

UI SPECIFICATION

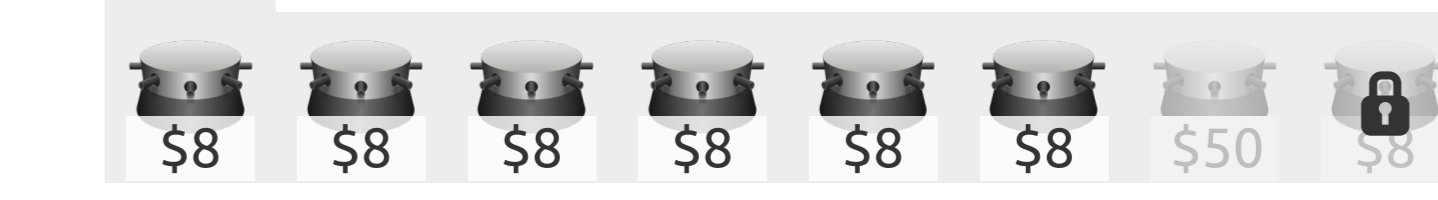
TOWERS MANAGEMENT

● = touch (click) point
 tph = top panel height

tower rectangle -
 width: $2 * tph$
 height: width
 disabled tower rectangle -
 opacity: 30
 tower image -
 width: $3/4 * \text{tower rectangle width}$

trw = tower rectangle width

towers panel -
 width: number of towers * $2 * tph$
 height: $2 * tph$
 color: #ededed
 centered horizontally within level



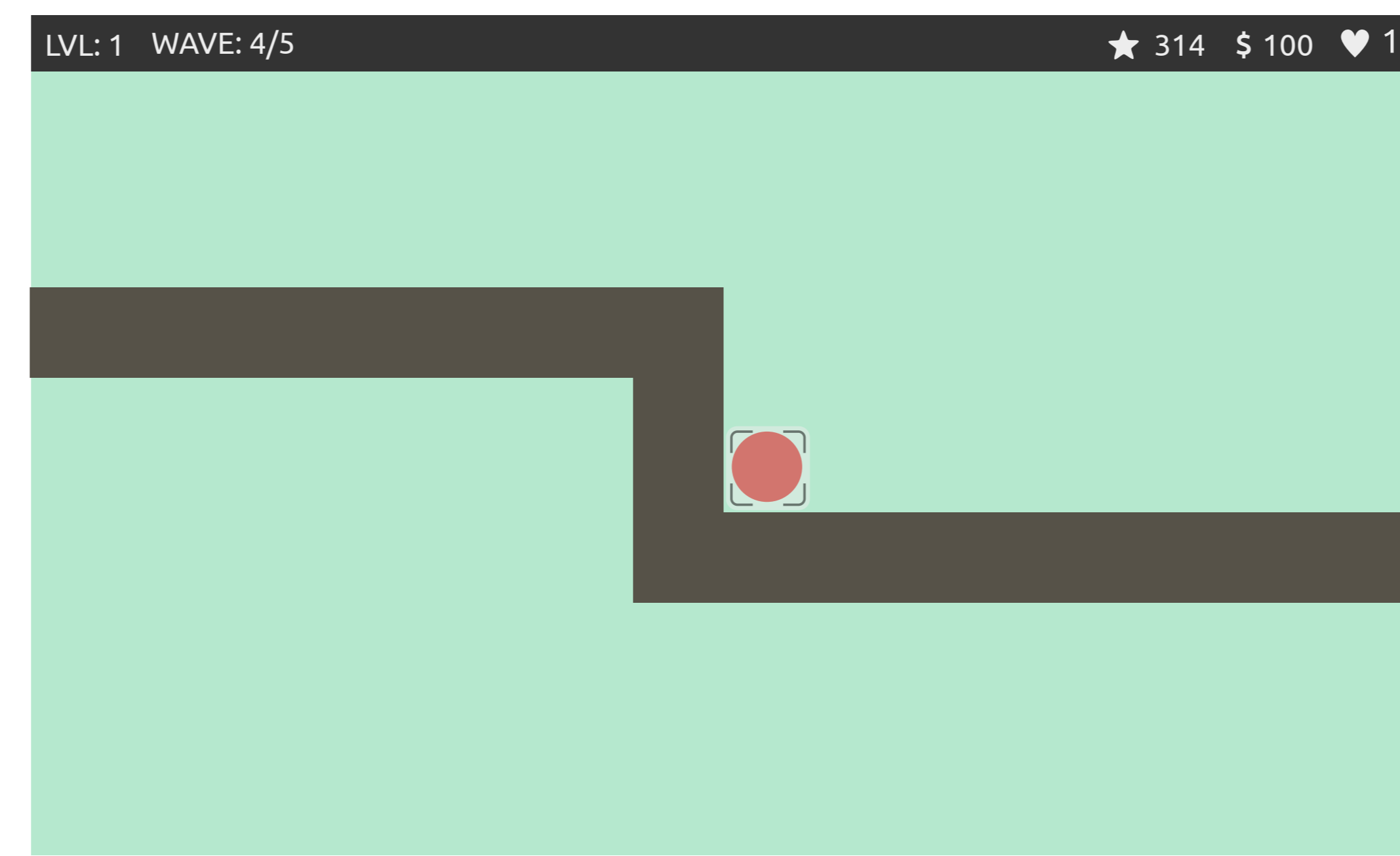
tower options:
 width: trw
 height: $2 * trw$
 color: #ededed

info icon,
 add tower icon -
 width: trw
 height: width
 if „add” icon is disabled,
 make it 30% opacity

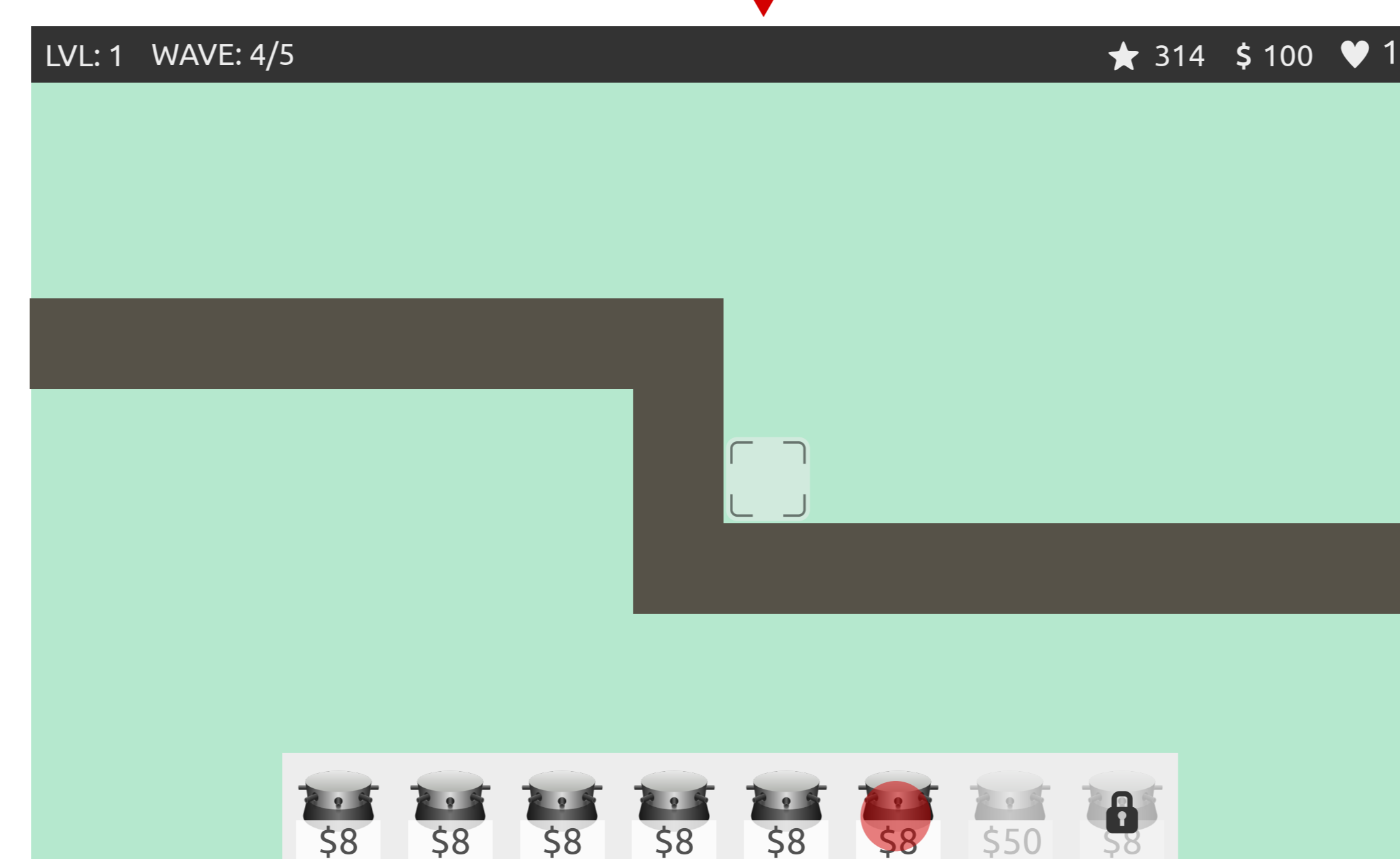
price background -
 width: $3/4 * trw$
 height: $1/2 * \text{width}$
 color: #fff
 opacity: 80

lock icon -
 width: $1/2 * trw$
 height: width
 center in tower rectangle

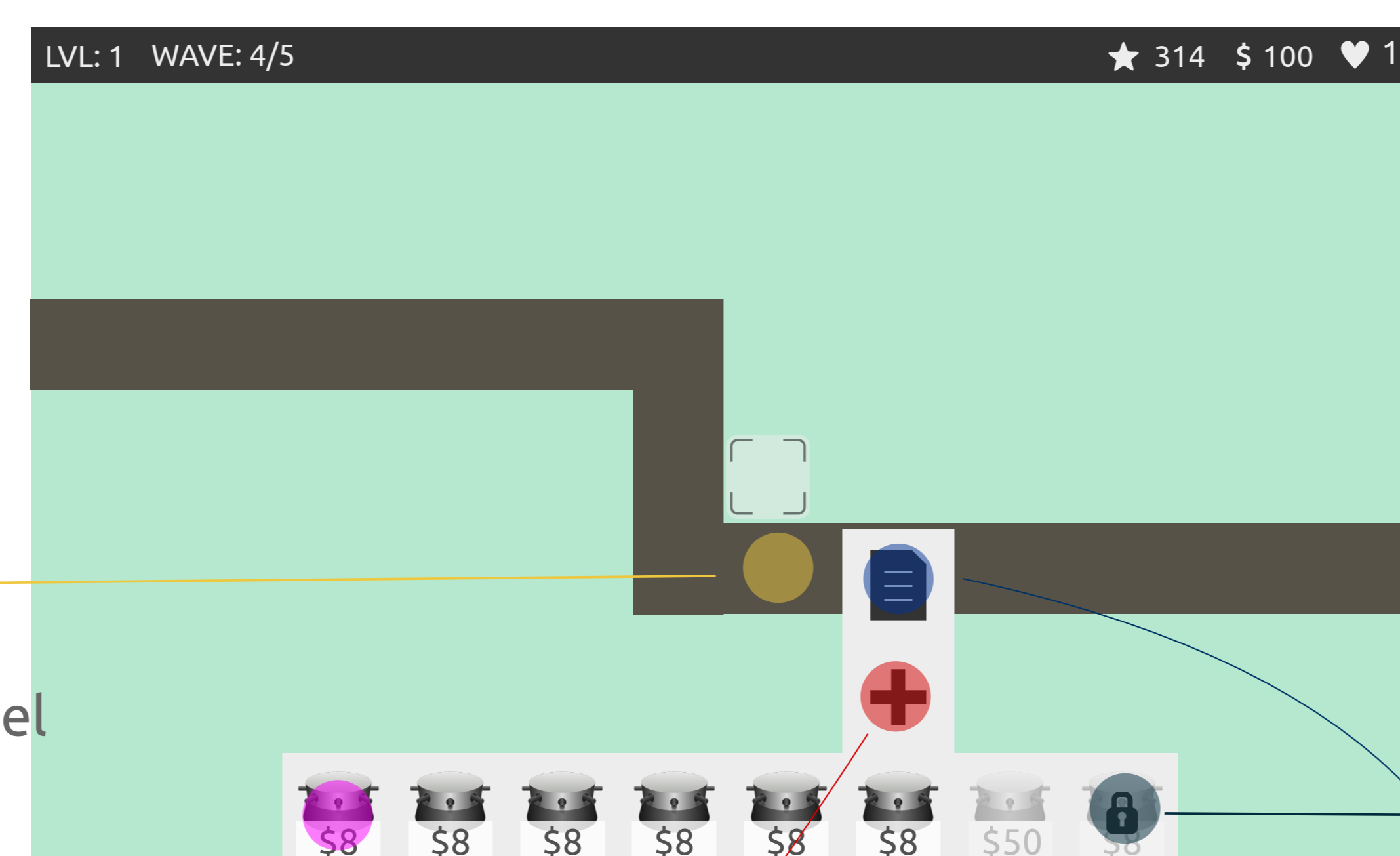
price label -
 pixelSize: $3/4 * \text{price background height}$
 color: #333



clicking on the „land” makes
 tower panel slides from the bottom
 of the level view

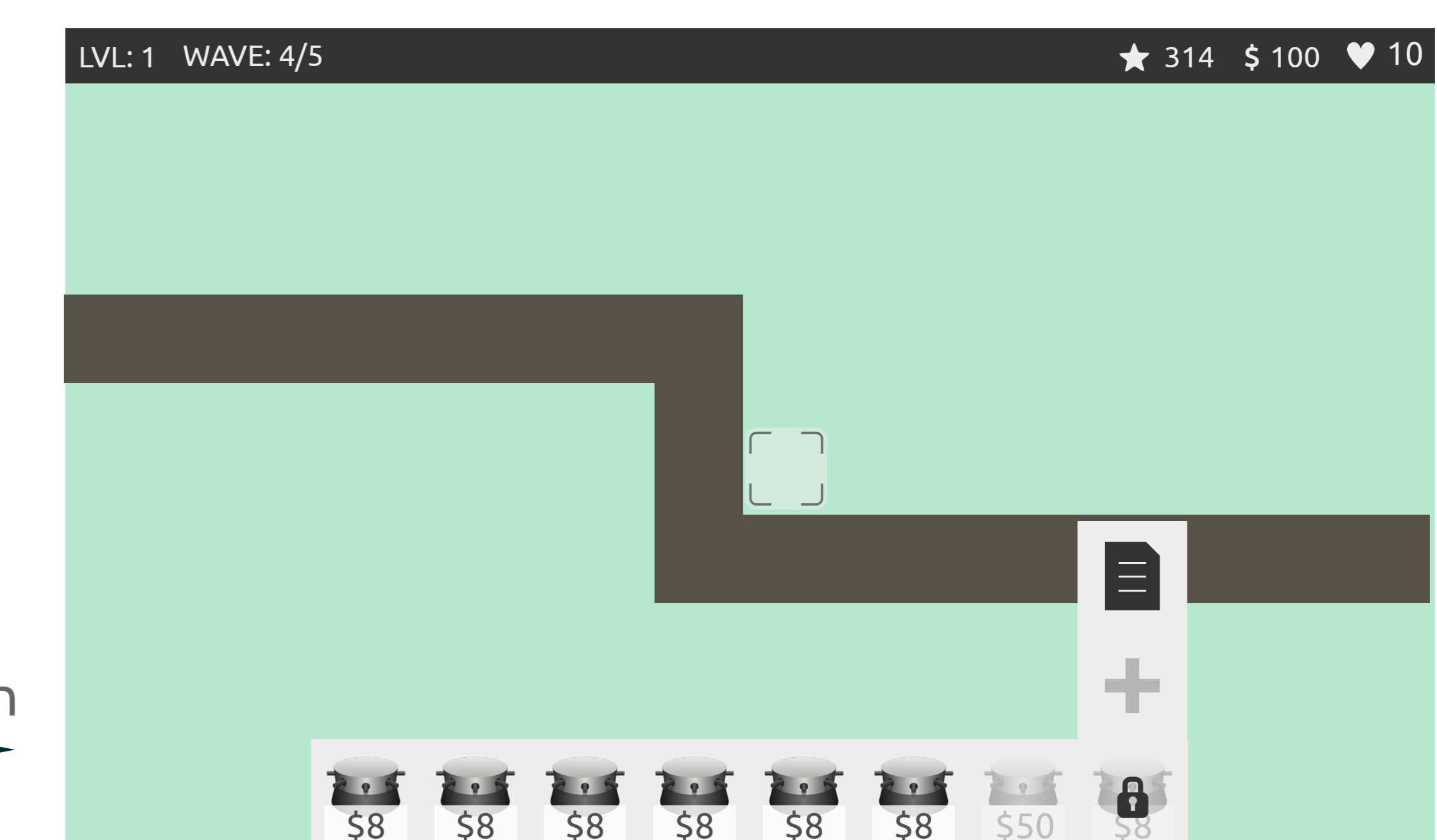


clicking on the tower
 makes tower option slides up



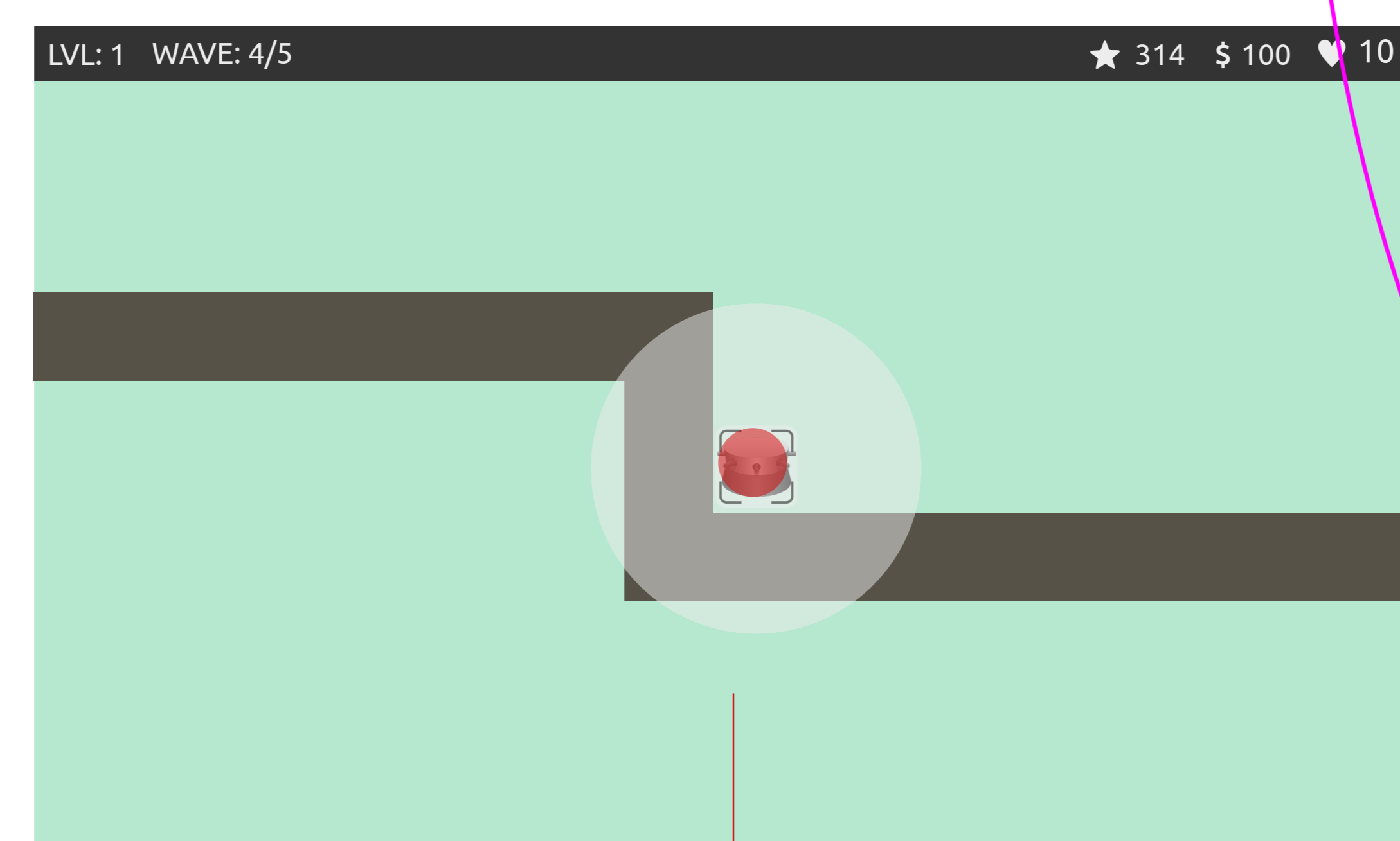
clicking on the path makes
 tower options and tower panel
 slides down

clicking on a tower which is locked or too expensive
 makes tower option slides down
 and show option for this tower with disabled „add” icon



clicking on the add icon
 makes tower option and tower panel
 slides down and show the tower range

clicking on „tower info” icon makes
 displaying dark rectangle (#000, opacity: 80) over the level
 and sliding tower info from the top



clicking on the tower makes
 tower option visible



clicking on another tower
 makes tower option slides down
 and show option for this tower

