UX STUDY · TACTICAL RPG · WORK IN PROGRESS

Pre-battle unit placement

An unsolicited UX study of the pre-battle placement flow in a tactical RPG. After benchmarking the number of inputs per action in Digimon Survive, Fire Emblem and Disgaea, it proposes a phone-style roster overlay that keeps the field visible and cuts the steps needed to pick and place a unit.

TYPE
Personal UX study — mock-ups over in-game screenshots, started before joining Bandai Namco, unfinished

ROLE
UX analysis, interaction design, mock-ups

CREDIT
Screenshots © Bandai Namco / WITCHCRAFT — used for study purposes only

INTERFACE LANGUAGE
The mockups are drawn over the game running in French, so the on-screen UI in these images is in French.

Digimon Survive	Minimum 6 inputs per unit
Unit selected automatically (turn order)	
Select "Move"	Select the tile
Select "Attack"	Select the target
Select "End turn"	
Select the unit's facing	

Fire Emblem	Minimum 3 inputs per unit	
Select the unit	Select the destination tile	
Select "Attack"	Select the enemy	
OR		
Select the unit	Select the enemy	Confirm the attack

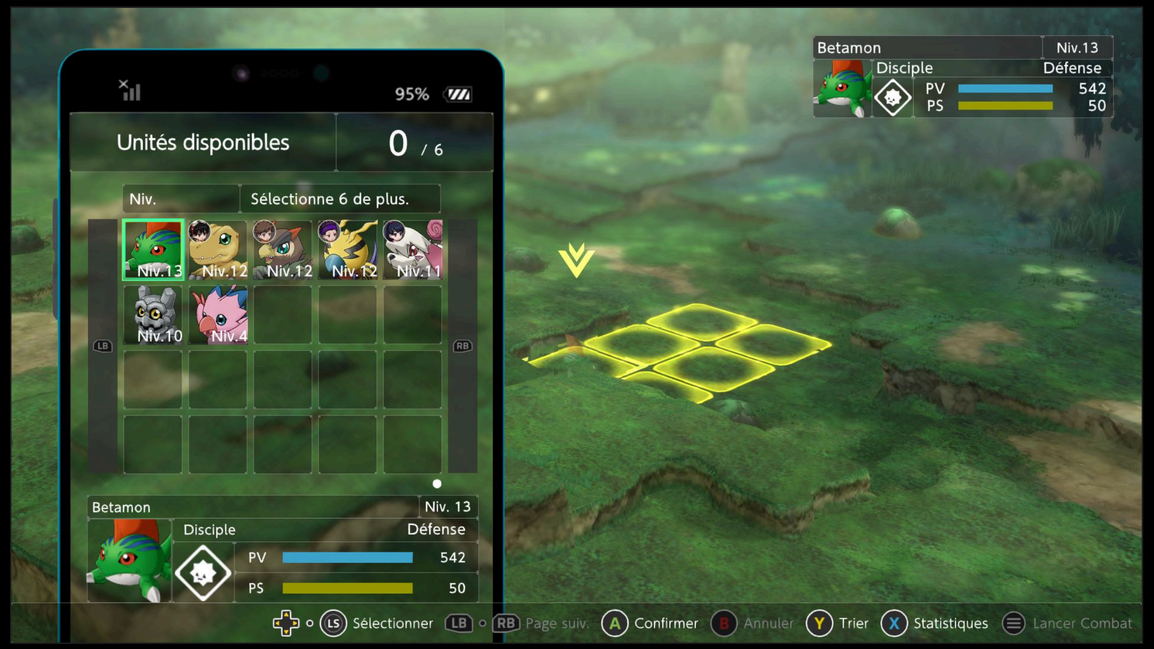
Disgaea	Minimum 4 inputs per unit
Select the unit	Select the destination tile
Select "Attack"	Select the enemy
ADDITIONAL	
Select the unit's facing	

Input benchmark — minimum inputs per action: Digimon Survive 6, Fire Emblem 3, Disgaea 4. Target for the placement flow: Fire Emblem-level friction.

▲ before



▲ after



Flow 1 — the field with its placement zone, then the roster overlay: available units with level, sort and stats, a 0 / 6 counter, the field still visible on the right.

▲ before



▲ after



Flow 2 — selecting a unit ticks it in the roster (1 / 6), "Start Battle!" appears, and the cursor moves to the highlighted tile. Select + place = two inputs.

▲ before



▲ after

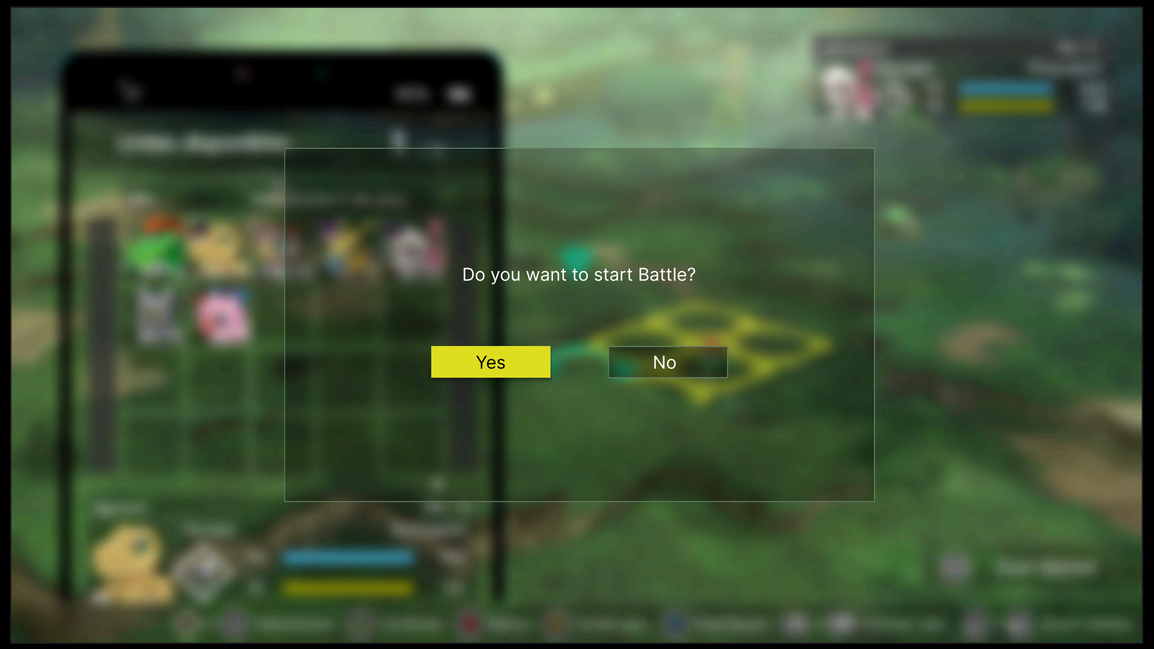


Flow 3 — pressing a placed unit opens a two-item context menu: Remove or Switch. The second unit follows the same path (2 / 6).

▲ before



▲ after



Flow 4 — ready state with "Start Battle!" active, then the confirmation dialog. A full placement of n units takes 2n + 1 inputs.