splitgate 2

FACTIONLESS CUSTOMIZATION

01 WEAPONS (LOADOUTS)
- ARCHITECTURE REFLOW
- CUSTOMIZATION
- LOADOUTS
- PROGRESSION
- COMPONENT DETAILS

02 LOCKER
- ARCHITECTURE REFLOW
- APPEARANCE
- SKIN & VARIANT SELECTION
- PORTAL CUSTOMIZATION
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- COMMS WHEEL CUSTOMIZATION

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- FACTIONLESS LOADOUT ACCESS
- CUSTOMIZATION ACCESS

04 STORE
- ITEM / BUNDLE DRILL-IN LAYOUT UPDATES

FACTIONLESS CUSTOMIZATION

REQUIRED FOR S2

WEAPONS

- ARCHITECTURE REFLOW
- CUSTOMIZATION
- LOADOUTS
- PROGRESSION
- COMPONENT DETAILS

FACTIONLESS WEAPONS

DECOUPLING LOADOUT MANAGEMENT AND PROGRESSION FROM FACTION

THE LOADOUTS TAB BECOMES THE PLAYER'S WEAPONS HUB, CONTAINING CUSTOMIZATION, LOADOUT MANAGEMENT, AND WEAPON PROGRESSION

WEAPON APPEARANCE AND CUSTOMIZATION IS NO LONGER TIGHTLY COUPLED WITH CHARACTER APPEARANCE

CUSTOMIZATION AND PROGRESSION ARE ELEVATED TO THE INTERACTION IMPORTANCE OF LOADOUTS THEMSELVES, RATHER THAN BURIED IN ALT ACTIONS THAT FAIL TO CELEBRATE THEIR SHARED VALUE IN THE PLAYER EXPERIENCE

THREE PILLARS OF WEAPONS ENGAGEMENT

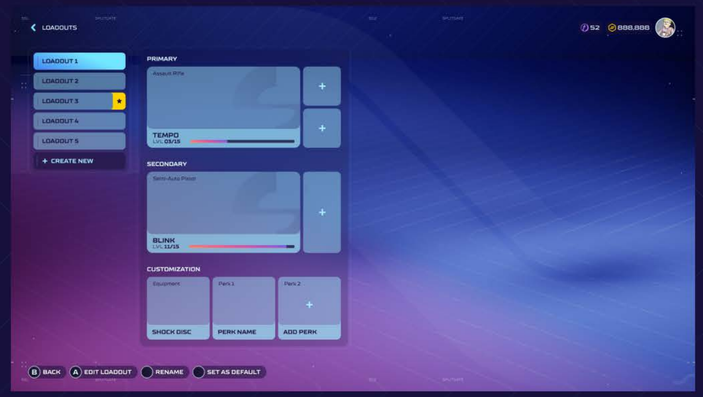
THE WEAPONS TAB IS THE PLAYER'S HUB FOR ALL THINGS WEAPONS ACROSS CUSTOMIZATION, LOADOUTS, AND PROGRESSION

WEAPONS

CUSTOMIZATION



LOADOUT MANAGEMENT



WEAPON PROGRESSION

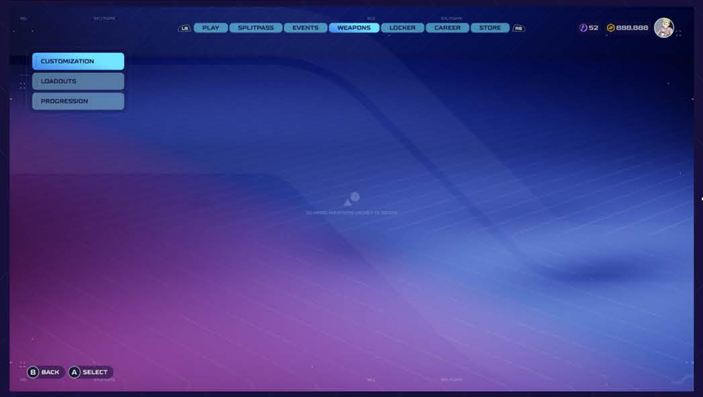


CUSTOMIZATION CORE FLOW

ELEVATING VARIANTS TO A PRIMARY BEHAVIOR VISUALLY AND THROUGH INTERACTION UPDATES

Currently, the primary path to weapon customization lives within the Locker tab underneath Faction customization. With the decoupling of weapons from factions, we are able to centralize all weapon interactions under the Weapons tab. Within this new structure, a new weapon selection layout is presented to better tap into the aspirational nature of Splitgate's weapons, bringing their excellence front and center in the weapon select screen while addressing the tripling of weapons under each weapon type.

3D ASSET HERO VIGNETTE

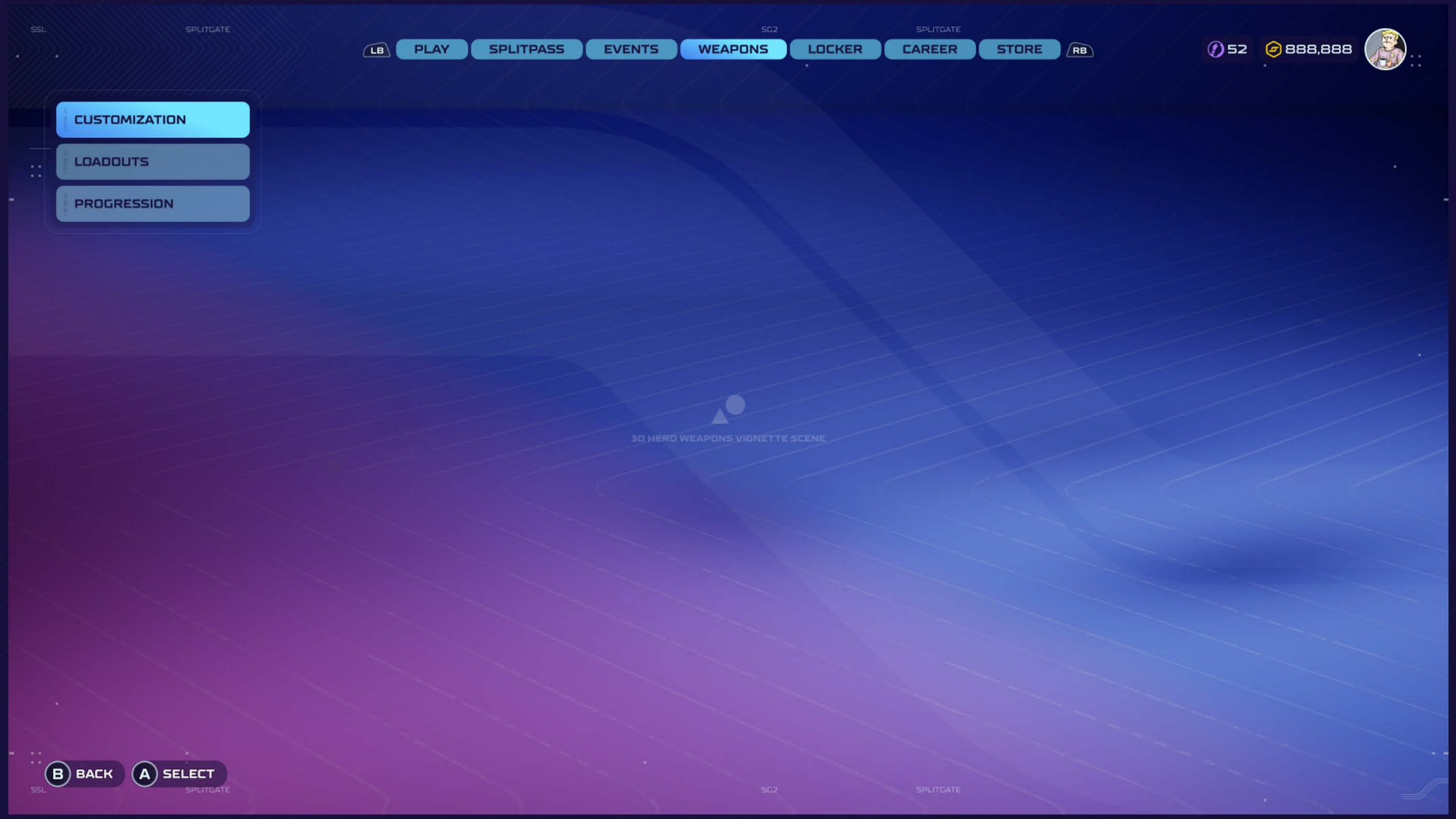


WEAPON SELECTION

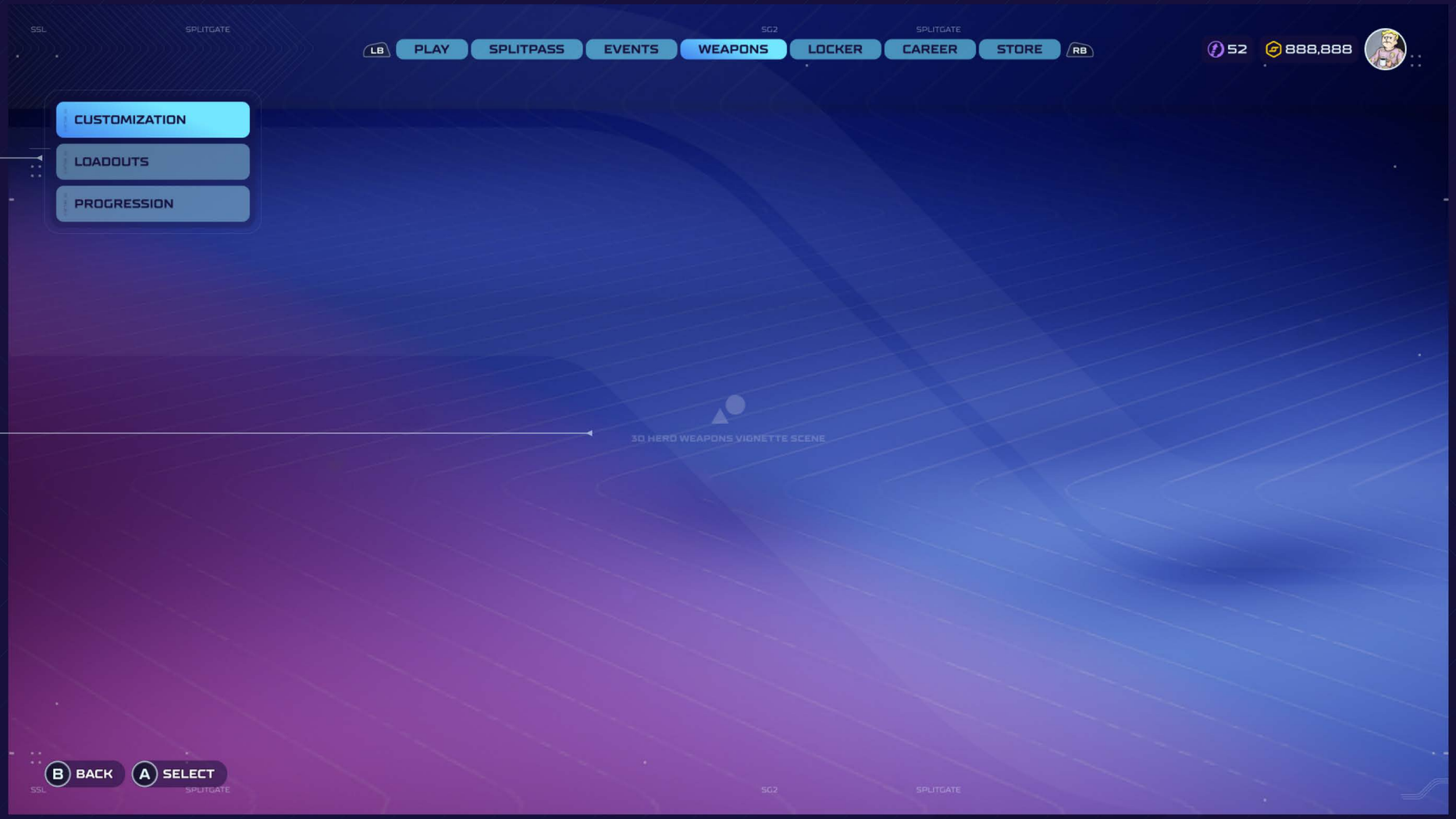


SKIN SELECTION





01 // **WEAPONS** CUSTOMIZATION LANDING



// NAVIGATION
Landing page navigation list including Customization, Loadouts, and Progression tabs

// DEFAULT STATE
On gamepad, the player is, by default, hovered on the first button in the list.

On KBM, the player's 3D view is, by default, the display view of the first button in the list (ie. Customization).

// PEDESTAL DISPLAY
Unobscured space to provide players with a 3D hero moment for their weapons display, arranged and posed according to Art's vision to emote an aspirational moment

01 // **WEAPONS** CUSTOMIZATION LANDING



01 // **WEAPONS** CUSTOMIZATION WEAPON SELECT

// PAGE HEADER & RETURN BUTTON
Page header indicates page name [Customization, or final name]

// WEAPON DISPLAY
Unhovered tile preview images remain full-bright to maximize visual dopamine here

// WEAPON DISPLAY
Each weapon displays it's thematic faction identity in the top left corner of it's tile

// WEAPON DISPLAY
Each tile displays an inset, large scale faction icon corresponding to the weapon's faction



// NAVIGATION
Customization page navigation list including a list entry for every weapon category.

// DEFAULT STATE
For both inputs, the player is, by default, hovered on the first button in the list, seeing the central view for that list entry button [paralleling settings behavior].

// HOVERED NAVIGATION STATE
The central display of weapons should update visually as the player hovers items within the navigation list.

// NAVIGATION
When applicable, the player can quick jump to the rewards of a hovered weapon if they choose. On gamepad, this is bound to Face Left. On KBM this is bound to Right Click.

// UNHOVERED TILE
Unhovered tiles squish down to fill the remaining 60% of useable space in an equally shared manner [hovered tile uses 40% of space].

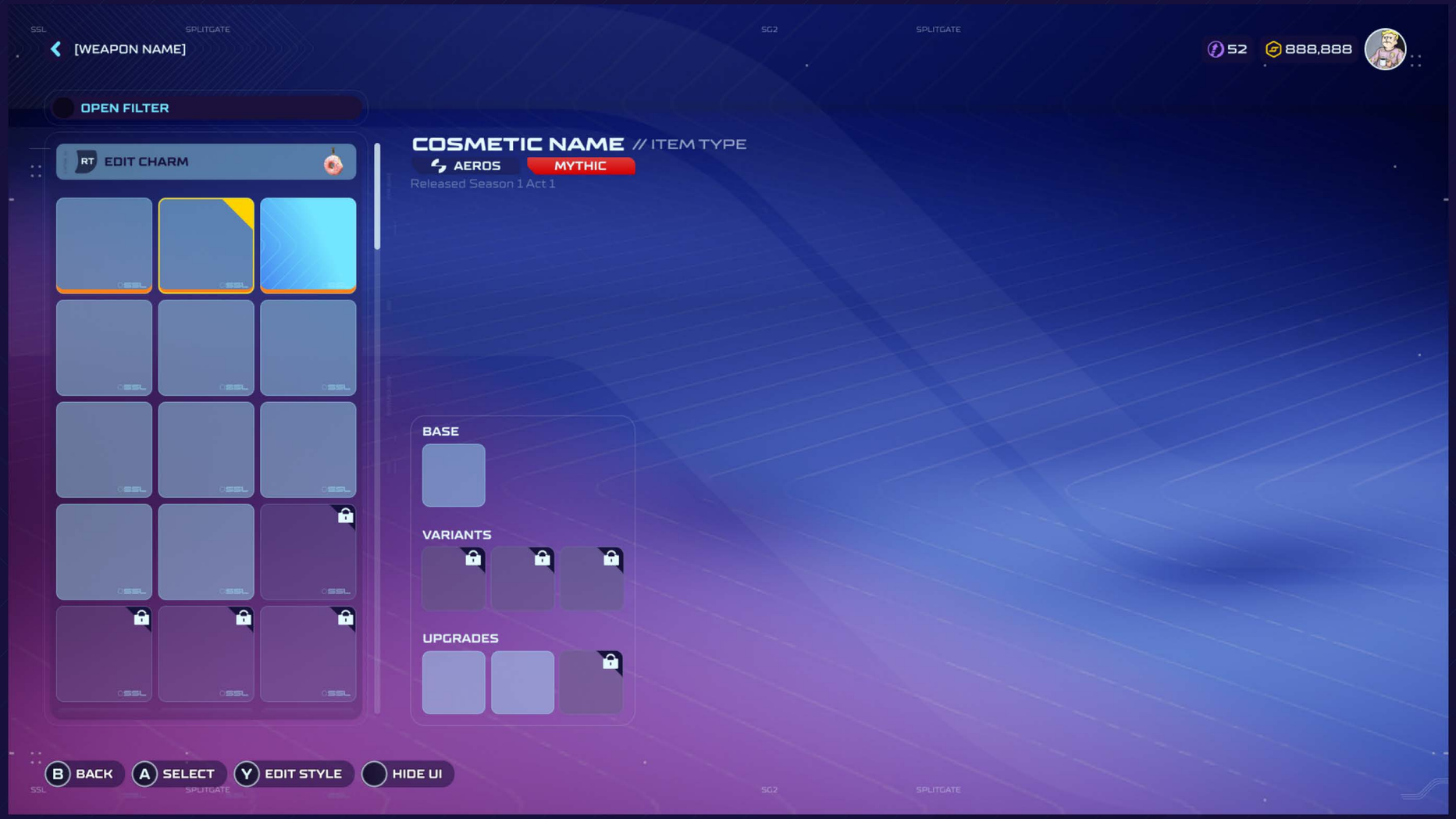
This should allow for additional weapons to be added in the future [with the unhovered weapons still sharing the remaining 60% space evenly, always].

When no weapon is hovered, all unhovered tiles share the space evenly [ie. with three weapons, each tile will occupy 33% of space until one is hovered].

// WEAPON DISPLAY
Each weapon's narrative name is displayed in the lower label container of the tile

// HOVERED TILE
The hovered tile in this list view extends it's width to occupy 40% of the total usable width [unhovered tiles equally fill remaining 60% of space].

// WEAPON DISPLAY
The weapon's large-scale display image is shown at a slight angle centrally in the tile



01 // **WEAPONS** WEAPON SKIN SELECT

// PAGE HEADER & RETURN BUTTON
Page header indicates the name of the weapon selected for customization editing

// FACTION IDENTITY
Cosmetic information vignette displays the faction identity for the focused item

// VARIANTS UI
Upgrades within variants no longer require sequential unlock, and therefore display no sequential UI

// FILTER AND SEARCH
Filter behavior remains intact in the same format as exists in game today, Search behavior is hidden and unbound from gamepad.

// EDITING CHARMS
Edit Charm button displays currently equipped charm and takes player to the charm selection menu. When tile list below scrolls, this remains top-anchored and visible.

// NAVIGATION
The default navigation element is the equipped skin tile

// FACTION IDENTITY
Remove faction identifying tag from common tile if present

// VARIANTS UI
Variants UI is rearranged into a vertical row-by-row layout tucked underneath the cosmetic item information vignette.

In this new UI, selecting a skin that has variants automatically moves variants into the focused list view for more natural navigation. More on this on the next slide.

Of note here, though, this UI can remain navigable for KBM as a quick nav, though both KBM and gamepad will experience the updated primary navigation flow described on the following slide.



// NAVIGATION
Equip / Equipped button states have been removed to eliminate unhelpful redundancy

// NAVIGATION
If a player begins rotating the focused asset (is actively clicking and holding) fade all central UI (filters interaction, asset tile list, cosmetic info, variants UI) to approximately 30% opaque (exact percentage determined by in-engine look/feel).

QOL, NOT REQUIRED

// NAVIGATION
If a player wishes, they can quick jump to editing variants (instead of pressing select first). This is an intentional redundancy for ease of use. On gamepad, this is bound to Face Up. On KBM this is bound to Right Click.

// NAVIGATION
Hide UI hides all UI on the screen except the bottom button bar and repositions the camera such that the focused asset is center-center on the screen.

QOL, NOT REQUIRED

UPDATED VARIANT SELECTION BEHAVIOR

ELEVATING VARIANTS TO A PRIMARY BEHAVIOR VISUALLY AND THROUGH INTERACTION UPDATES

Currently, the variants UIUX feels visually disjointed, is often missed / not noticed by players amongst other visual elements, and requires an alt click / face up press (secondary action) to interact, rather than being engaged through a primary action (left click / face down press). To better sand down the rough edges of variant interactions, the following changes will be made:

01 STRUCTURE & POSITION UPDATE

To bring more visual cohesion and focus intuition to the variants, the variants UI will be restructured into a vertical list of sections (Base, Variants, Upgrades), with the relevant tiles showing in each section. This list will be a maximum of 3 tiles wide, and mimics the structure of the primary skin selection list that it populates once selected. This UI shows pinned beneath the Cosmetic Info vignette, to the right of the primary skin selection list.

NOTE: This change increases use of horizontal space, which further limits / overlaps the 3D weapon display. To address this, two quality of life features are included: a Hide UI behavior to hide all UI, and an automated fade of UI that occurs while the player is clicking and dragging to rotate a weapon.

02 INTERACTION FLOW UPDATE

Currently, the player needs to alt click / press face up to interact with variants. To make interacting with variants smoother, we're going to update the flow such that a player's first select action on a skin equips the skin (already exists), and if a player presses select on an already equipped skin, the player is brought into the variant selection state. Alt Click / Face Up will also move the player into this state for intentional redundancy (and to allow players to view variants without also equipping) as it already does today, but the interaction will be automated based on primary click now as the main interaction pathway.

NOTE: Jumping to variants without equipping a skin and then taking no action (backing out) does not equip the skin. Jumping to variants without equipping the skin and then selecting a variant option to equip equips both the variant option and the parent skin.

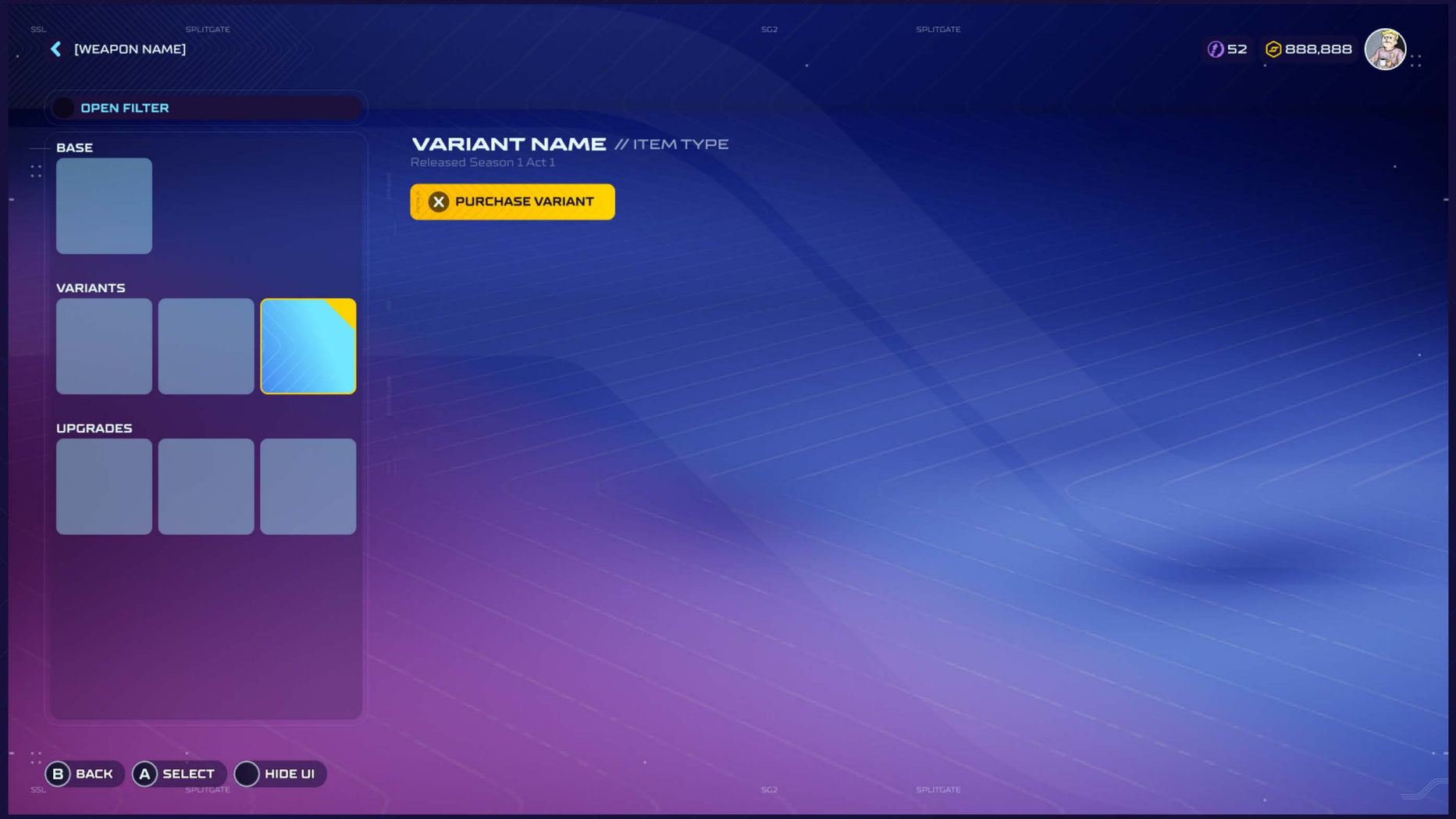
03 PRIMARY GRID INTEGRATION

Being able to visually see the variants associated with a skin without being in the variant editing state is valuable quality of life in the customization screens, and invaluable value proposition in the Store. However, interacting with the variants in their off-to-the-side layout is not intuitive and breaks the interaction model used in all other customization UIs. As such, once we're in the variant interaction state, the off-to-the-side display UI will be hidden, and the variants will populate the main list itself for faster and more intuitive grid interaction behavior. This will pair particularly well with change #2, where shifting between these states will be more rapid and automated. Navigating the off-to-the-side list can remain available to KBM players who already can and do use this behavior as a quality of life quick-nav, as maintaining this behavior does not harm the experience.

UPDATED VARIANT SELECTION BEHAVIOR

BEHAVIOR UPDATES REPRESENTED AS A VISUAL FLOW



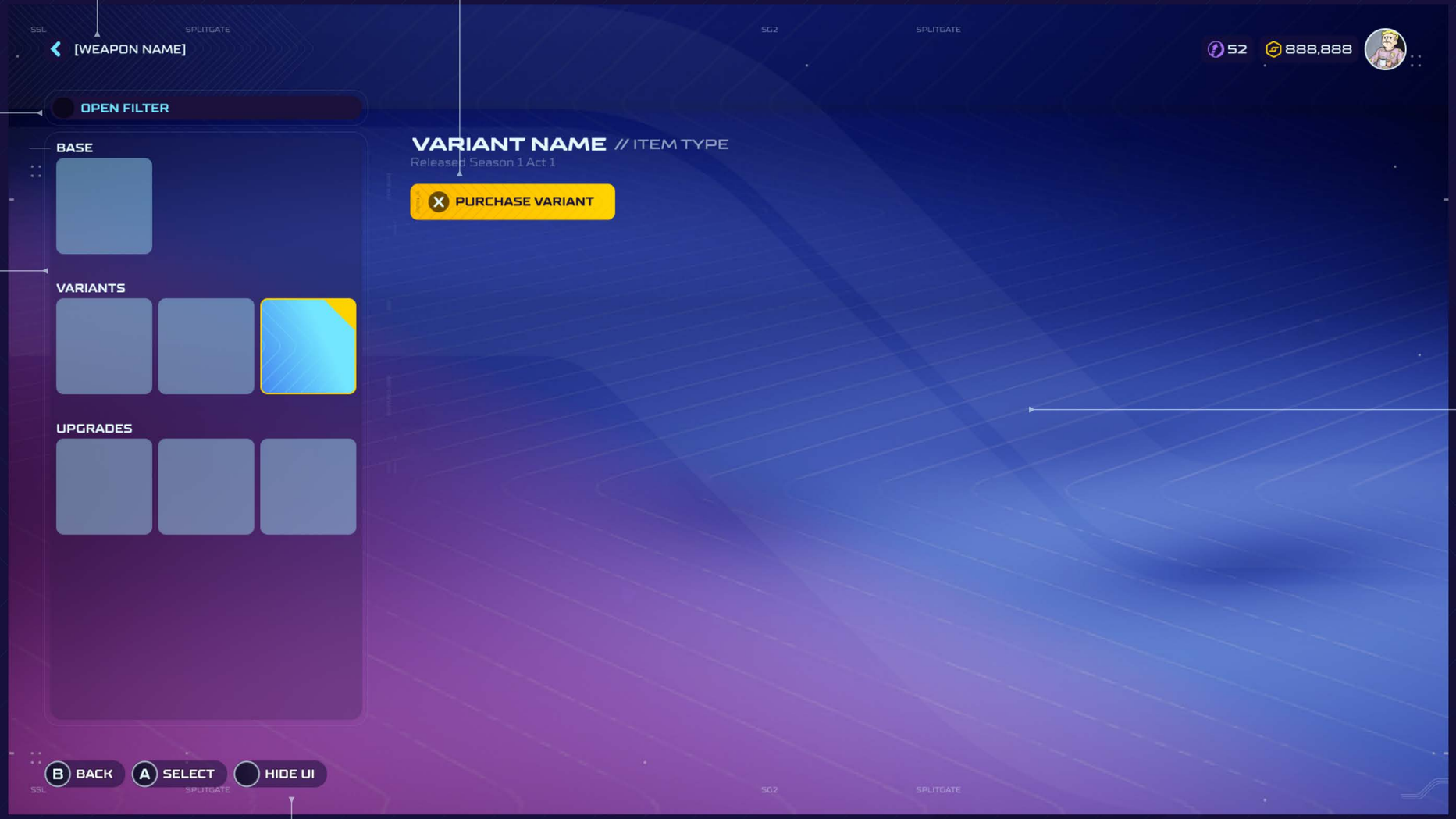


01 // **WEAPONS** VARIANT SELECTION

// PAGE HEADER & RETURN BUTTON
Page header indicates the name of the weapon selected for customization editing

// NAVIGATION
Purchasing button interaction (shown only when applicable)

// FILTER AND SEARCH
Filter behavior remains intact in the same format as exists in game today, Search behavior is hidden and unbound from gamepad.



// VARIANTS UI
When the player enters the variant editing state, the primary navigation list refreshes its view, hiding the main skins list and showing the variants items. The animation of this state transition should clearly show the side panel "sliding" into place (ie. small panel sliding to the left, and large list sliding in from the right)

// NAVIGATION
IF a player begins rotating the focused asset (is actively clicking and holding) fade all central UI (filters interaction, asset tile list, cosmetic info, variants UI) to approximately 30% opaque (exact percentage determined by in-engine look/feel).

QOL, NOT REQUIRED

// NAVIGATION
Hide UI hides all UI on the screen except the bottom button bar and repositions the camera such that the focused asset is center-center on the screen.

QOL, NOT REQUIRED

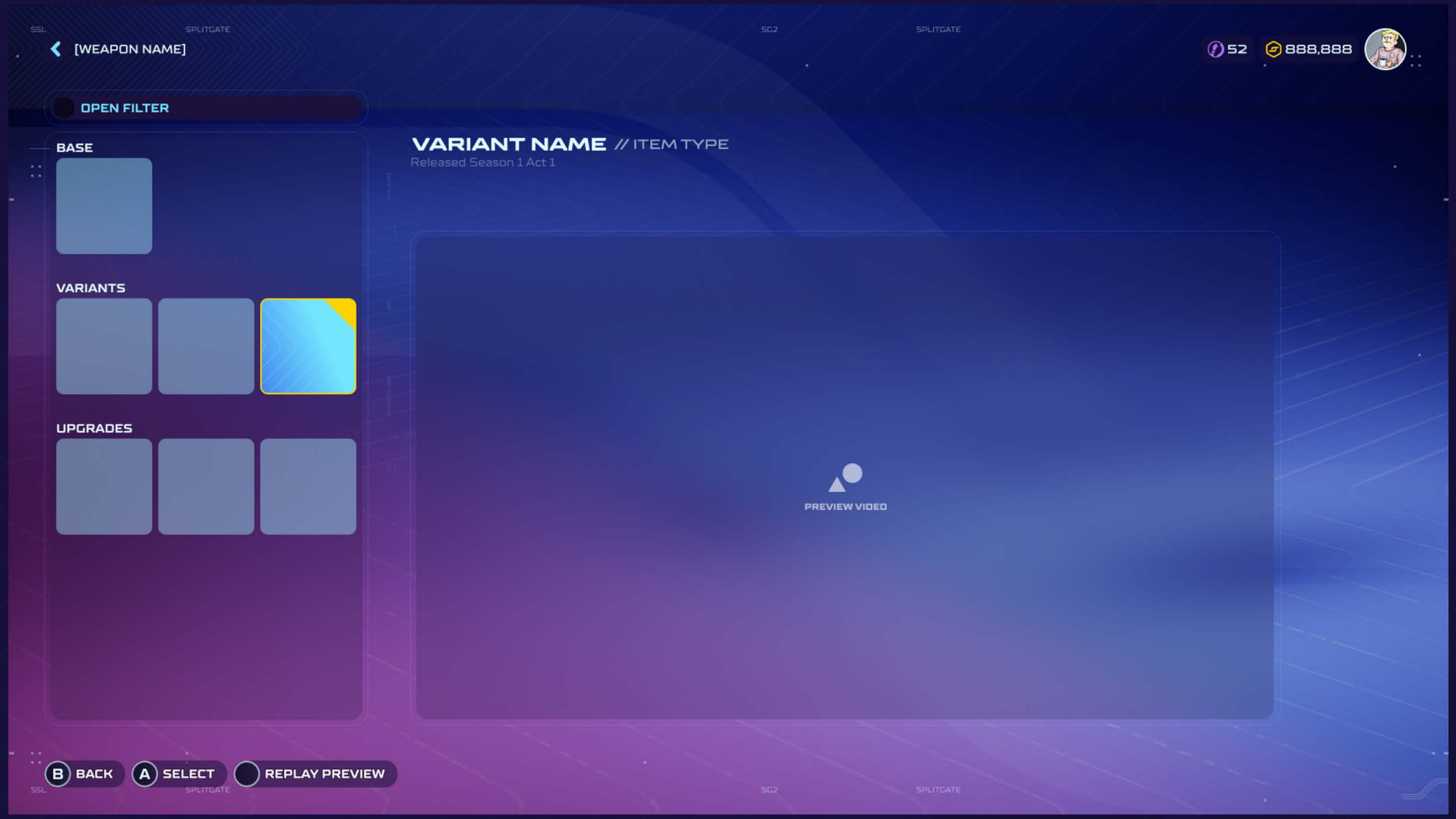
VARIANT PREVIEW VIDEOS

PUSHING PREVIEW VIDEOS INTO THE SPOTLIGHT

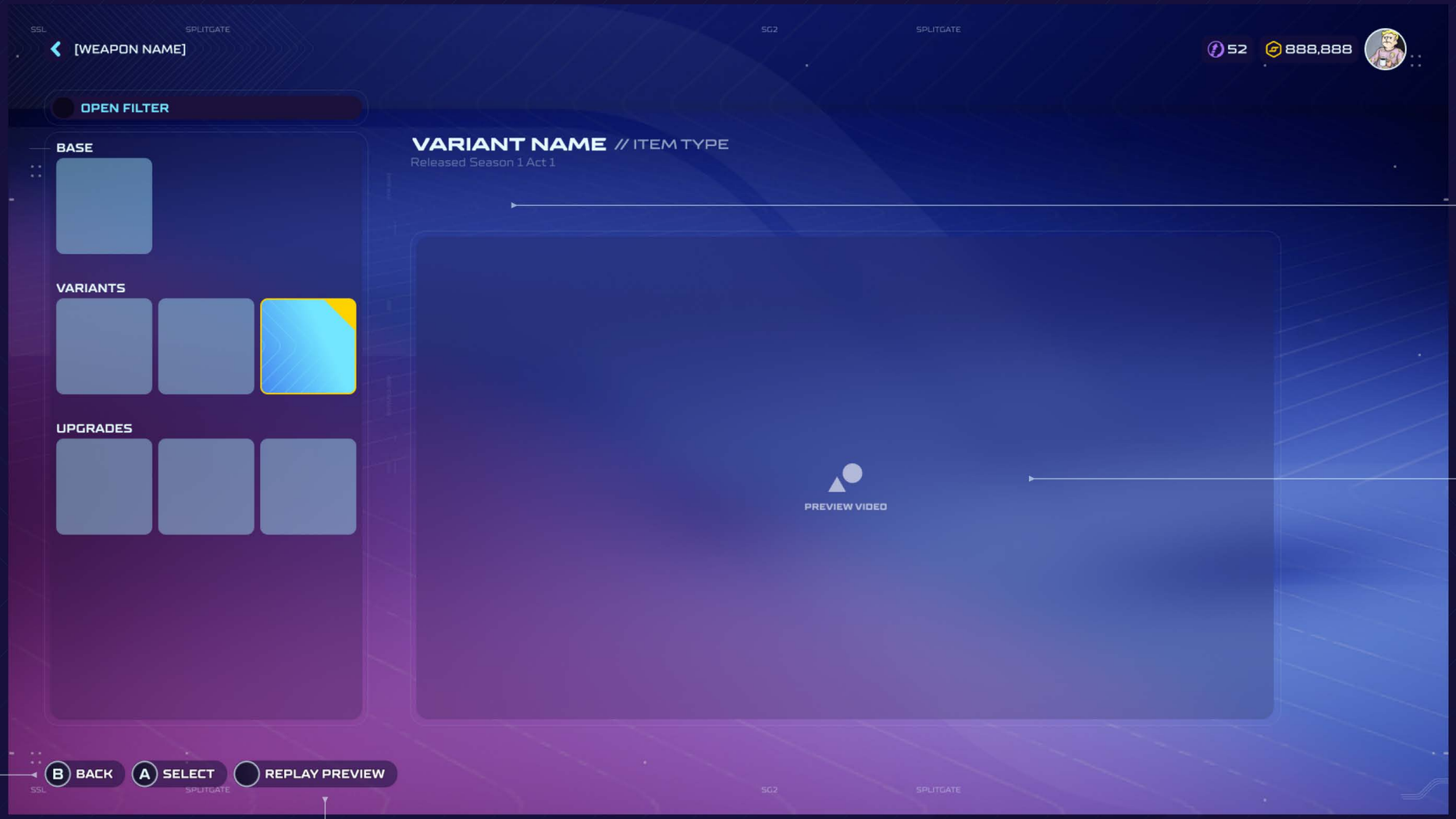
Currently, preview videos either show at too small a size or awkwardly cover 3D assets in a disjointed visual arrangement. Going forward, preview videos will play once automatically on hover, at a larger size with 3D assets hidden, before then hiding, and allowing the 3D assets to return to visibility. In addition, the player will be able to replay a preview video by either rehovering the appropriate tile or pressing the Replay Preview button bind.

Because KBM can navigate variant tiles in the to-the-side panel without going to the variant editing state, there is a KBM-specific where these preview videos need to show at the same time as a the Variants panel. This edge case is addressed with a second layout that shrinks the preview video area slightly to account for the extra space required by the variants side panel.





01 // **WEAPONS** VARIANT PREVIEW VIDEOS

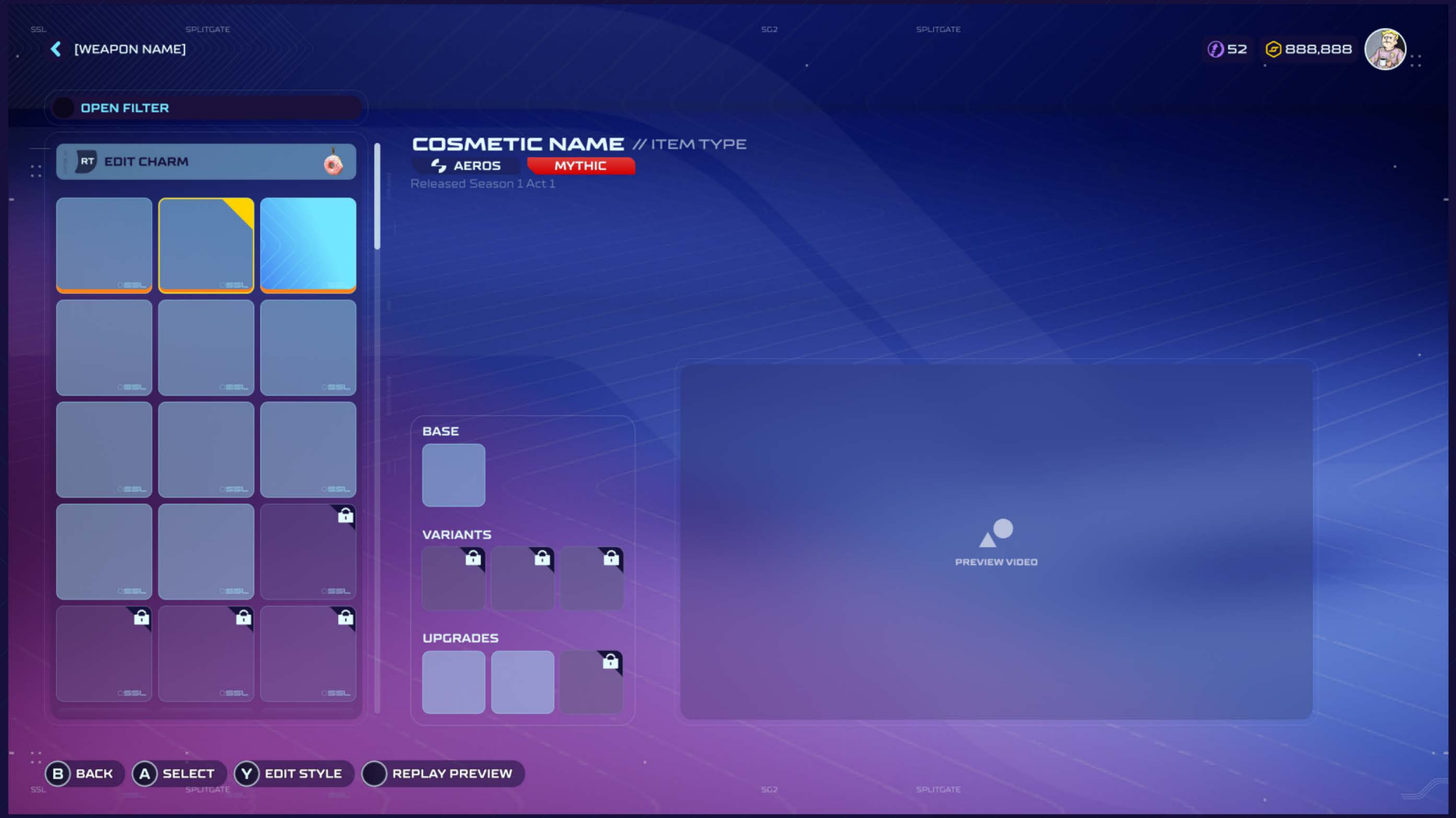


// NAVIGATION
Equip / Equipped button states have been removed to eliminate unhelpful redundancy

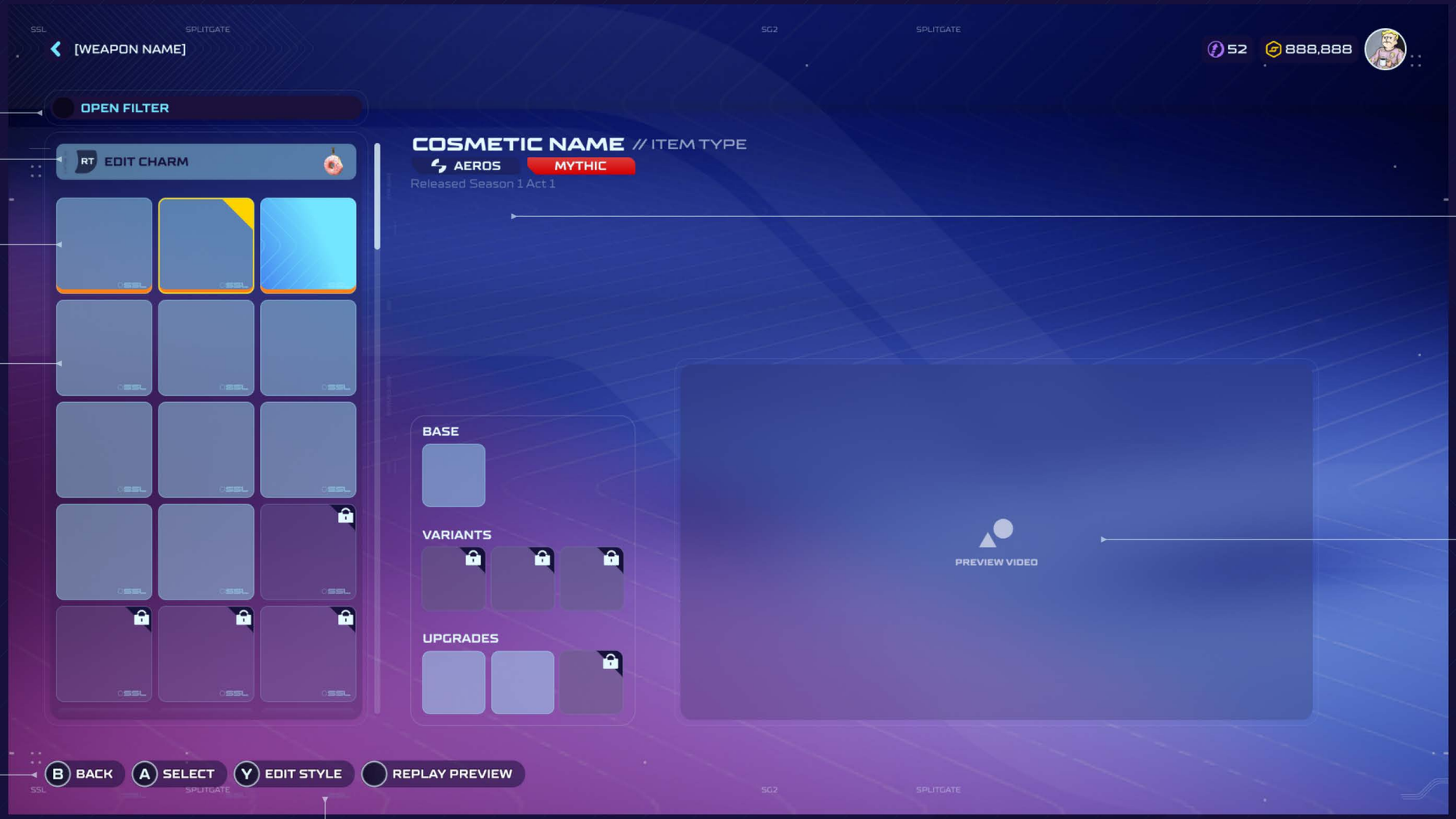
// PREVIEW VIDEO PLAYER
Whenever the player hovers a variant tile that includes a preview video, fade out the 3D display, reveal the preview video UI and play the video. Once the video has completed its playthrough, fade out this UI and fade in the 3D display.

// NAVIGATION
The Hide UI option is hidden while the video player is present to avoid a broken player state

// NAVIGATION
Replay Preview restarts the preview video from the start. If the video is already playing, restart it. If the video UI is not up, fade out the 3D assets, fade in the video UI, and begin play.



01 // **WEAPONS** VARIANT PREVIEW VIDEOS



// FILTER AND SEARCH
Filter behavior remains intact in the same format as exists in game today, Search behavior is hidden and unbound from gamepad.

// EDITING CHARMS
Edit Charm button displays currently equipped charm and takes player to the charm selection menu. When tile list below scrolls, this remains top-anchored and visible.

// NAVIGATION
The default navigation element is the equipped skin tile

// FACTION IDENTITY
Remove faction identifying tag from common tile if present

// NAVIGATION
The Hide UI option is hidden while the video player is present to avoid a broken player state

// NAVIGATION
Equip / Equipped button states have been removed to eliminate unhelpful redundancy

// PREVIEW VIDEO PLAYER
Whenever the player hovers a variant tile that includes a preview video, fade out the 3D display, reveal the preview video UI and play the video. Once the video has completed its playthrough, fade out this UI and fade in the 3D display.

// PREVIEW VIDEO PLAYER
This layout represents the KBM edge case wherein players are actually able to navigate the variants side panel without diving into the variants editing state. In this top level state the same behavior applies, but the preview video player occupies a smaller footprint to avoid overlapping the variants UI and, as a result, breaking hoverability.

// NAVIGATION
Replay Preview restarts the preview video from the start. If the video is already playing, restart it. If the video UI is not up, fade out the 3D assets, fade in the video UI, and begin play.

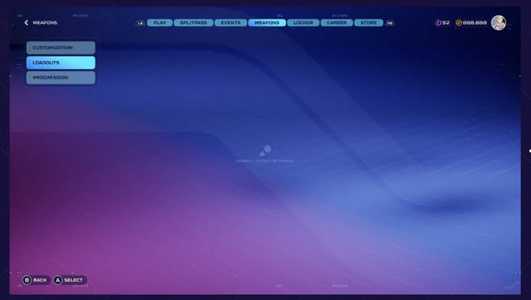
01 // **WEAPONS** VARIANT PREVIEW VIDEOS

LOADOUTS CORE FLOW

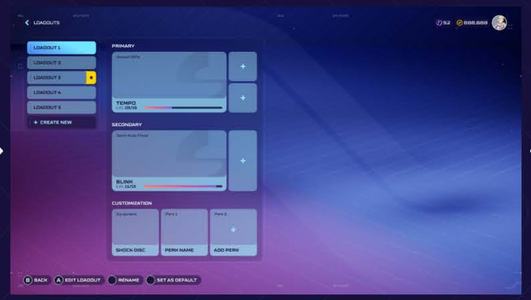
SUPPORTING A FACTIONLESS LOADOUT SYSTEM THAT CLARIFIES LOADOUT MANAGEMENT & EDITING

Currently, the Loadout management UIUX is locked behind the faction system and lacks intuitive grace as a result of the horizontal, vertical focus flipping structure. To better support rapid muscle memory navigation and concealing/revealing of complexity, the loadout system is reworked into a vertical, top-left anchored structure that moves smoothly into and out of submenus in familiar interaction schemes that blend the old with the new.

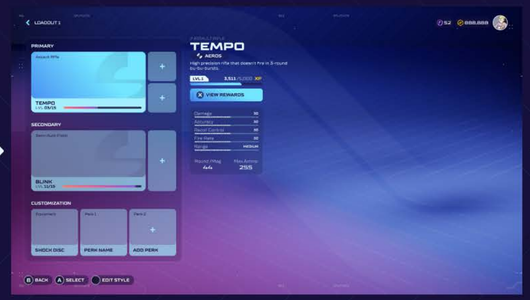
DEFAULT LOADOUT DISPLAY



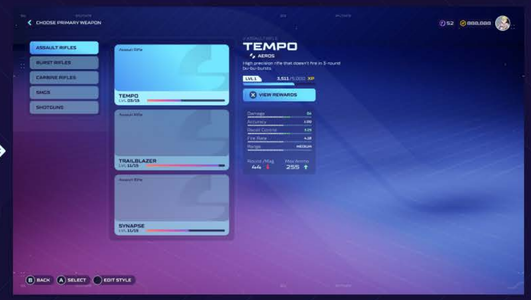
LOADOUT MANAGER



EDIT LOADOUT



CHOOSE WEAPON



STARTING & DEFAULT LOADOUTS

FUNCTIONAL DETAILS TO SUPPORT A FACTIONLESS LOADOUT SYSTEM

01

STARTING LOADOUTS

To ease onboarding and remove any need for the player to engage in loadout management during their first gameplay hours, every new player's account should be populated with 3-5 starting loadouts, and these loadouts should be given descriptive names so that they are easily understood by new players on the fly on the way into their first matches.

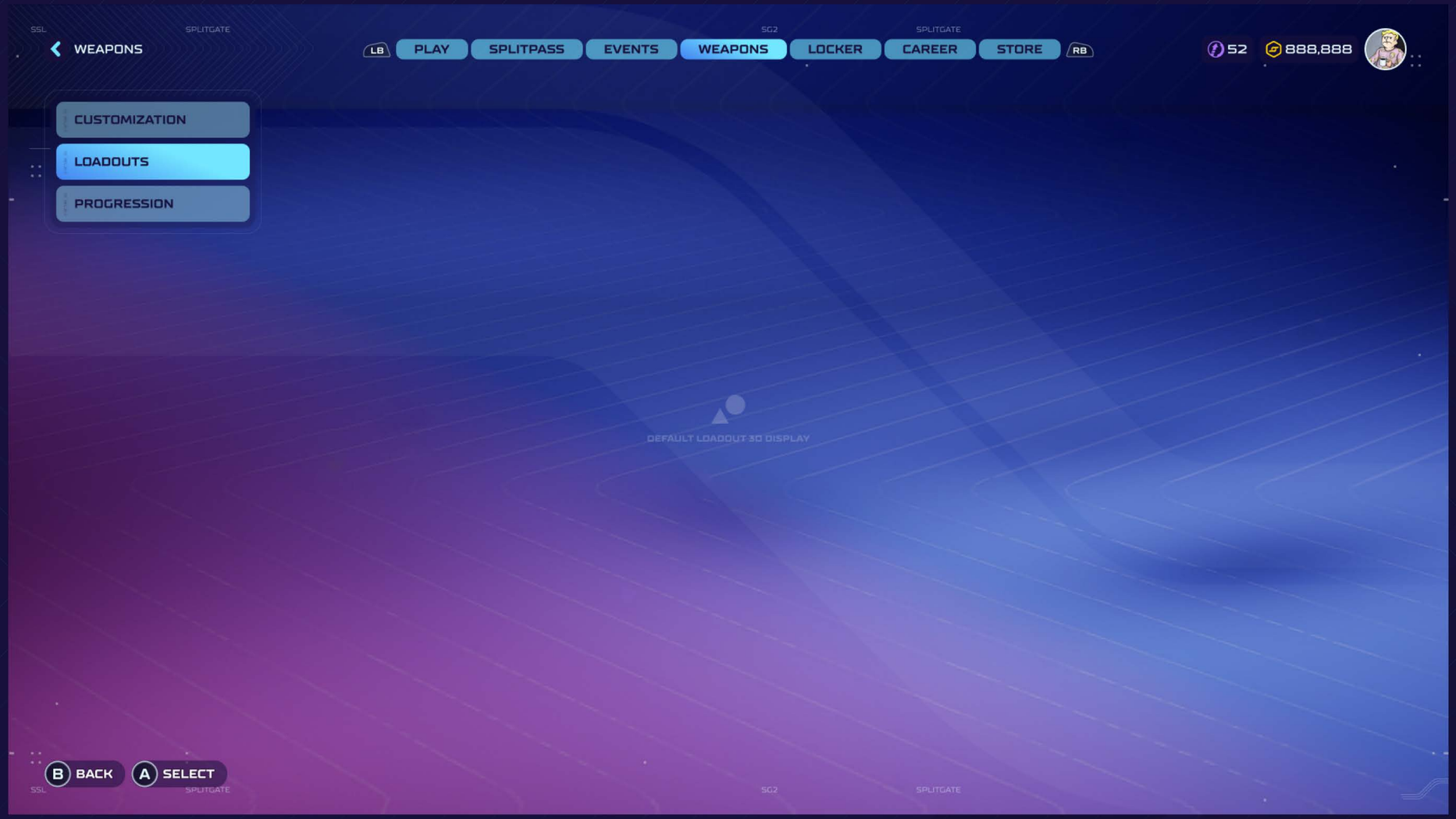
02

(SET AS) DEFAULT LOADOUT

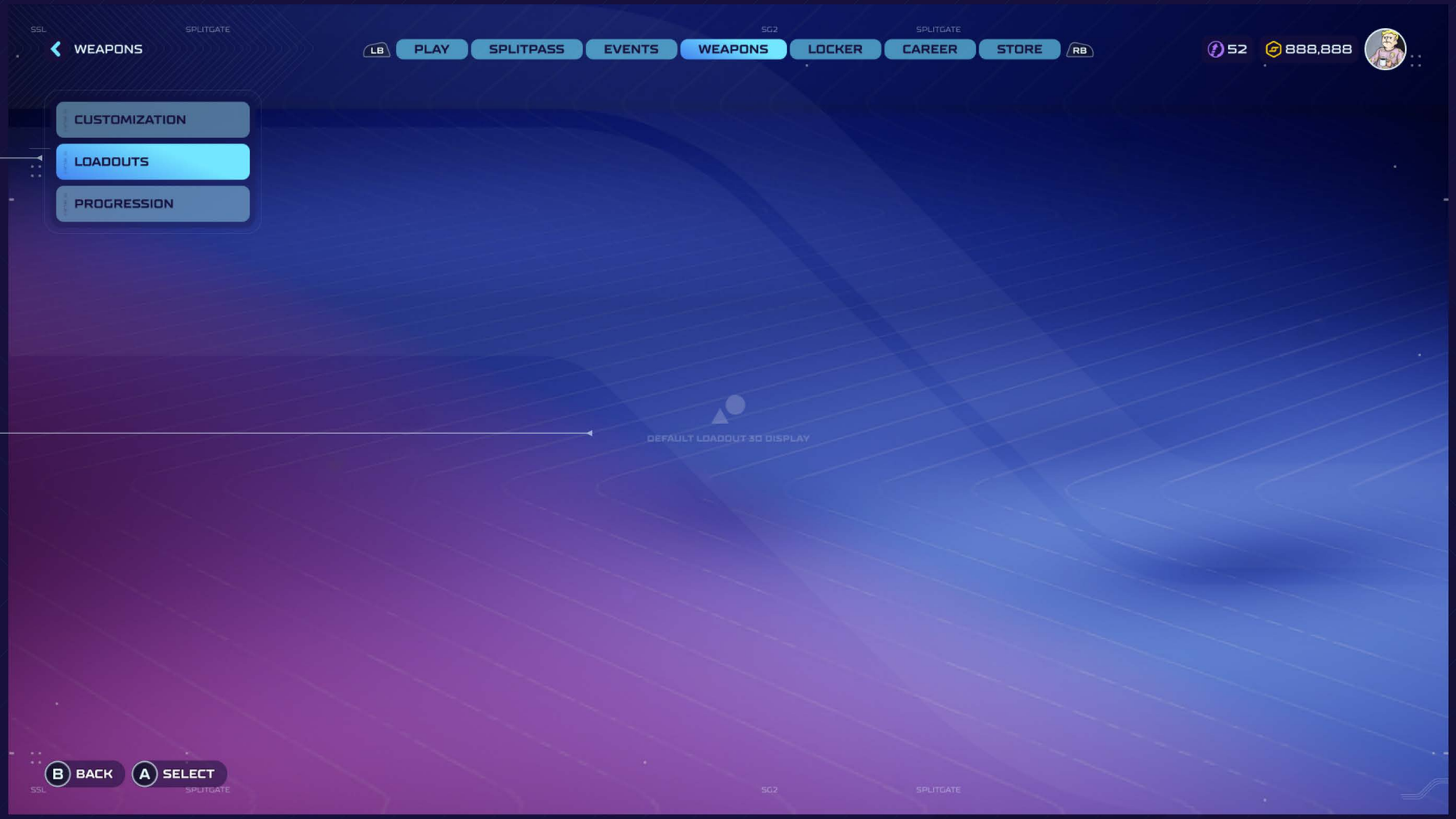
The player will be able to set a default / favorite loadout. Functionally, this is the loadout that (1) drives the 3D display on the loadouts landing page, (2) is the default equipped loadout that the player will use in-match if they do not make an explicit choice in pregame, and (3) drives the weapons carried by the player's character in the Lobby.

The player can change which loadout is set to default, but cannot un-default a loadout, such that the player can never have a no default set state.

If the player deletes a loadout that is the default loadout, the first loadout in the list will automatically become the default loadout.



01 // **WEAPONS** LOADOUTS LANDING



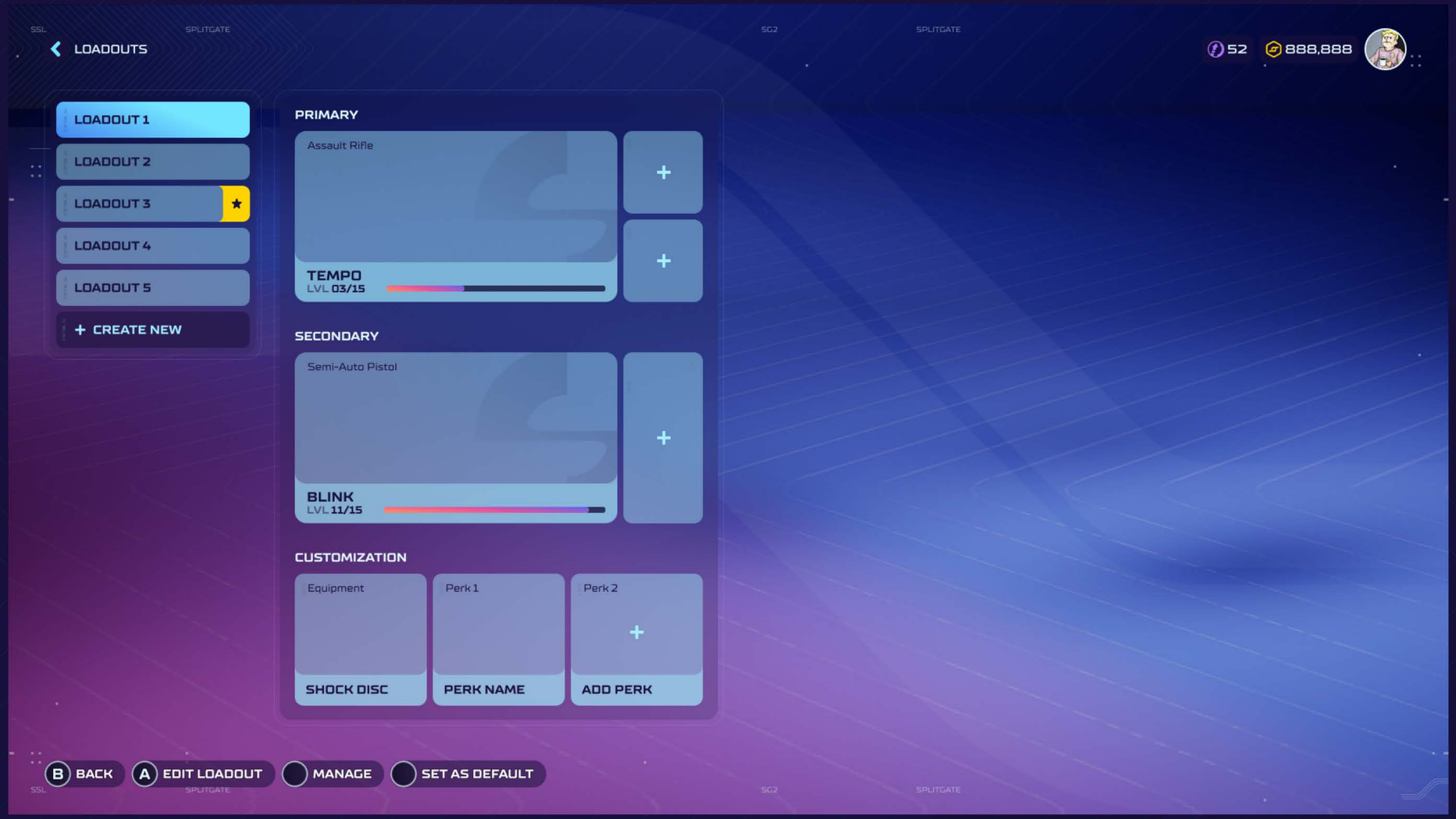
// NAVIGATION
Landing page navigation list including Customization, Loadouts, and Progression tabs

// ON HOVER
For both inputs, display the Loadouts 3D preview scene when Loadouts is the focused button.

On KBM, return to previewing the Customization 3D scene if nothing is hovered.

// PEDESTAL DISPLAY
3D hero display of the player's Default (Set As Default) loadout.

01 // **WEAPONS** LOADOUTS LANDING



01 // **WEAPONS** LOADOUT MANAGER

// PAGE HEADER & RETURN BUTTON
Page header indicates page name (Loadouts, or final name)

// DEFAULT LOADOUT
Default loadout indicator (temporary icon and visuals pending art pass)

// LOADOUT PREVIEW DISPLAY
Each loadout subsection has a header.

// LOADOUT PREVIEW DISPLAY
Attachments are grid-navigable separate buttons to clarify gamepad navigation

// NAVIGATION
Loadouts page navigation list including a list entry for every loadout created, up to X total loadouts. For both inputs, selecting an item in the list moves the player to the following, loadout editing state. For gamepad, navigating to the right immediately collapses the left list, putting the player in the loadout editing state. For KBM, clicking directly on an item in the panel quick jumps the player into editing that specific item (ie. if they click Add Perk, quick jump the player into the perk selection screen).

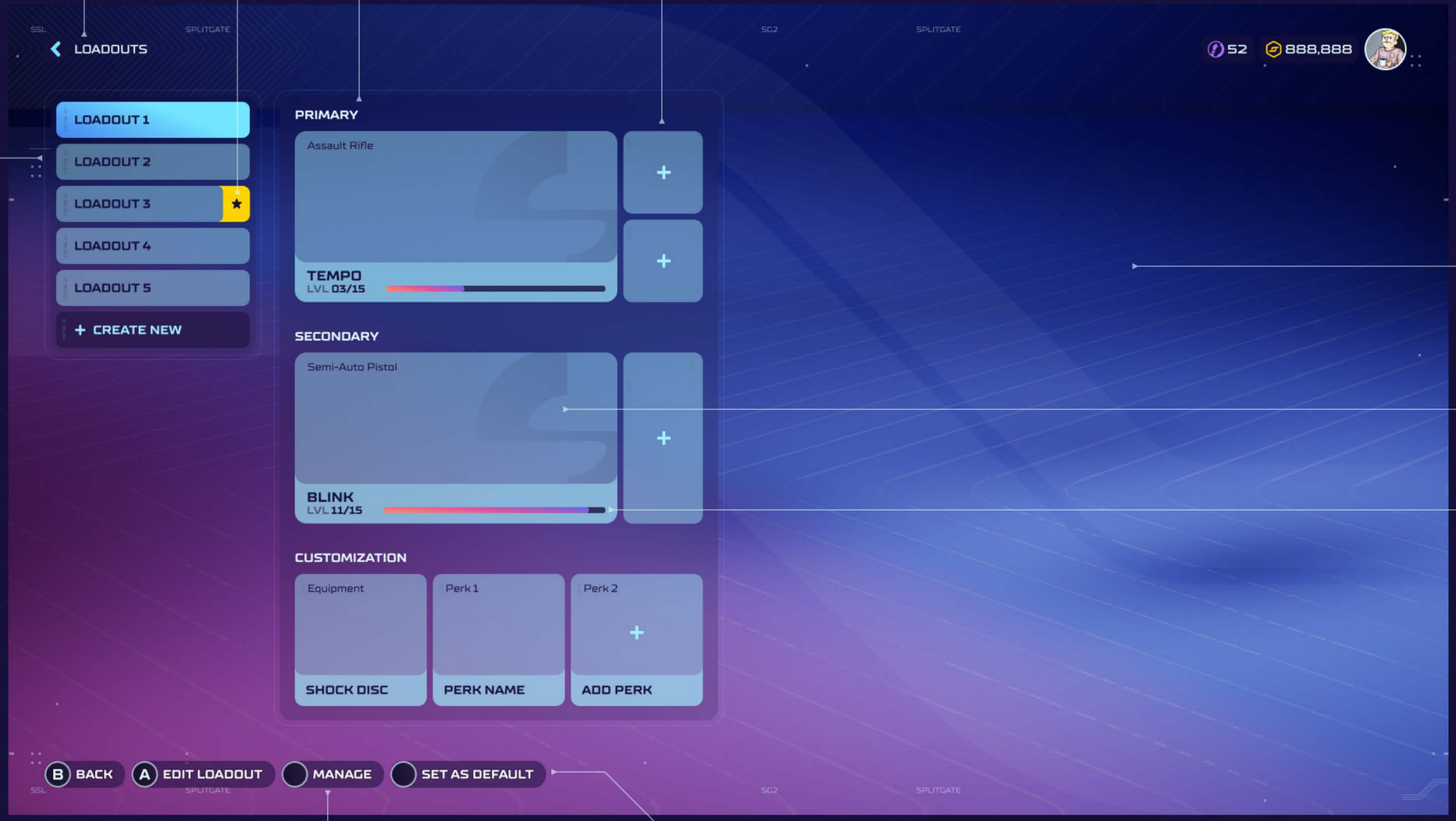
// DEFAULT STATE
For gamepad, the player is, by default when first entering this page, hovering the first item in the list.

For KBM, the player is, by default when first entering this page, focused on (previewing) the set as default loadout.

IF the player is returning to this page from the loadout editing page (the next slides), the focus should be reset to the button for the loadout the player is returning from editing, not reset to the true default state.

// HOVERED NAVIGATION STATE
The focused loadout display should update visually as the player hovers items within the navigation list.

If the player is currently hovering the Create New button, the loadout display can retain the last hovered loadout info, but should be put into a 50% transparent state (or similar value, pending in-game feel).



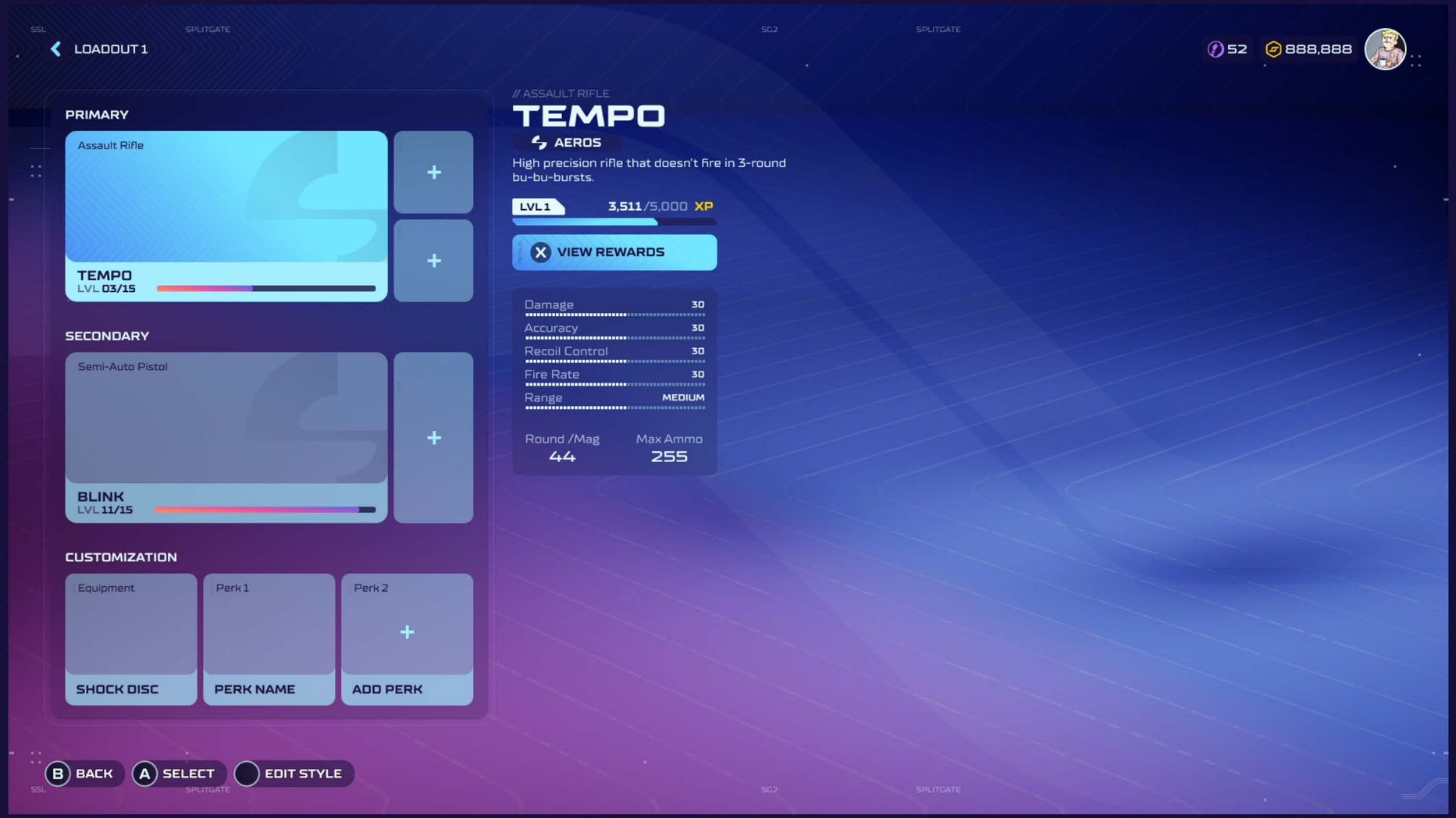
// PEDESTAL DISPLAY
Space for 3D display of Loadout items as is currently represented in-game

// FACTION IDENTITY
Faction logo shown as an inset behind the weapon display to emphasize narrative faction identity

// LOADOUT PREVIEW DISPLAY
Preview tile progress bars require a UI art re-pass, but are shown in their standard wireframe form here for clarity until new visual direction is established

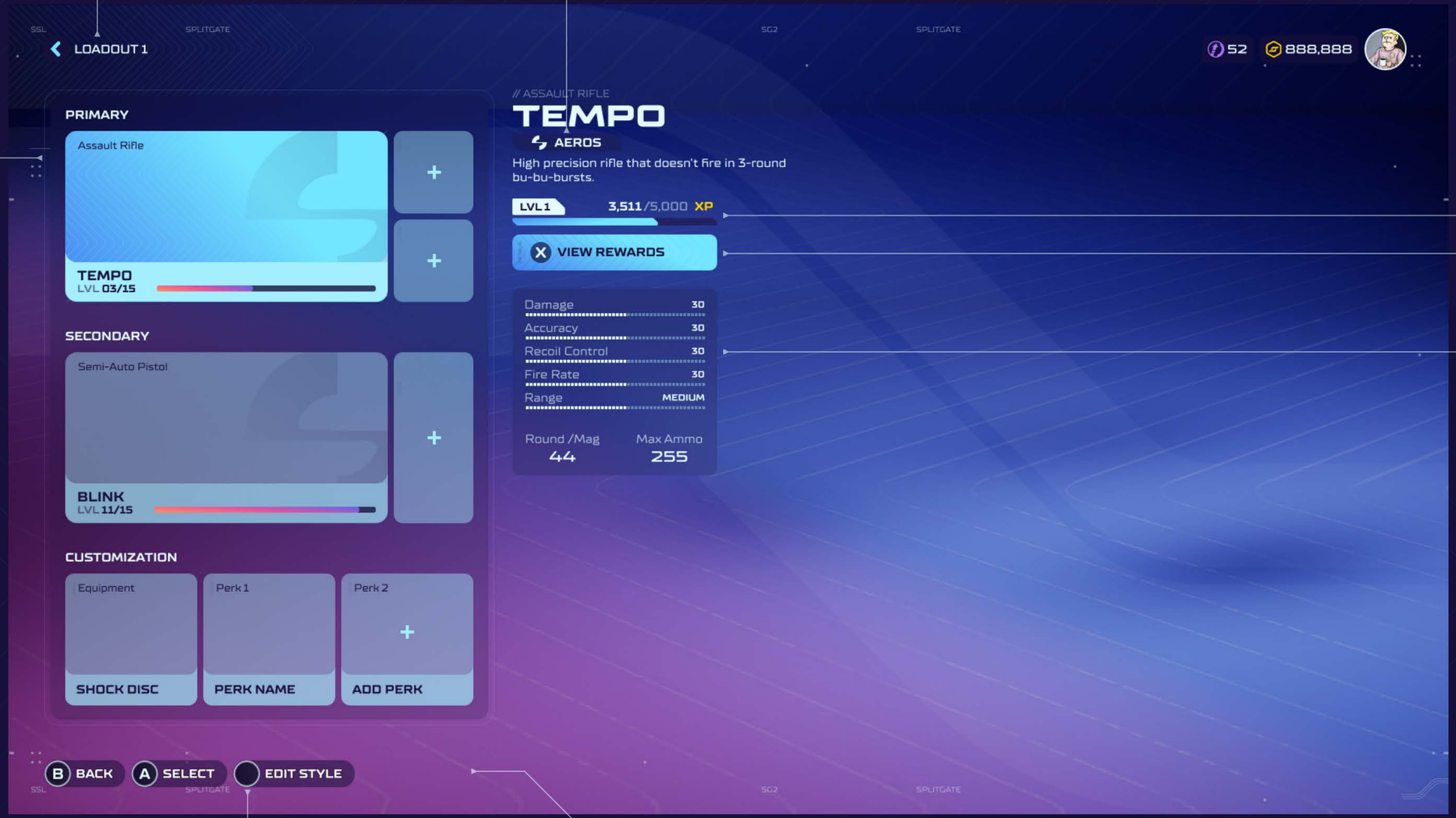
// NAVIGATION
The player can rename or delete any loadout, as is currently supported. On gamepad, this is bound to □. On KBM this is bound to □.

// NAVIGATION
The player can change the "default" loadout at any time. There must always be one default loadout (never more or none). On gamepad, this is bound to Face Left. On KBM this is bound to Right Click.


LOADOUT 1
52
888,888
PRIMARY
Assault Rifle
TEMPO
LVL 03/15
SECONDARY
Semi-Auto Pistol
BLINK
LVL 11/15
CUSTOMIZATION
Equipment
SHOCK DISC
Perk 1
PERK NAME
Perk 2
ADD PERK
// ASSAULT RIFLE
TEMPO
AEROS
High precision rifle that doesn't fire in 3-round bu-bu-bursts.
LVL 1
3,511/5,000 XP
VIEW REWARDS
Damage 30
Accuracy 30
Recoil Control 30
Fire Rate 30
Range MEDIUM
Round /Mag 44
Max Ammo 255
BACK
SELECT
EDIT STYLE

// PAGE HEADER & RETURN BUTTON
Page header indicates the loadout name applied to this loadout

// FACTION IDENTITY
Cosmetic information vignette displays the faction identity for the focused item



// NAVIGATION
Loadout editing page includes an intentionally gridded layout to smooth out gamepad navigation. Upon entering this state, the Loadout display panel slides left as the loadout list from the previous screen collapses.

For both inputs, selecting an item from the grid moves the player to the Choosing state to select a weapon / perk / equipment for this slot. For gamepad, navigating to the left uncollapses the left list, returning the player to the loadout management / selection state that they came here from focusing the Loadout button we're returning from [NOT RESETTING TO THE TOP OF THE LIST].

// DEFAULT STATE
For gamepad, the player is, by default, hovering the first item in the list.

For KBM, the player is, by default, not focusing any item in the list (such that the info block UI is hidden until something is hovered).

// WEAPON INFO BLOCK
Progress bar has an updated visual style detailed in more depth in the components breakout section.

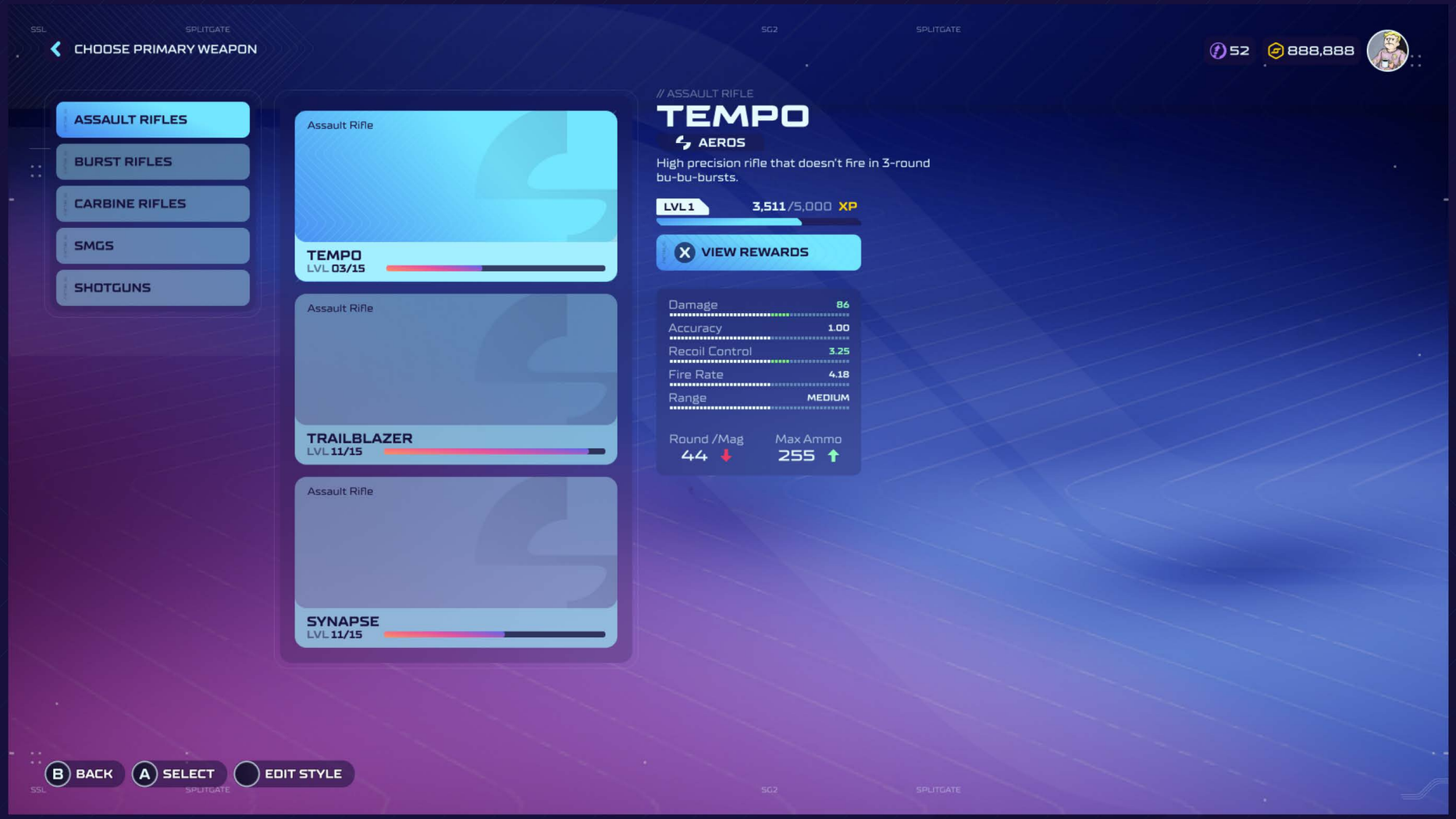
// WEAPON INFO BLOCK
Push the progression rewards page for this item to the top of the menu stack.

// WEAPON INFO BLOCK
Weapons stats panel has an updated visual style detailed in more depth in teh components breakout section.

Stat numbers will be implemented in a later update as this data is not currently available. Shown here for completeness.

// NAVIGATION
The player can rename or delete any loadout, as is currently supported. On gamepad, this is bound to □. On KBM this is bound to □.

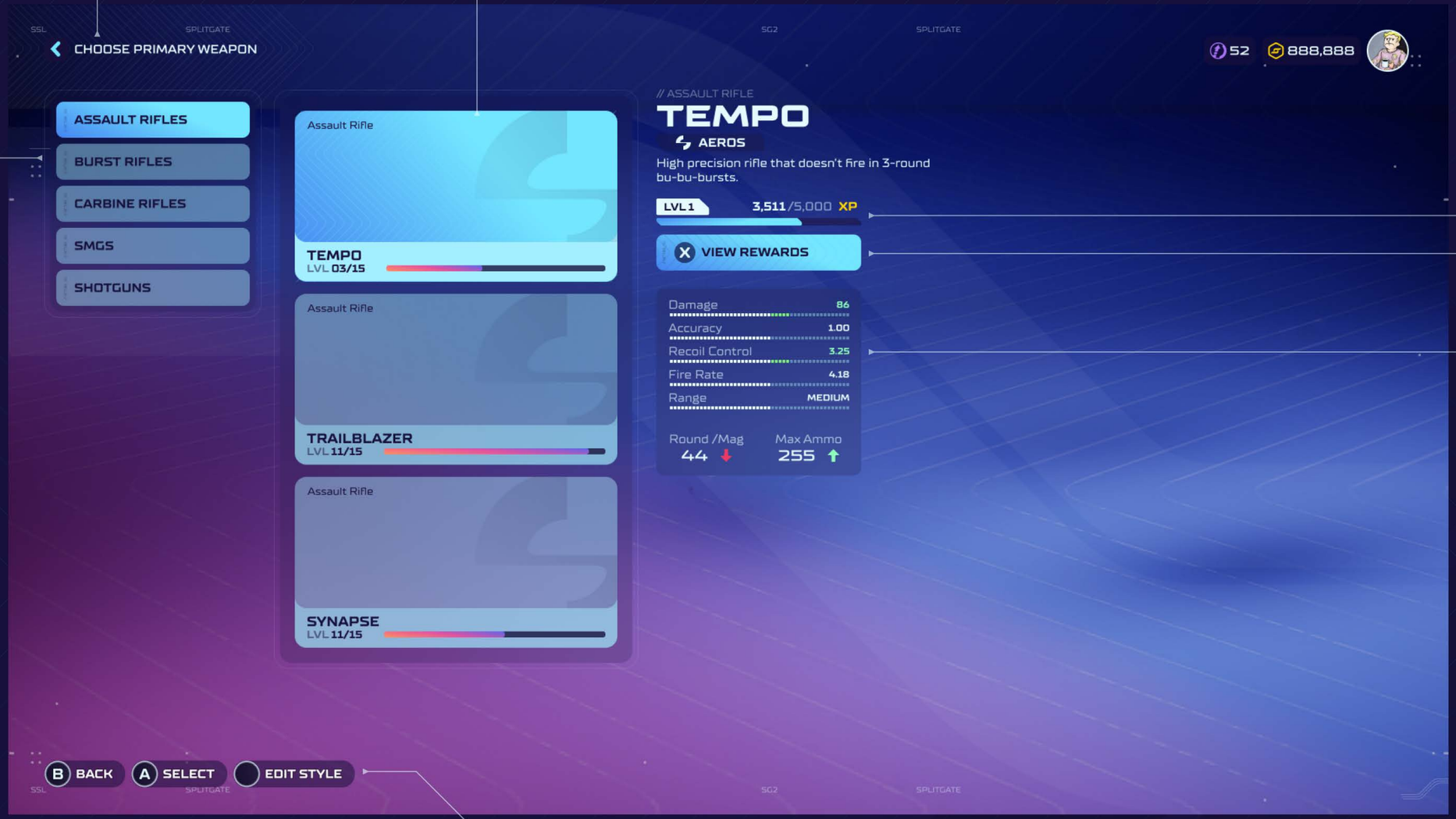
// NAVIGATION
Push the customization page for this weapon to the top of the menu stack to quickly edit the skin / variants of this weapon. On gamepad, this is bound to Face Up. On KBM this is bound to Right Click.



01 // **WEAPONS** SELECT WEAPON

// PAGE HEADER & RETURN BUTTON
Page header indicates page name, Choose [Item Type]

// NAVIGATION
Selecting a weapon equips it to the slot being edited and automatically moves the player back to the Edit Loadout screen



// NAVIGATION
Choose Weapon navigation list including a list entry for every Category (ex. Primary) weapon group available. Navigationally, this behaves the same as the Settings menu. On Gamepad, selecting an item from the left list moves the player to the right. Sticking to the right also moves the player right. On the right side, pressing back moves the player back to the list. On the right side, sticking to the left also moves the player back to the list. On KBM, selecting an entry on the left sets it to the focused item for item display on the right.

// DEFAULT STATE
For both inputs the player is, by default, focused on the first category in the list.

// HOVERED NAVIGATION STATE
The weapon selection display should update visually as the player hovers items within the navigation list.

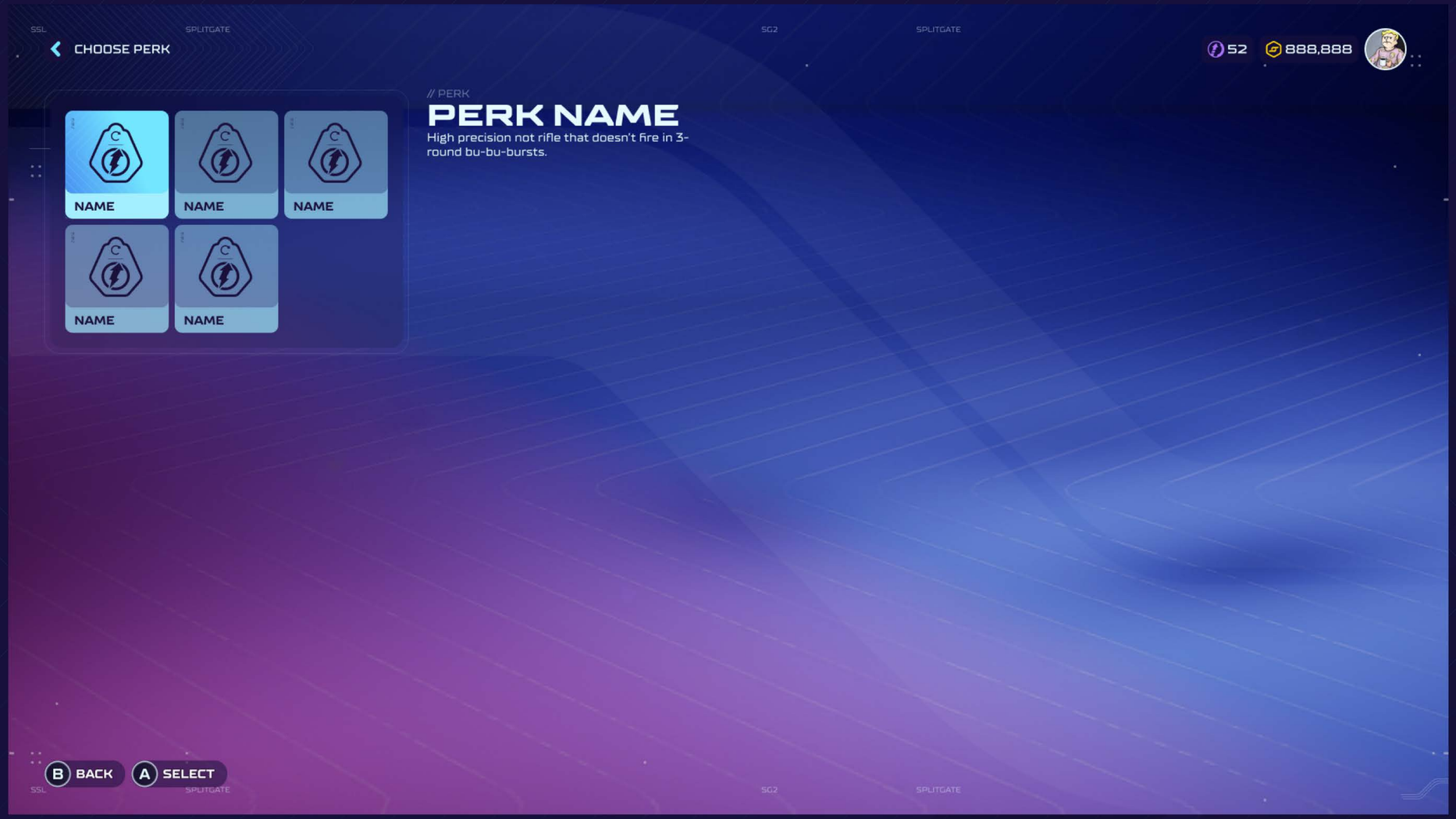
// WEAPON INFO BLOCK
Progress bar has an updated visual style detailed in more depth in the components breakout section.

// WEAPON INFO BLOCK
Push the progression rewards page for this item to the top of the menu stack.

// WEAPON INFO BLOCK
Weapons stats panel has an updated visual style detailed in more depth in teh components breakout section.

Stat numbers will be implemented in a later update as this data is not currently available. Shown here for completeness.

// NAVIGATION
Push the customization page for this weapon to the top of the menu stack to quickly edit the skin / variants of this weapon. On gamepad, this is bound to Face Up. On KBM this is bound to Right Click.



01 // **WEAPONS** SELECT NON WEAPON ITEM

// PAGE HEADER & RETURN BUTTON
Page header indicates page name, Choose [Item Type]

// NAVIGATION
Selecting an item equips it to the slot being edited and auto moves the player back to the Edit Loadout screen



PROGRESSION CORE FLOW

PROGRESSION SUBTITLE GOES HERE

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

OOPS!

PAGE UNDER CONSTRUCTION

FACTIONLESS CUSTOMIZATION

REQUIRED FOR S2

LOCKER

- ARCHITECTURE REFLOW
- APPEARANCE
- SKIN & VARIANT SELECTION
- PORTAL CUSTOMIZATION
- PLAYER CARD CUSTOMIZATION
- COMMS WHEEL CUSTOMIZATION

FACTIONLESS LOCKER

DECOUPLING VISUAL APPEARANCE FROM THE FACTION SYSTEM

FACTION NO LONGER UNDERPINS PHYSICAL APPEARANCE IN THE GAME

PLAYERS CUSTOMIZE THEIR OWN APPEARANCE, RATHER THAN THE APPEARANCE OF THEIR THREE FACTION CHARACTERS, FORCING A SLIGHT ARCHITECTURE UPDATE

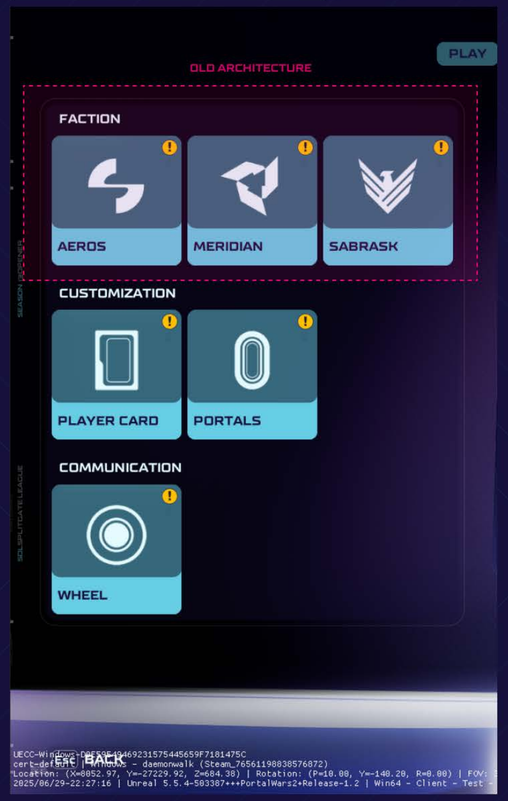
VARIANT UI AND INTERACTION UPDATES ARE CARRIED THROUGH INTO THE LOCKER UI

FOR THE SAKE OF VELOCITY & PRIORITY, PORTAL, PLAYER CARD, AND COMMS WHEEL CUSTOMIZATION SCREENS REMAIN UNCHANGED - THESE WILL BE REVISITED IN A FUTURE UPDATE

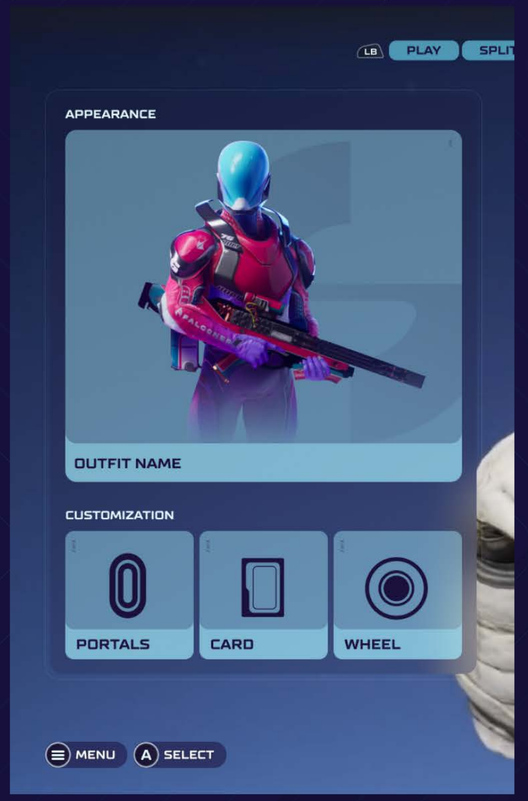
FACTIONLESS CHARACTER CUSTOMIZATION

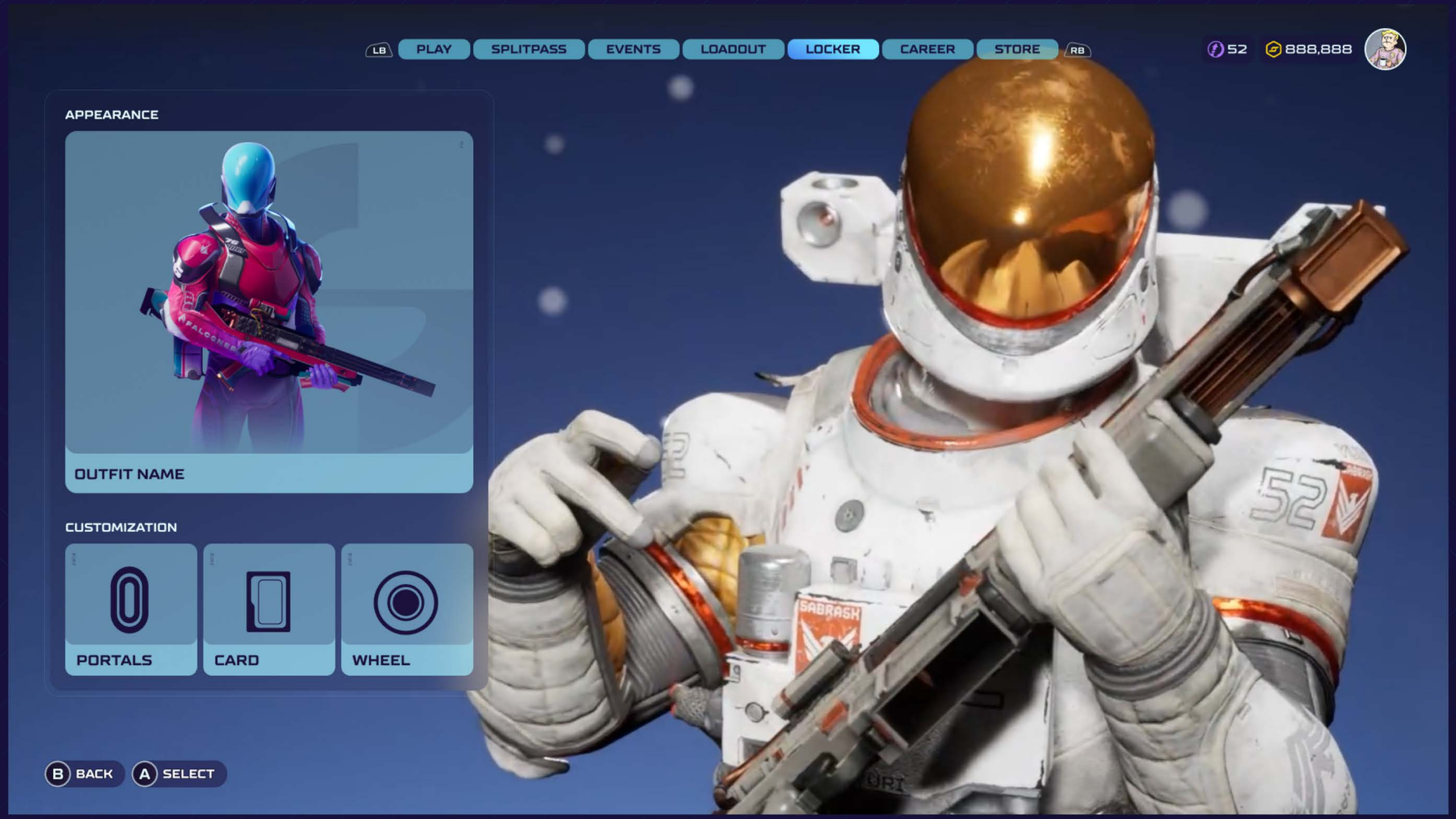
WITHOUT FACTIONS, THE LOCKER IS BETTER ABLE TO FOCUS ON THE PLAYER'S APPEARANCE AS A COMPETITOR

OLD FACTION STRUCTURE



NEW FACTIONLESS STRUCTURE



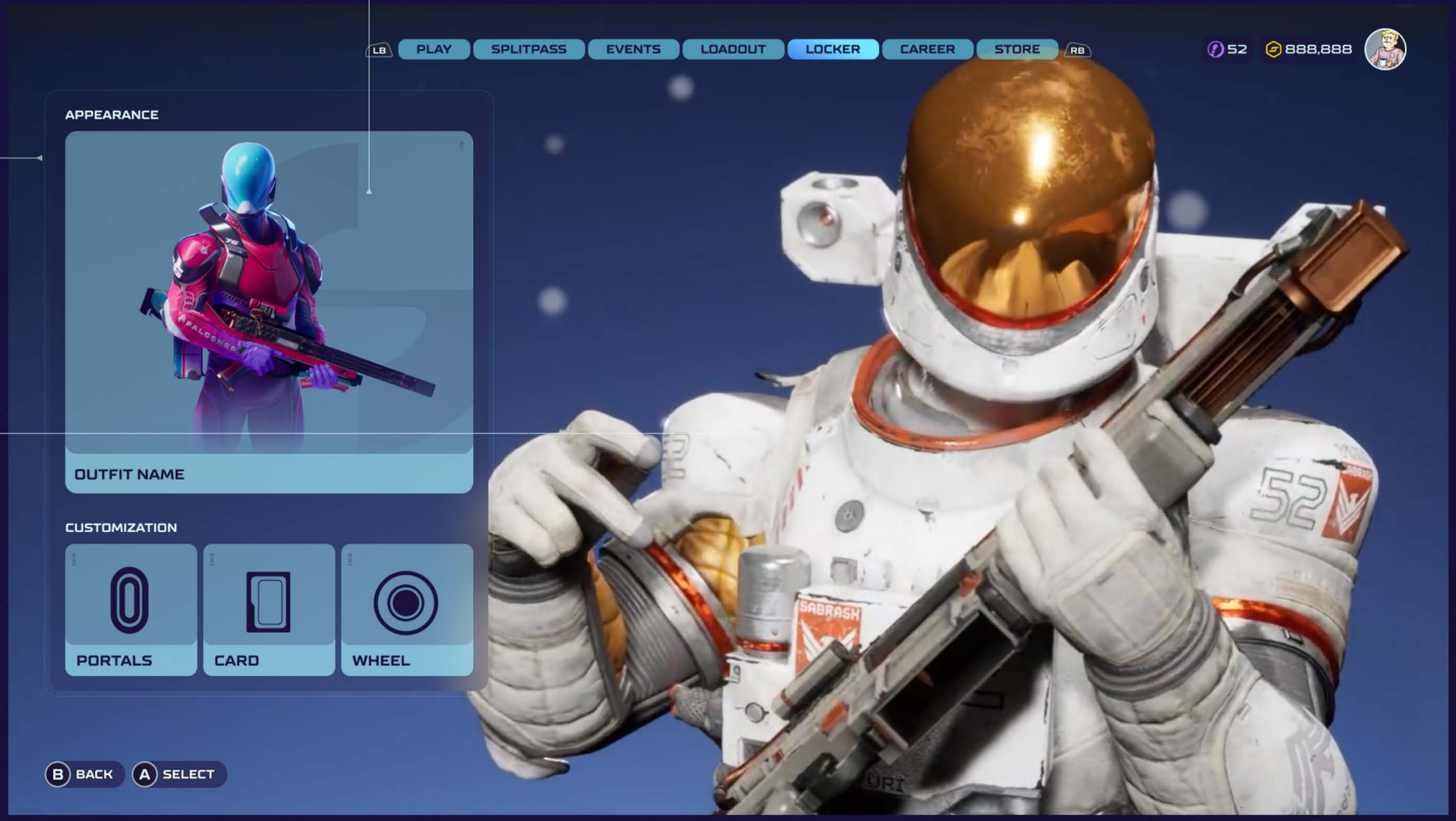

LB
PLAY
SPLITPASS
EVENTS
LOADOUT
LOCKER
CAREER
STORE
RB
52
888,888
APPEARANCE
OUTFIT NAME
CUSTOMIZATION
PORTALS
CARD
WHEEL
B BACK
A SELECT
SABRASH
52

// WEAPON DISPLAY
Outfit tile displays an inset, large scale faction icon corresponding to the outfit's faction

// NAVIGATION
Customization category grid including Appearance (factionless outfits), Portals, Card, and Wheel

// DEFAULT STATE
For Gamepad the player is, by default, hovered on the first button in the list (character outfit).

// PEDESTAL DISPLAY
Unobscured space to provide players with a 3D hero moment for their character display, arranged and posed according to Art's vision to emote an aspirational moment



UPDATED VARIANT SELECTION BEHAVIOR

ELEVATING VARIANTS TO A PRIMARY BEHAVIOR VISUALLY AND THROUGH INTERACTION UPDATES

Currently, the variants UIUX feels visually disjointed, is often missed / not noticed by players amongst other visual elements, and requires an alt click / face up press (secondary action) to interact, rather than being engaged through a primary action (left click / face down press). To better sand down the rough edges of variant interactions, the following changes will be made:

01 STRUCTURE & POSITION UPDATE

To bring more visual cohesion and focus intuition to the variants, the variants UI will be restructured into a vertical list of sections (Base, Variants, Upgrades), with the relevant tiles showing in each section. This list will be a maximum of 3 tiles wide, and mimics the structure of the primary skin selection list that it populates once selected. This UI shows pinned beneath the Cosmetic Info vignette, to the right of the primary skin selection list.

NOTE: This change increases use of horizontal space, which further limits / overlaps the 3D weapon display. To address this, two quality of life features are included: a Hide UI behavior to hide all UI, and an automated fade of UI that occurs while the player is clicking and dragging to rotate a weapon.

02 INTERACTION FLOW UPDATE

Currently, the player needs to alt click / press face up to interact with variants. To make interacting with variants smoother, we're going to update the flow such that a player's first select action on a skin equips the skin (already exists), and if a player presses select on an already equipped skin, the player is brought into the variant selection state. Alt Click / Face Up will also move the player into this state for intentional redundancy (and to allow players to view variants without also equipping) as it already does today, but the interaction will be automated based on primary click now as the main interaction pathway.

NOTE: Jumping to variants without equipping a skin and then taking no action (backing out) does not equip the skin. Jumping to variants without equipping the skin and then selecting a variant option to equip equips both the variant option and the parent skin.

03 PRIMARY GRID INTEGRATION

Being able to visually see the variants associated with a skin without being in the variant editing state is valuable quality of life in the customization screens, and invaluable value proposition in the Store. However, interacting with the variants in their off-to-the-side layout is not intuitive and breaks the interaction model used in all other customization UIs. As such, once we're in the variant interaction state, the off-to-the-side display UI will be hidden, and the variants will populate the main list itself for faster and more intuitive grid interaction behavior. This will pair particularly well with change #2, where shifting between these states will be more rapid and automated. Navigating the off-to-the-side list can remain available to KBM players who already can and do use this behavior as a quality of life quick-nav, as maintaining this behavior does not harm the experience.

UPDATED VARIANT SELECTION BEHAVIOR

BEHAVIOR UPDATES REPRESENTED AS A VISUAL FLOW




APPEARANCE
52
888,888
OPEN FILTER
COSMETIC NAME // ITEM TYPE
AEROS
MYTHIC
Released Season 1 Act 1
BASE
VARIANTS
UPGRADES
B BACK
A SELECT
Y EDIT STYLE
HIDE UI

// PAGE HEADER & RETURN BUTTON
Page header indicates page name (Appearance, or final name)

// FACTION IDENTITY
Cosmetic information vignette displays the faction identity for the focused item

// VARIANTS UI
Upgrades within variants no longer require sequential unlock, and therefore display no sequential UI

// FILTER AND SEARCH
Filter behavior remains intact in the same format as exists in game today, Search behavior is hidden and unbound from gamepad.

// NAVIGATION
The default navigation element is the equipped skin tile

// FACTION IDENTITY
Remove faction identifying tag from common tile if present

// VARIANTS UI
Variants UI is rearranged into a vertical row-by-row layout tucked underneath the cosmetic item information vignette.

In this new UI, selecting a skin that has variants automatically moves variants into the focused list view for more natural navigation. More on this on the next slide.

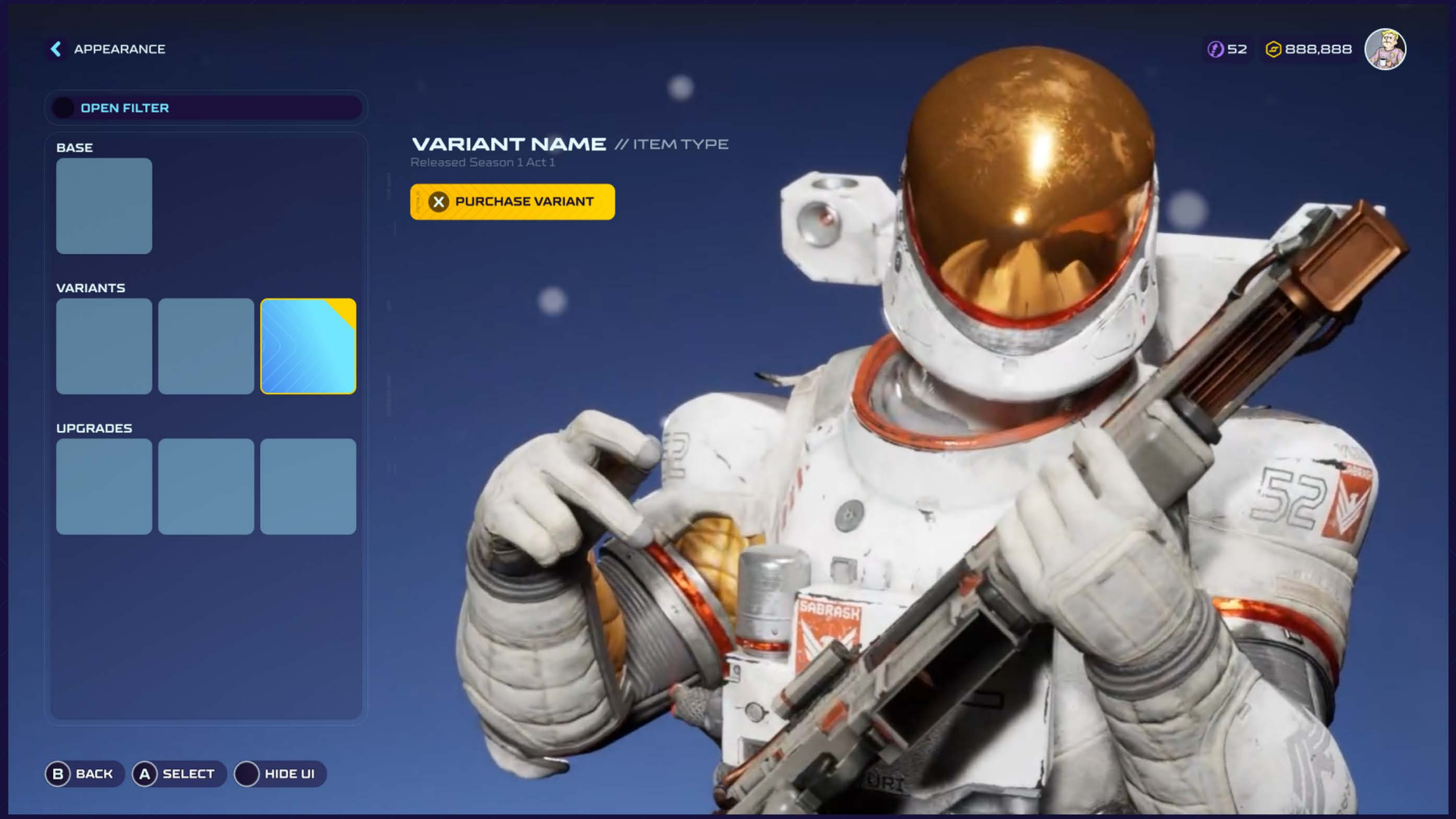
Of note here, though, this UI can remain navigable for KBM as a quick nav, though both KBM and gamepad will experience the updated primary navigation flow described on the following slide.



// NAVIGATION
Equip / Equipped button states have been removed to eliminate unhelpful redundancy

// NAVIGATION
If a player begins rotating the focused asset (is actively clicking and holding) fade all central UI (filters interaction, asset tile list, cosmetic info, variants UI) to approximately 30% opaque (exact percentage determined by in-engine look/feel).

QOL, NOT REQUIRED

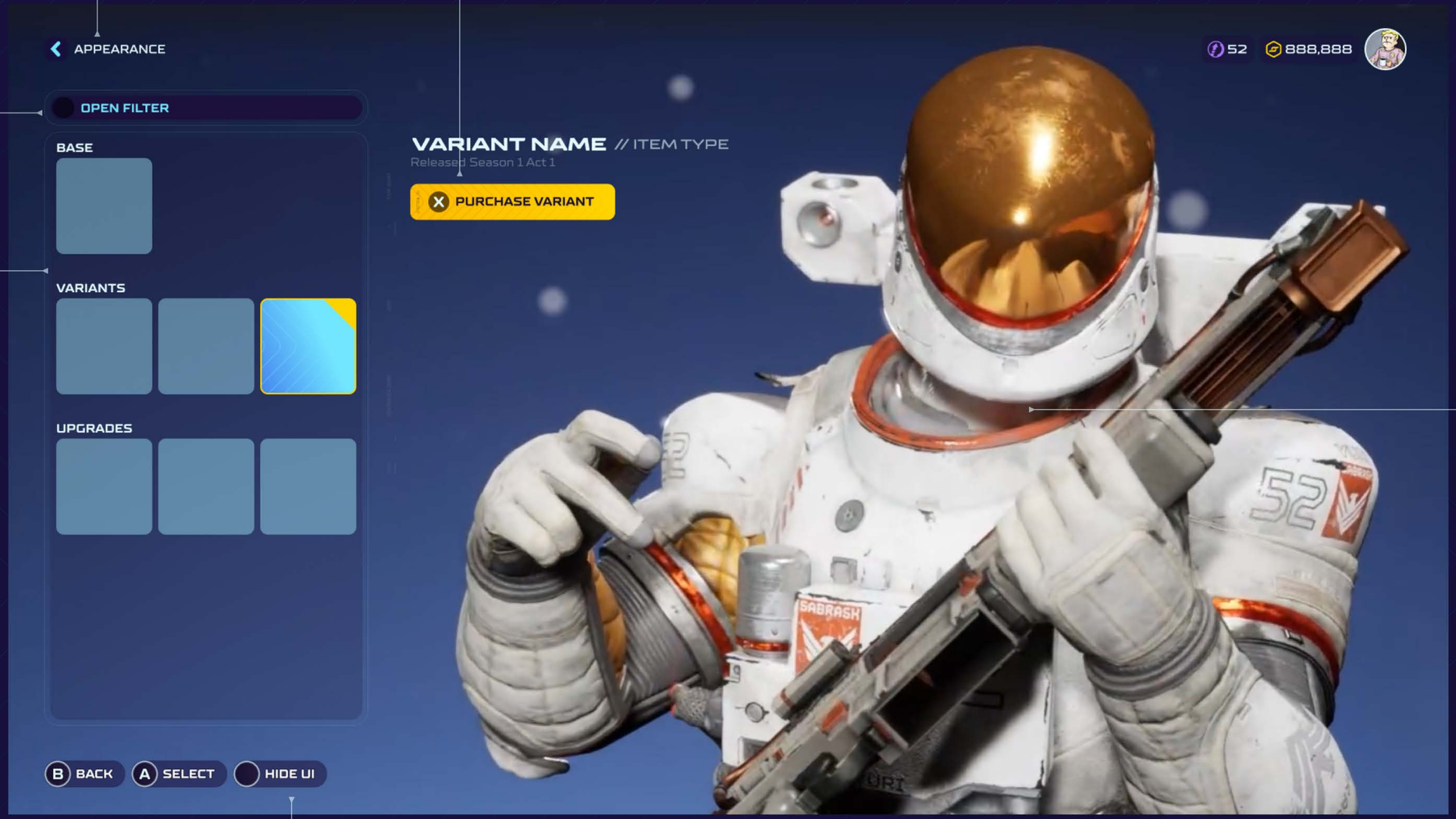

APPEARANCE
52
888,888
OPEN FILTER
BASE
VARIANTS
UPGRADES
VARIANT NAME // ITEM TYPE
Released Season 1 Act 1
PURCHASE VARIANT
B BACK
A SELECT
HIDE UI

// PAGE HEADER & RETURN BUTTON
Page header indicates page name (Appearance, or final name)

// NAVIGATION
Purchasing button interaction (shown only when applicable)

// FILTER AND SEARCH
Filter behavior remains intact in the same format as exists in game today, Search behavior is hidden and unbound from gamepad.

// VARIANTS UI
When the player selects an item that has variants, the primary navigation list refreshes its view, hiding the main skins list and showing the variants items.



// NAVIGATION
If a player begins rotating the focused asset (is actively clicking and holding) fade all central UI (filters interaction, asset tile list, cosmetic info, variants UI) to approximately 30% opaque (exact percentage determined by in-engine look/feel).

QOL, NOT REQUIRED

// NAVIGATION
Hide UI hides all UI on the screen except the bottom button bar and repositions the camera such that the focused asset is center-center on the screen.

QOL, NOT REQUIRED

FACTIONLESS CUSTOMIZATION

REQUIRED FOR S2

PRE-MATCH

- ARCHITECTURE REFLOW
- FACTIONLESS LOADOUT ACCESS
- CUSTOMIZATION ACCESS

FACTIONLESS PRE-MATCH

DECOUPLING LOADOUT MANAGEMENT AND PRE-GAME SELECTION FROM FACTION

PLAYERS ENGAGING WITH THE PRE-MATCH FACTION SCREEN WILL NOW BE SELECTING THEIR LOADOUT ONLY, INSTEAD OF THEIR FACTION AND LOADOUT

THE LOADOUT UI IS RE-USED FROM THE WEAPONS TAB, AS IT HAS BEEN TRADITIONALLY, WITH SLIGHT BEHAVIOR DETAIL UPDATES TO SUPPORT THIS ALTERNATE CONTEXT WHERE WE WANT TO QUICKLY RELEASE FOCUS TO THE 3D SCENE

PRE-MATCH LOADOUT SELECTION

DRAWING AND RELEASING FOCUS DURING LOADOUT MANAGEMENT IN PRE-MATCH

01. SELECT LOADOUT



02. REVEAL SCENE




GAMEMODE // MAP NAME
[Gamemode Description]
LOADOUT 1
LOADOUT 2
LOADOUT 3
LOADOUT 4
LOADOUT 5
+ CREATE NEW
PRIMARY
Assault Rifle
TEMPO
LVL 03/15
SECONDARY
Semi-Auto Pistol
BLINK
LVL 11/15
CUSTOMIZATION
Equipment
SHOCK DISC
Perk 1
PERK NAME
Perk 2
ADD PERK
A SELECT LOADOUT
EDIT LOADOUT
SET AS DEFAULT



// NAVIGATION
Loadout select navigation list including a list entry for every loadout created, up to X total loadouts. For both inputs, selecting an item in the list selects that loadout for gameplay and transitions the screen into the loadout selected state (shown on the following slide). For gamepad, navigating to the right immediately collapses the left list, putting the player in the loadout editing state. For KBM, clicking directly on an item in the panel quick jumps the player into editing that specific item (ie. if they click Add Perk, quick jump the player into the perk selection screen).

// DEFAULT STATE
For gamepad, the player is, by default, hovering the first item in the list.

For KBM, the player is, by default, focused on (previewing) the set as default loadout.

// HOVERED NAVIGATION STATE
The focused loadout display should update visually as the player hovers items within the navigation list.

If the player is currently hovering the Create New button, the loadout display can retain the last hovered loadout info, but should be put into a 50% transparent state (or similar value, pending in-game feel).

// FOCUS GRABBER BACKGROUND
Blurred, theme black darkened, and FUI-ed background element to draw focus from the 3D displays for management menus

// NAVIGATION
The player can edit the attributes of a loadout, as is currently supported. On gamepad, this is bound to □. On KBM this is bound to □.

// NAVIGATION
The player can change the "default" loadout at any time. There must always be one default loadout (never more or none). On gamepad, this is bound to □. On KBM this is bound to □.


GAMEMODE // MAP NAME
[Gamemode Description]
PRIMARY
Assault Rifle
TEMPO
LVL 03/15
SECONDARY
Semi-Auto Pistol
BLINK
LVL 11/15
CUSTOMIZATION
Equipment
Perk 1
Perk 2
SHOCK DISC
PERK NAME
ADD PERK
CHANGE LOADOUT
EDIT APPEARANCE
Player 0
Selecting...
Ace 1
READY
Ace 3
READY
Ace 5
READY
00:35
READY



// SELECTED LOADOUT
Selected loadout attributes remain visible after background focus element is released for player reference.

// NAVIGATION
This grid is no longer navigable in this state, it is shown here in a display state only.

On KBM, clicking anywhere within the grid acts as a "change loadout" action, bringing the player back into the loadout selection state.

// NAVIGATION
The player is able to return to the loadout selection menu to change the loadout or attributes of their loadout

// NAVIGATION
The player can edit the skin of their character, as is currently supported. On gamepad, this is bound to □. On KBM this is bound to □.

// FOCUS GRABBER BACKGROUND
Focus grabber background animated out, and 3D scene revealed

LOADOUT MANAGEMENT & EDITING

THE DEMONSTRATED FOCUS PULLED SCREEN STRUCTURE SUPPORTS ALL NECESSARY ELEMENTS OF LOADOUT MANAGEMENT & EDITING, SHARING THE UI STRUCTURE USED IN THE WEAPONS TAB

01. EDIT LOADOUT



02. CHOOSE WEAPON



03. CHOOSE PERK



CHARACTER & WEAPON CUSTOMIZATION

THE DEMONSTRATED FOCUS PULLED SCREEN STRUCTURE ADDITIONALLY SUPPORTS ALL NECESSARY ELEMENTS OF CUSTOMIZATION, SHARING THE UI STRUCTURE USED IN THE WEAPONS AND LOCKER TABS, WITH LOCKED ITEMS HIDDEN FOR CLARITY HERE AND TO AVOID BROKEN PURCHASE STATES

01. EDIT APPLIED SKIN



02. CHOOSE VARIANTS



03. PREVIEW VIDEO



FACTIONLESS CUSTOMIZATION

REQUIRED FOR S2

STORE

- ITEM / BUNDLE DRILL-IN LAYOUT UPDATES

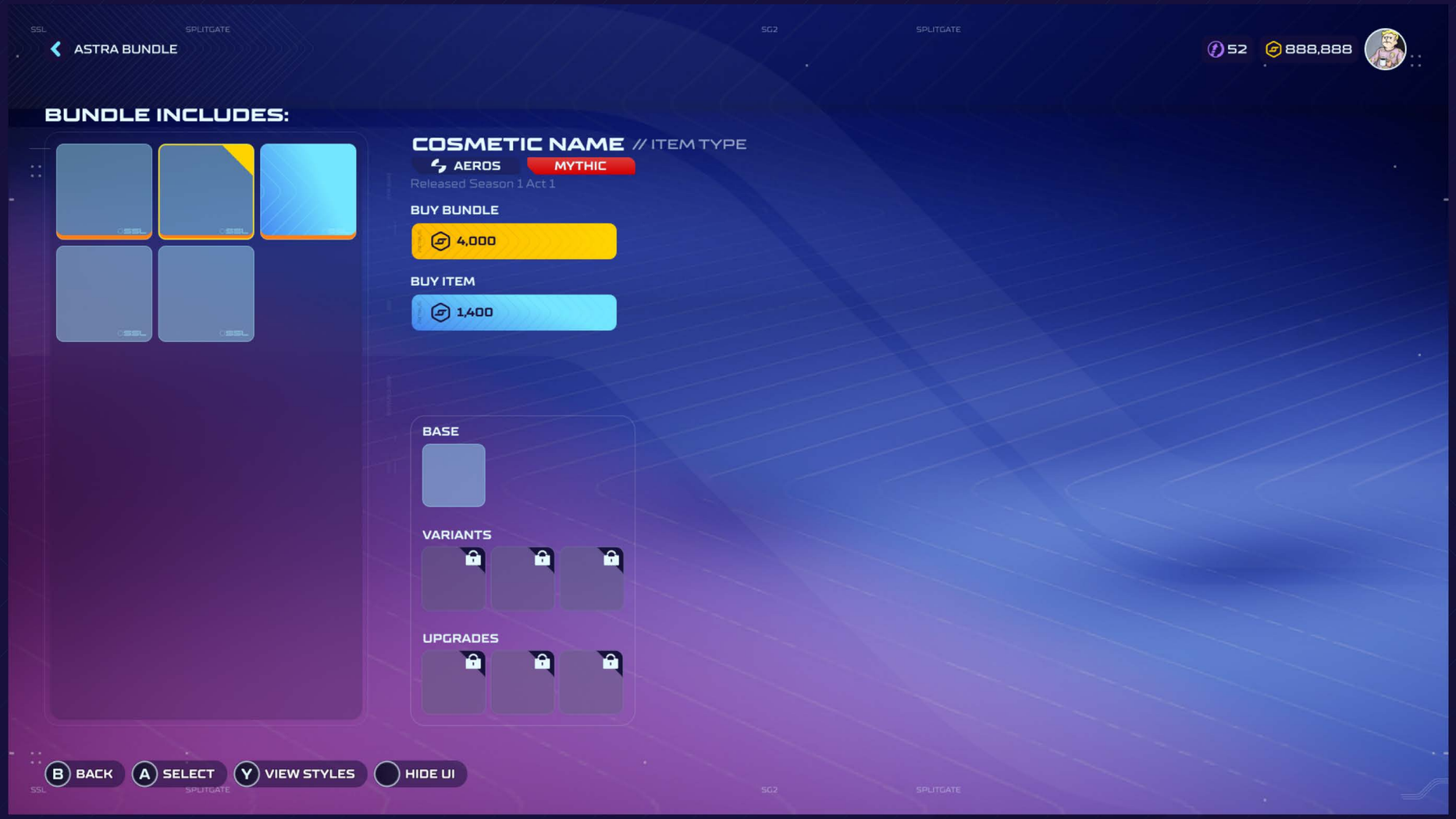
FACTIONLESS STORE

UPDATED VARIANT LAYOUTS & INTERACTIONS IMPACTING STORE UI

THE STORE'S UI REMAINS LARGELY UNCHANGED BY THE FACTIONLESS SYSTEM

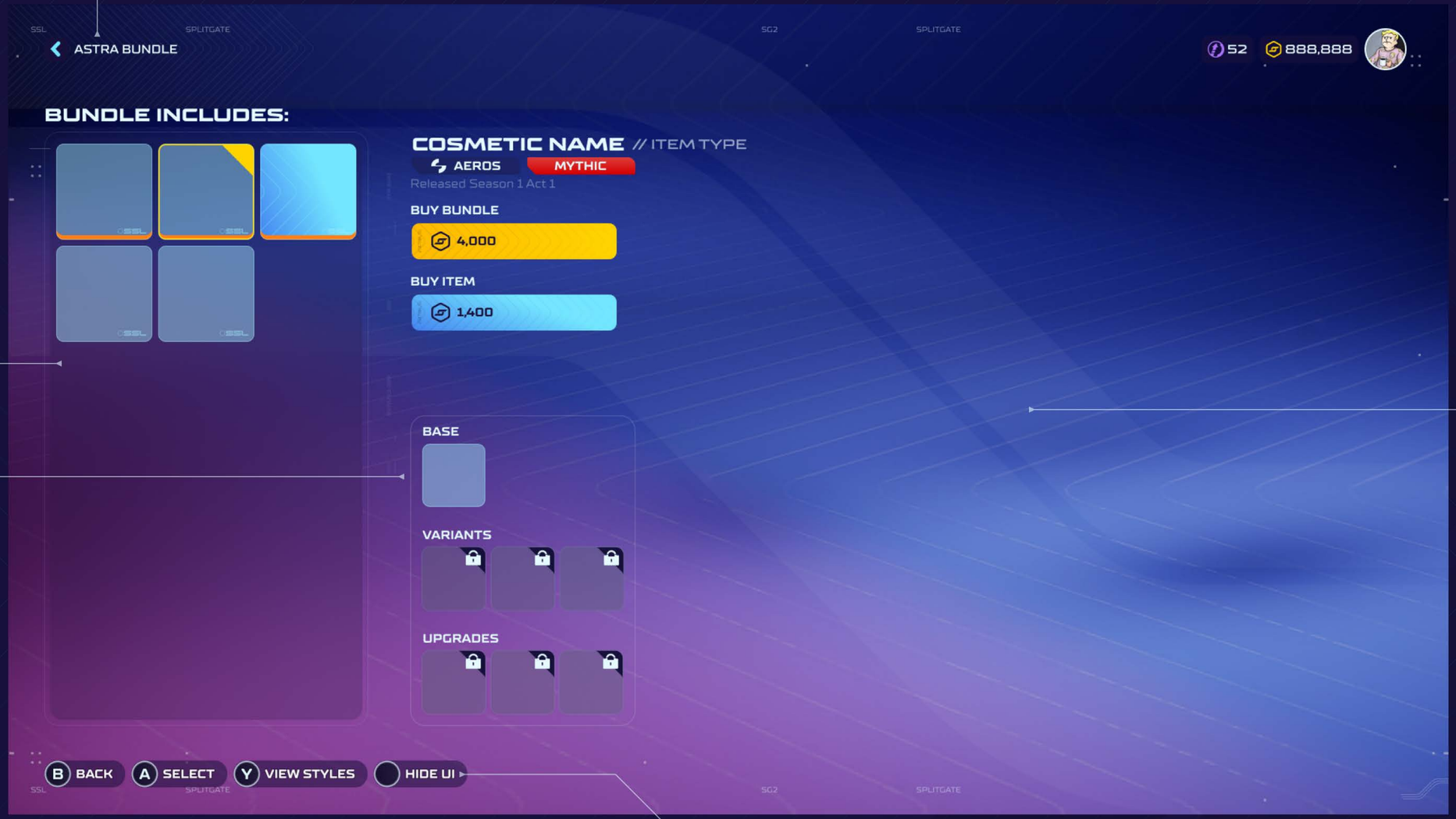
SOME UPDATES TO THE VARIANTS BEHAVIOR ARE DUPLICATED INTO THE STORE UI, WHERE THE SAME CUSTOMIZATION UI IS UTILIZED

ADDITIONAL STORE UI UPDATES WILL BE ADDRESSED OUTSIDE OF THIS FACTIONLESS CUSTOMIZATION SPEC, AS THEY ARE UNRELATED TO THE FACTIONLESS SYSTEM



03 // **STORE** ITEM / BUNDLE DRILL-IN LAYOUT UPDATES

// PAGE HEADER & RETURN BUTTON
Page header indicates the name of the bundle / item selected for viewing



// FACTION IDENTITY
Remove faction identifying tag from common tile if present

// VARIANTS UI
Variants UI is rearranged into a vertical row-by-row layout tucked underneath the cosmetic item information vignette.

In this new UI, selecting a skin that has variants automatically moves variants into the focused list view for more natural navigation. More on this on the next slide.

Of note here, though, this UI can remain navigable for KBM as a quick nav, though both KBM and gamepad will experience the updated primary navigation flow described on the following slide.

// NAVIGATION
IF a player begins rotating the focused asset (is actively clicking and holding) fade all central UI (filters interaction, asset tile list, cosmetic info, variants UI) to approximately 30% opaque (exact percentage determined by in-engine look/feel).

QOL, NOT REQUIRED

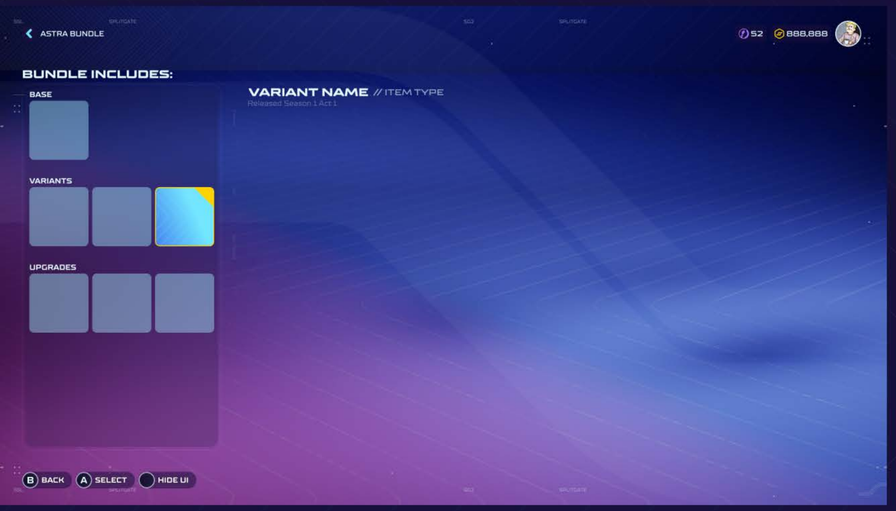
// NAVIGATION
Hide UI hides all UI on the screen except the bottom button bar and repositions the camera such that the focused asset is center-center on the screen.

QOL, NOT REQUIRED

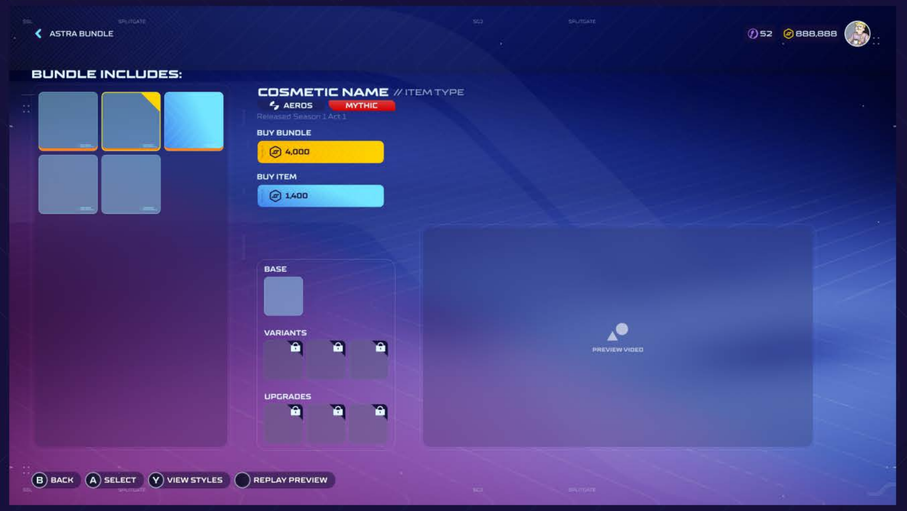
ADDITIONAL VARIANT STORE UPDATES

THE SAME VARIANT UI UPDATES THAT HAVE BEEN DEMONSTRATED IN THE PREVIOUS SURFACE AREAS ARE MIRRORED WITHIN THE STORE ITEM/BUNDLE VIEWS. NO ADDITIONAL OR UNIQUE CALLOUTS ARE NEEDED HERE THAT DIFFER FROM OTHER SURFACE AREAS, AND THESE SNIPPETS SERVE TO DEMONSTRATE THE UI FUNCTIONALLY SUITS THE STORE'S BEHAVIOR NEEDS.

VIEWING VARIANTS



TOP-LEVEL PREVIEW VIDEO



VARIANT PREVIEW VIDEO

