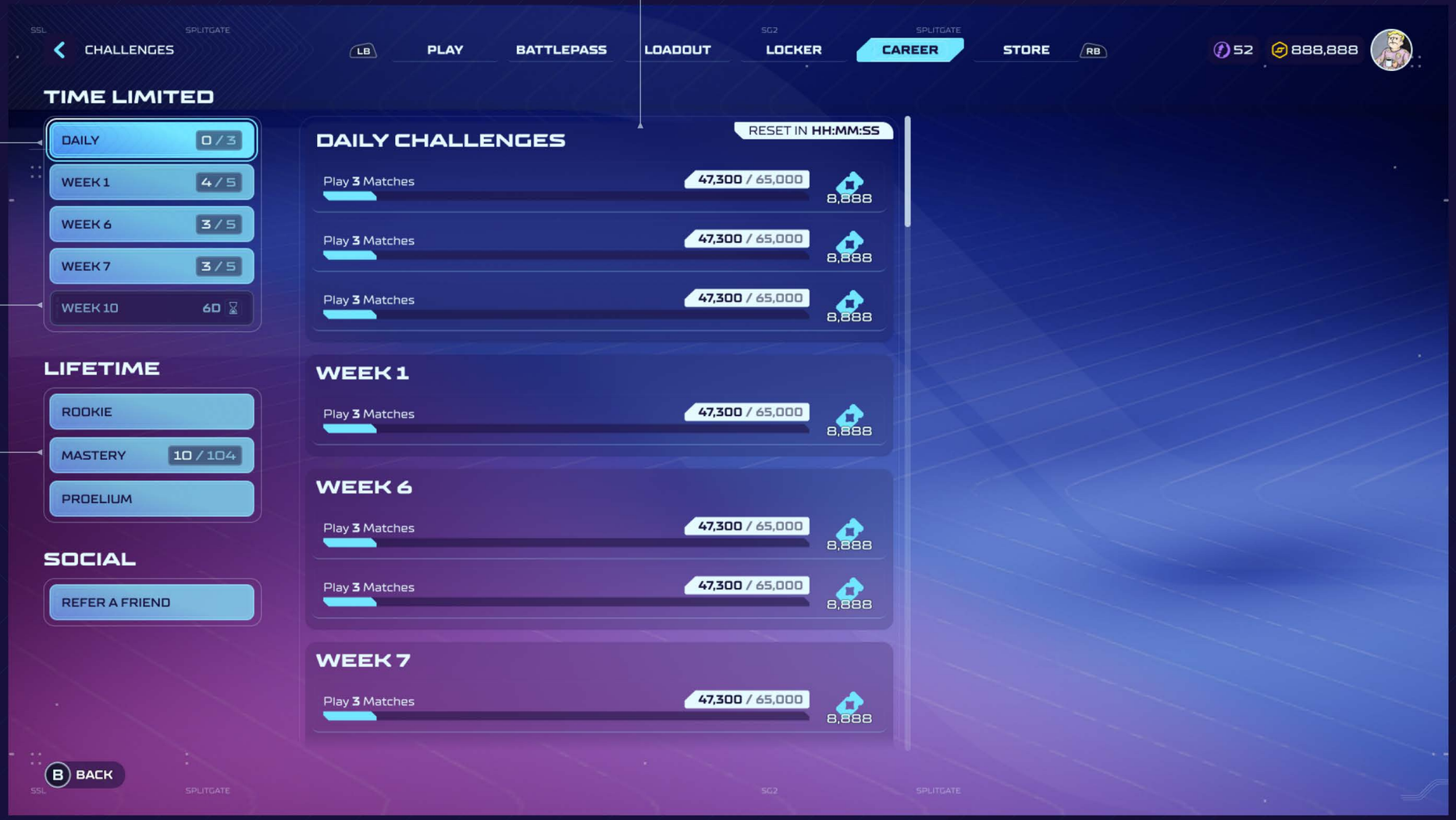
// CHALLENGES
Completed challenges are removed form the list upon completion. Claim and Claimed states are no longer relevant in the new challenge system wherein challenges are auto claimed. When all challenges from a section are complete, the section is hidden. NOTE: The daily section does not ever disappear.

// CHALLENGES
Challenges list maintains the current structure wherein the button list corresponds to anchored sections of an "infinite" scroll. Visual updates to the UI are required, but functionally this scroll works as it does today.




CHALLENGES
LB
PLAY
BATTLEPASS
LOADOUT
LOCKER
CAREER
STORE
RB
52
888,888
TIME LIMITED
DAILY 0 / 3
WEEK 1 4 / 5
WEEK 6 3 / 5
WEEK 7 3 / 5
WEEK 10 60
LIFETIME
ROOKIE
MASTERY 10 / 104
PROELIUM
SOCIAL
REFER A FRIEND
DAILY CHALLENGES
RESET IN HH:MM:SS
Play 3 Matches 47,300 / 65,000 8,888
Play 3 Matches 47,300 / 65,000 8,888
Play 3 Matches 47,300 / 65,000 8,888
WEEK 1
Play 3 Matches 47,300 / 65,000 8,888
WEEK 6
Play 3 Matches 47,300 / 65,000 8,888
Play 3 Matches 47,300 / 65,000 8,888
WEEK 7
Play 3 Matches 47,300 / 65,000 8,888
B BACK

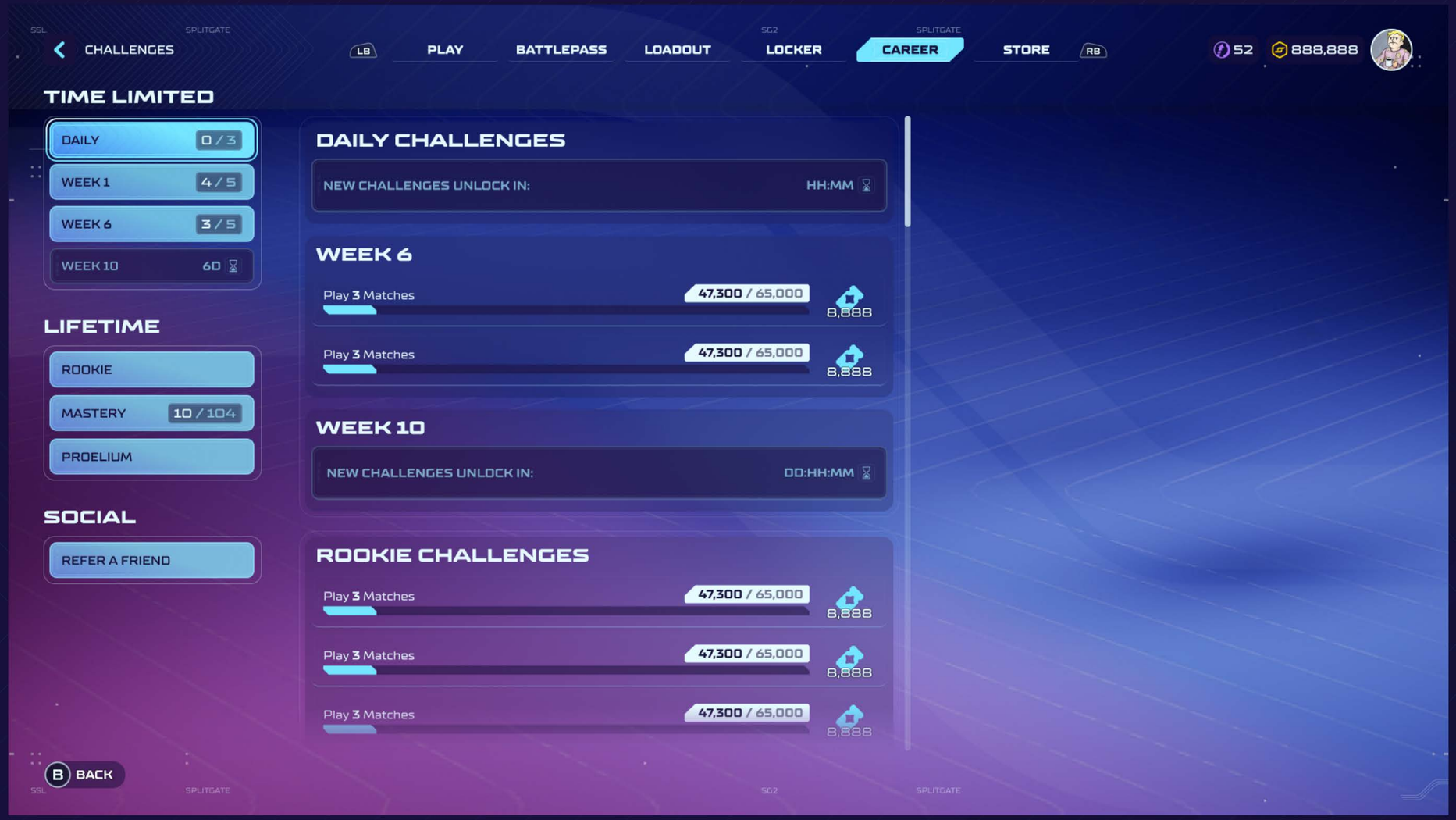
// NAVIGATION
This list continues to be navigable, as it is today. On gamepad, either selecting a section button or d-pading to the right moves gamepad focus to the list, following the same behavior exhibited in Settings.



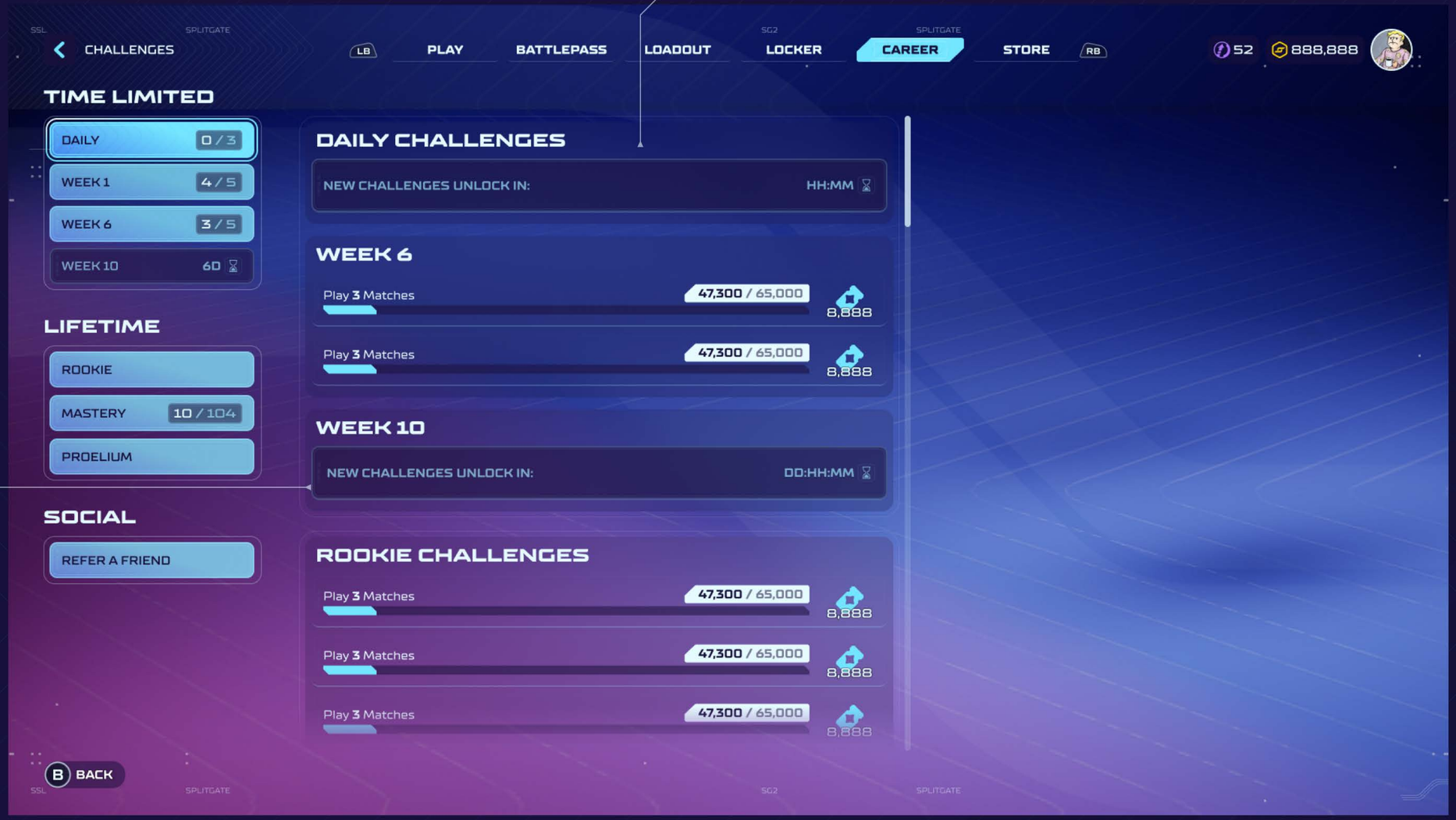
// NAVIGATION
Challenges button list in archetype sections. A configurer should be able to assign challenges to a particular section and prescribe a name for that section.

// CHALLENGES
Only the immediate next week of challenges is shown in the list as locked, rather than the full season of locked weeks.

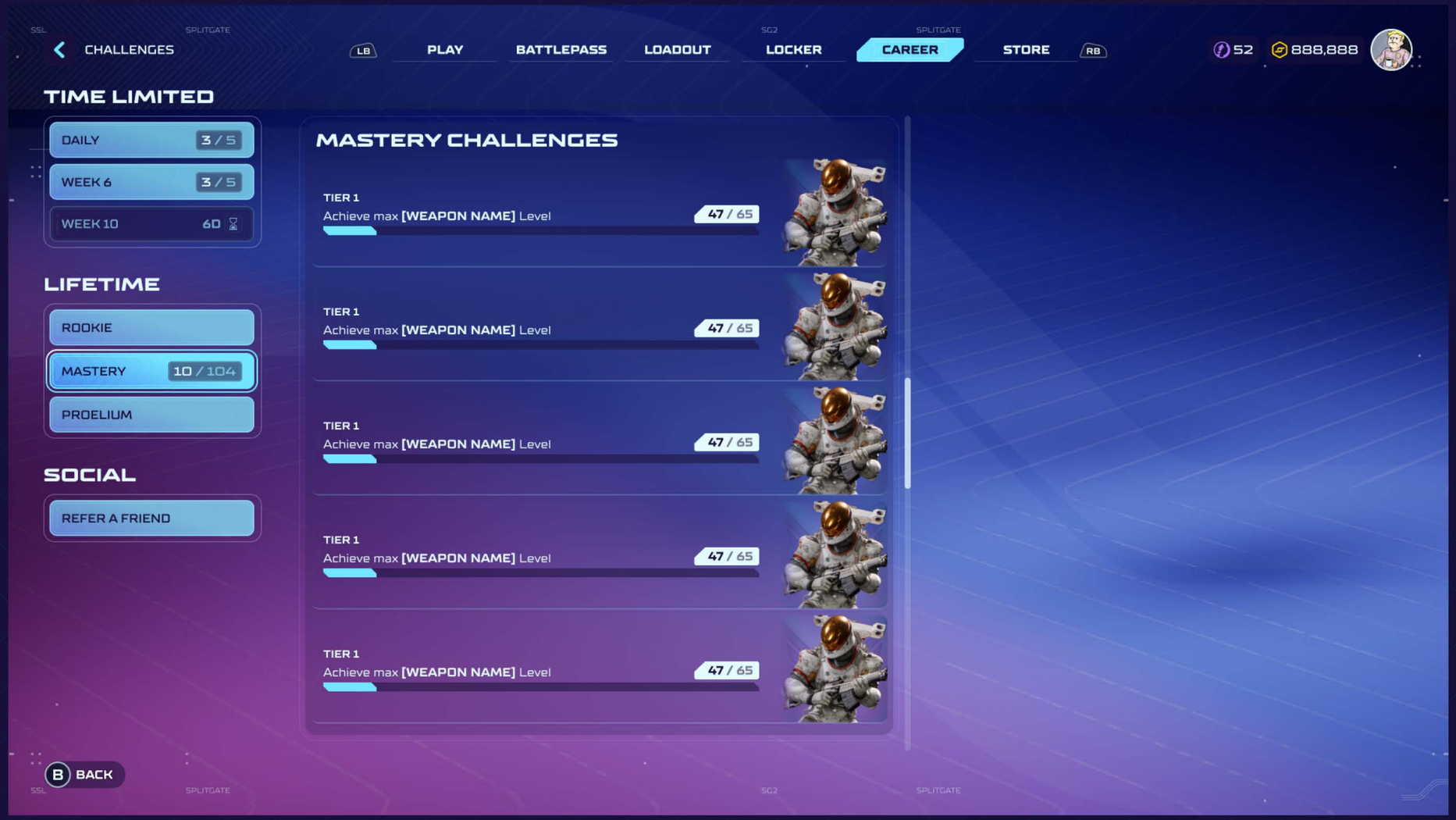
// CHALLENGES
[Nice to have] a configurer can choose whether or not to display completion progress on-tile, so as to allow hiding of this UI for challenge lists that are not finite (such as Refer a Friend challenges)


CHALLENGES
LB
PLAY
BATTLEPASS
LOADOUT
LOCKER
CAREER
STORE
RB
52
888,888
TIME LIMITED
DAILY 0 / 3
WEEK 1 4 / 5
WEEK 6 3 / 5
WEEK 10 6D
LIFETIME
ROOKIE
MASTERY 10 / 104
PROELIUM
SOCIAL
REFER A FRIEND
DAILY CHALLENGES
NEW CHALLENGES UNLOCK IN: HH:MM
WEEK 6
Play 3 Matches 47,300 / 65,000 8,888
Play 3 Matches 47,300 / 65,000 8,888
WEEK 10
NEW CHALLENGES UNLOCK IN: DD:HH:MM
ROOKIE CHALLENGES
Play 3 Matches 47,300 / 65,000 8,888
Play 3 Matches 47,300 / 65,000 8,888
Play 3 Matches 47,300 / 65,000 8,888
B BACK

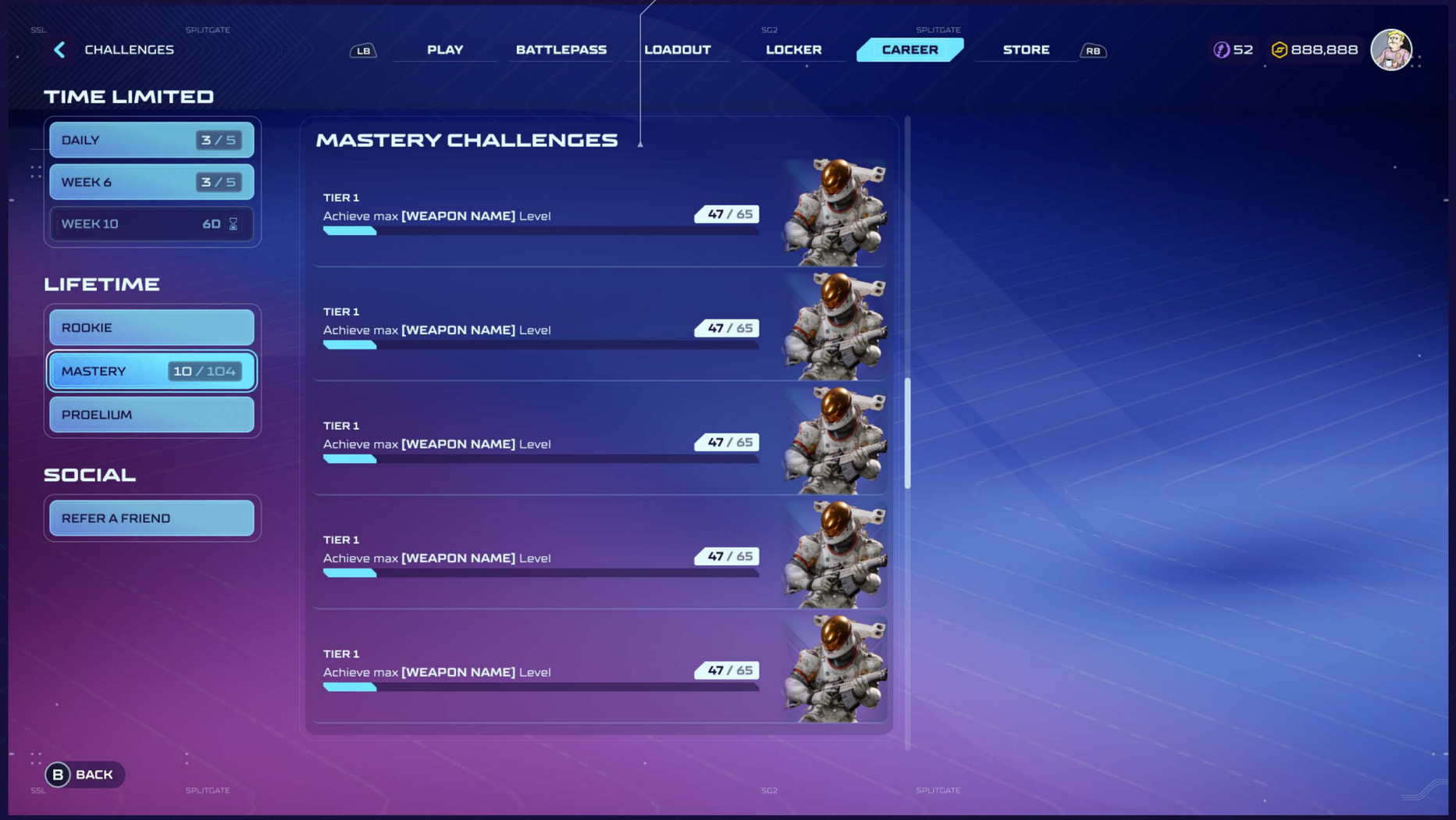
// CHALLENGES
Daily challenges section never disappears. When all dailies are complete, the final challenge slot is replaced with a Unlock countdown entry that indicates when new dailies will be available.



// CHALLENGES
Next-to-unlock weeks show the countdown state pending their unlock.


CHALLENGES
LB
PLAY
BATTLEPASS
LOADOUT
LOCKER
CAREER
STORE
RB
52
888,888
TIME LIMITED
DAILY 3 / 5
WEEK 6 3 / 5
WEEK 10 60
LIFETIME
ROOKIE
MASTERY 10 / 104
PROELIUM
SOCIAL
REFER A FRIEND
MASTERY CHALLENGES
TIER 1
Achieve max [WEAPON NAME] Level
47 / 65
TIER 1
Achieve max [WEAPON NAME] Level
47 / 65
TIER 1
Achieve max [WEAPON NAME] Level
47 / 65
TIER 1
Achieve max [WEAPON NAME] Level
47 / 65
TIER 1
Achieve max [WEAPON NAME] Level
47 / 65
B BACK

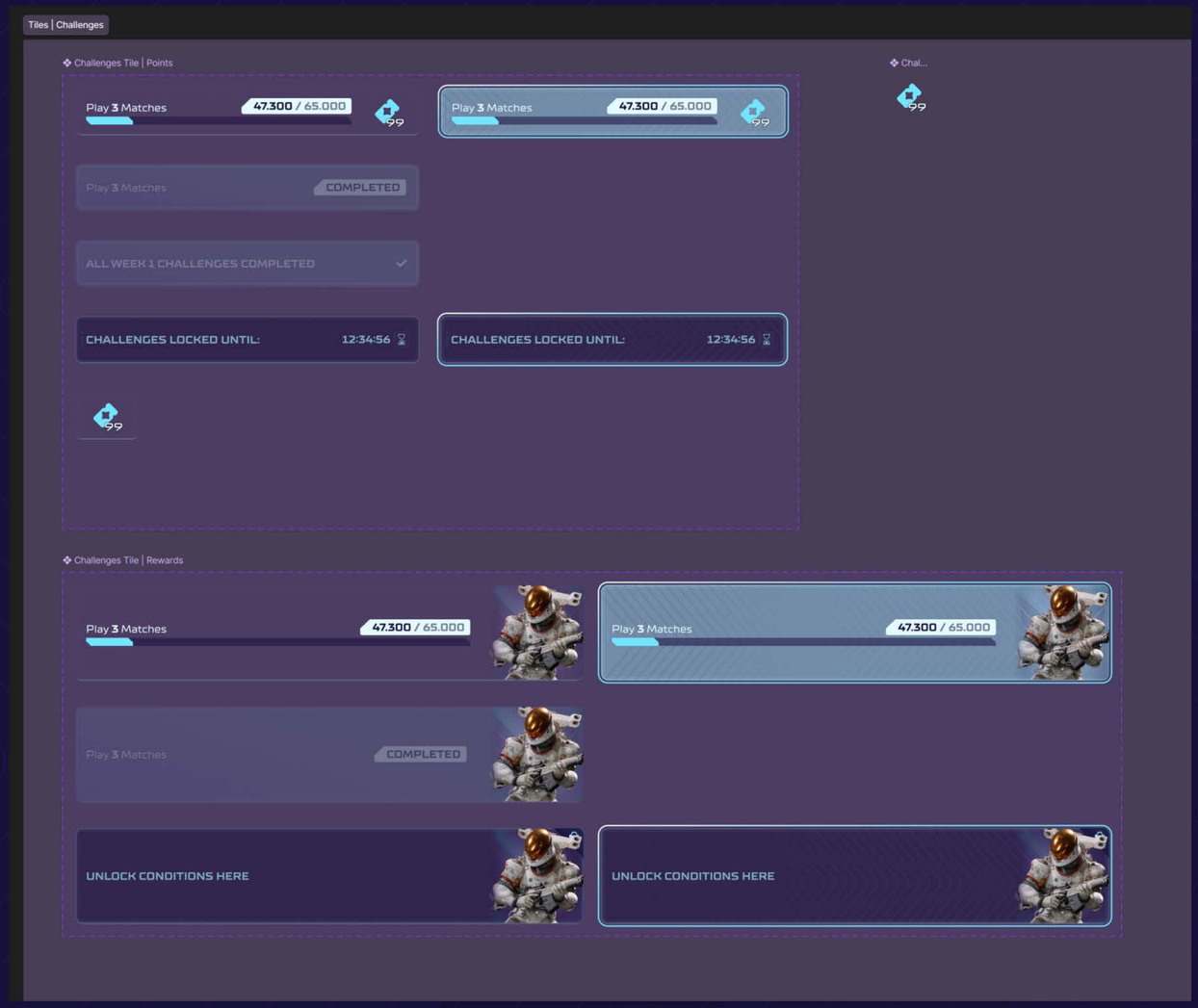
// CHALLENGES
Mastery challenges continue to take on their current structure, with visual updates to match the UI Art spec



LIST ENTRY STATES

THE UI ART SPEC AT THIS LOCATION PROVIDES A DETAILED LOOK AT EACH STATE AN ENTRY CAN BE ON BASED ON CONTEXT AND FOCUS.

HTTPS://WWW.FIGMA.COM/DESIGN/R4AAAIRITCOSDZYIGTHHNP/STYLES—COMPONENTS?NODE-ID=10027-159209&T=IOKKPUX88QS80I8R-1



CAREER TAB

STATS

- OVERVIEW
- HIGH LEVEL VIEW (GLOBAL)
- GLOBAL DRILL-IN
- ARENA DRILL-IN & ARENA RANKED EXAMPLE
- BATTLE ROYALE DRILL-IN

STATS ARCHITECTURE

CAREER STATS PROVIDES PLAYERS WITH GLOBAL, ARENA-SPECIFC, AND BATTLE-ROYALE SPECIFIC STAT VIEWS THAT CAN BE FURTHER FILTERED / SPLICED ACCORDING TO CONTEXTUAL FILTERS. EACH SUBPAGE OF STATS HAS A SELECTION OF CONSISTENT AND UNIQUE STATS IN THE PRIMARY DISPLAY AREA TO HIGHLIGHT BOTH SKILLS SHARED BETWEEN EXPERIENCE TYPES, AND SKILLS DIFFERENTIATED BETWEEN EXPERIENCE TYPES.

TOP-LEVEL VIEW

CAREER - STATS PAGE

DISPLAYS GLOBAL SUBPAGE VIEW AS PREVIEW

SUBPAGE

ARENA

SUBPAGE

GLOBAL

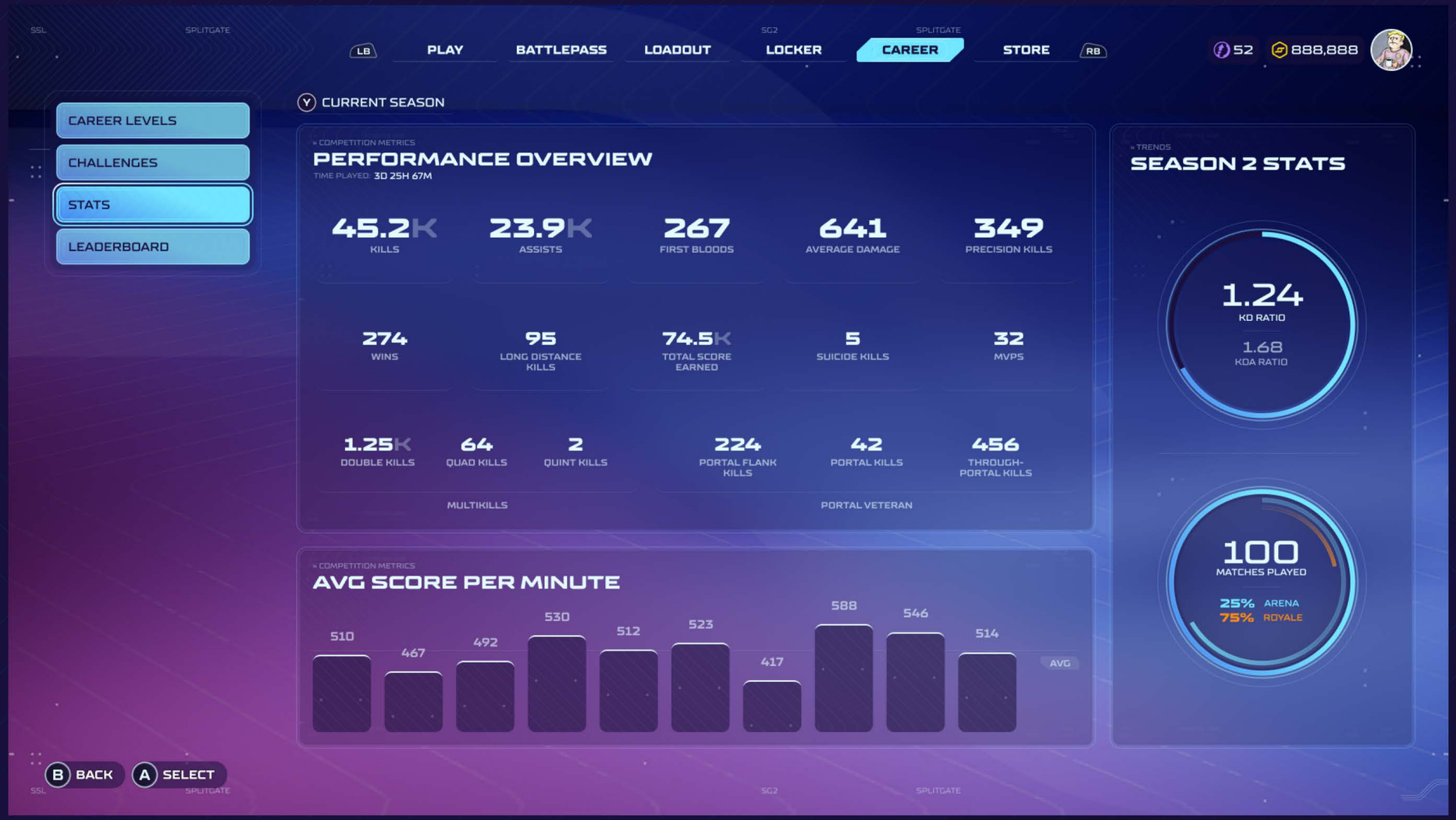
SUBPAGE

BATTLE ROYALE





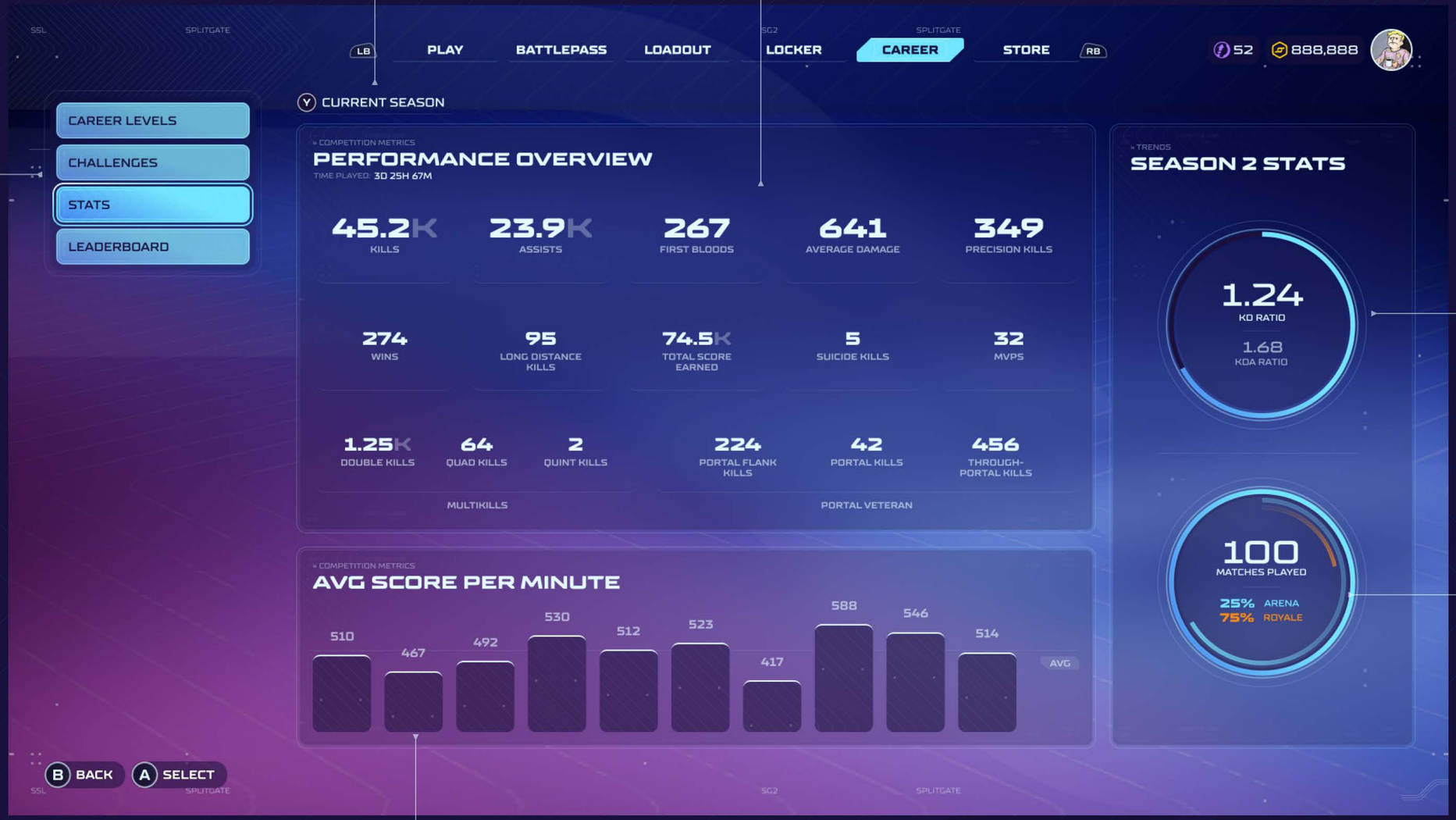



LB
PLAY
BATTLEPASS
LOADOUT
LOCKER
CAREER
STORE
RB
52
888,888
CURRENT SEASON
CAREER LEVELS
CHALLENGES
STATS
LEADERBOARD
» COMPETITION METRICS
PERFORMANCE OVERVIEW
TIME PLAYED: 3D 25H 67M
45.2K KILLS
23.9K ASSISTS
267 FIRST BLOODS
641 AVERAGE DAMAGE
349 PRECISION KILLS
274 WINS
95 LONG DISTANCE KILLS
74.5K TOTAL SCORE EARNED
5 SUICIDE KILLS
32 MVPS
1.25K DOUBLE KILLS
64 QUAD KILLS
2 QUINT KILLS
MULTIKILLS
224 PORTAL FLANK KILLS
42 PORTAL KILLS
456 THROUGH-PORTAL KILLS
PORTAL VETERAN
» TRENDS
SEASON 2 STATS
1.24 KD RATIO
1.68 KDA RATIO
100 MATCHES PLAYED
25% ARENA
75% ROYALE
» COMPETITION METRICS
AVG SCORE PER MINUTE
510
467
492
530
512
523
417
588
546
514
AVG
B BACK
A SELECT

// FILTERING
Available filters shown and interactable at this level. Global subpage filter list shown at this display represents global stats.

// GENERAL STATS DISPLAY
General stat display showing the "Global" subpage stat grouping state.

// NAVIGATION
Career subpages button list. Screen display changes on hover, Select takes the player one layer deeper into stats.



// RADIAL DISPLAY
Radial representation of KD ratio.

// RADIAL DISPLAY
Radial representation of matches played (outer, 100% complete circle), arena matches played (middle ring, shown as % of total matches played), and battle royale matches played (inner, shown as % of total matches played).

// AVG SCORE PER MIN GRAPH
Score of last 10 matches shown as a bar graph. Average is always shown as a line at the vertical centerpoint. Entries fill such that the right-most entry is the most recent match.

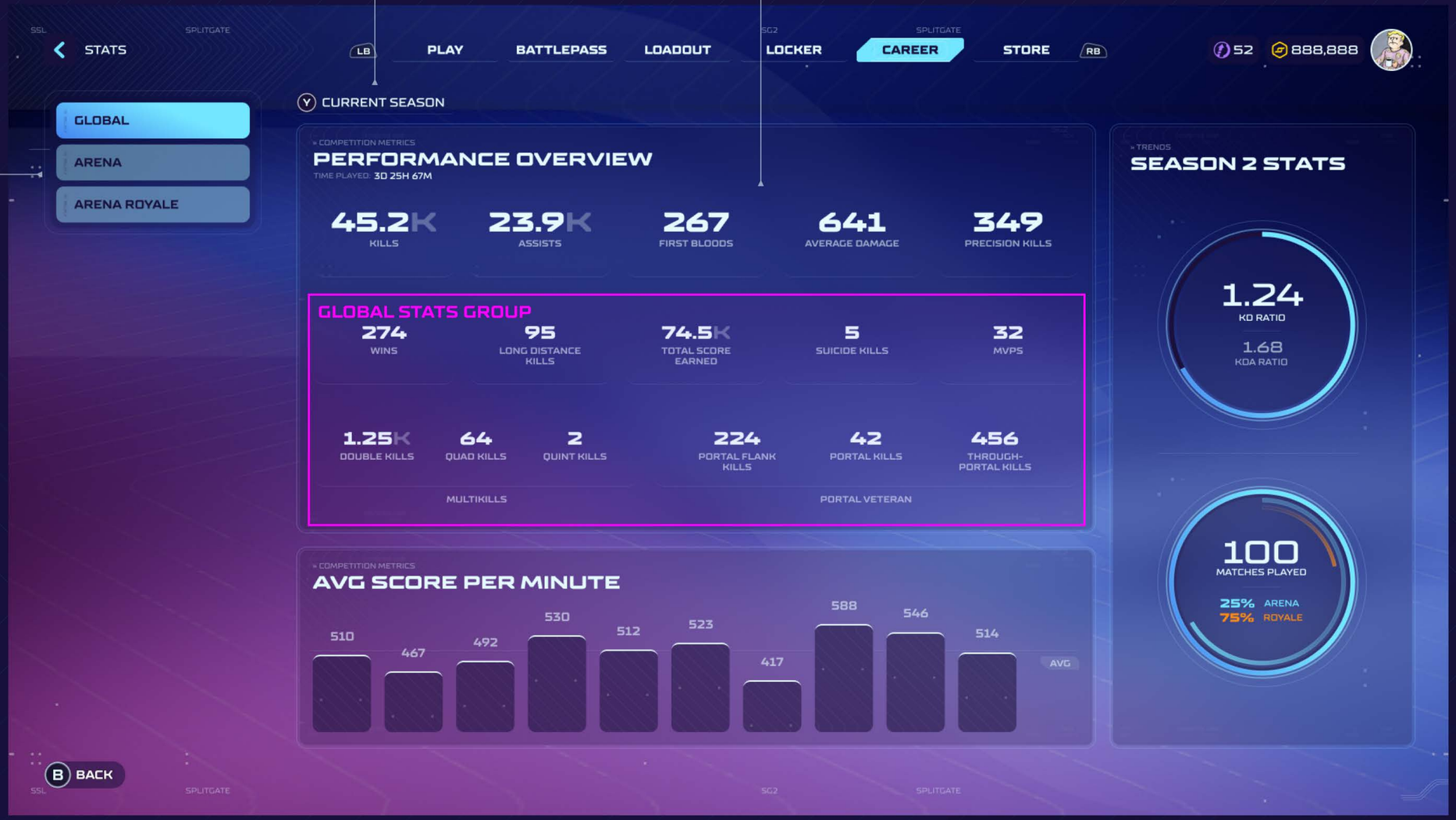


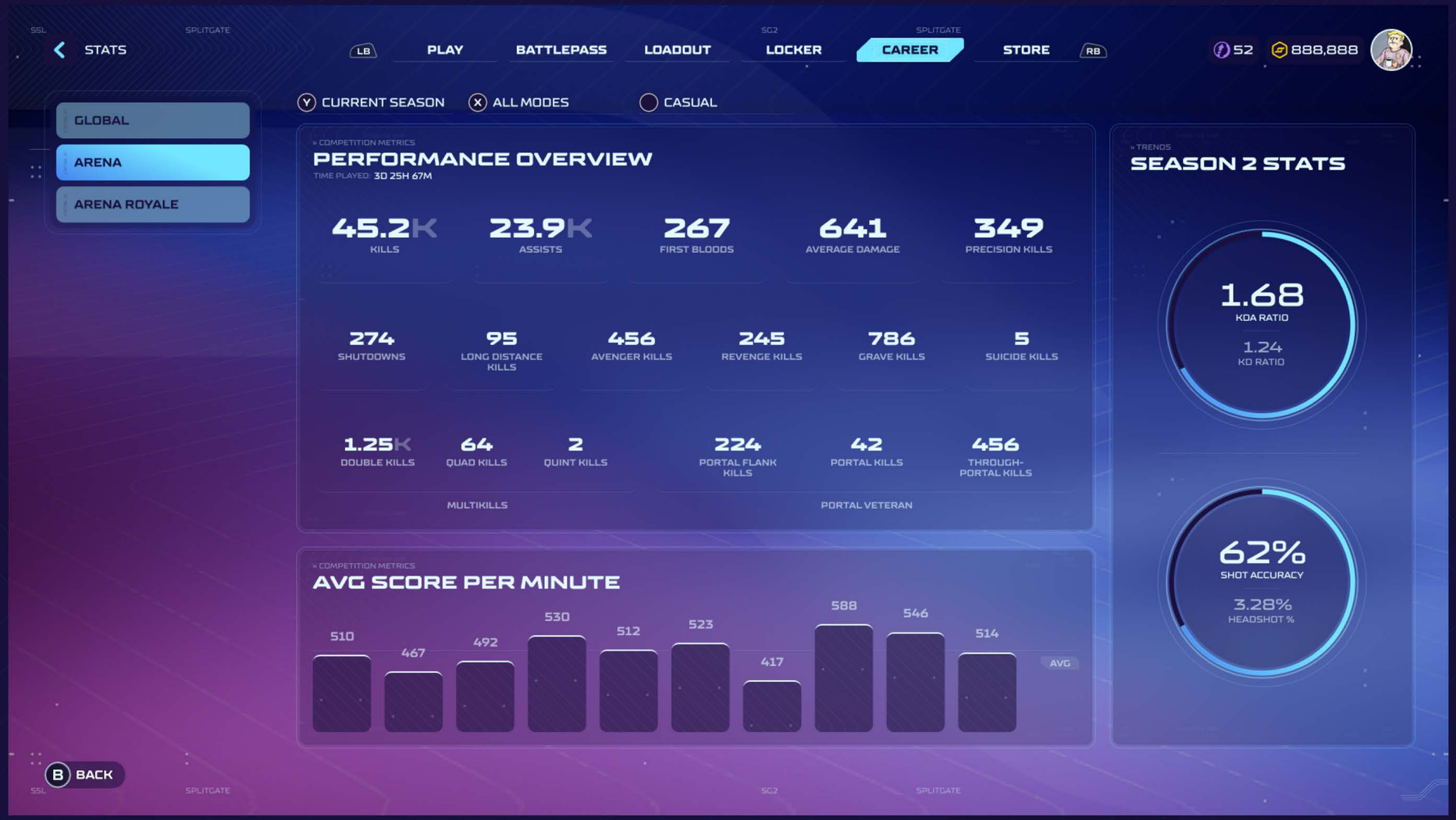
04 // **CAREER** STATS DRILL-IN - GLOBAL VIEW

// FILTERING
Available filters shown and interactable at this level. Global subpage filter list shown at this display represents global stats.

// GENERAL STATS DISPLAY
General stat display showing the "Global" subpage stat grouping state.

// NAVIGATION
Stats subpages button list.



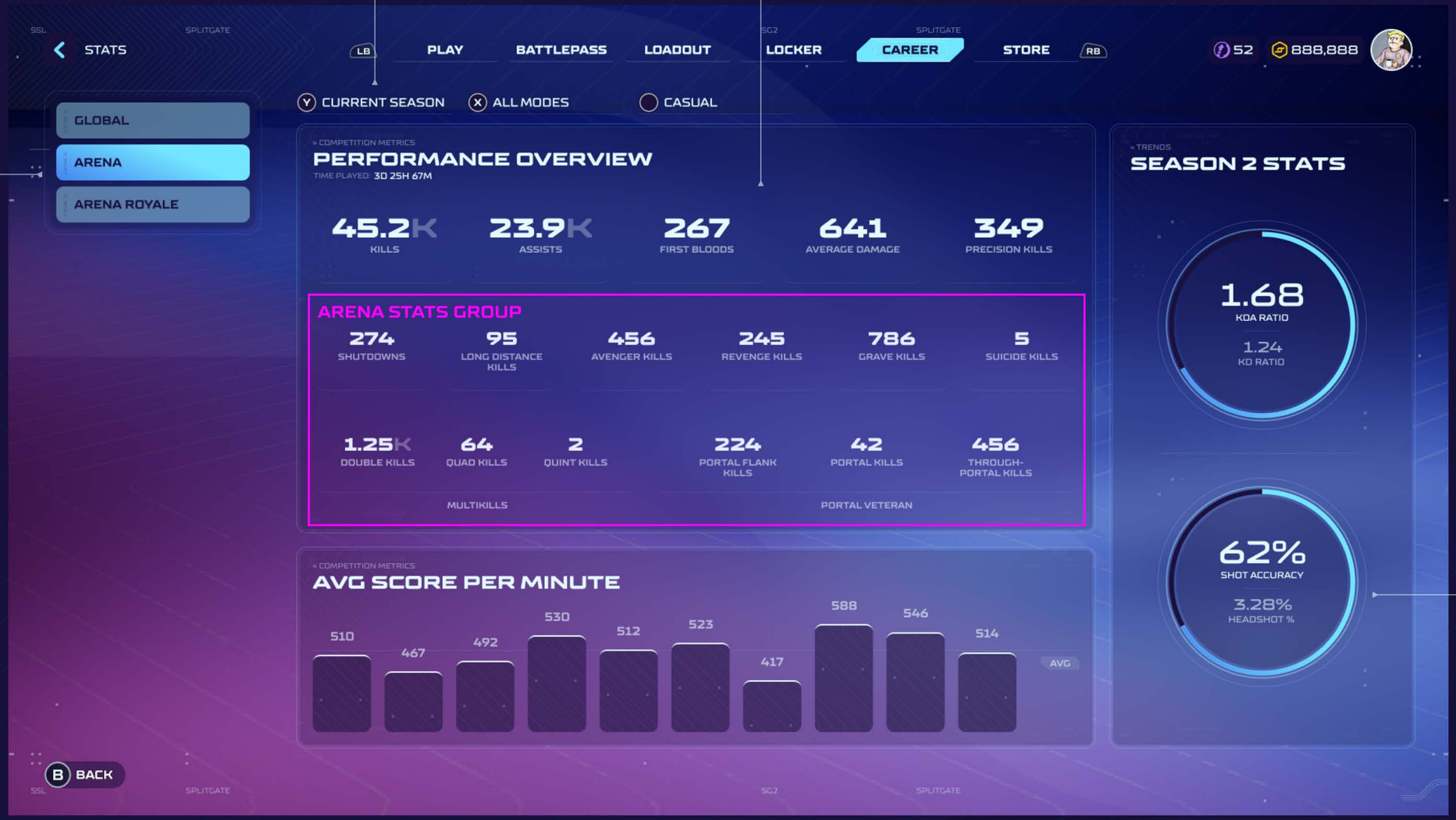


04 // **CAREER** STATS DRILL-IN - ARENA VIEW

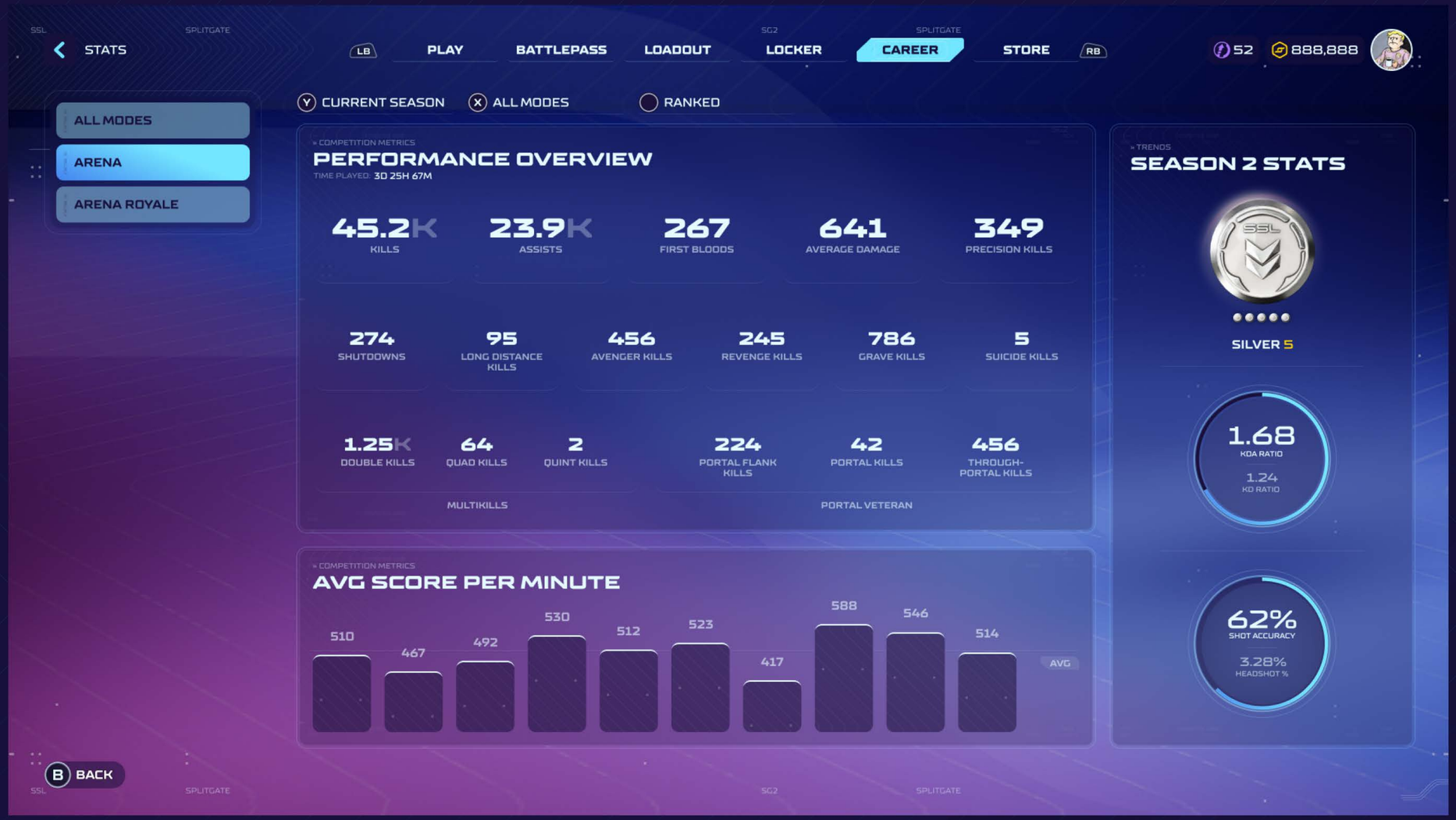
// FILTERING
Available filters shown and interactable at this level. Arena subpage filter list shown including time period, mode list, and rank type

// GENERAL STATS DISPLAY
General stat display showing the "Arena" subpage stat grouping state.

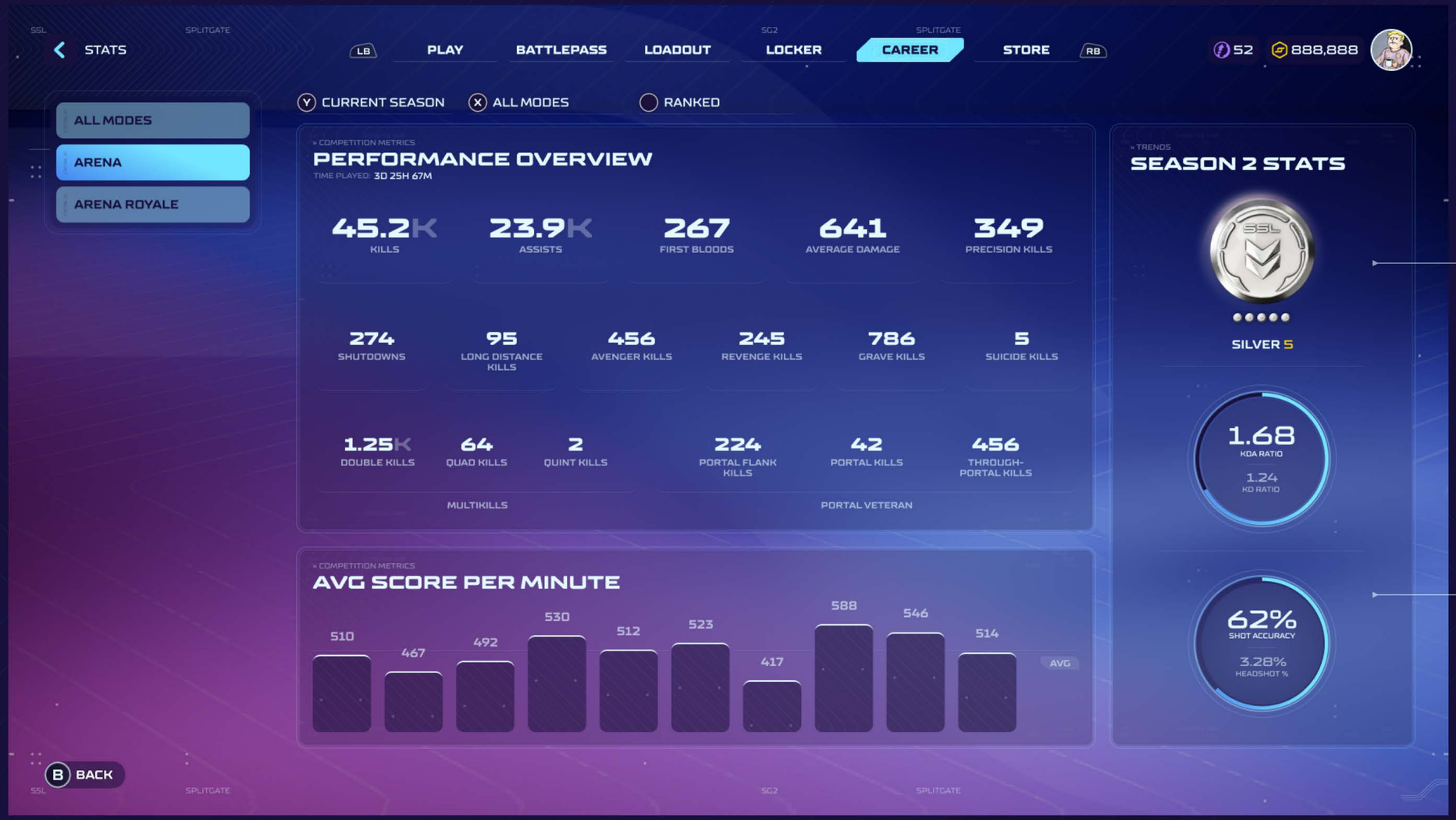
// NAVIGATION
Stats subpages button list.



// RADIAL DISPLAY
Radial representation of matches won out of total matches played. Matches won and matches played also represented in text.



04 // **CAREER** STATS DRILL-IN - RANKED EXAMPLE



// CURRENT VS HIGHEST RANK
For the current season, display the player's current rank. For previous seasons or Lifetime view, display the player's highest earned rank.

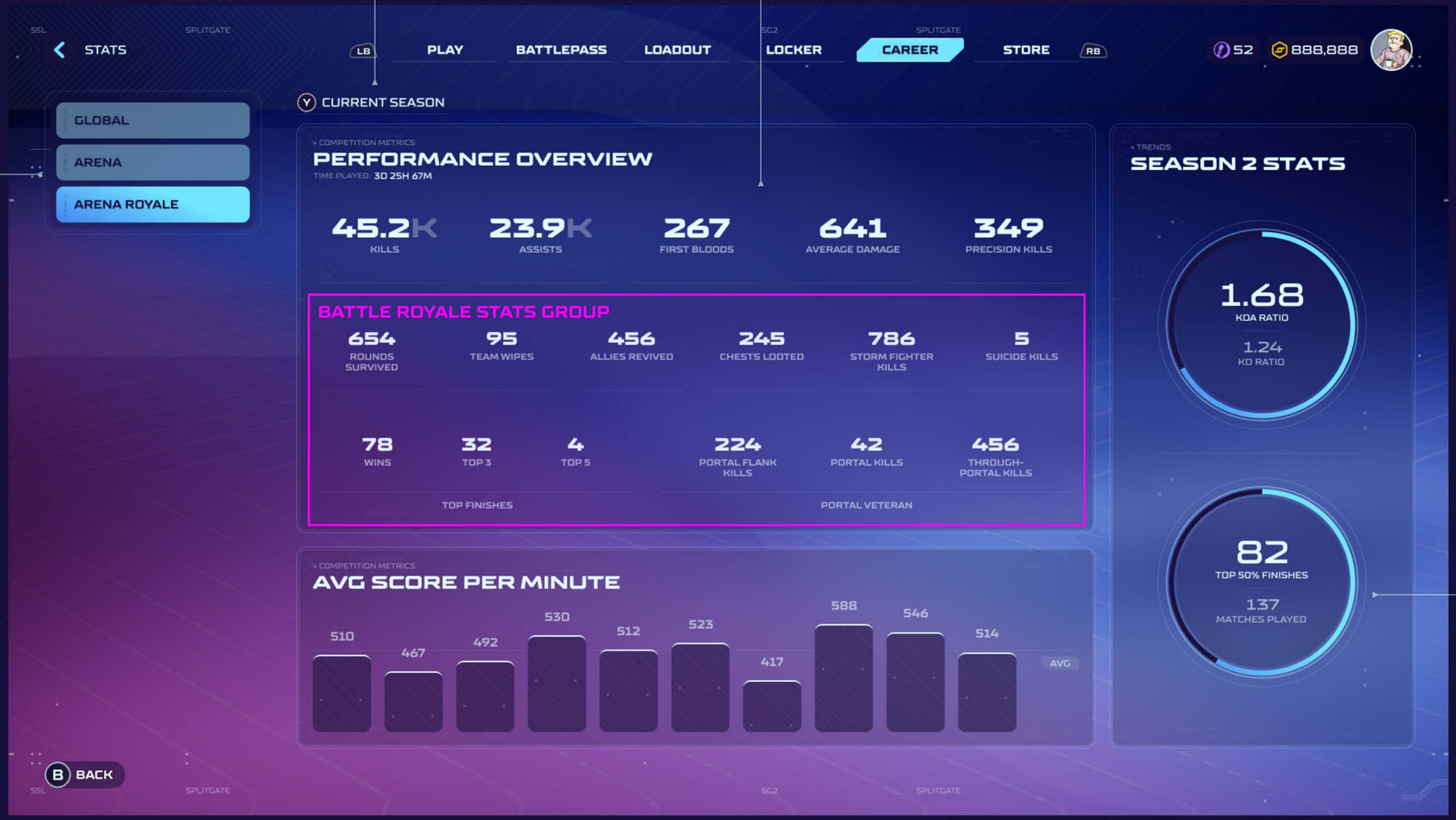
// RADIAL DISPLAY
Scale standard radial displays to share space


STATS
LB
PLAY
BATTLEPASS
LOADOUT
LOCKER
CAREER
STORE
RB
52
888,888
CURRENT SEASON
GLOBAL
ARENA
ARENA ROYALE
COMPETITION METRICS
PERFORMANCE OVERVIEW
TIME PLAYED: 3D 25H 67M
45.2K KILLS
23.9K ASSISTS
267 FIRST BLOODS
641 AVERAGE DAMAGE
349 PRECISION KILLS
654 ROUNDS SURVIVED
95 TEAM WIPES
456 ALLIES REVIVED
245 CHESTS LOOTED
786 STORM FIGHTER KILLS
5 SUICIDE KILLS
78 WINS
32 TOP 3
4 TOP 5
224 PORTAL FLANK KILLS
42 PORTAL KILLS
456 THROUGH-PORTAL KILLS
TOP FINISHES
PORTAL VETERAN
TRENDS
SEASON 2 STATS
1.68 KDA RATIO
1.24 KD RATIO
82 TOP 50% FINISHES
137 MATCHES PLAYED
COMPETITION METRICS
AVG SCORE PER MINUTE
510
467
492
530
512
523
417
588
546
514
AVG
B BACK

// FILTERING
Available filters shown and interactable at this level. Arena Royale subpage filter list shown including time period.

// GENERAL STATS DISPLAY
General stat display showing the "Arena Royale" subpage stat grouping state.

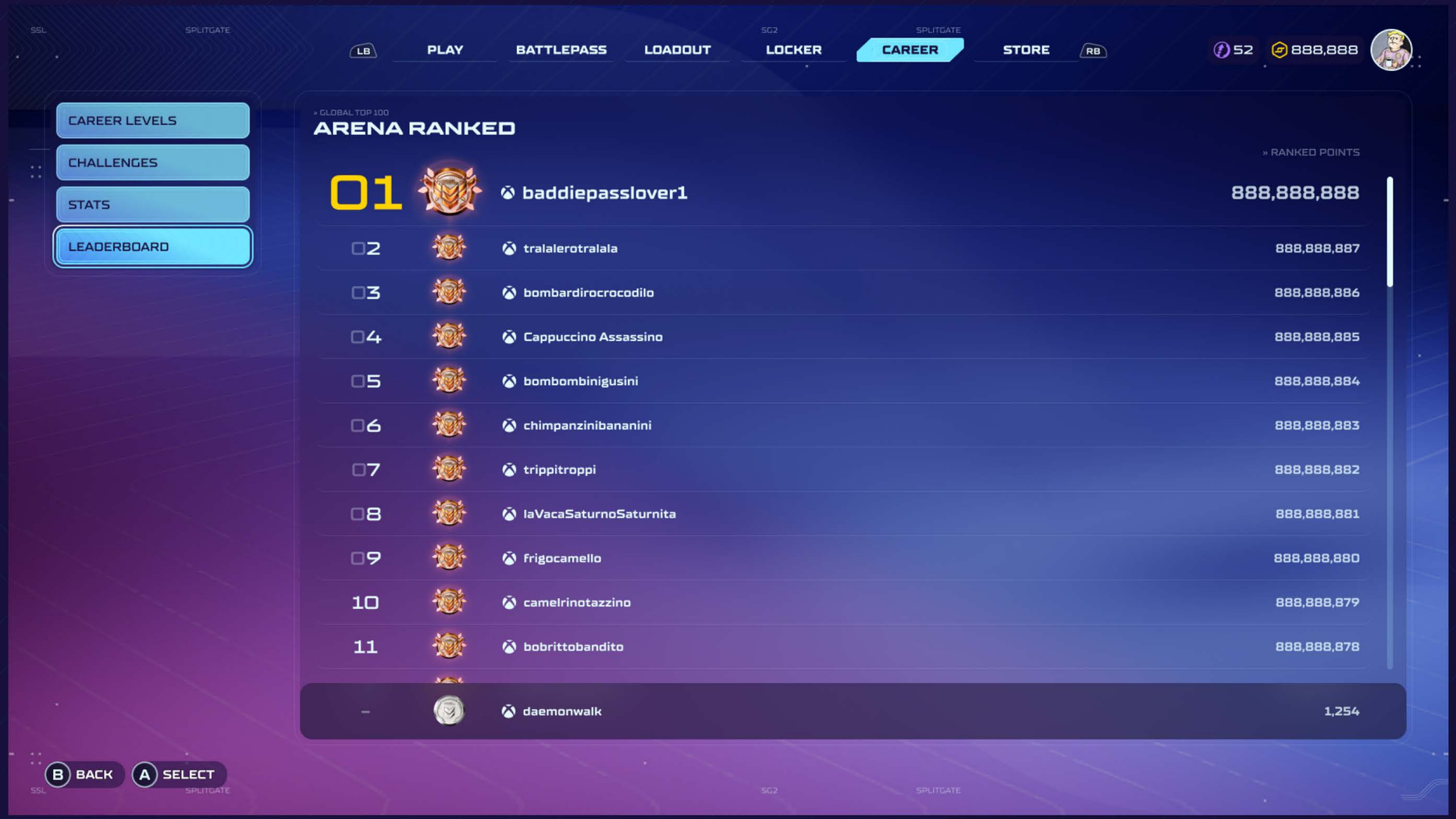
// NAVIGATION
Stats subpages button list.



// RADIAL DISPLAY
Radial representation of ☐ out of ☐. ☐ and ☐ also represented in text.

CAREER TAB

LEADERBOARDS


LB
PLAY
BATTLEPASS
LOADOUT
LOCKER
CAREER
STORE
RB
52
888,888
CAREER LEVELS
CHALLENGES
STATS
LEADERBOARD
» GLOBAL TOP 100
ARENA RANKED
» RANKED POINTS
01 baddiepasslover1 888,888,888
02 tralalerotralala 888,888,887
03 bombardirocrocodilo 888,888,886
04 Cappuccino Assassino 888,888,885
05 bombombinigusini 888,888,884
06 chimpanzinibananini 888,888,883
07 trippitroppi 888,888,882
08 laVacaSaturnoSaturnita 888,888,881
09 frigocamello 888,888,880
10 camelrinotazzino 888,888,879
11 bobrittobandito 888,888,878
– daemonwalk 1,254
B BACK
A SELECT

// LEADERBOARD DISPLAY
Leaderboard slot number

// LEADERBOARD DISPLAY
Rank icon

// LEADERBOARD DISPLAY
Player name and platform

// LEADERBOARD DISPLAY
Current Ranked Points

// LEADERBOARD DISPLAY
The top ranked player's list entry has a unique visual treatment intended to spotlight this slot.

// NAVIGATION
Career subpages button list. Screen display changes on hover, Select on gamepad moves the focus to the ranked player grid, where the player can interact with a player name to view social action options.

// LEADERBOARD DISPLAY
The player's own rank entry remains pinned to the bottom of the display area, whether or not they are within the leaderboard list itself. If their leaderboard position is too low to represent here, their number is replaced with a -. If it is displayable, display in the standard visual format.



