



# GLADIABOTS

For iPad

Recommendation deck



# Audit

The major suggestions based on playing the iPad version and the context of this document are

- Re- adapt the homepage to better suit the player's needs
- Make it easier to understand the elements of AI programming
- Revamp the register/login flow, as it currently leads to dead ends
- Simplify the settings options for better user experience

# Readapting the homepage for players' needs



Game options could be clarified (team setup, and AI Editor)

HOME

SINGLE PLAYER

MULTIPLAYER

TEAM SETUP

AI EDITOR

EXTRAS



# GLADIABOTS



CONTINUE TUTORIAL



JOIN THE COMMUNITY



BROWSE THE WIKI



Should be kept and enhanced visually

Which step?

Icons are unclear

Leading outside the game

LEAGUE: #? **Level 1** 0/1000 +100G ?  
GLOBAL: #? **Silver League** 3000/3200 +1000G ?

1000G +

Shop not visible enough

Progression could be clarified



# Today

The main options are :

- Continuing the tutorial
- Joining the community on Discord (leaving the game)
- Viewing the wiki (leaving the game)

Overall, many actions lead outside the app, which is unfortunate.

The in-game options are at the top menu, which makes the game options quite unclear. The positive point is the continuing the tutorial section, which should be kept.

# GLADIABOTS

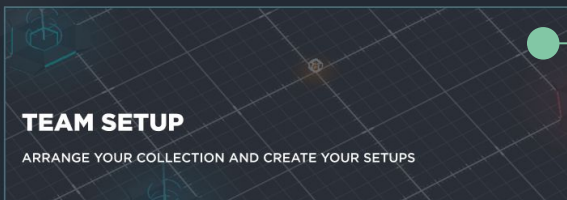
AI COMBAT ARENA v1.4.27

SETTINGS



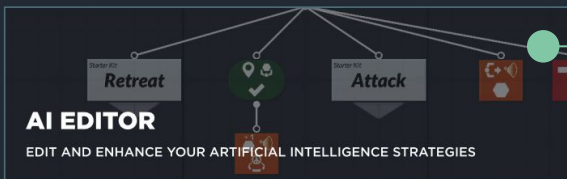
**CONTINUE TUTORIAL**  
**BASIC TRAINING 7/9**

USE YOUR SHIELD : DO IT YOURSELF



**TEAM SETUP**

ARRANGE YOUR COLLECTION AND CREATE YOUR SETUPS



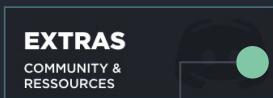
**AI EDITOR**

EDIT AND ENHANCE YOUR ARTIFICIAL INTELLIGENCE STRATEGIES



**PLAY**

DIVE FOR REAL, SINGLE OR MULTIPLAYER



**EXTRAS**

COMMUNITY & RESSOURCES



**SHOP**

BUY CREDITS & GOODIES

UNKNOWN USER  
**LOGIN/REGISTER**

1000 G

**LEVEL 1**  
0/1000

REACH LEVEL 2:  
WIN + 100G

**LEAGUE SILVER**  
3000/3200

REACH GOLD  
WIN + 1000G

Last game option and details

Classic match options easily accessible

Outbound links grouped together

Clear settings button

Specific game modes clarified with a description and images

A visible shop

Player progression clarified



# Recommendation

<p>Highlight the game options by explaining their functionalities. Provide an immediate explanation about the Team Setup and AI Editor.</p>	<p>Group the outbound links in a section named "Extras" allowing access to the wiki, Discord and other community elements related to the game.</p>
<p>Indicate which step of the tutorial is in progress. Once the tutorial is completed, use this section to retain the selected favorite game mode.</p>	<p>Consolidate all purchase options within a section titled "Shop" whether it's currency or merchandise.</p>
<p>Allow the player to access all available game modes through the "PLAY" section, enabling the selection of single, multiplayer and preferred mode.</p>	<p>Include a designated login area to explain the behavior or XP bars, rewards, and encourage users to save their progress through this section</p>



Before redesign



Recommendation



# Programming AI

Make the options easier to understand



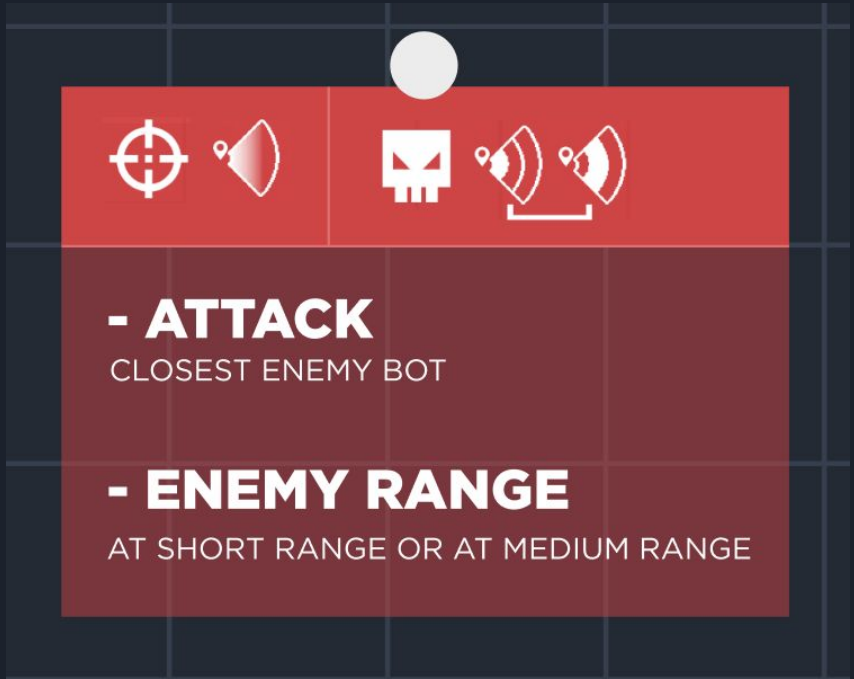


# Suggestions

- The AI programming is based on icons for simplicity, but the subtleties of these icons might not be immediately clear to players.
- Some actions appear to be programmed in two steps (if..., then...) (action, type of target), etc.  
Displaying different areas within the action panel would help understand what can be configured.



Currently in game



Redesign proposal

← BACK TO BATTLEGROUND

⚙️ SETTINGS

TUTORIAL  
**SHIELD**

🛡️ 📍 ✓  
CONDITION,  
**IF MYSELF**  
SHIELD BETWEEN 75 & 99  
THEN... (DRAG AND DROP TOWARD ACTION)

← 📢 🤖  
**FLEE**  
FLEE FROM CLOSEST ENEMY BOT

🎯 📢 🤖 📢 📢  
**- ATTACK**  
CLOSEST ENEMY BOT  
**- ENEMY RANGE**  
AT SHORT RANGE OR AT MEDIUM RANGE

➡️ 📢 🤖  
**MOVE TOWARD**  
MOVE TOWARD CLOSEST ENEMY BOT

📄 +   ✂️   📄   📄   ✎   🗑️  
DUPLICATE   CUT   COPY   PASTE   EDIT   DELETE

# Register/connexion

Rethink the user flow to prevent dead-end paths



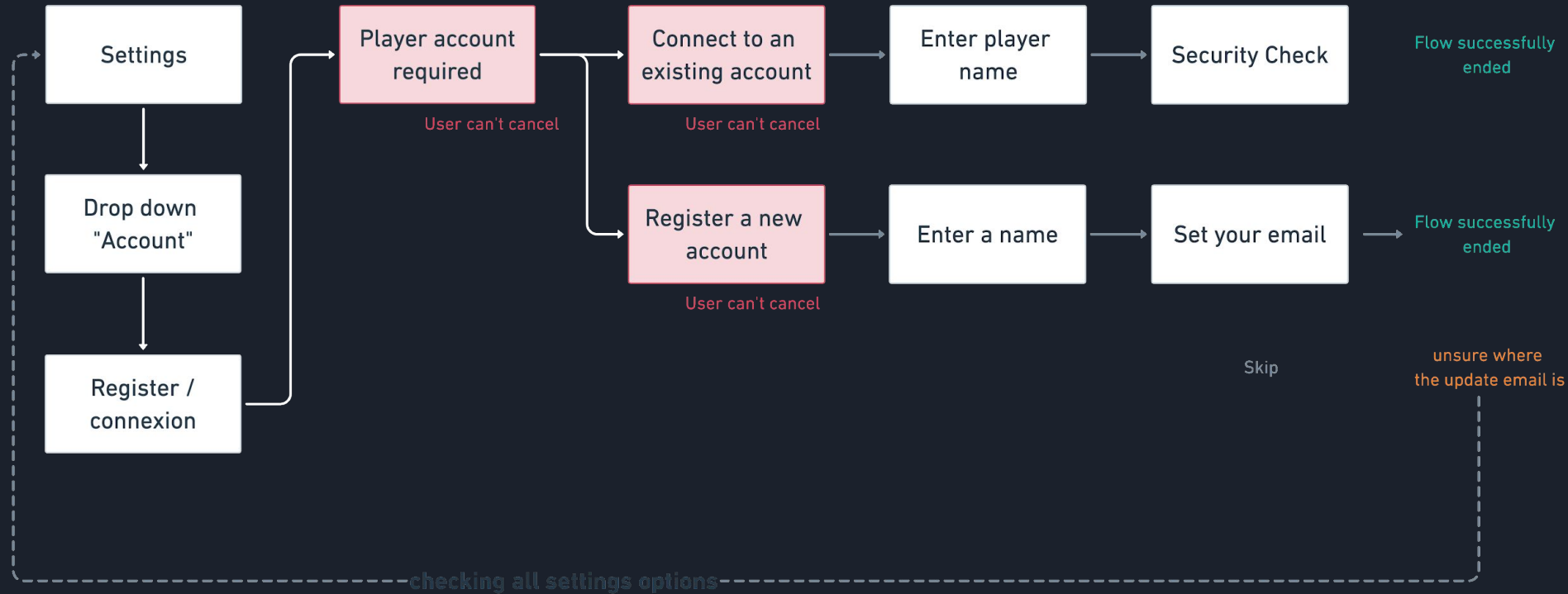


The login flow is not prominently displayed on the home screen.

Moreover, when accidentally starting the process to create an account or log in (whether due to a misclick or out of curiosity to explore options), there's no way to revert back. One is forced to choose a login option, even if not intending to create an account immediately.

It would be better to allow the user to close the login window at any point, providing users the freedom to exit the process at any stage.

# User flows

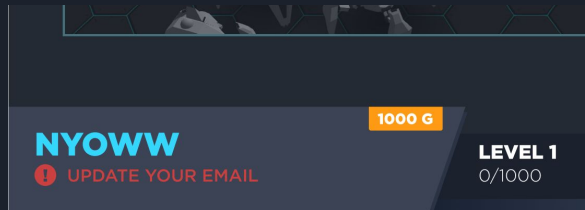


# Start your account easily

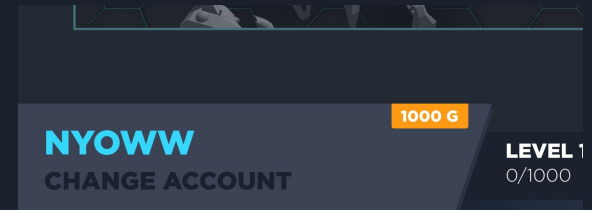
- The great positive aspect of the current setup is **the ability to create an account without providing an email to get started**. Therefore, the emphasis should be placed on this flow
- Simultaneously, provide a clear space on the homepage with the username, indicating that adding an email is necessary to complete the account creation



Unlogged



Uncomplete account

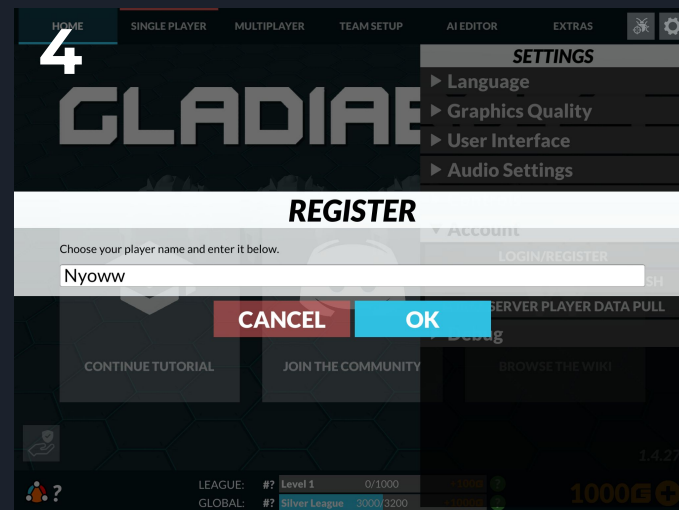
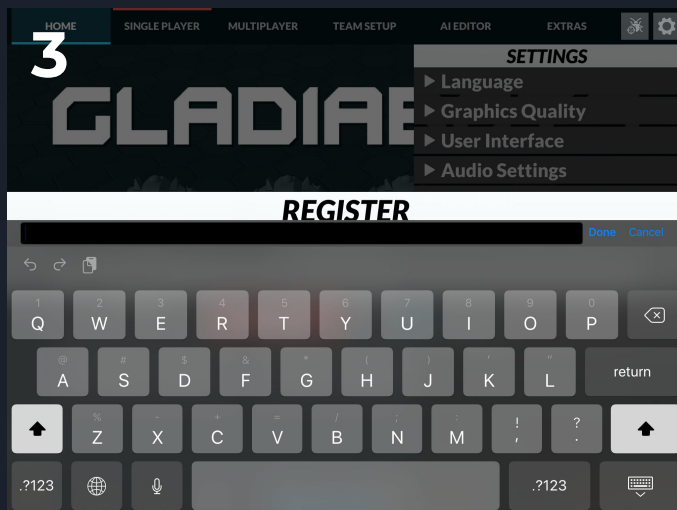
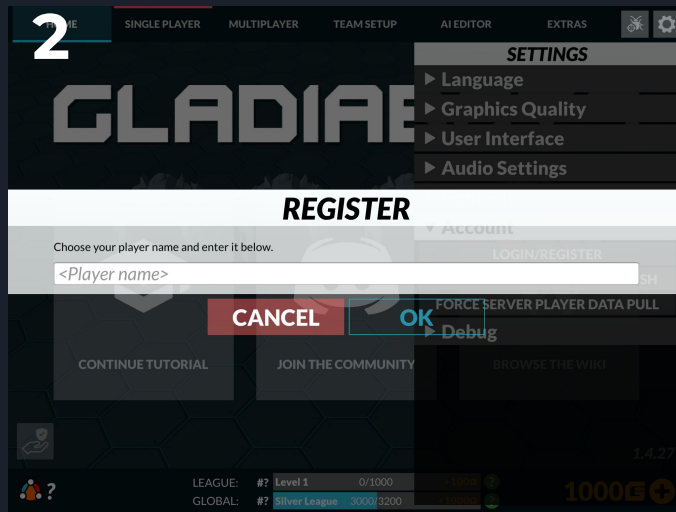
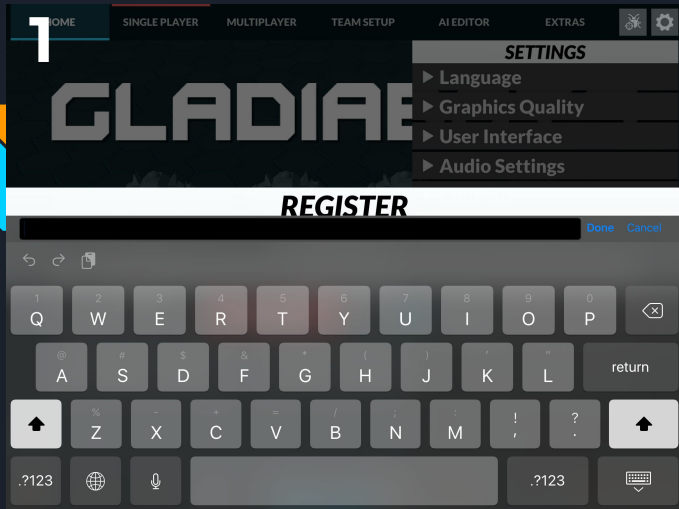


Login complete



# Keyboard interactions


- Quand on doit taper un pseudo, l'apparition du clavier recouvre le champs qu'on doit remplir.  
Ce qui nous force à replier le clavier, comprendre ce qu'on doit taper, et remettre le clavier.  
(cf slide suivante)
- Un écran formulaire plus classique serait le bienvenu, avec notamment l'apparition du clavier quand l'utilisateur sélectionne le champs qu'il souhaite remplir.



# Settings

Simplify options





Currently, there are numerous settings options and it's clear what each one entails. The drop down somewhat compels the user to navigate through many categories.

Here are some suggestions:

- Group options by broader categories to help users easily find what they're looking for.
- Provide an explanatory sentence for certain options, especially for Data Push and Data Pull, to clarify their goals.

# SETTINGS

⚙️ CLOSE

GENERAL

GRAPHICS & VIDEO

AUDIO

DEBUG

LANGUAGE

English



CONTROLS



Separate team setups by game mode  
(campaign, sandbox, multiplayer)

FORCE LOCAL PLAYER DATA PUSH

UPLOAD

FORCE SERVER PLAYER DATA PULL

DOWNLOAD



## Proposed categories

- General (including language, controls, data pull and data push)
- Graphics & Video (display options, graphic quality)
- Audio (audio options)
- Debug (interested in having stats on the use of the current button, but it seems more developer-oriented: integrating this action within the settings would work well)



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