

User Interface Design

MAP

Q

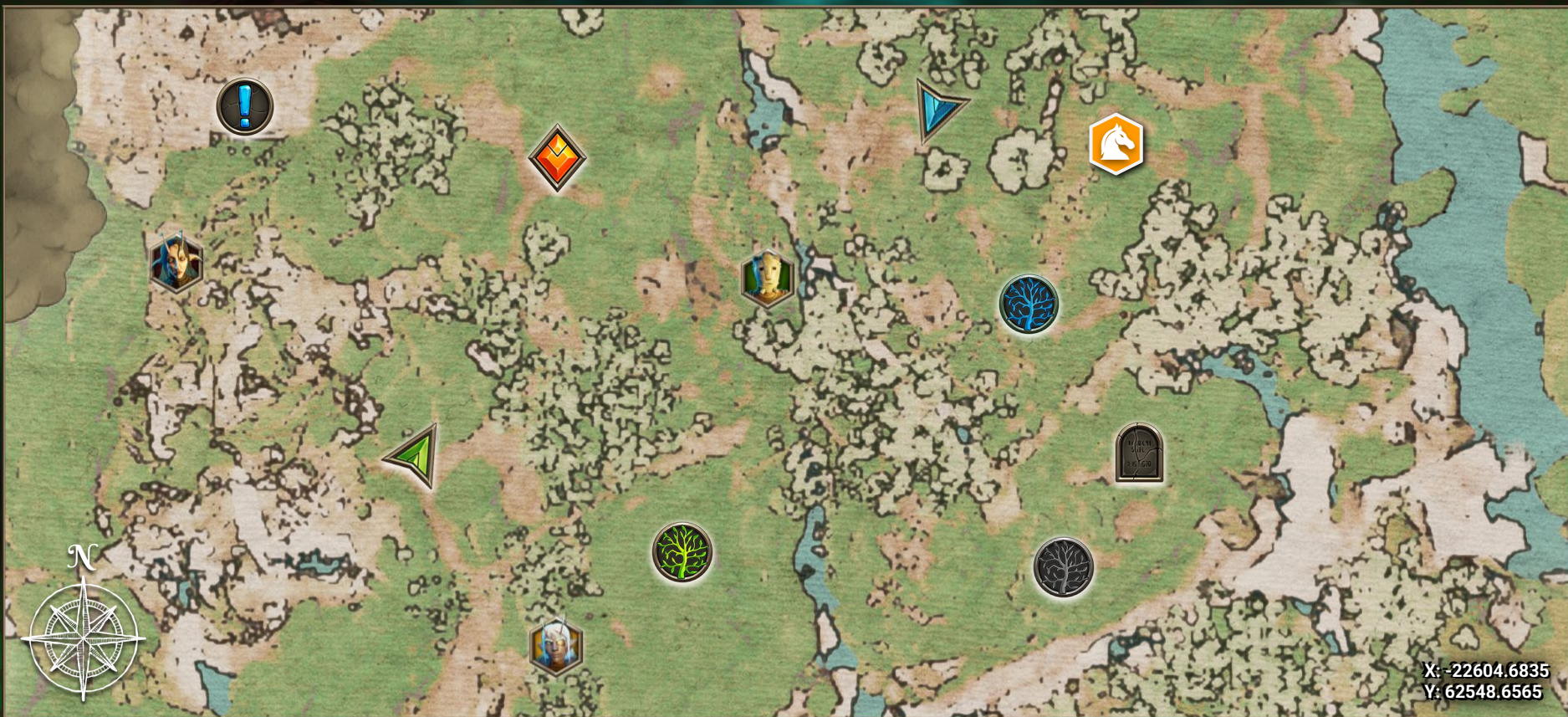
INVENTORY

CRAFTING

MAP

COMPENDIUM

E

☐ ZOOM IN/OUT☐ PAN☐ CENTER☐ ICONS/LABELS☐ CUSTOM ICON☐ CLOSE

Q

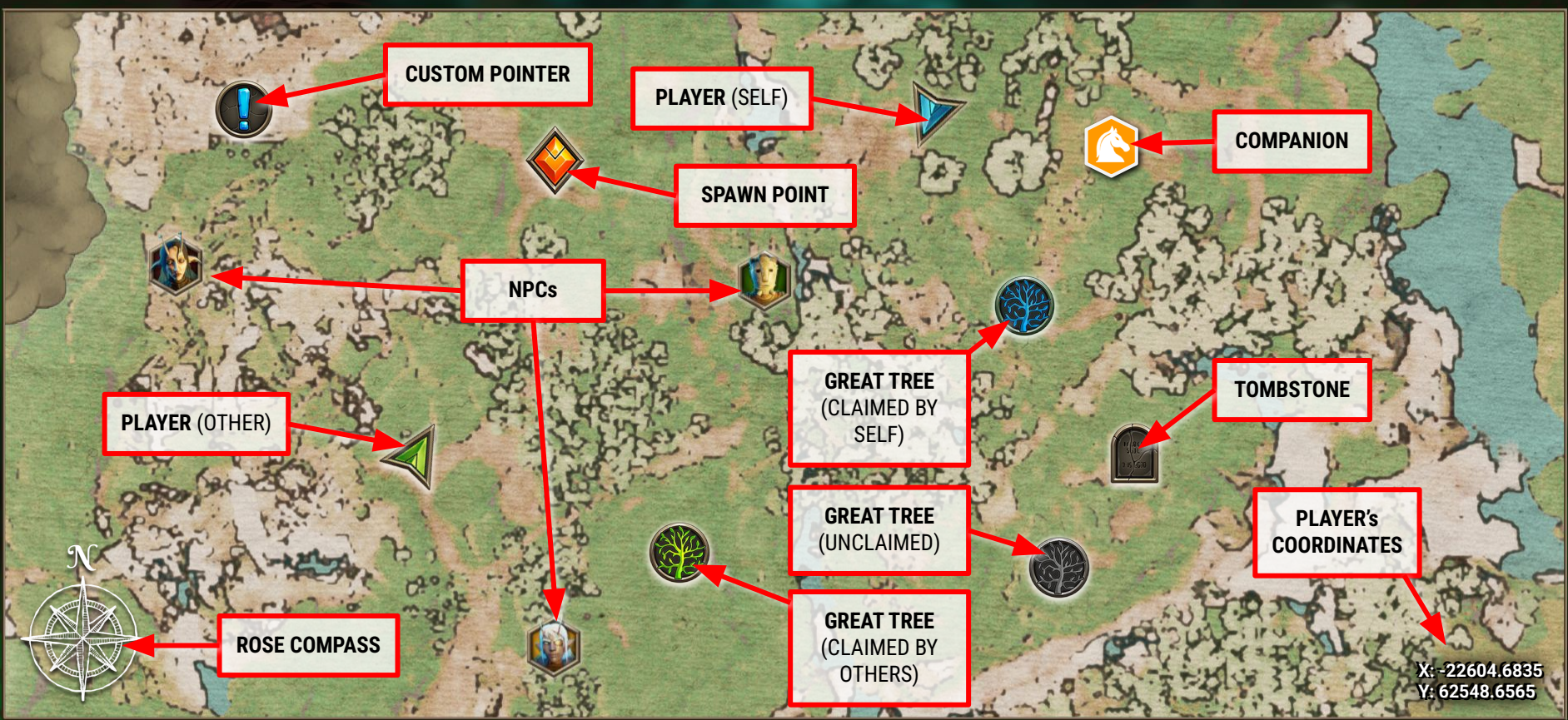
INVENTORY

CRAFTING

MAP

COMPENDIUM

E



X: -22604.6835
Y: 62548.6565

- ☐ ZOOM IN/OUT
- ☐ PAN
- ☐ CENTER
- ☐ ICONS/LABELS
- ☐ CUSTOM ICON
- ☐ CLOSE

ICONS

A list of all the icons available on the map. Some icons need to be designed/re-designed (Companion, maybe Spawn Point).



PLAYER (SELF)

Marks the player's position on the map.
The arrow points in the direction the player is facing.



GREAT TREE (CLAIMED BY SELF)

Marks the position of a Great Tree claimed by the player.



GREAT TREE (UNCLAIMED)

Marks the location of an unclaimed Great Tree. Revealed on the map when the player interacts with the Great Tree's TOP Gnome Effigy.



TOMBSTONE

Marks the position of the player's tombstone.



CUSTOM POINTER

A custom icon that can be placed on the map by the player. The player can give it a textual label of choice. This is the only icon that can be manually removed by the player. Not visible by other players in the same game world.



PLAYER (OTHER)

Marks the position of another player in the same world.
The arrow points in the direction the player is facing.



GREAT TREE (CLAIMED BY OTHER)

Marks the position of a Great Tree claimed by another player in the same world. If this player logs off the icon is replaced with the 'Unclaimed' version.



SPAWN POINT

Marks the player's spawn point set by using a bed. If the player hasn't built a bed yet, the spawn point is the game's starting point.



NPC

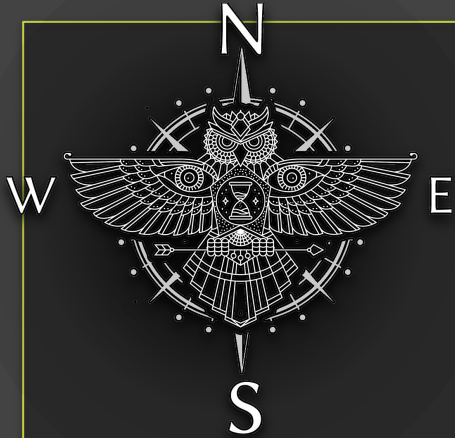
Marks the position of an NPC. Revealed when the player first talks to that NPC (except for NPCs icons already on the map at the start of a game)



COMPANION

Marks the position of the player's companion, if the player has tamed one.

ROSE COMPASS & PLAYER COORDINATES



ROSE COMPASS

Orientational helper.

NPCs typically refer to cardinal directions (North, South, East and West) when talking about the position of Bosses or other NPCs.

A bespoke Rose Compass shall be designed in line with Smalland's style and lore.



EXAMPLE

Example of bespoke rose compass with fish and a sword.

(Source: Mordheim)

PLAYER COORDINATES

Pinpoints the player's position on the 2D map and allows player to tell it to other players.

Among other things, this is useful for bug-reporting.

NOTE: Only X and Y coordinates are exposed.












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ACTIONS / CONTROLS

Actions available to the player are shown at the bottom of the screen (text + corresponding key/control).

NAME	DESCRIPTION	KEYBOARD & MOUSE	CONTROLLER
ZOOM IN/OUT	Zooms in and out of the map	MOUSE WHEEL <ul style="list-style-type: none">• Up = zoom in• Down = zoom out	 Zoom in  Zoom Out
MOVE CURSOR	Move the cursor on the map	MOUSE (move)	 Right Stick
PAN	Pan the map	 LMB + Drag	 Left Stick
CENTER	Center the map around the player's position	 RMB (click)	 Click Left Stick
ICONS/LABELS	Cycles through the following visualizations at each press of the button: Icons only → Icons and Text Labels → Hide icons and labels → Icons only → etc.	TAB	
CUSTOM ICON	Place a custom pointer on the map. After placing this, player can add a text label to it. It can be removed by placing the cursor on it and repeating the same action (LMB double-click or A).	 LMB (double click)	
CLOSE	Closes the Map screen (goes back to the game)	ESC	

☐ ZOOM IN/OUT ☐ PAN ☐ CENTER ☐ ICONS/LABELS ☐ CUSTOM ICON ☐ CLOSE

ICON LABELS

Textual labels for all the icon types.



[playerName]



[playerName]'s Great Tree



Unclaimed Great Tree



[playerName]'s Tombstone



[customString]



[playerName]



[playerName]'s Great Tree



Spawn Point



[NPCName]

Legal values: See next slide.



[speciesName]

Legal values: Grasshopper, Damselfly, Black Spider, Gecko.

ICON LABELS - NPCs

Text labels for NPC icons.



Herne



Kalev



Skadi



Nok



Tuhala



Martin

⚠ NOT in Early Access Launch



Ludvig



Drustana



Lisandra



Mirmek

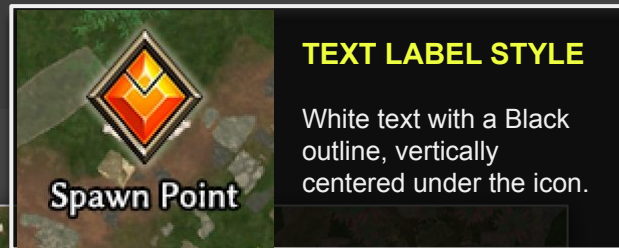


Teodrik

⚠ NOT in Early Access Launch

ICON LABELS - Example

Mockup showing different types of icons with text labels.



COMPASS HIGHLIGHT

- Clicking on an icon on the map highlights that icon in the HUD Compass. Clicking on it again deselects it and removes it from the Compass.
- Clicking on a second icon on the map highlights it on the HUD Compass and deselects the first one.



**SELECTED
ICON IS SHOWN IN THE
HUD COMPASS**



FOG OF WAR

◆ The map reveals progressively as the player explores the world.

◆ This enhances the sense of mystery and discovery and works as a powerful **exploration driver**

