PREMATCH FLOW v1.12

The prematch screen will be accessed from the map screen according to current implementation. The prematch flow will be streamlined in a few ways to provide an easier experience for the user:

- Removing loot and reward info to remove clutter from unneeded information
- Simplifying enemy info
- Displaying roster and consumables within the prematch screen to avoid context-altering screen changes
- Improvements to common user paths via Heal All and Autofill functionality

DEFAULT VIEW

Upon entering the prematch screen, the character slots are populated with the most recently used team, as per current implementation. The first slotted character in the row is selected by default. If all character slots are empty, show the Roster View with the first empty slot in the row selected.

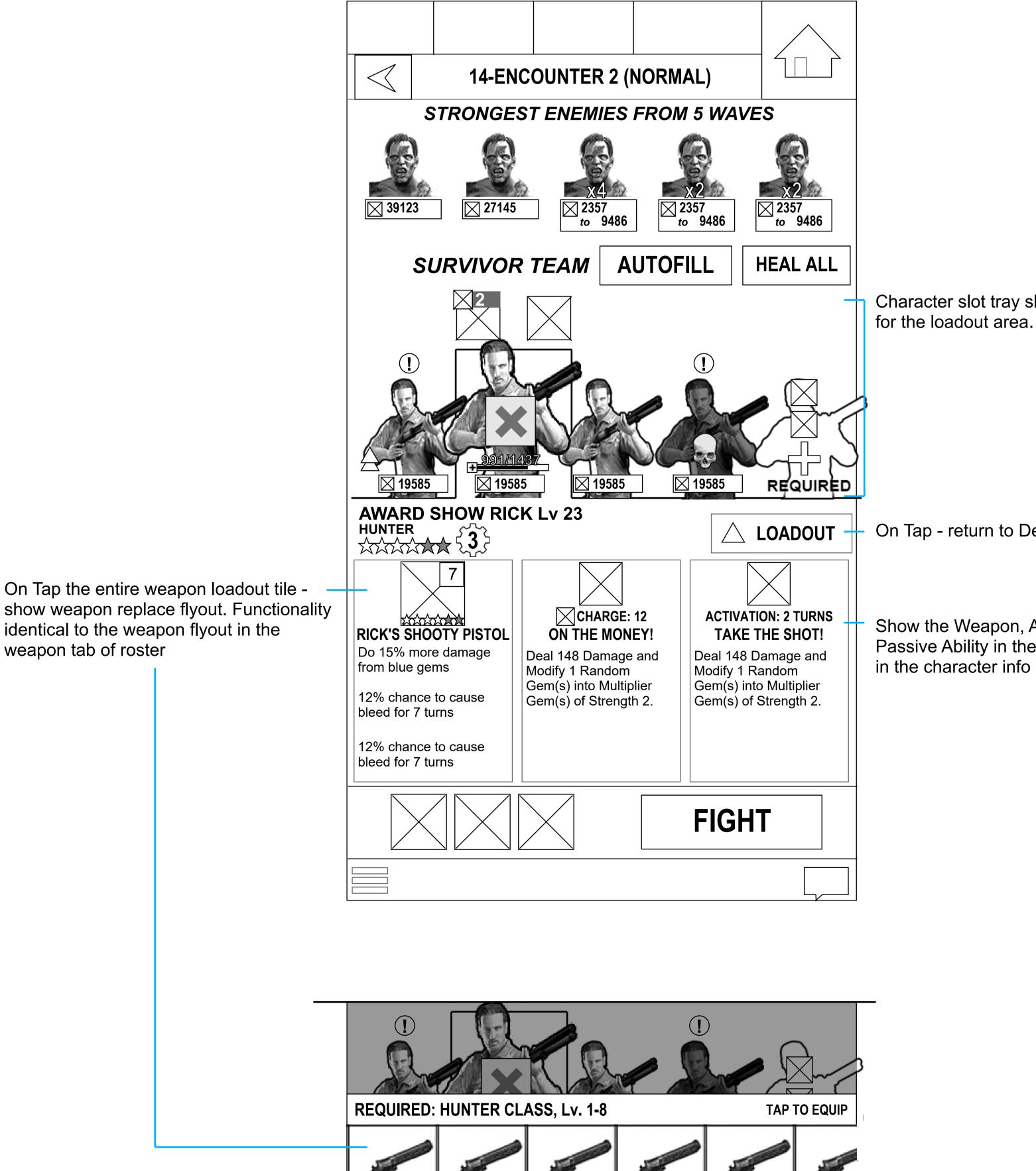
> Node name shown in nav bar as per existing implementation. Now includes difficulty as well. Deputate number of wayse into basedor

			PC	pulate number	or waves into header
Dead space to be filled with art, but should be de-emphasized enough to keep the screen feeling clean and uncluttered. Can we have dynamic art based on the environment from the upcoming battle?		COUNTER 2 (Ne ST ENEMIES F 5 $2357to 9486$,	/ES	Enemies from all waves are shown at once, sorted from greatest power on the left, to lowest power on the right. If multiples of the same enemy type appear combine them into a single tile. Tile includes number appearing throughout all waves, and the power range of all of them. If more than 5 enemy tiles are generated, drop the lowest power tiles until 5 remain. Enemy class color should be incorportated into the portrait art.
If character can be improved, show an improve button on selected character. On Tap - follow existing manage flow Heal button shown if health < 100% Show number of health packs needed to fully	SURVIVOR	TIEAM	TOFILL	HEAL ALL	On Tap - fills all slots with the highest powered character available, taking into account any slot requirements. On Tap - enter Heal Flow (Heal All) If all slotted characters are at full health, hide button
restore and heal this character On Tap - enter Heal Flow If character can be improved, show a stack - icon on unselected characters. Use same logic as the stacks in the roster inventory					Empty character slots show empty state visual, an 'add' icon, and any slot requirement icons. If req. icons present,
LTE bonus icon displayed over portrait. — Character power displayed over portrait. —	991/ + 991/ ↓ 19585 ↓ 19585	137 5 ∑ 19585	✓ 19585	REQUIRED	add text "REQUIRED" KO'ed characters are darkened and display the KO icon that is used in battle
Info to show in default view - Name, Level, Tagline, rarity, and gear level	AWARD SHOW RICI	K LV 23		LOADOUT	On Tap - show Expanded View
Consumables are shown individually as 3 – slots. If a slot has nothing equipped, it is shown in an empty state. On Tap of any slot - show Consumables View.			FIGH		On Tap - enter Fight Flow
On tap - unslot the selected characte Roster View	er and enter	Currently sele and emphasiz		•	

and emphasized. Health bar displayed only if less than full.

EXPANDED VIEW

If the user wishes to see details about the loadout of their characters, they can use the 'Show Loadout' button to show the expanded view. The expanded/collapsed view state is stored until the user leaves the prematch screen, so every time the user returns to the default character view from any other view, the expanded/collapsed state that was most recently selected is shown.



On Tap - return to Default View

Show the Weapon, Active Ability, and Passive Ability in the same way as shown in the character info popup in battle.

nînênênên **CAR** CHARGE: 12 **ACTIVATION: 2 TURNS** ON THE MONEY! **RICK'S SHOOTY PISTOL TAKE THE SHOT!** Do 15% more damage Deal 148 Damage and Deal 148 Damage and from blue gems Modify 1 Random Modify 1 Random

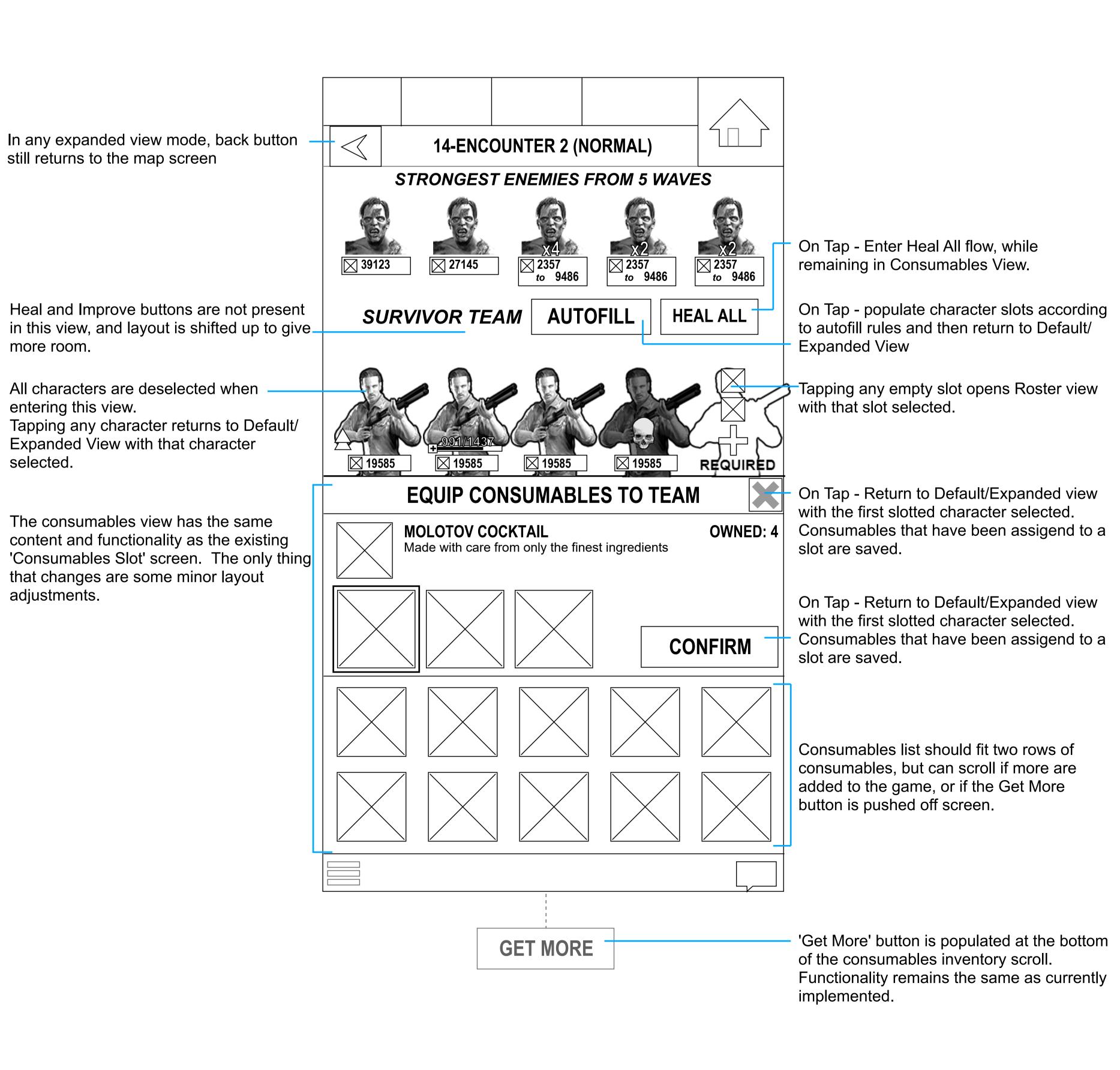
ROSTER VIEW

Instead of leaving the prematch screen for the separate roster screen, we will populate the roster into the bottom half of the prematch screen.

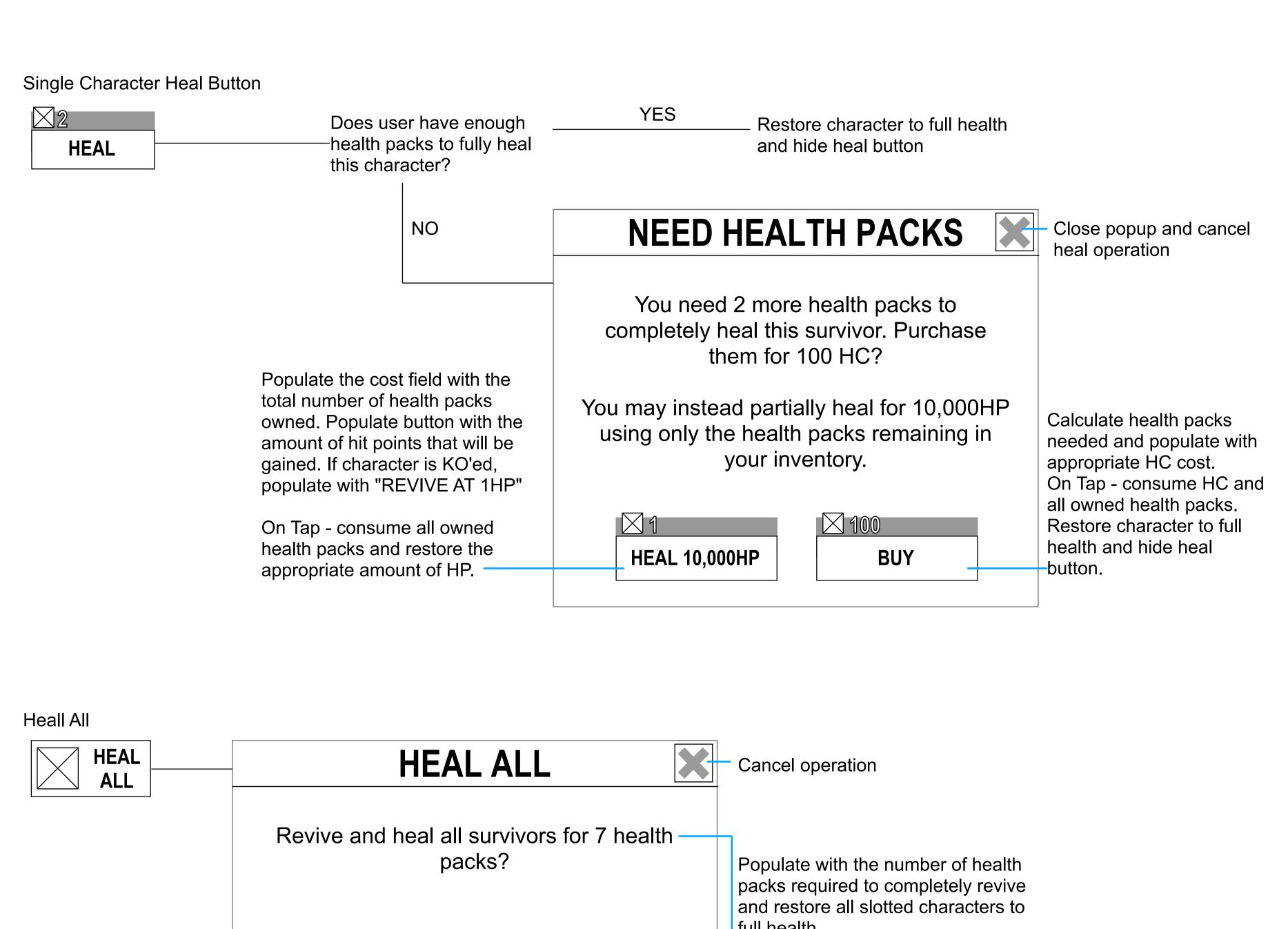
In any expanded view mode, back button – still returns to the map screen	14-ENCOUNTER 2 (NORMAL)		
	STRONGEST ENEMIES FROM 5 WAVES		
	$\begin{tabular}{ c c c c c c c c c c c c c c c c c c c$		
In this view, heal and improve buttons are not present, and the layout is shifted up to	SURVIVOR TEAM AUTOFILL	 On Tap - populate character slots according to autofill rules and then return to Default/ 	
make more room.		Expanded View	
Tapping any non-selected character slot will set that slot as the selected slot, while returning to Default/Expanded view.	↓ ↓	Heal All button not present in this view.	
	SELECT A SURVIVOR FOR THIS SLOT	 On Tap - Return to Default/Expanded View without making any change to this team slo 	
Boosted button is an on/off toggle that will — populate the roster scroll using the same functionality that currently exists in the roster. Hide this button if the LTE Boost feature is not active.	SHOW BOOSTED V POWER	Sort options and functionality are carried	
	SURVIVORS OWNED (10)	over from the existing roster functionality Show only the 'Survivors Owned' or 'Required' roster category as appropriate	
Check mark indicates the character that is currently assigned to the selected team slot.	$ \begin{array}{c c} \hline & 19585 \\ \hline & 1958$	using the existing logic from the Roster screen. Do not show the 'Survivors in Loot', 'Not in Loot', or 'Coming Soon' categories.	
On Tap any character to assign that character to the selected slot and return to Default/Expanded View.	$\begin{array}{c} & & & \\ & & & \\ \hline \times & & & \\ \hline \times & & \\ \hline \end{array} $		
	$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$		

CONSUMABLES VIEW

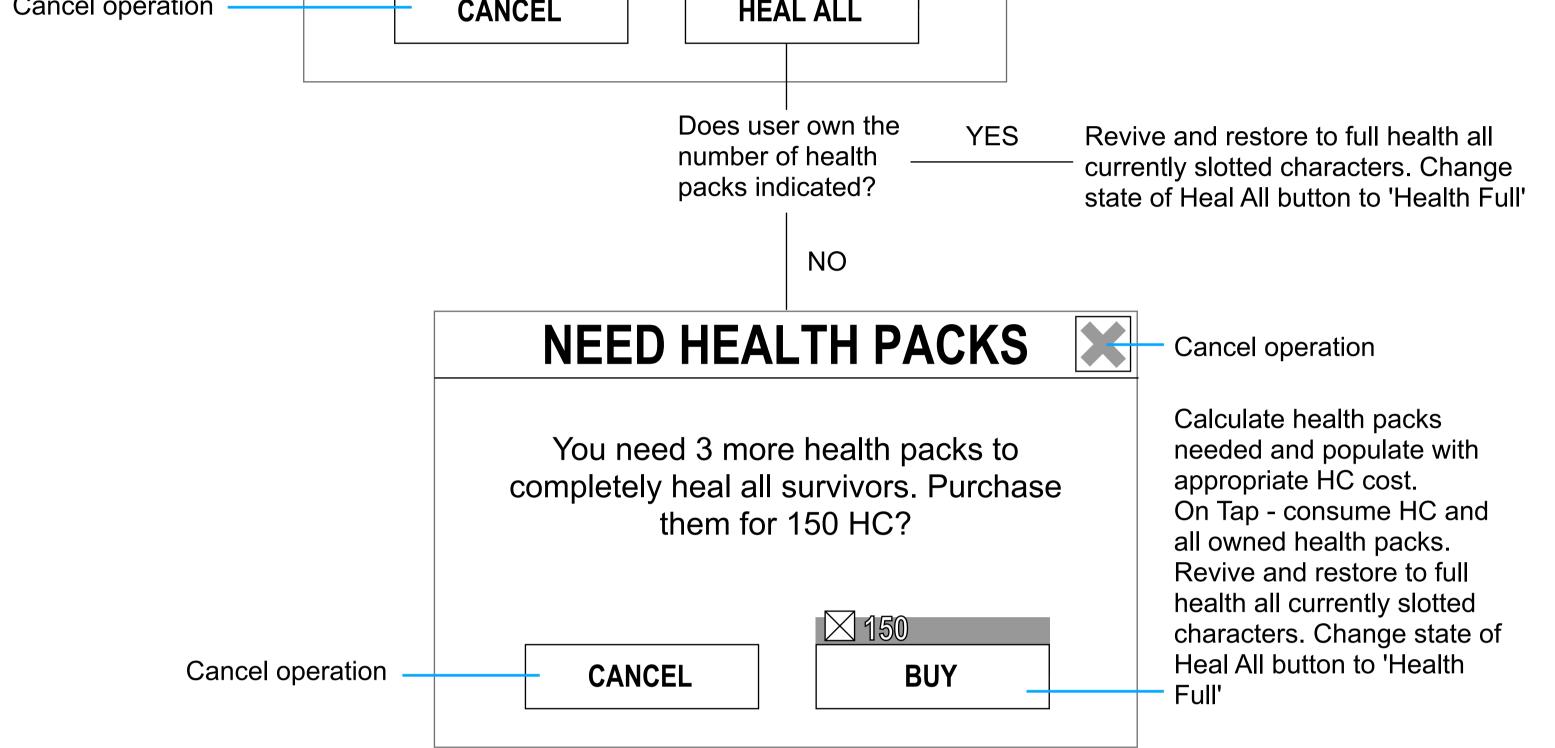
Like the Roster View, consumables will also be populated into the bottom of the prematch screen. Functionlity will remain identical to the existing separate consumables screen.



HEAL FLOW



		lealth.
	7	
Cancel operation		



FIGHT FLOW If user has all character slots empty, Fight button is inactive FIGHT If user has at least one slot filled, but any 'REQUIRED' slot is empty, Fight button is still grayed out, but can be pressed FIGHT On Tap - show tooltip "Fill all 'REQUIRED' team slots before entering battle" If a legal team has been slotted, set Fight button to normal mode YES **Cancel** operation **SURVIVORS KO'ED** FIGHT -Are any slotted characters KO'ed?and do not start battle KO'ed survivors cannot enter battle. Revive and heal all survivors for 7 health packs? Calculate health packs needed to $\boxtimes 7$ revive and NO Cancel operationcompletely heal all CANCEL **HEAL ALL** and do not start slotted characters battle To PRE-FIGHT HEAL Cancel operation Low health warning? (Use same LOW HEALTH YES algorithm that determines current and do not start low health warning) battle Your team's health is low. Revive and heal all survivors for 7 health packs before entering battle? Calculate health $\boxtimes 7$ packs needed to NO completely heal all Cancel operation CANCEL **HEAL ALL** slotted characters and do not start battle To PRE-FIGHT HEAL Start Battle Does user have the number of Consume health packs, revive and PRE-FIGHT HEAL-YES restore full health to all slotted team health packs indicated in inventory? members, and start battle NO **NEED HEALTH PACKS Cancel** operation and do not start battle You need 3 more health packs to Calculate health packs completely heal all survivors. Purchase needed and populate with them for 150 HC? appropriate HC cost. On Tap - consume HC and all owned health packs. imes 150 Revive and restore to full Cancel operation. health all currently slotted CANCEL BUY and do not start characters and start battle battle