

This is an Ubuntu 18.04 LTS installation video (from LinuxPlus: https://youtu.be/vt5Lu_ItPkU). I am posting that screenshot because I'd like to make a proposal for Peacenet's user interface, for which this video is extremely fitting.

Background

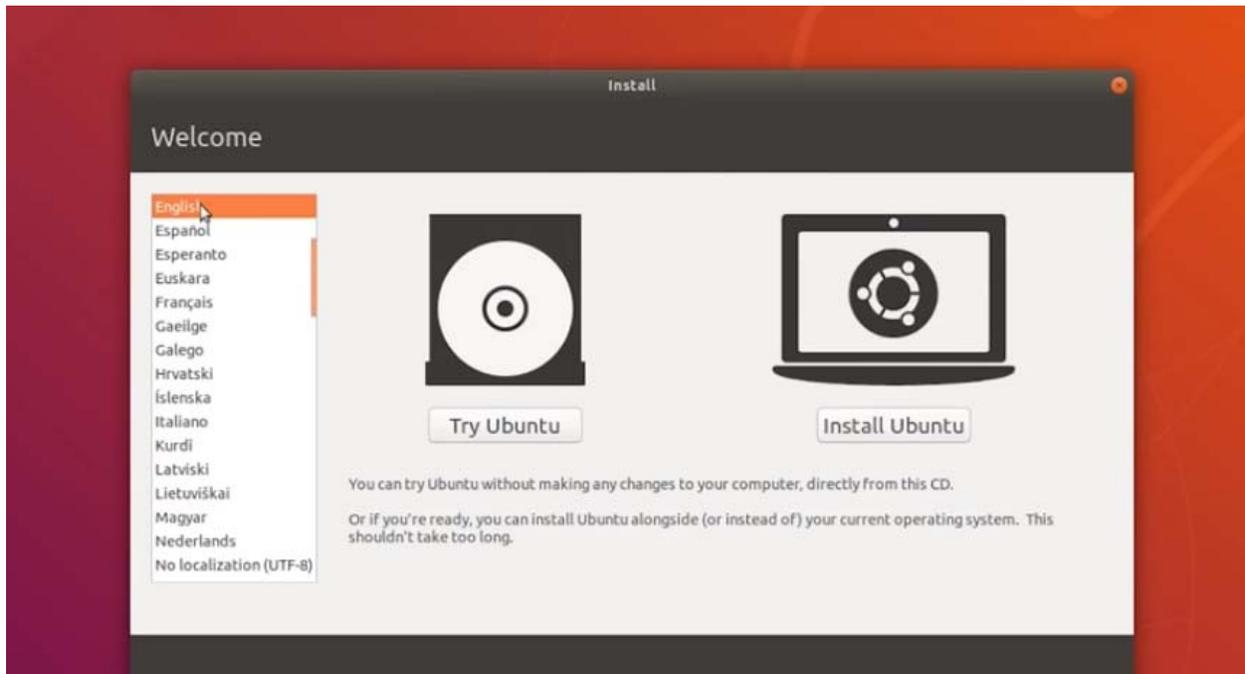
I've always wanted Peacenet to be a seamless experience – the game just throws you right in to the immersion. Similar to Hackmud.

In its current state, Peacenet has a main menu. This menu allows you to manage your save files, access (nyi) multiplayer, change settings, etc. Although it is themed to look like Peacegate OS, it is not part of Peacegate. I'd like to change that.

A proposal...

I think the Ubuntu installation UI (ubiquity) is amazing. What if we use that same style of UI for the main menu in Peacenet?

The main screen



This is the first screen you see when Ubuntu's installation loads up. It allows you to select your language and gives you the option to either try Ubuntu or install it to your system.

In our case, the language select section could be used for a theme select. Then, the "Try Ubuntu" button could be used as a "continue game" button (it'll be grayed out if you haven't played yet.)

The "Install Ubuntu" button could be replaced with an "Install Peacegate" button, acting as a "new game" sort of thing. Later on, buttons for multiplayer, system settings, etc. can be added to the UI.

This allows the player to:

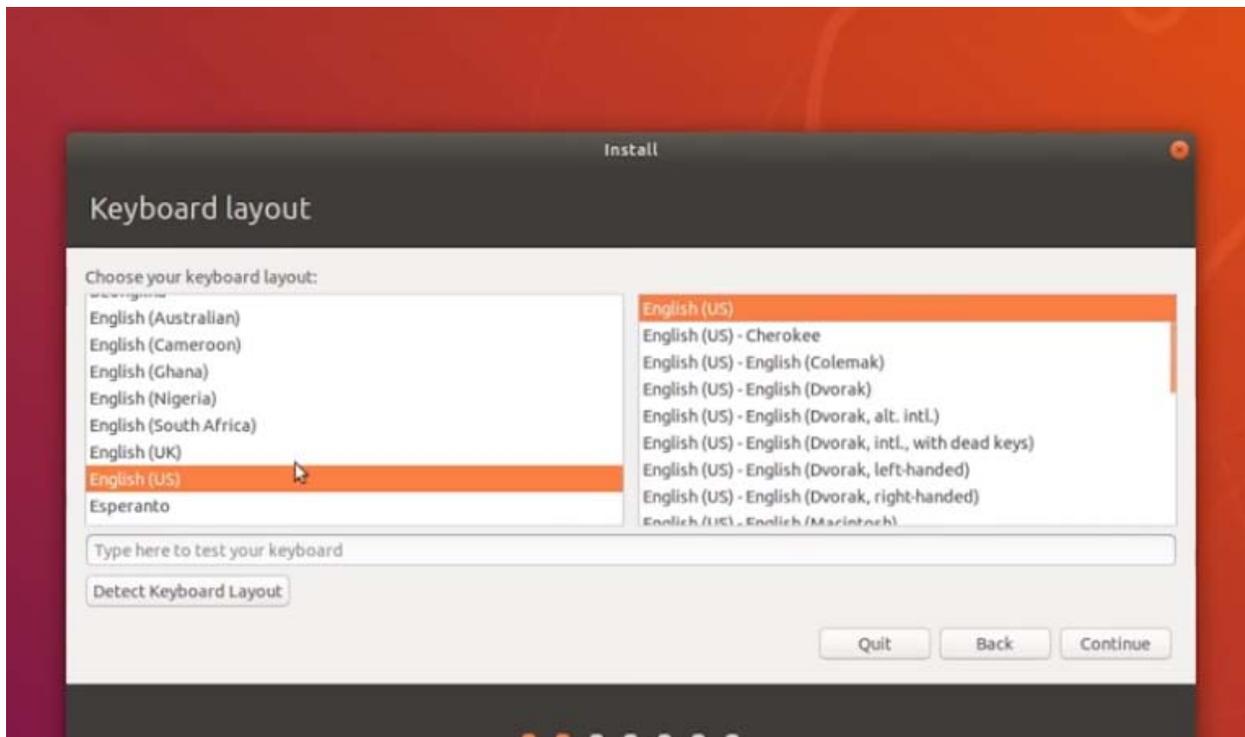
- Customize their system right out of the box before they even install it – selecting the best UI style for them
- use a familiar Linux-style installation UI that immerses them into the game but serves as a main menu and save manager
- still let us be flexible, adding new features to the menu without breaking the immersion.

Character creation

When the player selects "Install Peacegate," the Character Creation screen shows up. This is in the form of the Ubuntu installation itself. There are multiple parts to it.

Fake EULA

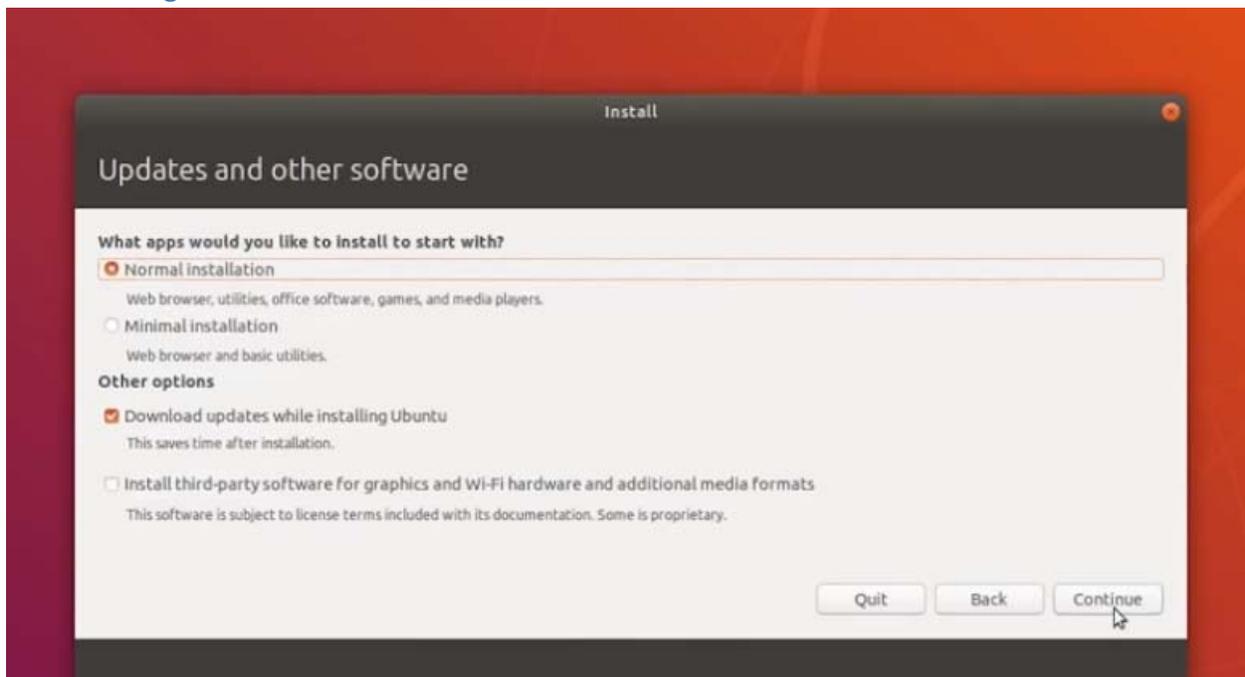
Normally the first part of the Ubuntu setup is this:



It allows you to select your keyboard layout and test it out. However, we shouldn't implement that. Unreal handles keyboard layout stuff on its own, it just uses the user preferences in the OS that the game's running on.

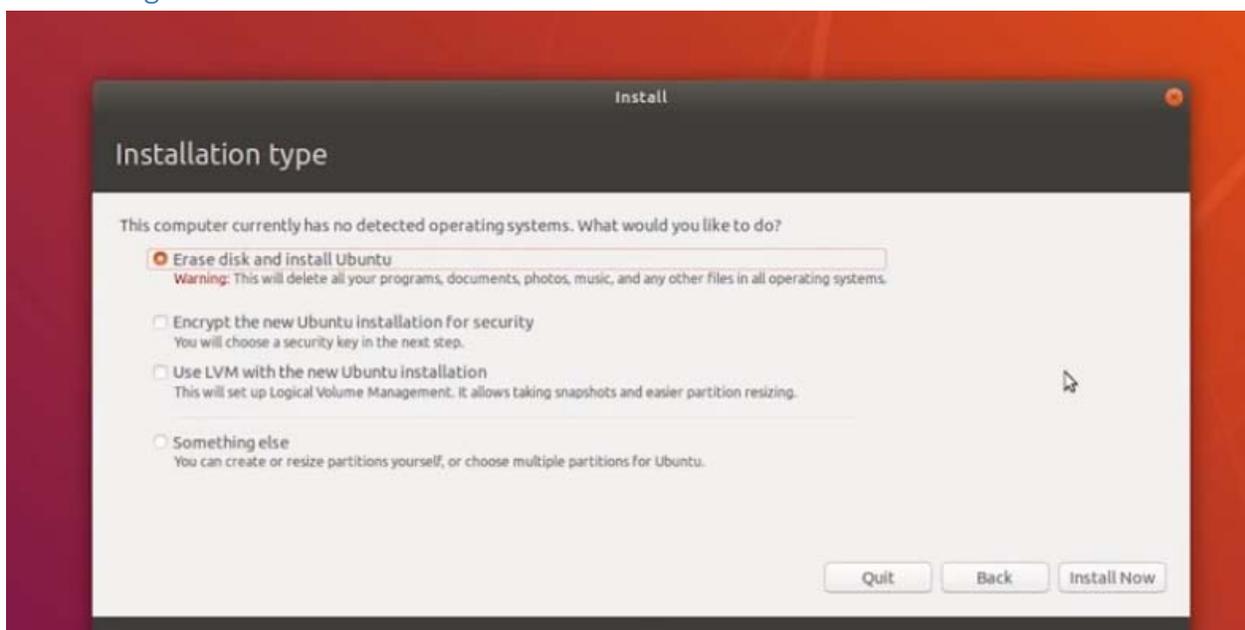
We should add our fake end-user license agreement though, the one that makes Peacegate OS look very proprietary. That EULA is pure lore, however.

Basic settings



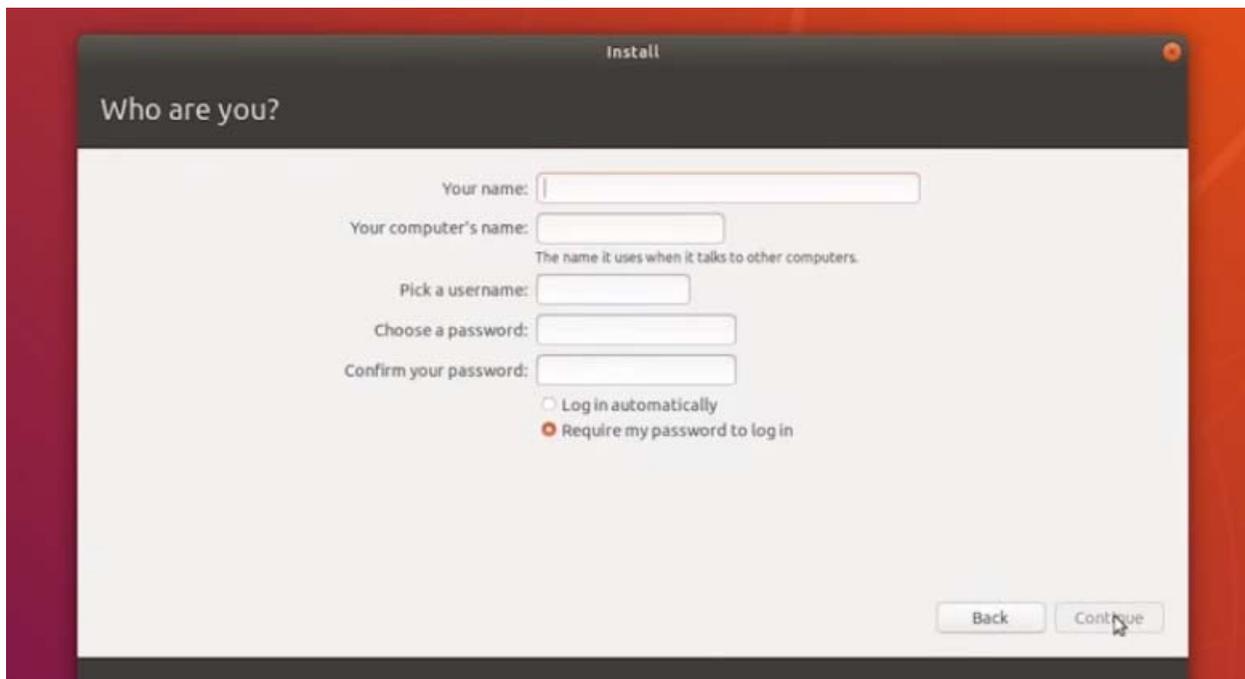
We can use this part of the setup for basic Peacegate settings, such as whether UI animations should be enabled. These settings are all able to be changed after setup, and even beforehand. This screen's just there for convenience.

Formatting the disk



The user doesn't really get to say how Peacegate partitions their in-game drive because that's just not how the game works. So, this is the part of the UI where Peacegate formats their disk and sets up their system directories.

User account creation



What a perfect user interface for Peacegate! The game needs you to create a non-root user account, and the game does need a name for your in-game character, the name that NPCs will know you by. So... let's literally use this user interface for that. As for auto-login, that'll be a user preference. Their password will be used for administrative actions. This *is* a hacking game, you know.

Additional setup screens not found in Ubuntu

- Desktop wallpaper select
- Desktop panel style (one-panel, two-panel, etc)
- Terminal appearance (light/dark/green/background-image/etc.)

Out-of-box experience

After all the player's settings have been set, the out-of-box experience starts. Here, the OS tells the player a little about itself while it installs. After it's done, the "computer" reboots and the game's story begins.