

UI SPECIFICATION

TOWERS MANAGEMENT

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

tower rectangle -
 width: start button height
 height: width
 disabled tower rectangle -
 opacity: 30
 tower image -
 width: 3/4 * tower rectangle width

trw = tower rectangle width

towers panel -
 width: number of towers * height
 height: start button height
 color: #ededed
 centered horizontally within level



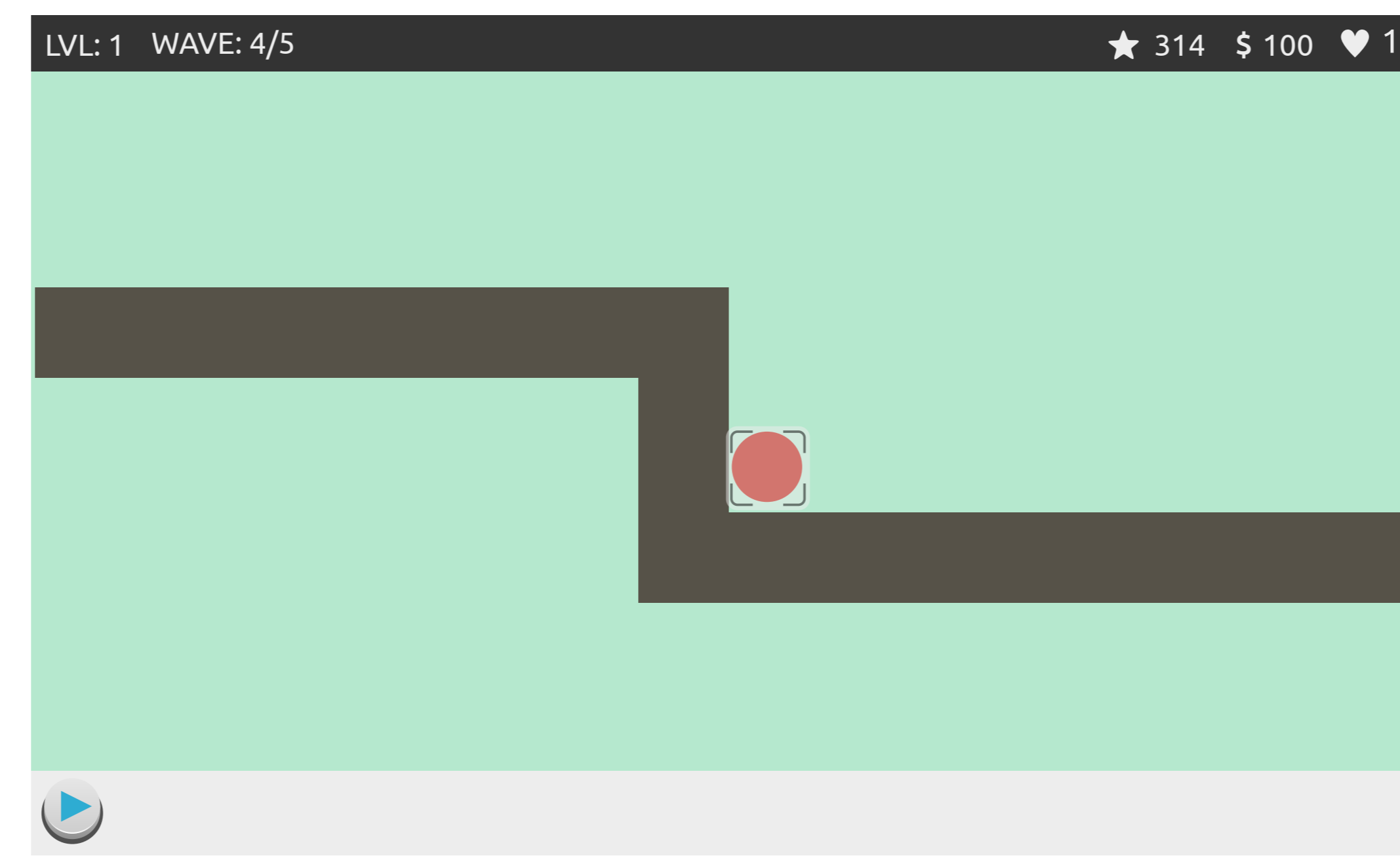
tower options:
 width: trw
 height: 2 * trw
 color: #ededed

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

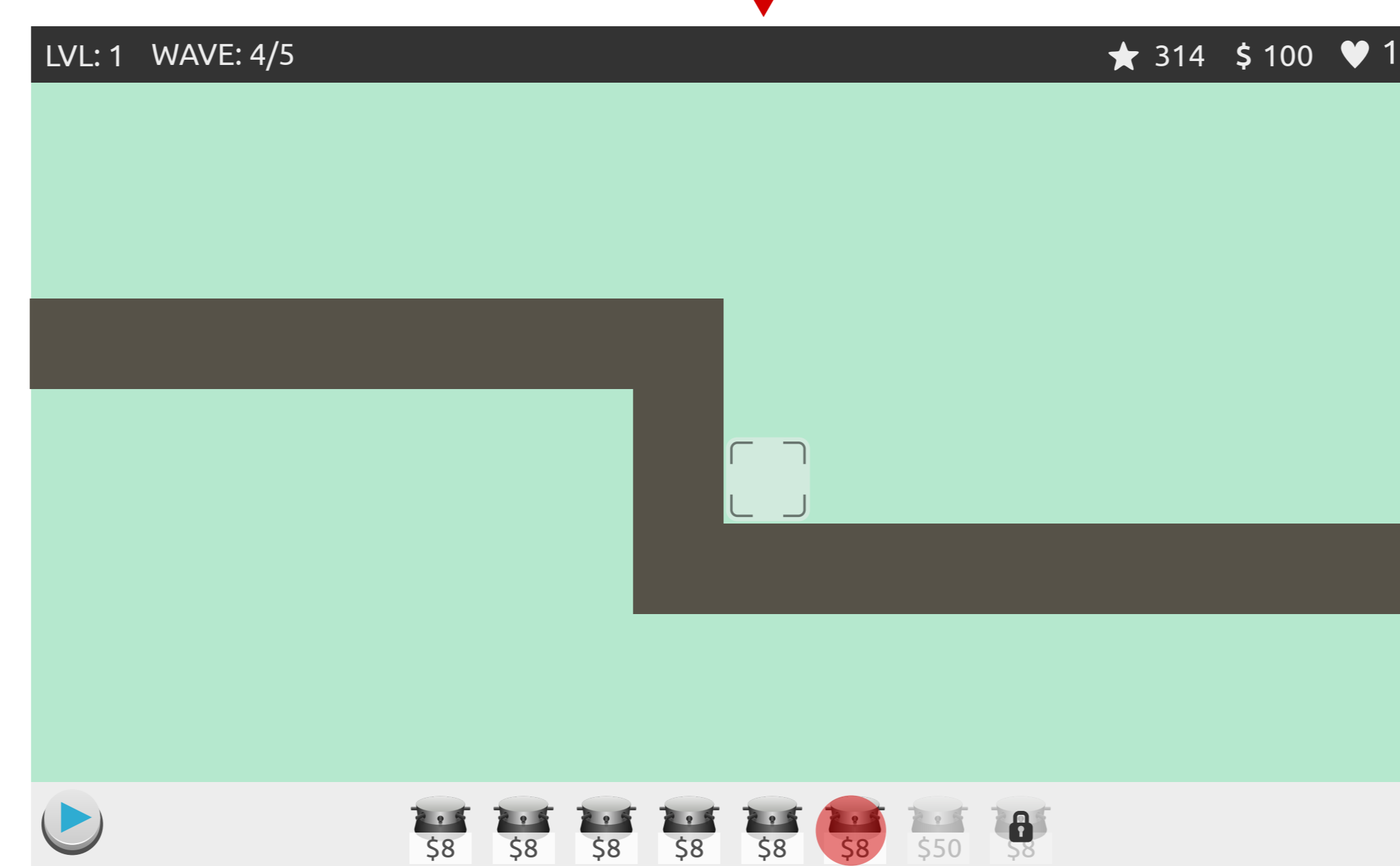
price background -
 width: 3/4 * trw
 height: 1/2 * width
 color: #fff
 opacity: 80

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

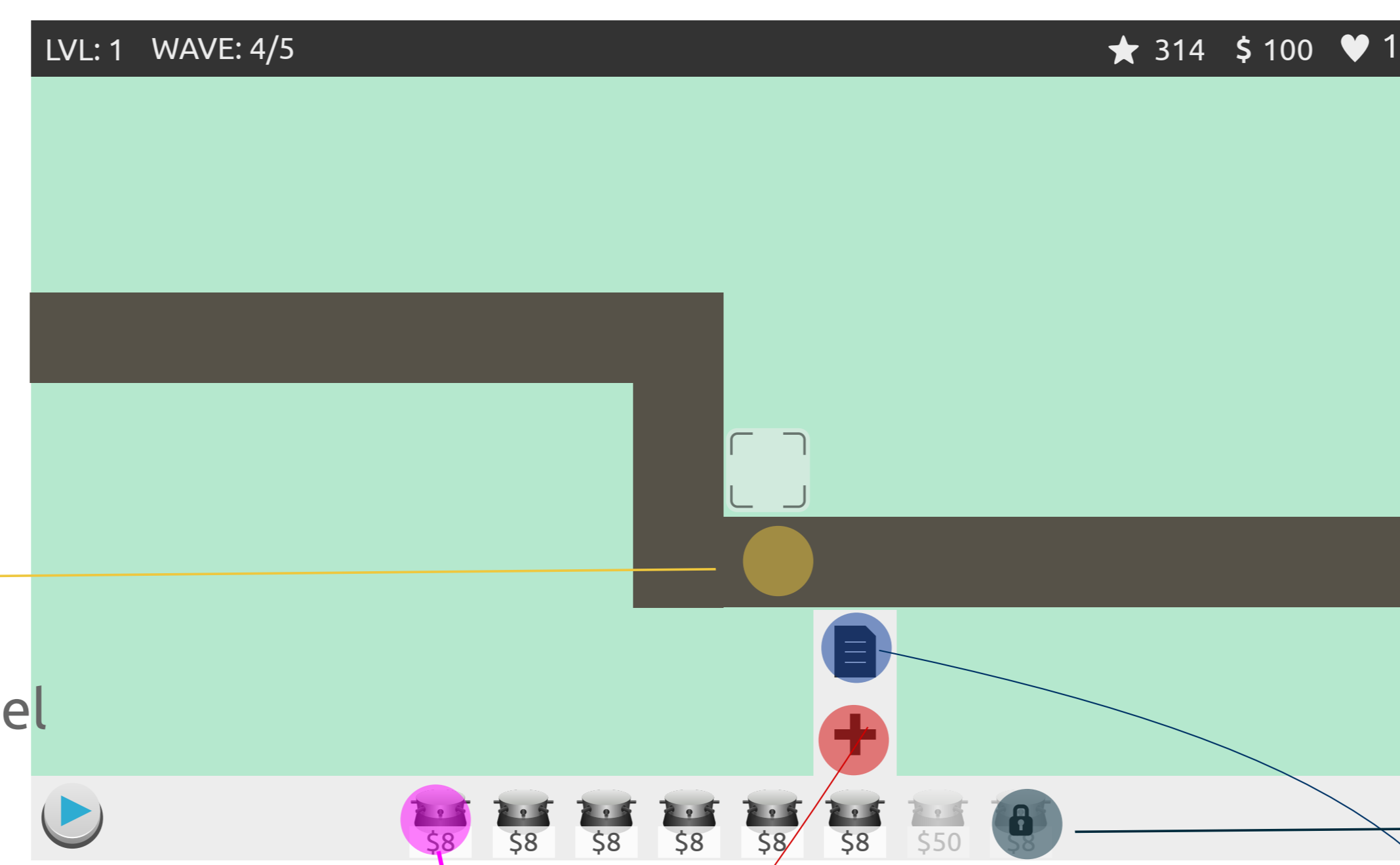
price label -
 pixelSize: 3/4 * price background height
 color: #333



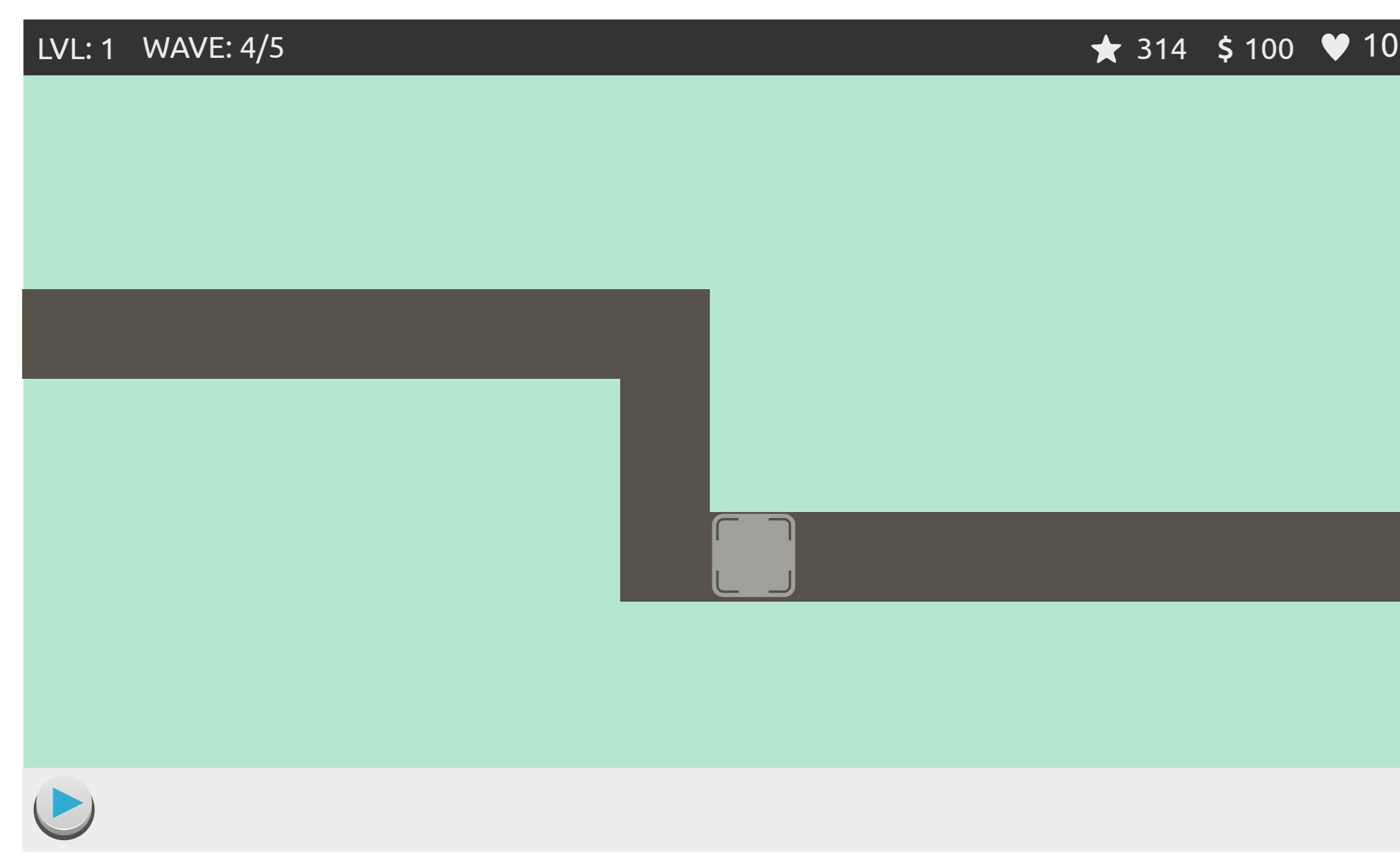
clicking on the „land” makes tower panel slides from the bottom of the level view



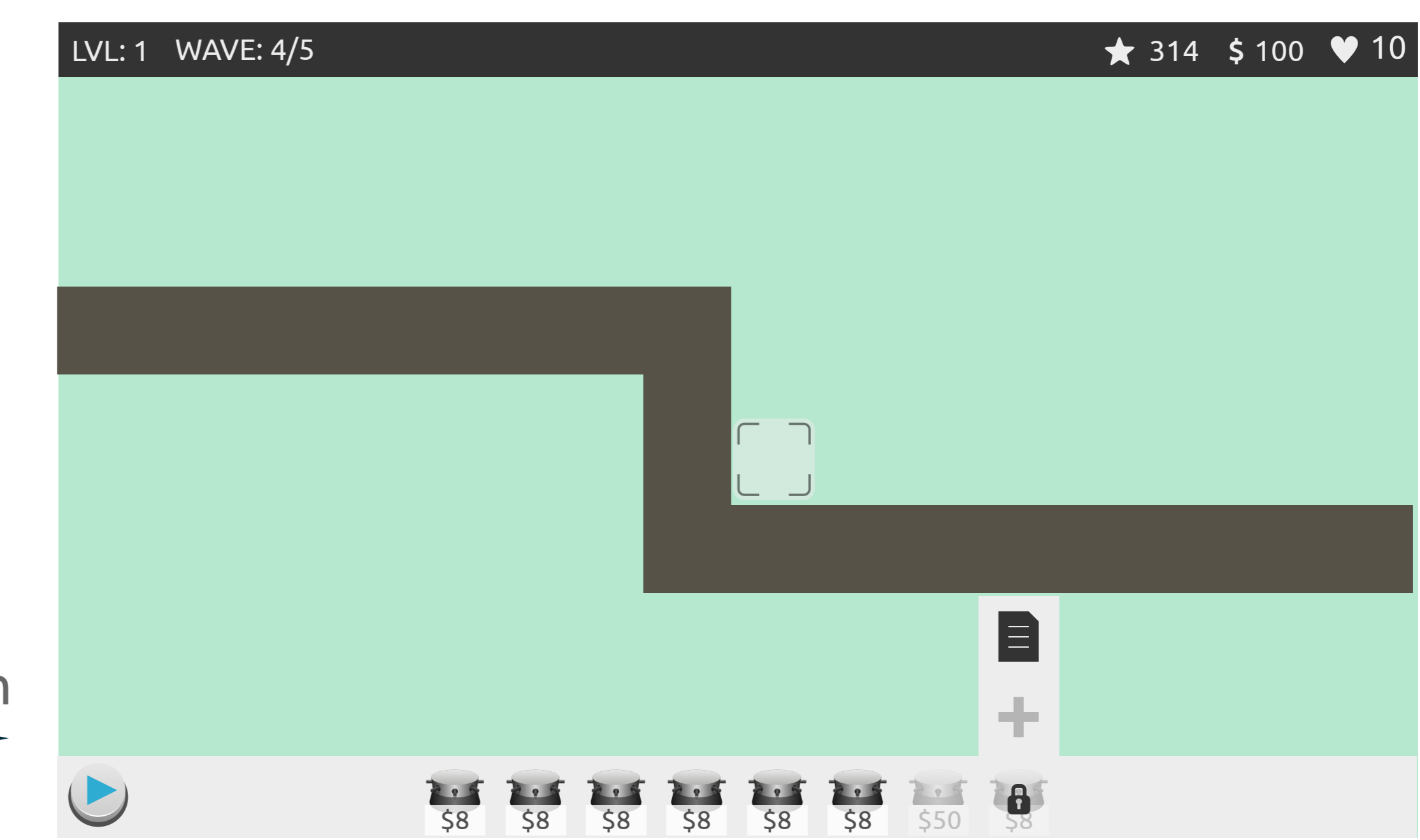
clicking on the tower makes tower option slides up



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

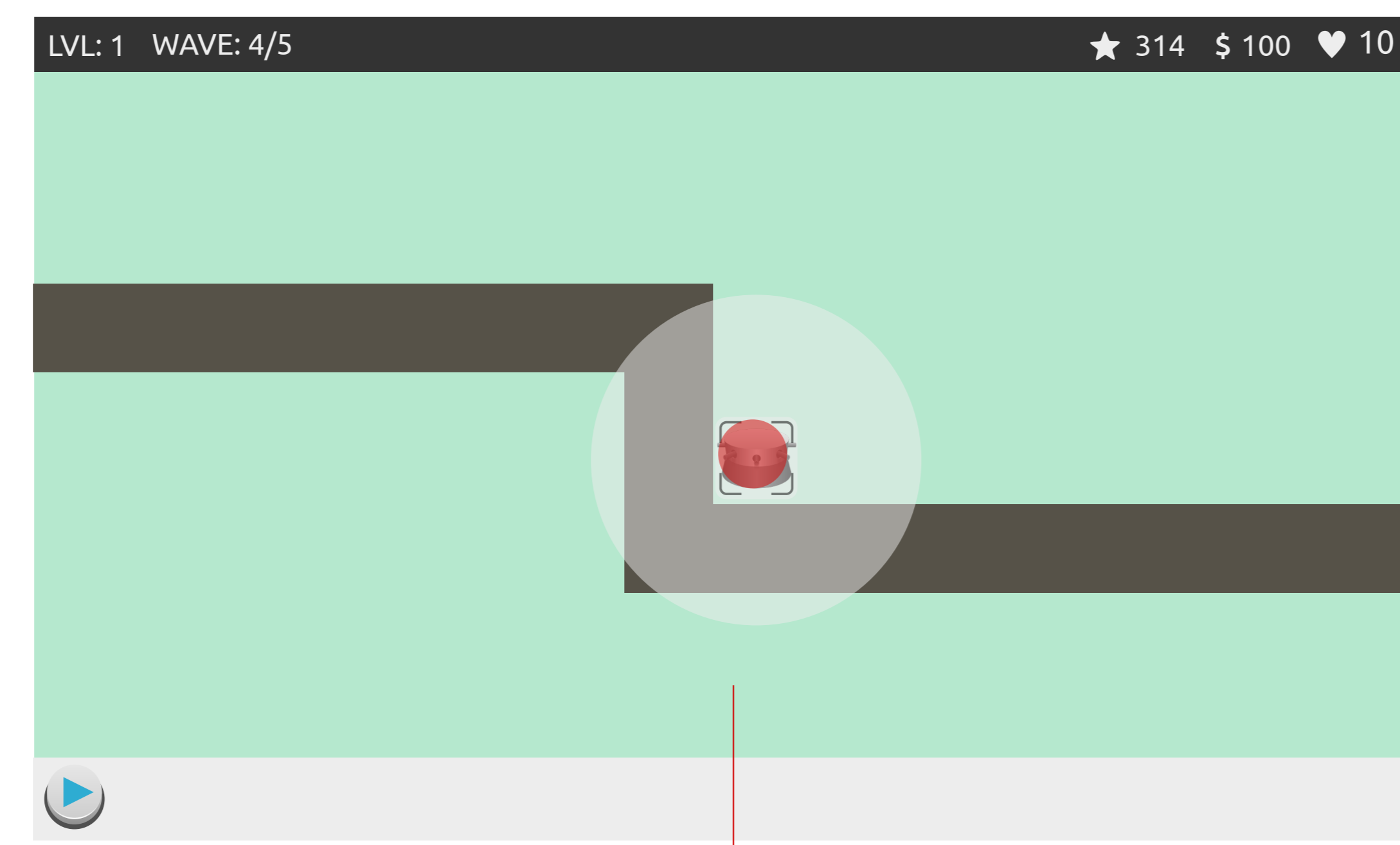


clicking on a tower which is locked or too expensive makes tower option slides down and show option for this tower with disabled „add” icon

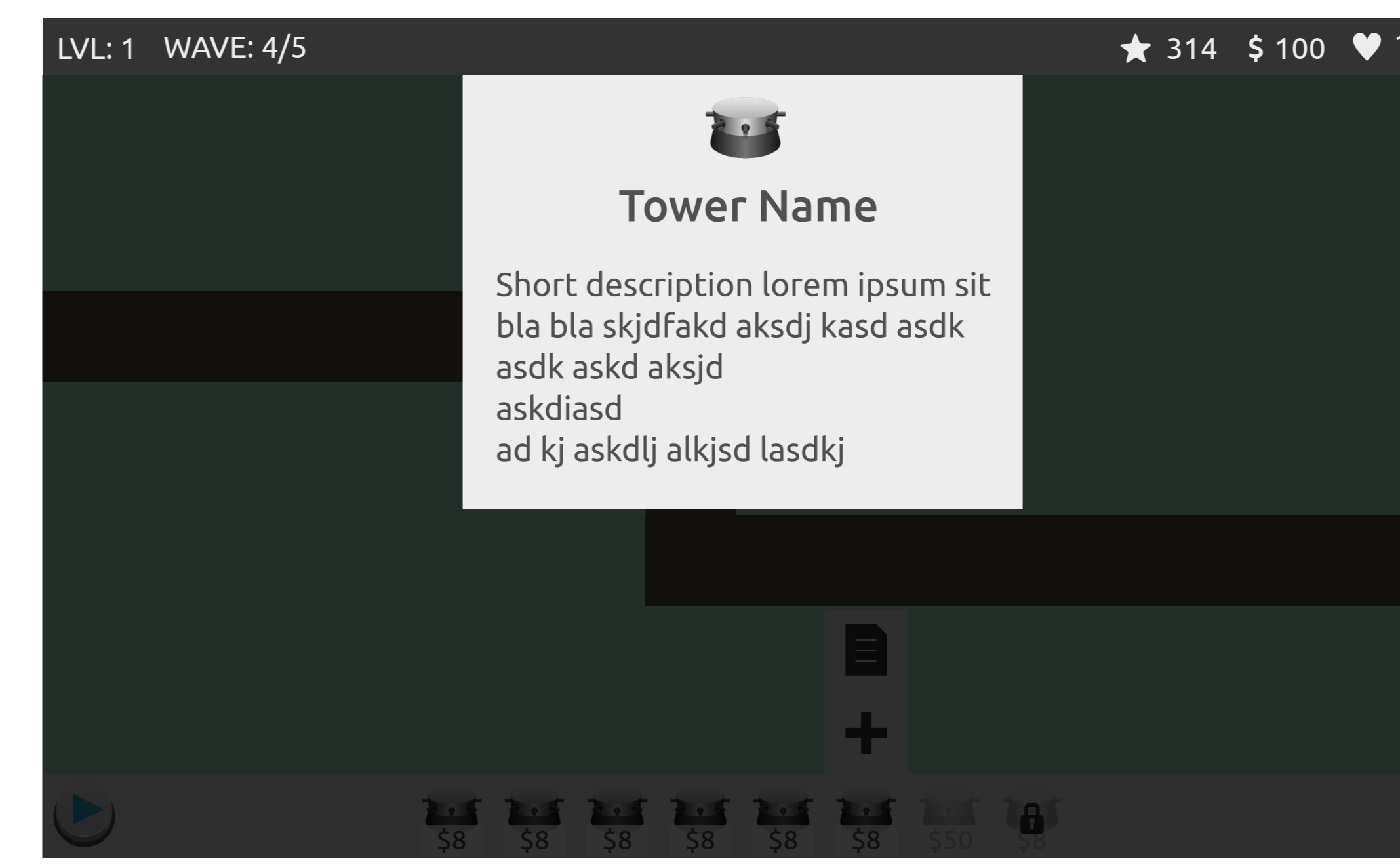


clicking on the add icon makes tower option and tower panel slides down and show the tower range

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

