Wireframe / Page Diagram

Wireframe or page diagram goes in this column. They should be no taller than 6.71" or no wider than 6.01".

All columns should end with an explicit column break. The last column should end with an explicit page break.

Don't hesitate to duplicate a wireframe or page diagram to add additional annotations.

Functional Specification

Functional specs go in this column. These should generally annotate the page diagram.

Discrete components on the page are outlined in a dotted border. This is consistent throughout the document.

Technical Implementation / Changes

Wireframe / Page Diagram

Functional Specification

Guilds Phase II comprises two feature sets: Allies and Adversaries (A&A) and Email Invites.

This document outlines *only A&A*. Email Invites is documented at the end of the Guilds Phase I specification as it was originally planned for that time frame and was cut.

The wireframes here include the email invites content as an integrated set, but do not explicitly detail it.

In all cases, "Ally" guilds are guilds of the same faction. "Adversary" guilds are guilds of the opposite faction.
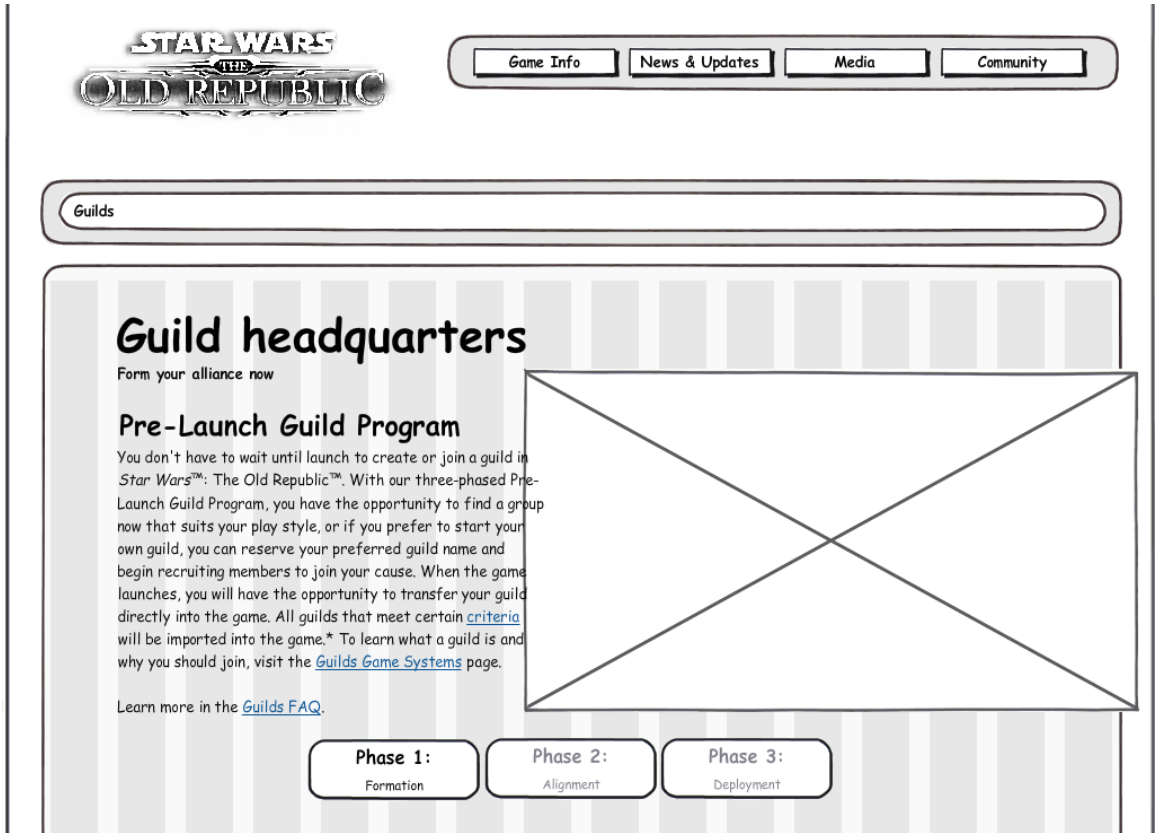
A guild can only select three total ally or adversary guilds, not three of each type.

Technical Implementation / Changes

Add DB field to guild table for permissions for who can invite.

Add DB field to guild table for permissions for who can add adversaries and allies.

Add table to track history of A/A changes. This could be done locally or could be done via a Platform API call.

The list of Adversaries and Allies should more than likely be a Platform API call with Get, Add and Remove functionality

Guild headquarters

Form your alliance now

Pre-Launch Guild Program

You don't have to wait until launch to create or join a guild in *Star Wars™: The Old Republic™*. With our three-phased Pre-Launch Guild Program, you have the opportunity to find a group now that suits your play style, or if you prefer to start your own guild, you can reserve your preferred guild name and begin recruiting members to join your cause. When the game launches, you will have the opportunity to transfer your guild directly into the game. All guilds that meet certain criteria will be imported into the game.* To learn what a guild is and why you should join, visit the Guilds Game Systems page.

Learn more in the Guilds FAQ.

Phase 1:	Phase 2:	Phase 3:
Formation	Alignment	Deployment

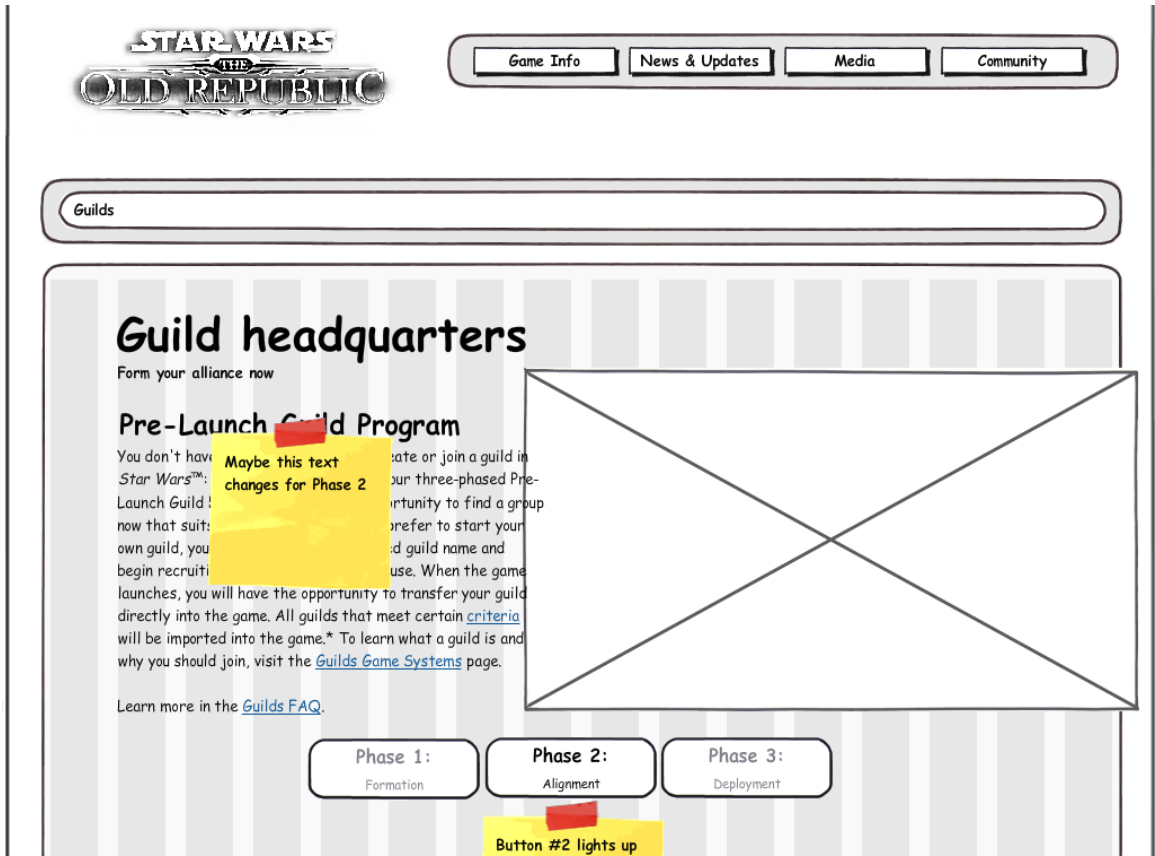Guilds | Game Info | News & Updates | Media | Community

This is the top portion of the current guilds lander for anonymous visitors.

It contains promotional text for the pre-launch guilds program, links to the guilds FAQ and guilds Game Systems page, and a sort-of progress bar showing the status of the guilds program itself.

This area will change with new content for anonymous users, and an updated state for *members of a guild with certain new permission types*.

There are *no changes* (except for the sort-of progress bar) for users who are *only guild applicants*.

Wireframe / Page Diagram	Functional Specification	Technical Implementation / Changes

Wireframe / Page Diagram

Functional Specification

This is the guilds lander for A&A for:

- anonymous users and
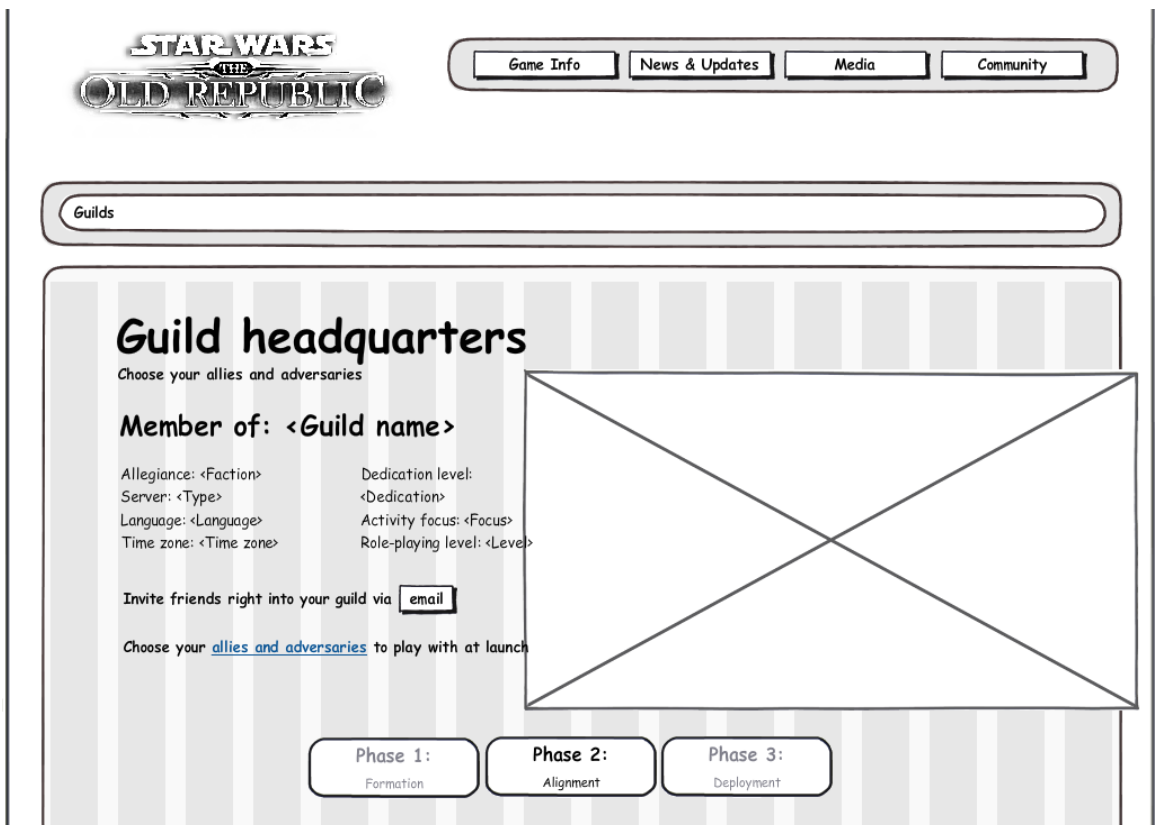
- logged-in users who are not guild members.

The guild subtitle may be changed. New content will be in the content matrix. This change would apply to all states across all users.

The descriptive text and promotion image should be expected to be updated. Content will be provided in the content matrix.

The "Phase 2: Alignment" sort-of progress bar should also be updated to reflect that it is the current stage. This change applies to all states across all users.

Technical Implementation / Changes

Change text for phase 2.

Change highlighted Phase to be Phase 2.

Wireframe / Page Diagram

Functional Specification

This is the guilds lander for A&A for:

- members of a guild.

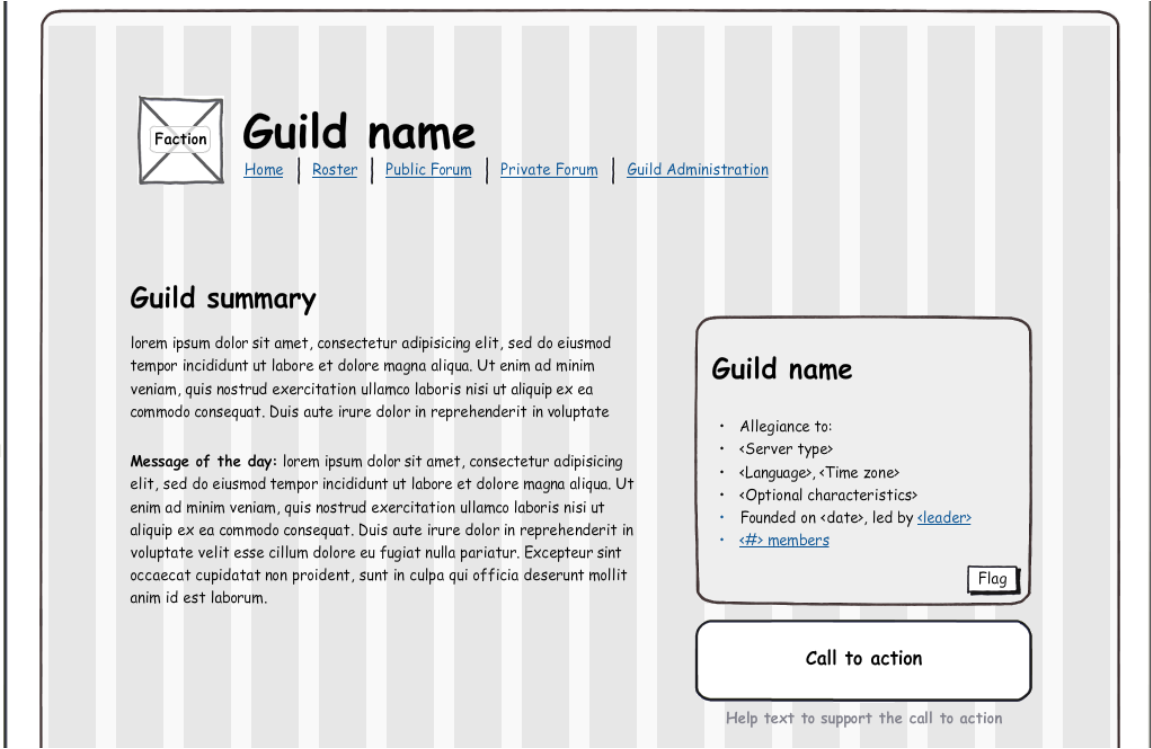Below the guild information display, there are two new paragraphs.

The first paragraph is the email invitation call-to-action. This content has three states depending on the permissions set by the guild leader and is described in the Guilds Phase I documentation.

The second paragraph is the A&A call-to-action. It reflects different text based on the A&A permissions set by the guild leader:

- If the member is not able to choose A&As, "Suggest and discuss allies and adversaries in your private forum." The link goes to the guild's private forum.

- If the member is able to choose A&As, "Choose your allies and adversaries to play with at launch." The link goes to the dedicated A&A page.

Technical Implementation / Changes

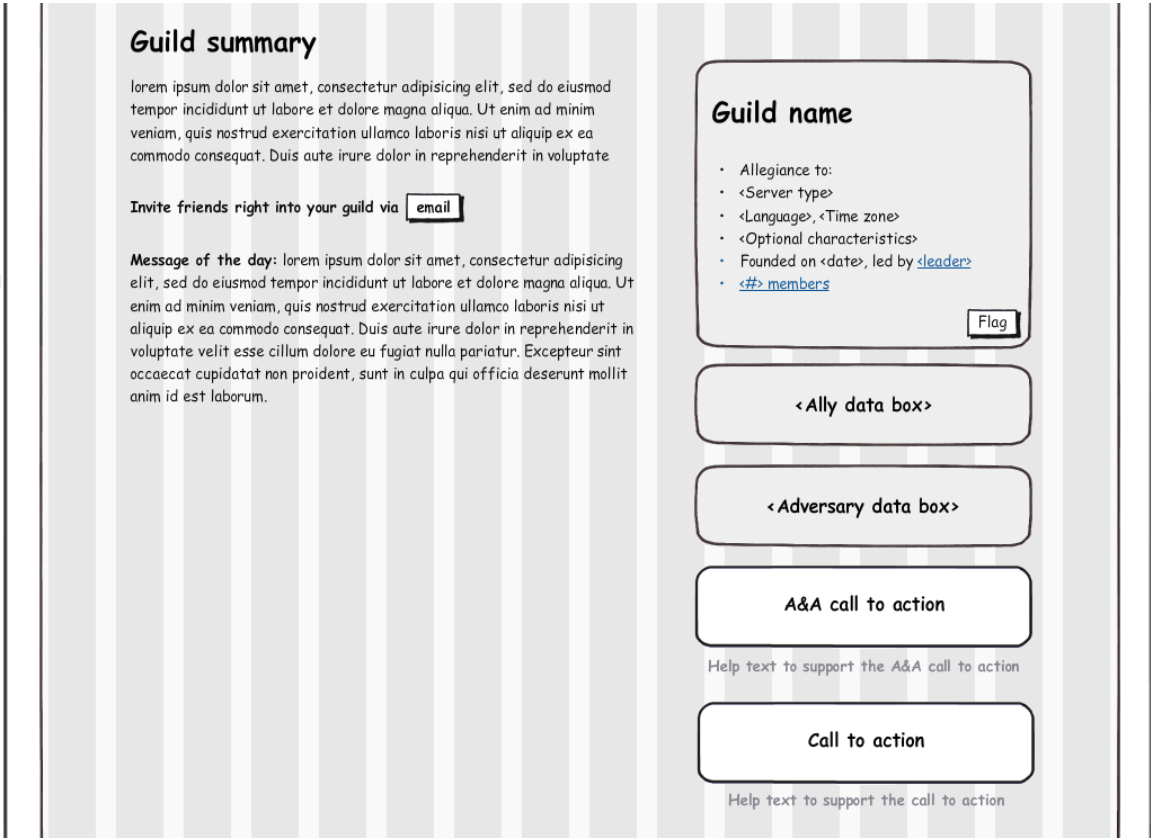Add a permission check for A/A selection permission. Add link to A/A if permission is valid for editing. Otherwise, add suggest link for private forum if permission is not valid for editing.

Add a permission check for invite to guild permission. Add link to invite if permission is valid for inviting. Otherwise, add suggest link for user's private message page if permission is not valid for inviting.

Faction **Guild name**

Home | Roster | Public Forum | Private Forum | Guild Administration

Guild summary

lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate

Message of the day: lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

Guild name

- Allegiance to:
- <Server type>
- <Language>, <Time zone>
- <Optional characteristics>
- Founded on <date>, led by <leader>
- <#> members

Flag

Call to action

Help text to support the call to action

This is the top portion of the current individual guild home page.

The data box and call-to-action on the right has new states depending on the status of the person viewing it.

Guild summary

lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate

Invite friends right into your guild via | email |

Message of the day: lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

Guild name

- Allegiance to:
- <Server type>
- <Language>, <Time zone>
- <Optional characteristics>
- Founded on <date>, led by <leader>
- <#> members

| Flag |

< Ally data box >

< Adversary data box >

A&A call to action

Help text to support the A&A call to action

Call to action

Help text to support the call to action

This is the new template for the data box column on the right. Depending on the user's state, there may be an Ally data box, an Adversary data box, and/or an A&A call-to-action button, all between the current, existing data box and the current, existing primary call-to-action.

The "current guild" is the guild page the user is currently viewing.

All logic will be described for the "Ally data box," but it applies equally to the "Adversary data box."

Add a permission check for invite to guild permission. Add link to invite if permission is valid for inviting. Otherwise, add suggest link for user's private message page if permission is not valid for inviting.

Wireframe / Page Diagram

voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

Allies
- <Guild name>
- <Guild name>

voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.

Allies
- Search for <Faction> guilds to choose as allies

Functional Specification

The Ally data box displays the list of the current guild's allies if:

- the current guild has selected allies.

The Ally data box displays a link to the guild search for guilds of the current guild's same faction if:

- the current guild has selected fewer than three total allies and adversaries, and

- the current user has permission to choose allies and adversaries.

(This is an additional link in the same Ally databox, not a new data box.)

The Ally data box does not render if:

- the current guild has not selected allies.

Technical Implementation / Changes

Add logic check for number of Allies. Add display if conditions met. Create search link if conditions met that goes to guilds/search.

Add logic check for number of Adversaries. Add display if conditions met. Create search link if conditions met that goes to guilds/search.

Wireframe / Page Diagram

Choose this guild as an ally

You will have to remove an ally or adversary to choose this guild

Remove this guild as an ally

You have no ally/adversary slots open

Can't choose this guild as an ally

Guilds with the same name can't play on the same server

Functional Specification

A&A call-to-action buttons only appear if the current user is a member of a guild and has permission to choose allies and adversaries for their guild. The A&A call-to-action button reflects the state of the current user's guild's A&A list.

The button can either reflect choosing the current guild for the A&A list, removing the current guild from the A&A list, or disallowing adding the current guild because it has the same name.

Choosing a guild as an ally adds the current guild to the current user's guild. The submission causes a page refresh and the current guild's theme may update to reflect that state. The call-to-action button updates to a "remove" state.

If the current user's guild's A&A list is full, a pop-up is first presented to have the user remove a guild from the A&A list. Removing a guild through this pop-up replaces it with the current guild.
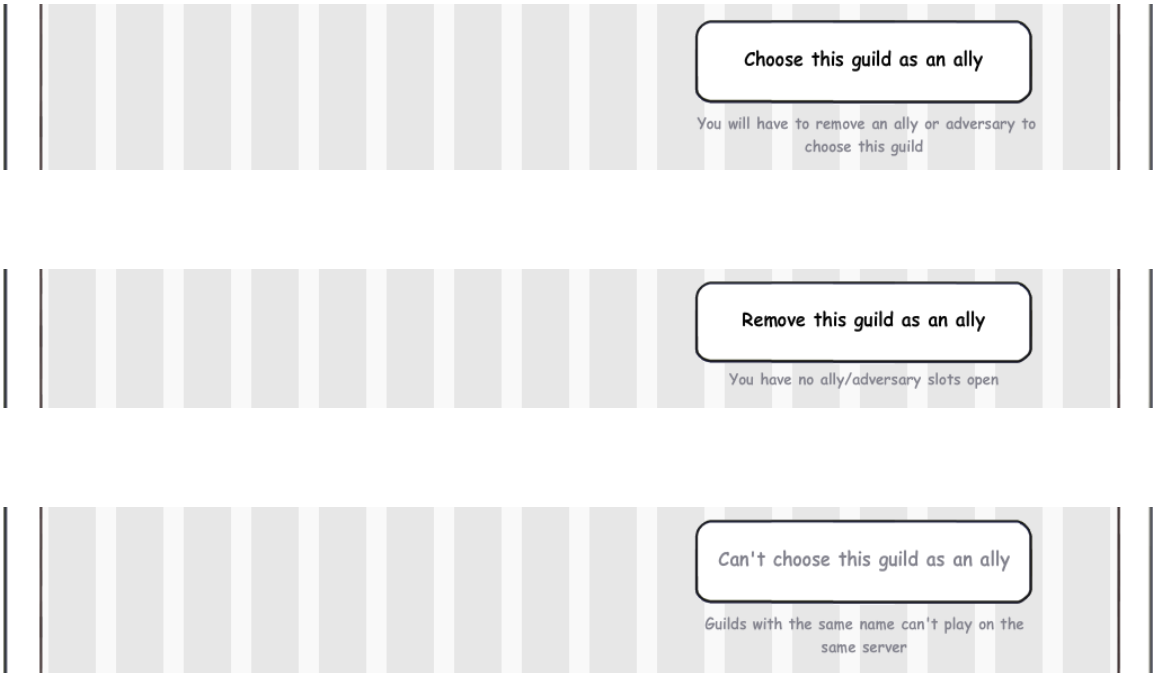
If the current guild is on the current user's guild's A&A list, the call-to-action button is a "remove" button.

Removing a guild removes the guild from the current user's guild's A&A list. The submission causes a page refresh and the current guild's theme may update to reflect that state. The call-to-action button returns to the "choose" state.

Technical Implementation / Changes

Add check if guild is an Ally or Adversary.

Add check if guild name matches the user's guild name. Adjust display text under the button if name matches.

Add logic for count of Allies and Adversaries text to be displayed under the button.

Add pop up when button is clicked for removal.

Add post request for when button is clicked to add as an ally or an adversary.

Add history of choose / remove to the DB.

Choose this guild as an ally

You will have to remove an ally or adversary to choose this guild

Remove this guild as an ally

You have no ally/adversary slots open

Can't choose this guild as an ally

Guilds with the same name can't play on the same server

If the current guild has the same name, the call-to-action button is disabled and reports on the naming conflict.

The call-to-action button should be a POST submission.

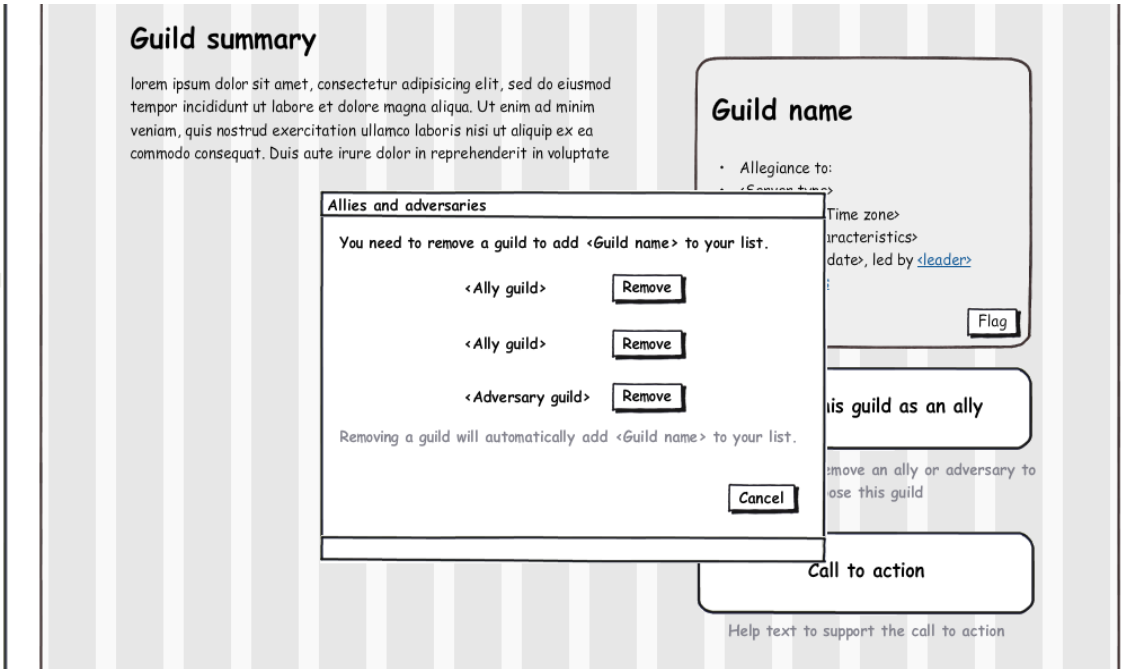The help text below the call-to-action button reflects the state of the A&A list.

If the current user's guild's A&A list has one or more open A&A slots, the help text reports, "You have <N> ally/adversary slots open", where <N> is the number of open slots (one, two or three).

If there are no slots open *and* the button is "choose," the help text reports, "You will have to remove an ally or adversary to choose this guild", and the user is later presented with a popup.

If there are no slots open *and* the button is "remove," the help text reports, "You have no ally/adversary slots open".

If the current guild has the same name, the help text reports, "Guilds with the same name can't play on the same server".

Wireframe / Page Diagram

Guild summary

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tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim
veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea
commodo consequat. Duis aute irure dolor in reprehenderit in voluptate

Guild name

- Allegiance to:
- <Time zone>
- <Characteristics>
- <date>, led by <leader>

Flag

Allies and adversaries

You need to remove a guild to add <Guild name> to your list.

<Ally guild>   [Remove]

<Ally guild>   [Remove]

<Adversary guild> [Remove]

Removing a guild will automatically add <Guild name> to your list.

[Cancel]

this guild as an ally

remove an ally or adversary to
ose this guild

Call to action

Help text to support the call to action

Functional Specification

If the current user's guild's A&A list is full but the user clicks on the "add" button anyway, an overlay is first presented to have the user remove a guild from the A&A list. Removing a guild through this overlay replaces it with the current guild.

This is the overlay. It is similar to the rest of the guild confirmation pop-ups. Guilds are rendered in the order they are in the main A&A list.

Clicking on "Remove" next to a guild's name removes them from the guild's A&A list *and* adds the current guild in their place.
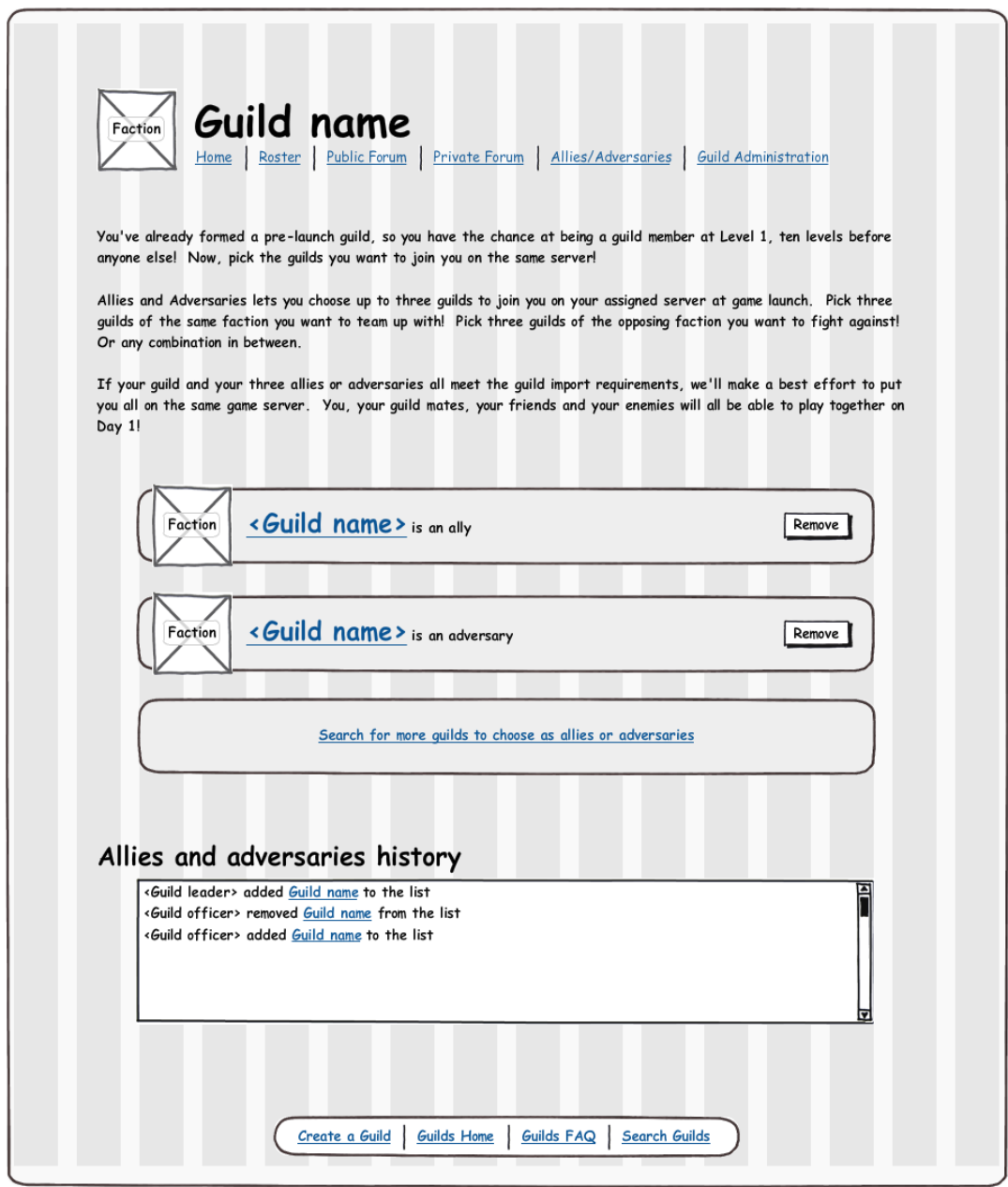
Clicking on "Cancel" closes the overlay and no action is performed.

"Remove" should be a POST submission.

Technical Implementation / Changes

Add pop up that calls page populated with either adversaries or allies to remove. The contents should be hidden in a div that is not displayed on the page for both the ally and adversary forms. These forms should only be on the page and the pop up active when the guild has 3 allies or adversaries and should only work whichever is at capacity.

Removal should be a form within the page that passes the guild id to remove and the guild id to add.

Add history of removal to DB.

Wireframe / Page Diagram	Functional Specification	Technical Implementation / Changes

Wireframe / Page Diagram

Faction **Guild name**
Home | Roster | Public Forum | Private Forum | Allies/Adversaries | Guild Administration

You've already formed a pre-launch guild, so you have the chance at being a guild member at Level 1, ten levels before anyone else! Now, pick the guilds you want to join you on the same server!

Allies and Adversaries lets you choose up to three guilds to join you on your assigned server at game launch. Pick three guilds of the same faction you want to team up with! Pick three guilds of the opposing faction you want to fight against! Or any combination in between.

If your guild and your three allies or adversaries all meet the guild import requirements, we'll make a best effort to put you all on the same game server. You, your guild mates, your friends and your enemies will all be able to play together on Day 1!

Faction <Guild name> is an ally   [Remove]

Faction <Guild name> is an adversary   [Remove]

Search for more guilds to choose as allies or adversaries

Allies and adversaries history

<Guild leader> added Guild name to the list
<Guild officer> removed Guild name from the list
<Guild officer> added Guild name to the list

Create a Guild | Guilds Home | Guilds FAQ | Search Guilds

Functional Specification

This is the standalone guilds A&A management screen, done in the current guilds style.

Its URL is **/guilds/<number>/<name>/allies-adversaries**

It contains promotional content describing the purpose of the program.

This is followed by three slots which are always visible and which either contain two call-to-action links or the name of a chosen guild and a "Remove" button.

For a chosen guild, the faction is indicated, the ally/adversary status is indicated, and the "Remove" button removes that guild from the list and frees up the slot. This should be a POST submission.

For an empty slot, two links should be present, "Search for more guilds to choose as allies or adversaries". The links go to the search for the same or opposite faction search.

Below the slots are a reverse chronological list of actions performed to the slot list, visible to all guild members with permission to change the list, including adding, removing and removals that occurred as a result of a guild disbanding. This may suffice as Drupal content rather than Platform records, as it is only for the benefit of the guild.

Technical Implementation / Changes

Create new page.

Get history of changes. This could be done via Platform API or via a table local to Drupal that houses this information.

Get and display allies and adversaries. Add functionality to remove the guild from the A/A list. This could be done with a shared function that is used in the pop up previously displayed.

Add search link that goes to guilds/search.

| Wireframe / Page Diagram | Functional Specification | Technical Implementation / Changes |

Wireframe / Page Diagram

Recruiting

☑ This guild is currently recruiting members

Phase 2

Who can email guild invites?
- ◉ Only the guild leader
- ○ The guild leader and officers
- ○ All members

Who can choose allies and adversaries?
- ◉ Only the guild leader
- ○ The guild leader and officers
- ○ All members

Cancel [Save changes]

Create a Guild | Guilds Home | Guilds FAQ | Search Guilds

Functional Specification

Permissions for Guilds phase 2 includes a new section at the end of the administration form.

This allows a permission setting to determine who within the guild is allowed to send email invites and who is allowed to choose allies and adversaries.

Technical Implementation / Changes

Add radio for emailing invitations. Save information to the guild table.

Add radio for setting allies and adversaries. Save information to the guild table.