

Battlestar Galactica Online

Wing (Alliance) System Design
(January, 2012)

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Design

The Wing System, known in other games as a Guild or Clan System, is a pillar of the social gaming community, and players of MMOs take their social-systems very seriously. For the recent launch of Star Wars: The Old Republic, nearly 80,000 guilds, each ranging from 4 to 100 people, participated in the pre-launch registration for the game. That demonstrates a clear desire for social organization within the current MMO player population. To hold their attention and respect, a game needs to have a proper and thorough system in place to support them.

Features of the Wing System

The Wing System is comprised of many smaller features, each with its own needs in terms of design, engineering support, UI design, and implementation. Many of these features will share common UI elements. These features are:

- Default Wing Window
- Wing System UI
 - Profile
 - Roster
 - Wing Management
 - News
 - News Filter
 - Recruiting
- Wing positions (ranks)
- Recruitment
- Public Displays
 - Overhead Wing Tag
 - Crests
- Wing Chat
- Calendar
- Events
- Wing Mail
- Wing Gifting
- Wing Succession
- Wing Goals
 - Advancement
 - Experience
 - Leveling
 - Rewards
 - Operations
 - Challenges
 - Control Points and Claiming
 - Achievements/Duties
 - Manufacturing

- Leaderboard
- Wing Property
 - Hangar and Crew Quarters
 - Storage
 - Tithing

Feature Roll Out

Phase 1	Phase 2	Phase 3	Phase 4	Phase 5	Phase 6
Wireframe Wing System UI Default Wing Window Roster Tab Wing Positions Wing Management Tab Overhead Wings Officer Chat	Crests Profile Tab News Tab News Tab Filter	Wing Recruitment Recruiters Recruitment Tab Wing Succession	Wing Advancement Operations Challenges Achievements/Duty Leaderboard	Control Points and Claiming Manufacturing Hanger and Crew Quarters Storage Tithing	Calendar Events Wing Mail Wing Gifting

Default Wing Window

The default setting for the wing window is very similar to how it exists now. If the player does not belong to a wing and opens the wing window, they will see the “you do not belong in a wing” window. On this window, there will be two options:

- You may apply for a wing
- or
- Create your own wing

Those two fields work just as they work now, but there will be nothing else in the window.

Note: This functionality will change a little bit once we get the recruitment functionality in during phase 3 development.

Wing System UI

The Wing System UI is a six-tabbed window that supports a majority of a wing’s information. The tabs within the window are Profile, Roster, Management, News, News Filter, and Recruitment.

Experience

Wing experience is represented in an experience bar, not unlike the player experience bar. This experience bar is found on the bottom of the Wing System UI and is shared regardless of which tab a player is on.

- *Requires wing experience and leveling system (Phase 5)*

Profile Tab Feature

The profile feature is its own window within the Wing System UI and is designed to provide quick at-a-glance wing information. This information can be changed and edited by the wing leader and any other person who has appropriate permissions. Aspects of the profile feature include:

Message of the Day

The Message of the Day is an individual text message field updated by those who have sufficient access permissions. This is usually has a constrained number of character spaces.

- Ability to edit a text field
 - Requires permission settings
 - Entered text must save
- Have text field display to wing members in the profile window
- Number of character spaces TBD

Wing Information

Wing information is similar to the Message of the Day in functionality; it can be updated by those who have sufficient access permission. The wing information allows for a longer message than the Message of the Day, and needs to support carriage returns.

- Ability to edit text field
 - Requires permissions settings
 - Entered text must save
 - Must support carriage returns
- Have a text field display to wing members in the profile window
- Number of character spaces TBD

Wing Summary

The Wing Summary contains general wing information that is tracked by the server, including wing formation date, number of members, number of members online, current tithing rate, when the player viewing the summary joined the wing, the member's current rank, and personal contribution level.

- Tracks the formation date of a wing

- Tracks the number of members in the wing
- Tracks members online
- Tracks the date the player joins the wing
- Displays wing rank of the player
- Displays player contribution level
 - *Need design and implementation of wing contribution (phase 5)*

Wing Mail Button

For those who have sufficient permissions, the wing mail button will appear on the profile tab.

Wing Gift Button

For those who have sufficient permissions, the wing gifting button will appear on the profile tab.

News

News represents updates to recent wing activity. News includes member leveling, obtaining special items, attaining individual achievements, participating in major battles (outpost defeats), etc. This news section is only a small portion of the most recent events, where the news feature tab shows a much more complete listing. Information about the news feature is found under the News Feature heading.

Roster Tab Feature

The roster feature is its own window within the Wing System UI and is designed to display relevant information about members of the wing. This information cannot be edited by the player, but it can be filtered based on what they would like to view on their client. Aspects of the feature include:

Member List

The member list contains rows of member-specific information including:

- Call Sign (character name)
- Level (character level)
 - Position (wing position/rank)
 - The rank is represented by a mini icon
- Mousing over the mini icon reveals the name of that rank
- Location
 - Needs to track member location
 - If the person is offline, it needs to display how long the person has been offline in place of the location
- Note (more on Notes under Member Information)

- Each member can have two different notes applied to them. One of the notes is a public note that everyone can see. The other note is an officer note only viable by officers (based on permissions).
- Only the public note is visible in the Member List
- Notes need to save
- Character spaces TBD
- Contribution amount/level
 - *Need to design and implement wing contribution feature (Phase 5); included for allocation and consideration in the UI*
 - Needs to record the amount of contribution from player
- *Application
 - Note: Initially, we will not have contributions, but I wanted to be sure we allocated space for that eventuality in the UI. In the meantime, we can use that space for applications.
 - When a prospective applicant applies to the Wing, they show up in the list only to those with permission to see applicants.
 - In this column, for prospective applicants, there will be two buttons, either accept or reject. (This may change once recruitment goes in to place)
 - Accepting the prospective applicant brings the person in to the wing at the lowest position
 - Rejecting the applicant removes the person from the list.

Context Menu

The context menu presents the player with options to perform on designated member.

- Right-clicking in a member name initiates a context menu
- The context menu options are:
 - Whisper
 - Invite
 - Target
 - Ignore
 - Cancel
 - If the name on the list is the name of the player who is clicking, then will also see:
 - Leave Wing
 - If the person right-clicking has sufficient permission, they may also see:
 - Promote
 - Demote
 - Make Recruiter
 - If the wing is the “Wing Leader in absentia” state, then all members will also get the option:
 - *Requires Wing Succession feature; see Wing Succession section for more information (Phase 3)*
 - Vote member to become Wing Leader Pro Tem
 - If the member they selected from the list is their own character, they may also see:
 - Do not consider me for the Wing Leader Pro Tem position

- If the player is selecting another member who has declined consideration for election, instead of “Vote member to become Wing Leader Pro Tem,” they will see “Declined Wing Leader Pro Tem consideration”
- If the person has already cast their vote, none of the voting-relating menu options will be displayed.
- If this person is the Wing Leader themselves, when clicking on other members, they may have the option to “Make Wing Leader.”
 - Doing so makes the selected member the Wing Leader
 - The person making the changes becomes a Group Leader (officer)

Sorting

Each heading of the Member List represents a column. By clicking on the title of that column, the column needs to be sorted accordingly.

- Need column functionality
- Need click-on-title functionality
- Needs to sort appropriately

Filter

The filters allows a member to display wing members based on when the member was last online, by their location, or by whether or not they are in the player’s squadron. The filters will have the following settings:

- All Members
- Members online now
- Members online today
- Members online in the last 7 days
- Members online in the last 28 days
- Members offline more than 28 days

Member Information

Clicking on the name a wing member will open up a small window that docks beside the Roster window, which reveals more information about that character. That information is as follows:

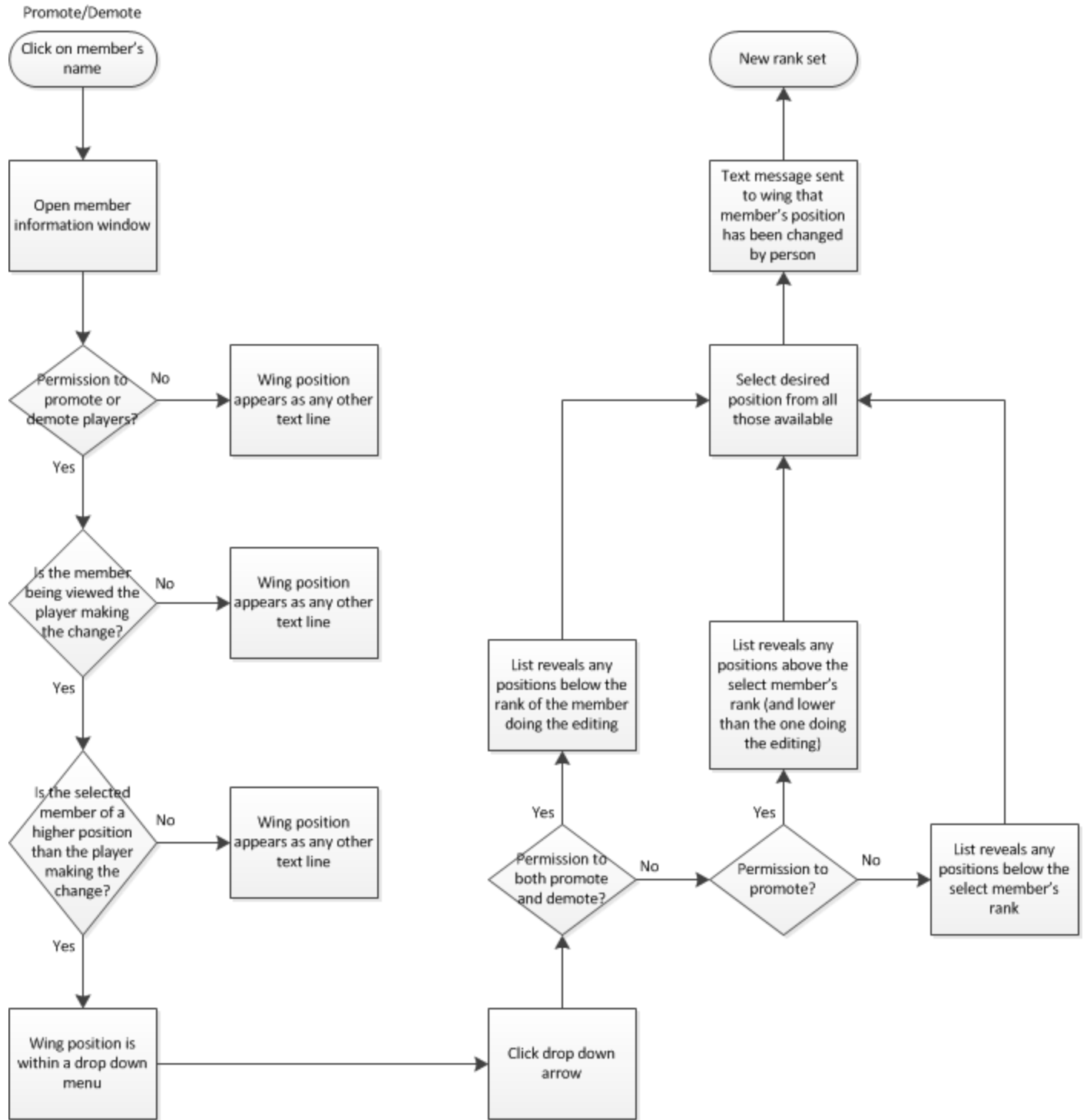
- Character name
- Character level
- Location
- Current Ship Class
- Contribution Amount
- Tithe Amount
 - *Requires Tithing (Phase 5); Included to be allocated and considered in overall UI*
- Wing Position

- For those who have permissions, wing position will be displayed in a drop down menu. When the menu is opened, other positions are displayed.
- Last Online
- Public Note
 - For those with permissions, this shows up as a text box
- Officer Note
 - For those with permissions, this shows up as a text box
- Remove Button
 - For those with insufficient permissions, this button is grayed out
- Squadron Invite Button
 - For those with insufficient permissions or if this is the person's own character, this button is grayed out
 - Everything else about this works just like a normal squadron invite

Promote and Demote

Within the character information window, the wing leader or those with sufficient permissions for promoting and demoting members will see the Position field as a drop down menu. The menu will reveal the position to which that person can change the selected member.

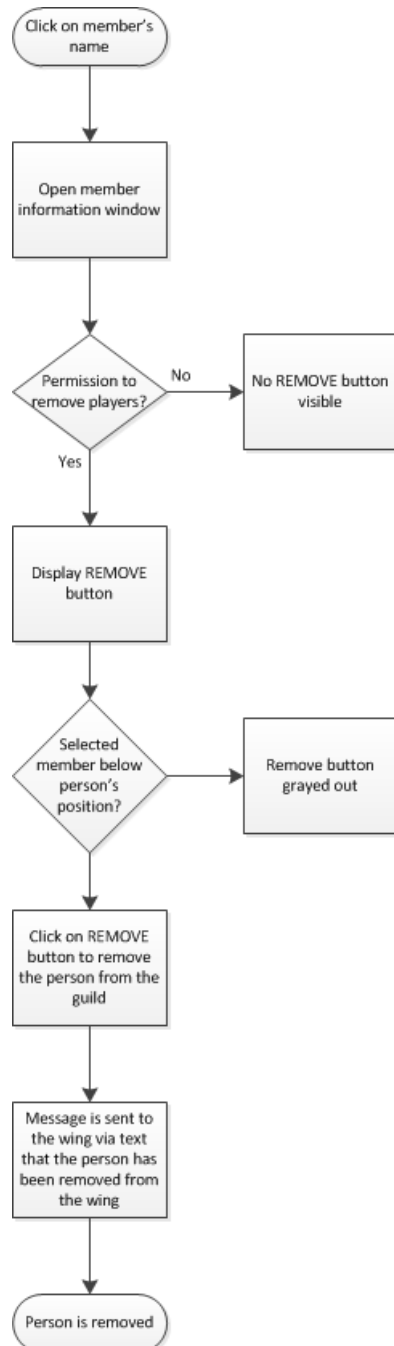
- Player must have sufficient permissions to promote or demote a member
- Players without sufficient permission to promote or demote a member will not see the drop down menu
- A person cannot promote another to be equal or greater than their own position
- If the person selects their own character from the list or the character of someone equal to or above their own position, they will not see the drop down menu.
- When a person's position has been changed, a text message is sent to everyone in the wing.



Remove

The remove button is located within the member information window. It allows someone with sufficient permissions to remove a person from the wing.

- Player must have sufficient permissions to have the REMOVE button display
- If the person has permissions to remove characters but is selecting either themselves or someone in a higher position than they, the button will be grayed out
- Text line sent to wing announcing the removal of the person



Notes

Notes are bits of text that can be entered by those with sufficient permissions to do so. There are two types of notes, public notes and officer notes.

Public Notes

Public notes can be seen by the general wing membership and are displayed, in abbreviated format, in the Member List. The extended version of the Public Note can be viewed in the Member Information window.

Officer Notes

A member's Officer Note may only be viewed in the Membership Information window and only by those with sufficient permissions to view the note.

Notes Permissions

Permissions to view the notes are separate from permissions to edit the notes.

Editing a Note

If a person has sufficient permissions to edit a note, when they click on the note field, an edit box will appear. The title on the box will be either "Set Player Note" or "Set Officer Note," depending on which note field they have selected.

Recap on notes:

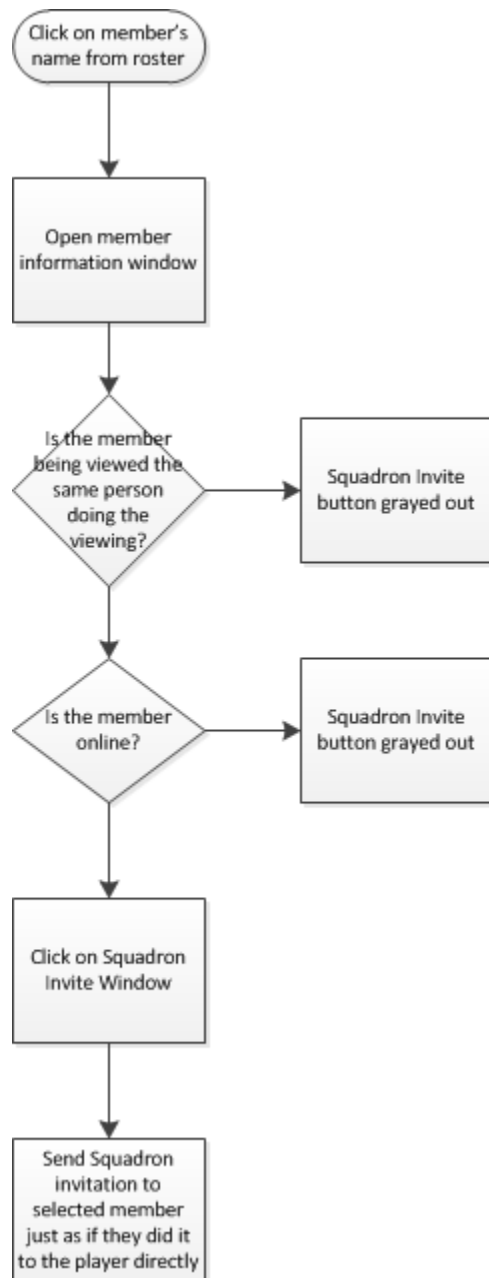
- Public notes are displayed in abbreviated format in the member list window.
- Public notes are displayed in their normal-length in the member information window
- Officer notes are only displayed in the member information window.
- Different permissions are required for viewing private, editing public notes, and editing officer notes
- Notes need to save
- Character spaces for notes in Member List and in the Member Information window are TBD



Squadron Invite

The squadron invite button is a feature of convenience within the Membership Information window. Clicking on that button will send squadron invitation to the selected member.

- The Squadron Invite button is visible to all members
- Clicking on the Squadron Invite button of the selected member will send them a squadron invite request
- If the member being displayed is the player viewing the information, the button is grayed out
- If the member being displayed is offline, the button is grayed out



Generalized Examples

Someone who has all permissions on

X

Squadron Invite

Starbuck	Level 5	Strike
<hr/>		
Contribution		
43525		
<hr/>		
Tithe		
<i>Tylum</i>	<i>Titantium</i>	<i>Cubits</i>
13652	435	15
<hr/>		

Sector:

Position:

Last Online: 2 days

Public Note:

This is an example of a public note.

Private Note:

This is an example of a private note.

Remove

Someone who has no editing permissions

X

Squadron Invite

Starbuck	Level 5	Strike
<hr/>		
Contribution		
43525		
<hr/>		
Tithe		
<i>Tylum</i>	<i>Titantium</i>	<i>Cubits</i>
13652	435	15
<hr/>		

Sector: Sector Name

Position: Group Leader

Last Online: 2 days

Public Note:

This is an example of a public note.

Private Note:

This is an example of a private note.

Remove

Wing Management Tab Feature

The wing management feature is its own window within the Wing System UI and is designed to allow a Wing Leader to customize a Wing to their liking, granting some members access to perform advanced functions while limiting that functionality from others. Each type of permission can be set for each Wing Position.

Wing Positions

Equivalent of guild or clan ranks in other systems, Wing Positions denote a person's hierarchy within the wing structure. There are six positions total. When a person first creates a new wing, they become the Wing Leader. Below there, the positions are Group Leader, Flight Leader, Senior Pilot, Pilot, and Recruit. These rank names can be modified by those who have sufficient permissions to do so.

- When a wing is created, the person who created it becomes the Wing Leader
- By default, the Wing Leader always has every permission available to them
- Six (+1) positions
 1. Wing Leader
 2. *Wing Leader Pro Tem
 3. Group Leader
 4. Flight Leader
 5. Senior Pilot
 6. Pilot
 7. Recruit
- Position names can be changed by those with sufficient permissions
- The list of Wing Positions is found within the Wing Management window.
- Each wing position is represented by a mini icon
- Beside each Wing Position and Mini Icon in the list is the number of members in that position
- When a person is invited to a wing, they are invited to the recruit rank
- The wing leader pro tem does not show up in the normal roster list
 - Their position only shows up in the case that the regular wing leader has been absent for a long period of time and the rest of the wing has elected this person to take on the responsibility of leadership
 - This position has all of the same permissions as the Wing Leader except they cannot remove/demote the actual Wing Leader
 - In the roster window, the wing leader pro tem will show up as simply Wing Leader

Permissions

Using a grid system, each Wing Position mini-icons will be listed horizontally, and each permission will be listed vertically. The following are the exact permissions needed:

Phase 1 Permissions

- Accept Wing Applications
 - Allows a member of this position to accept wing applications and allow them in to the wing
- Change Permissions
 - Allows the person to modify all of the permissions.
 - Wing leader never loses access to any permission (but is still listed)
- Change Position Names
 - Allows the person to rename the Wing Position (e.g. change Recruit to Nugget)
- Demote Wing Member
 - Allows the person to move another member down a position
 - Cannot demote self
 - Cannot demote any member who is of a higher position than self
- Display Wing Name
 - Determines whether a person of that position can display the wing's name
- Edit Officer Notes
 - Allows the person of that position to edit the officer note on wing members
- Edit Personal Notes
 - Allows the person of that position to edit the personal note on themselves
- Edit Personal Notes for Others
 - Allows the person of that position to edit the personal note on other wing members
- Invite to Wing
 - Allows a member of this position to invite a new person in to the wing
- Promote Wing Member
 - Allows members of this position to promote members
 - Cannot promote a person who is equal or above editing member's position
 - Cannot promote a person to be equal or above the editing member's position
- Reject Wing Applications
 - Allows members of this position to reject applications of players who applied to the wing
- Remove Wing Member
 - Allows members of this position to remove wing members from the wing
 - Cannot remove a member who is equal to or above the editing member's position
- See Wing Applications
 - Allows members of this position to see players who have applied to the wing
- See Wing Chat
 - Allows members of this position to see wing chat
- See Officer Chat
 - Allows members of this position to see officer chat
- See Officer Notes
 - Allows members of this position to see officer notes

- Speak in Wing Chat
 - Allows members of this position to type in general wing chat
- Speak in Officer Chat
 - Allows members of this position to type in officer chat

Phase 2 Permissions

- Change Wing Crest
 - Allows a person to customize the wing crest
 - *Requires the Wing Crest feature (Phase 2)*
- Change Wing Message of the Day
 - Allows the person to change and save the Message of the Day
 - *Requires Profile Tab (Phase 2)*
- Display Wing Crests
 - Determines whether a person of that position can display the wing's crest (useful when admitting new players in to the wing)
 - *Requires the Wing Crest feature (Phase 2)*
- Edit Wing News Filter
 - Allows the person of that position to edit what items may be filtered in the news feature
 - *Requires News Filter Tab Feature (Phase 2)*
- Edit Wing News
 - Allows the person of that position to edit the news feature page, such as deleting from or locking items in the list
 - *Require News Tab Feature (Phase 2)*
- Modify Wing Information
 - Allows members of this position to edit the wing information that is displayed on the profile feature window.
 - *Requires Wing Profile (Phase 2)*
- Send Mail to Wing
 - Allows members of this position to send mail to the entire wing
 - *Requires player-accessible mail system (Phase 2)*

Phase 3 Permissions

- Edit Wing Recruiting
 - Allows the person of that position to edit the recruiting details on the recruitment feature
 - *Requires Recruitment (Phase 3)*
- Make others Wing Recruiters
 - Allows members of this position to make other members Wing Recruiters
 - *Requires functionality to flag a member as a recruiter. (Phase 3)*
- See All Recruiting Messages
 - Allows members of this position to see any messages sent to recruiters
 - *Requires Recruitment (Phase 3)*

Phase 4 Permissions

No new permissions currently associated with phase 4.

Phase 5 Permissions

- Edit Tithe Amount
 - Allows the person of that position to edit the amount of the wing tithe
 - *Requires Tithing (Phase 5)*
- Contribute to Wing Storage
 - Allows a member of this position to donate directly to Wing Storage
 - *Requires Wing Storage system (Phase 5)*
- View Contents of Wing Storage
 - Allows a member of this position to view the contents of the Wing Storage
 - *Requires Wing Storage system (Phase 5)*

Phase 6 Permissions

- Manage Calendar Events
 - Allows members of this position to create and edit events in the calendar
 - *Requires calendar feature (Phase 6)*
- Send Gifts to Wing
 - Allows members of this position to send gifts to the entire wing
 - *Requires gifting system (Phase 6)*

News Tab Feature

The news feature is its own window within the Wing System UI and is designed to provide a running feed of significant events taking place within the player's wing. The leadership of the wing can determine what type of news they feel is significant.

- System must track individual events
 - Member leveling
 - Member achievements/duties
 - Wing leveling
 - *Requires wing leveling design and implementation*
 - Battle participation
 - *Requires tracking of "significant battles" (battles involving outposts)*
 - Wing "claiming" of an outpost
 - *Requires outpost claiming design and implementation*
 - Voting in of a new Wing Leader Pro Tem
 - *Requires Wing Succession Feature*
 - List of additional events TBD
- News events are broadcast to members of the wings
 - *Individual wing members may choose whether or not they wish to have this broadcast displayed via chat preferences*
- The maximum number of events tracked in the news feed history is TBD
 - When an item reaches the end of the feed limit, it is removed/deleted

- All feed items must display the date on which they occurred
- Certain items within the news feed may be locked by those with permissions to edit wing news. This is probably best served by using a button somewhere within the window.
 - Items that are locked are not removed when they reach the bottom of the feed
- Items within the feed may be deleted by those with sufficient permission. This is probably best served by using a button somewhere within the window.
- The window should display how many news events are listed and how many are locked

News Filter Tab Feature

The news filter feature is its own window within the Wing System UI and is designed to allow wing leadership to modify what types of events are tracked in the news history.

There are two types of filters. The first filters items that are retained within the news feed and the second filters items that are broadcast to members of the wing. The items that can be independently added or removed to either of those filters are:

- Wing leveling up
- Member gains level (filter for every 10 levels)
- Wing crest is updated
- Member position change (promoted/demoted)
- Member attains achievement/duty
- Outpost captured
- Outpost lost
- Outpost claimed
- Member gains skill level (?)
- Member becomes guild recruiter
- Member is no longer a guild recruiter
- New member joins
- Member leaves wing
- More TBD

Recruitment Tab Feature

The recruitment tab feature is its own window within the Wing System UI and is designed to allow a wing's leadership to describe the guild, set up guild requirements, turn recruiting on and off, and designate recruiters. This is a two-part feature along with Wing Recruitment.

Items that are displayed within the recruitment tab are:

- Wing description
 - Short Description
 - Short editable text field that will display to a prospective recruit.
 - Displayed in the scrolling portion of the Wing Recruitment window.
 - Long Description

- Editable text field that will display to a prospective recruit, a non-wing member, detailed information about
 - Displayed when a person clicks on a particular wing from the Wing Recruitment window.
- Wing play style
 - Check-box style flags
 - Play style options are:
 - Casual
 - Moderate
 - Hardcore
- Looking For: (Ships)
 - Any (gray out others)
 - Strikes
 - Escorts
 - Lines
 - Carriers
- We most often play on: (check all that apply)
 - All days (gray out others)
 - Sunday
 - Monday
 - Tuesday
 - Wednesday
 - Thursday
 - Friday
 - Saturday
- We are most active: (check all that apply)
 - All hours (gray out others)
 - Morning
 - Afternoon
 - Evening
 - Late Night
- A flag setting field to determine whether or not the guild offers training to new players
- A toggle flag that indicates that the wing is recruiting.
- A toggle per-recruiter flag that turns on an individual players current recruiting status (Actively Recruiting).

Wing Positions Feature

Equivalent of guild or clan ranks in other systems, Wing Positions denote a person's hierarchy within the wing structure. There are six positions total. When a person first creates a new wing, they become the Wing Leader. Below there, the positions are Group Leader, Flight Leader, Senior Pilot, Pilot, and Recruit. These rank names can be modified by those who have sufficient permissions to do so.

- When a wing is created, the person who created it becomes the Wing Leader
- By default, the Wing Leader always has every permission available to them
- Six (+1) positions
 1. Wing Leader
 2. Group Leader
 3. Flight Leader
 4. Senior Pilot
 5. Pilot
 6. Recruit
- Position names can be changed by those with sufficient permissions

Wing Recruitment Feature

The Wing Recruitment features allows players to find a wing that suits their play times and style. When a player does not belong to a wing and opens the wing menu, it will default to the wing recruitment window.

Recruitment Window

A player who is not in wing and opens up the wing window will be presented with the wing recruitment window.

- Instead of a wing name, the window should be titled as "Wings looking for recruits."
- Part of the window should be dedicated to listing all of the wings that are currently recruiting.
 - Scrollable
 - Displays wing name
 - Displays wing crest
 - *Need wing crest functionality*

Recruiter

Any member of the wing may be designated as a recruiter. When a prospective recruit selects a wing from the Recruitment Window, any wing members who have been designated as a recruiter and is currently online will be displayed below the detailed wing description. The information to display is their name, level, avatar image, and short description that the recruiter can set for themselves.

Recruitment Flag

Members of a wing may be flagged as a recruit by right-clicking on their name in the Roster Tab and selecting “Make Recruiter” from the context menu.

Actively Recruiting

If a member has been designated as a recruiter, they have the ability to toggle the “Actively Recruiting”

- Next to the actively recruiting toggle should be a button (e.g. Message)
- Clicking on the Message button will open up a edit window
 - Top of window should tell the player, “This message will appear in the wing browser.”
 - Player can type in a message
 - length of message TBD
- Two buttons on the message window
 - Save
 - Cancel
- When the message is saved, it closes the window
- This message is displayed with the recruiter information
- If the recruit unchecks the toggle Actively Recruiting toggle button, the person is removed from the list of recruiters in the Recruiter window
- If a person is not a guild recruiter and mouses over the toggle, they should get the tooltip, “you are not a wing recruiter.”

Recruitment Chat

Recruitment chat is a mechanism for a player to gain the attention of a wing that is recruiting while at the same time saving the random membership of the wing from being spammed randomly by those who want to join.

- Either above or below the recruiter of the wing will be a small icon
- When mousing over this icon, the tooltip will read “Recruiter is online. Click here to contact them.”
- Clicking on the icon will “ping” the recruiter that the player who clicked on it wishes to contact them about joining the wing.

Applying to a Wing

Design still needed.

Public Displays

Public displays are mechanisms by which members of a wing represent their wing outwardly.

Overhead Wing Tags Feature

Overhead wing tags show the name of the wing over the avatar of the wing member but below their character name. This name is displayed between angle brackets.

- Member must be in a wing
- Position rank of member must allow for wing name to display (see Wing Management Tab Feature)
- Player has option to “Show Wing Names”
 - This defaults to checked. When checked, the player will see the wing names of others
 - When this is not checked, the player will not see the wing names
 - The character name must adjust its height when the wing name is not displayed
 - Number of characters TBD

Example:



Crests Features

The crest system allows the leadership of a wing to heraldic device that they feel best represent their wing. This device is created using selection of templates provided by the crest system to which they can apply colors and images.

Anatomy of the Crest

The crest will consist of eight components:

- Shape
- Shape Color
- Border
- Border Color
- Primary Image
- Primary Image Color
- Secondary Image
- Secondary Image Color

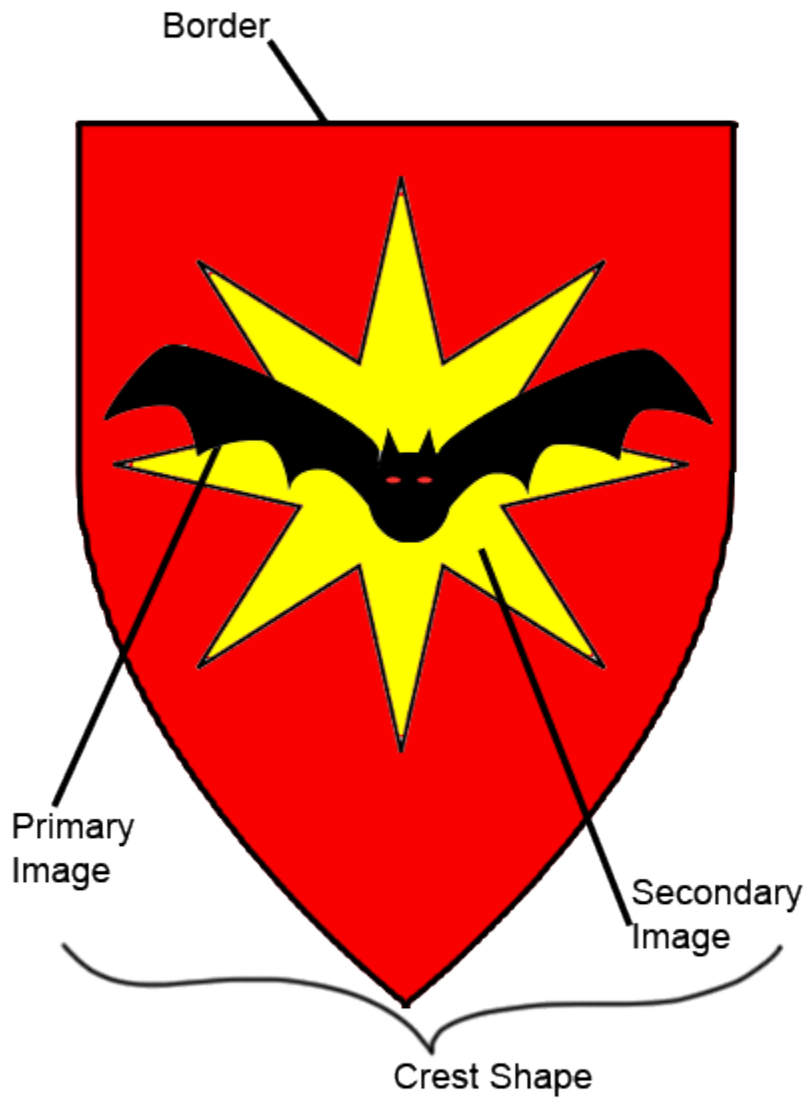
Display

Crests will be displayed in a number of different locations in the game.

- Crests will appear on the ships of wing members
 - Member must have sufficient permission to display the crest
 - Location on the ship where the crest will be displayed is TBD
- Crests will appear in the Wing System UI
- Crests will appear in the wing recruitment search window
- Crests will be displayed on any outposts captured and claimed by a wing
 - - *Design required for capturing/claiming of outposts*

Crest Mockup

Examples from Battlestar Galactica



Below are some squadron and/or wing crests found within Battlestar Galactica. Ours will have neither the numbers nor the ribbons as displayed on these crests.



Wing Officer Chat

Wing Officer chat is similar to generalized wing chat except that it comes with an additional layer of permissions.

- Each wing has its own wing officer chat channel
- Channel is called "Officer"
- Channel comes with its own chat color
- By default, the two highest wing positions (Wing Leader and Group Leader) default to having access to the officer channel

*Note: There is a regular wing chat, as well, but that functionality should not need to change.

Calendar and Events

The Calendar and Events feature gives wing members a mechanism for coordinating wing-specific events through the Calendar window.

Calendar Window

The calendar window uses real-world days and months and is displayed similarly to a real-world wall calendar. The calendar-specific functionality will be available to all players. The events will only be available to members of a wing.

- The top of the calendar will display the current month and year
- On either side of the month and year will be left/right arrows
 - Clicking on the arrows will allow the player to move the month forward or backward
- The square of the current day will be highlighted
- Any events will display within the day on which those events take place
- Mousing over an event will create a tooltip with information about that event
- Days that fall outside the current month are darker or faded so they can be easily distinguished from the days of the current month
- Calendar window needs to support the display of icons and widget-type art

Calendar Window Example

(Simple just to get the point across; actual treatment may vary)

< January, 2012 >						
Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31	1	2	3	4
5	6	7	8	9	10	11

Events

Events are a mechanism by which the players may be notified of upcoming activities. There are two types of events: wing events and game events.

Wing Events

Wing events are set by wing members who have sufficient permissions to create events for their wing.

- Player must have sufficient permission to create a Wing Event
- Player right clicks on a day in the calendar
 - Opens context menu, “Create Wing Event”
- Player selects “Create Wing Event”
- New window opens with the title “Create Wing Event”
- Player can adjust the following:
 - Name
 - This is the name of the event
 - Category
 - Capital Ship Raid
 - Outpost Raid
 - Skirmishing
 - Meeting
 - Other
 - Date
 - Month, Day, Year
 - Drop down menu to select each
 - Defaults to the month, day, and year on which the player right clicked, but this can be changed
 - Time
 - Hour, Minute, AM/PM
 - Drop down menu to select each
 - Minutes are in 5 minute increments
 - Defaults to 7:00 p.m.
 - Displays as “Start Date” in tool tip
 - Time is in reference to server time
 - Description
 - Text field that allows the author of the event to specify event details.
- Once the fields are filled, the player has the following options:
 - Click Save button
 - Saves the settings
 - Closes the Create Guild Event window
 - Places event in Calendar
 - Title of event is displayed on the day of the event
 - Click cancel
 - Nothing is saved
 - Create Guild Event window is closed
- After an event has created, a person who has sufficient permission can do the following
 - Right clicking on the title of any Wing Event opens the context menu with the following options:
 - Edit Event
 - Delete Event

- Selecting edit event
 - Opens a window identical to the Create Guild Event window
 - Name of window is “Edit Event”
- Selecting Delete Event
 - Opens a dialog window that reads, “Are you sure you want to delete the event “<Event Name>”?”
 - Options are
 - Yes
 - Closes the window
 - Removes event from the calendar
 - No
 - Closes the window
 - Event is unchanged
- **This could potentially be a paid feature. (Need to discuss)*

Game Events

Game events are set by the developers and are used to display special game-wide activities or notifications, such as tournaments, happy hours, BGS anniversaries, etc.

- Event fields on Game Events share all the fields of the Wing Events except:
 - Date is “Start Date”
 - Month, Day, Year
 - Hour, Minute, AM/PM
 - Additional field of “End Date”
 - Month, Day, Year
 - Hour, Minute, AM/PM
- *Tool is required to create these events*

Tool Tips

Each event that has been created in the Calendar window displays the title of that event. When a player mouses over the event name, they receive a tool tip that displays:

- Event Name
- Category: <Category Selected>
- Start Date: MM/DD/YYYY HH:MM AM/PM
- End Date: MM/DD/YYYY HH:MM AM/PM (For game events only)
- Horizontal line to separate information from text description
- Text added in the description field in the Create/Edit Wing Event window is shown below the horizontal line

Reminders

One hour before the event takes place, the system sends a reminder to members of the wing.

Broadcast

System broadcasts a reminder to all members of the wing

- Broadcast comes across the screen similar to the “heavy fighting” broadcasts
- Broadcast message is in yellow text

Subscribe

Subscribe allows the member of a wing to subscribe to receive an out-of-game reminder about a wing event.

- Right click on event
- Open context menu
 - Normal options displayed if the player has them
 - Additional item that reads, “Subscribe to Event”
- If a person subscribes to a particular event, they are sent an e-mail to their registered e-mail address one hour before the event begins.
- *Need to work out pro’s, con’s, and potential abuse issues with this (e.g. any reason not to do it)*

Notify

Within the Calendar window, the player may select the “notify toggle.”

- The toggle is a text box
- It defaults to unchecked
- When the check box is toggled on the player will receive notification any time a new event is created
- Notifications work like subscribed reminders in that the player will receive an e-mail notification when a new event has been created

Wing Mail

Wing mail allows a person with sufficient wing permissions to tap in to BSG's mail system and send textual messages to the entire wing.

- Player must be the member of a wing
- Player must have sufficient wing permissions
 - Clicks on wing mail icon
 - Found within the Wing System UI
 - Button click opens a text edit window
 - *Requires UI mockup*
 - Player types message
 - Number of characters TBD
 - Player selects SEND or Cancel
 - Send sends the message to the entire wing
 - Cancel closes the text edit window
- Mail is more of a wing-wide messaging system than a true mail system; it can only send mail to the entire wing

Wing Gifting

Wing gifting allows a wing member with sufficient wing permissions to send in-game gifts to the entire wing.

- Player must be a member of a wing
- Player must have sufficient permission to send gifts
- Gifts come from a store/gifting UI provided by Bigpoint Inc.
 - *Requires UI mock up*
 - *Requires gifting UI*
- Members can opt out of receiving gifts
- Achievements/Duties/Recognition associated with gift giving
- Gifting plays a part in the contribution ranking of a wing member

Wing Succession

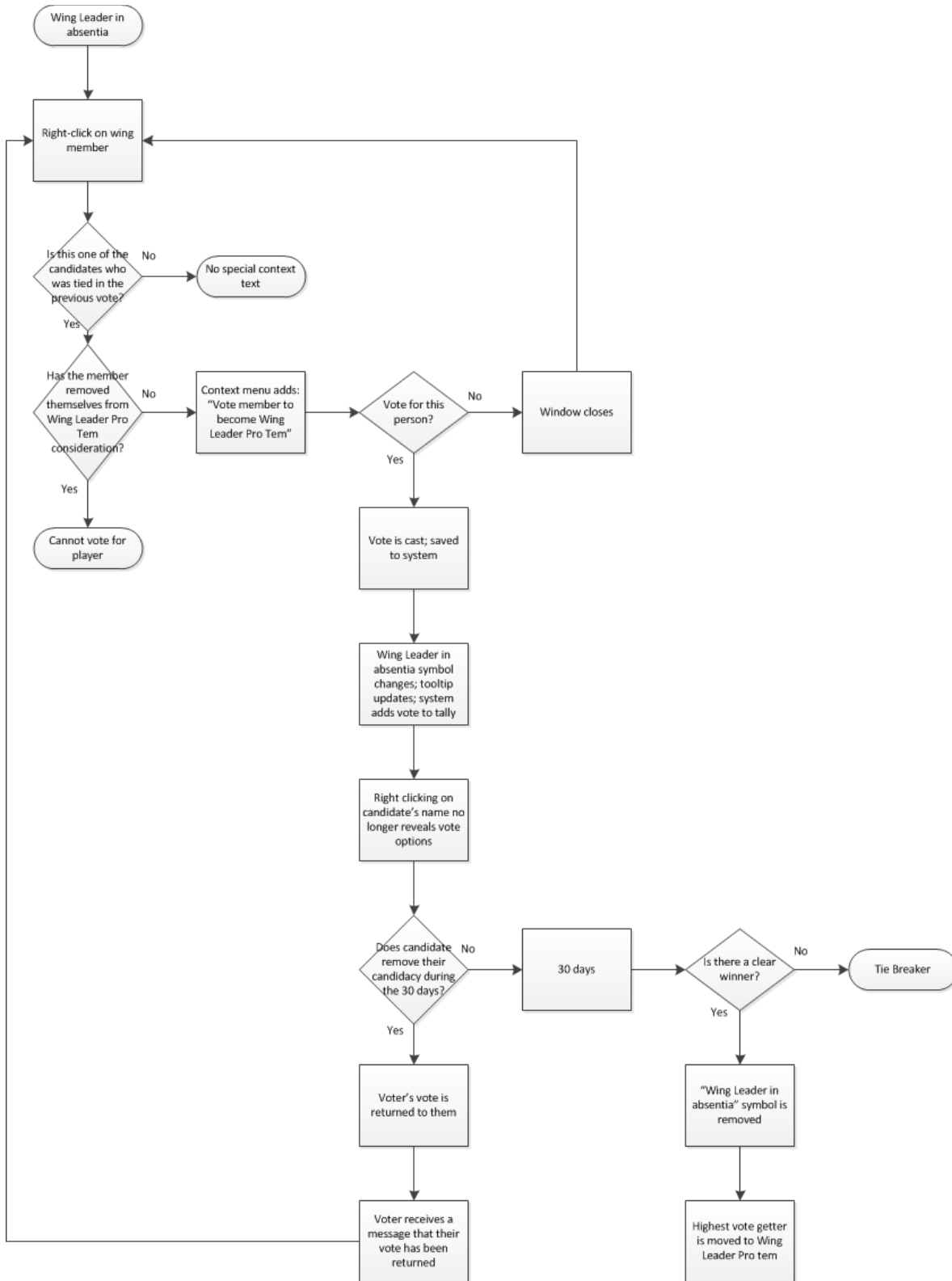
Wing succession is a system designed to handle situations in which a Wing Leader has disappeared for a long period of time. In this system, once the leader has been absent for a determined amount of time, members of the wing are given the opportunity to vote for a "guild leader pro-tem" However, because there may be some monetary value associated with a wing, the actual wing leader is not removed from their position.

- The wing leader must gone for at least 90 days before Wing Succession kicks in
- Once the 90-day window has passed, the following occurs:

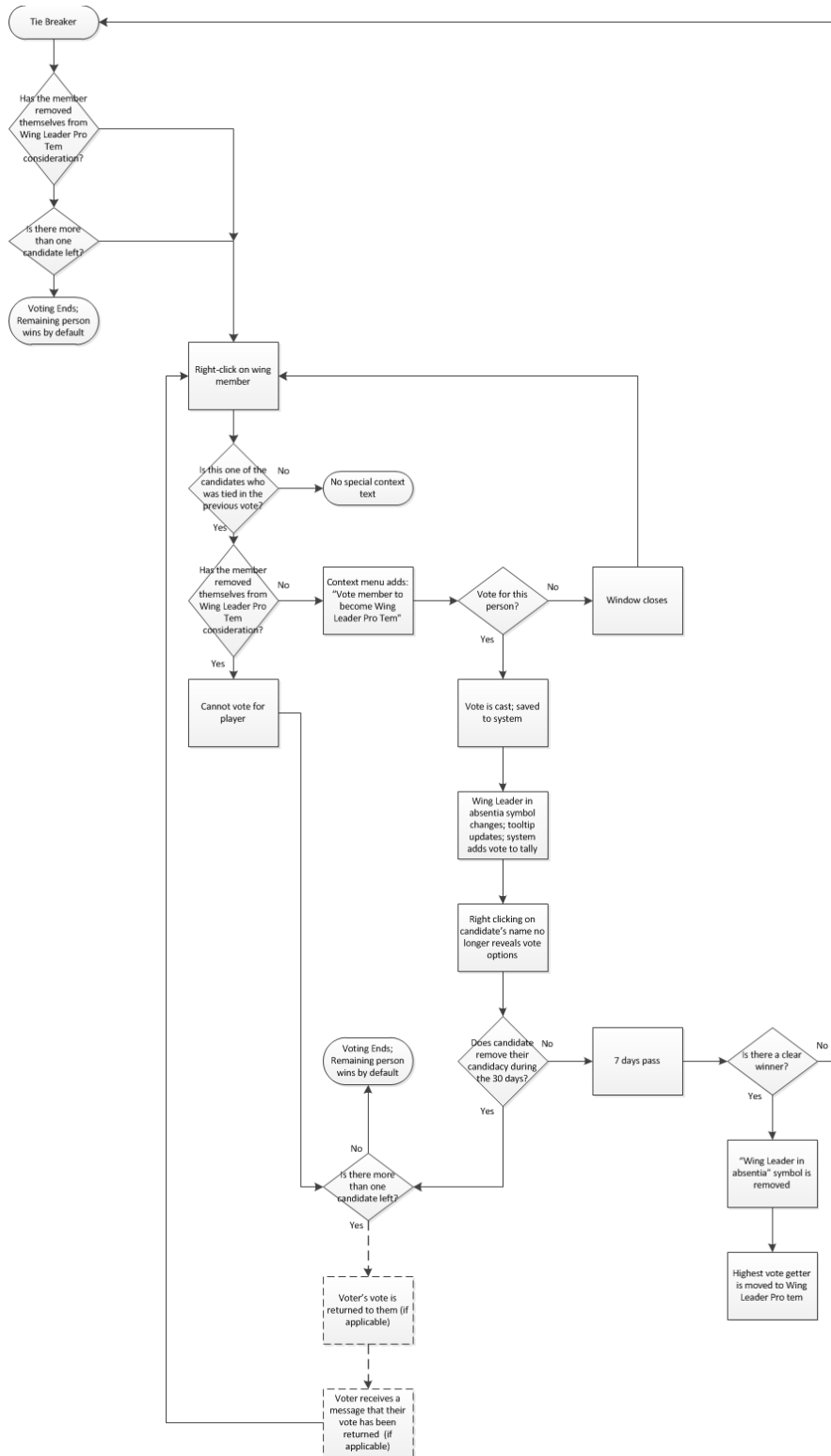
- The Wing System UI window displays a red-warning symbol. Mousing over the symbol will reveal the following information in a tooltip:
 - Wing Leader in absentia
 - Votes cast for Wing Leader Pro Tem: <Number>
 - Days left until voting closes: <Number> (starting at 30)
 - You may vote for a Wing Leader Pro Tem
- For the following 30 days, all active wing members, regardless of position, may right click on the name of any active wing member using the Roster Window
 - Active member is defined as any member who has been active in the past 90 days
 - Right-clicking on the active member will bring up a context menu with an additional option of “Vote member to become Wing Leader Pro Tem”
 - Selecting “Vote member to become Wing Leader Pro Tem” will create a pop-up confirmation window:
 - You vote to elect <member name> to become Wing Leader Pro Tem?”
 - Two button options
 - Yes
 - Closes window
 - Adds tally to succession counter
 - The Wing Leader in absentia symbol will change.
 - *New symbol TBD*
 - Mouse over text reads
 - Wing Leader in absentia
 - Votes cast for Wing Leader Pro Tem: <Number>
 - Days left until voting closes: <Number>
 - Your vote has been cast.
 - Cancel
 - Close window
 - Nothing saved
 - If the member they selected from the list is their own character, they may also see:
 - Do not consider me for the Wing Leader Pro Tem position
 - If a person selects “Do not consider me,” any votes already cast for that person are returned to the voter
 - The voter’s “Wing Leader in absentia” symbol and tooltip will return to its original state
 - Any voters who have had their votes returned will receive a game system message (via the mail system) that their vote has been returned and they must recast their vote.
 - If the player is selecting another member who has already declined consideration for election, instead of “Vote member to become Wing Leader Pro Tem,” they will see “Declined Wing Leader Pro Tem consideration”

- If the person has already cast their vote, none of the voting-relating menu options will be displayed.
- System tallies the number of votes being cast
- Along with the “Wing Leader in absentia” display, a meter (showing in the tooltip) will reveal how many votes have been cast and how many days are left to cast them
- When the 30 days has expired
 - The person with the most votes is moved to Wing Leader Pro Tem
 - The “Wing Leader in absentia” is removed
 - A wing news entry is created that reads, “<Member name> has been voted in as the new Wing Leader Pro Tem.”
 - Everything else returns to “normal”
 - In the event of a tie, a one-week tie-breaker vote-off will begin. The tie breaker works roughly the same as the normal voting, except:
 - Only 7 days in the time-to-vote countdown
 - The symbol for the “Wing Leader in absentia” changes to one that implies a tie.
 - The tooltip reads:
 - Wing Leader in absentia
 - Tie-breaker
 - Voting between: <Name of members who were tied>
 - Votes cast for Wing Leader Pro Tem: <Number>
 - Days left until voting closes: <Number>
 - You may vote for a Wing Leader Pro Tem
 - The context menu for casting votes only shows up on those who were part of the tie.
 - Everything else about the system works exactly the same.
 - The process repeats until there is one clear winner.
- Should the Wing Leader Pro Tem disappear, the process is started over.
 - The only difference is that when a new person is made Wing Leader Pro Tem, the former Wing Leader Pro Tem is removed from the position.

Succession Flow



Tie Breaker Flow



Wing Goals*

In addition to providing a mechanism to chat with friends, wings are designed to have their own goals and objective in the same manner as players.

**This section requires more specific/detailed designs in terms of actual numbers, types of rewards, specifics on missions, etc. For the moment, this section covers the top level design/concept of the goals and serves as a placeholder for designs yet to come.*

Advancement

Experience

By participating in activities with members of their wing, players contribute experience toward their wing. As with characters, experience translates to levels, which result in rewards.

Leveling

With the introduction of wing experience, wings have a mechanism to attain levels. Each level attained

Rewards

With each level a wing attains, they receive a reward. These rewards might include the following:

- Increased experience gained
- Reduced training speeds
- Reduction of durability lost
- Special buffs
- Wing gifting
- Merit bonuses
- Vendor discounts
- Private wing hangar/crew quarters
- Wing crests
- Wing-specific consumables

Operations

Entire wings may receive large-scale missions called “operations.” They are tracked similar to an individual’s missions, but they require a contribution far larger than one person can provide.

Challenges

Challenges are daily objectives that become available to each wing. These objectives change each day and when attained, they provide a reward to the wing as a whole. These challenges require a minimum amount of wing members to participate in the challenge for the wing to attain credit.

Control Points and Claiming

Outposts and other control points can be captured and claimed by a specific wing. When these places have been claimed, bonuses are granted to the wing, their crest is displayed on the control points, their name is broadcast to the server, a news event is generated in the news tabs of the wing, and more.

Achievements/Duties

As members of a wing participate in the game on either a larger or small scale, their accomplishments and contributions are tracked. Together, they form the basis of wing achievements. When an achievement is attained, the entire guild receives an announcement

Manufacturing

Wings have the ability to upgrade their control points and manufacture and upkeep defenses for them. Both of these things require the player to acquire resources, such as different types of metals, salvage, and other components that may not currently be in the game.

Leaderboard

All guild advancements, accomplishments, and achievements are tracked on a leaderboard, which can be accessed both from within and from without the game.

Wing Property

Wing property consists of things that the wing can acquire that belong exclusively to them for the common use of the wing.

Hangar and Crew Quarters

The Hangar and Crew Quarters is the equivalent of a Guild Hall found in other games. This is a common-use area that can be decorated and used for social purposes.

Storage

When a wing begins its foray in to manufacturing, it will require a number of resources to supply its efforts. Storage is a wing-wide locker where these resources may be kept when not in use.

Tithing

Tithing is a wing-controlled mechanism that allows a certain percentage of a player's income to be transferred to the wing as a whole. The wing leadership, with sufficient permissions, may change the percentage rate at which tithe is collected.

Conclusion

The "wing system" is a massive collection of different features. Together, these features provide a robust social setting for our players, allowing them to create both an attachment to their friends and to the things they have created and/or achieved within the game. When players form attachments, they are more likely to continue to play the game.

Planning

Phase 1 Tasking

Design Tasks

Design tasks are complete other than providing feedback and guidance to art and engineering.

Art Tasks

- Full wireframe of Wing System UI, including items that belong to other phases
- Any UI art for window changes
- Mini-icons to represent wing positions (ranks)
- "Wing Leader in absentia" icons
- Wireframe and window art for member information/squadron invite

Engineering Tasks

- Overhead Wing Tags
- Wing System UI supporting multiple tabs
- Roster Tab
 - Window Layout
 - Member List

- Context menus and associated functionality
- Sorting
- Filter
- Member Information
 - Promote
 - Demote
 - Remove
- Notes
 - Public notes
 - Officer notes
- Wing Positions
 - Support 6 (+1) positions
 - Position name editing
 - Mini-icon associations
- Officer chat
- Wing Management Tab/Permissions
 - Window layout
 - Permissions that are relevant to current functionality
 - Just entries (or built with extendability in mind) for future permission settings
 - Permission to change permission settings
 - Permission to change position name
 - Permission to demote wing member
 - Permission to display wing name
 - Permission to see officer note
 - Permission to edit officer note
 - Permission to edit own personal note
 - Permission to edit other's personal note
 - Permission to invite to wing
 - Permission to promote wing members
 - Permission to remove wing members
 - Permission to see wing chat
 - Permission to see officer chat
 - Permission to speak in wing chat
 - Permission to speak in officer chat