Skyrim In-Game Content Management

Interactions for the "MVP" mixes/collections feature in Skyrim.

> ⚠️ **Work in progress!** These designs are for discussion. Screen mockups may not match written descriptions; the text takes precedence over images.

General

UX redux

- All content is in a mix/collection
- Consuming a mix is trivial
- Editing mixes is involved
- Library management is powerful

Terms

What is this called?

- **Load orders** for the initial release: it is an extension of the current load order management, thus easy to understand for current mod consumers.
- **Mixes** or **collections** for the full release: a new term for a new model of sharing content, raising interest and giving PR a new term to celebrate.

What are our verbs & nouns?

- **Mix** or **collection**: A saved load order and associated metadata
  - Mixes and the items within them are **enabled** or **disabled**
  - **Remove** an item to delete it from the mix, but not other mixes or the Library
  - **Delete** a mix to destructively remove it from the player's data
- **Creation**: Content downloaded from Bethesda.net
  - **Download** Bnet content to play it
  - **Uninstall** content to remove it from local storage (but not mixes or the Library)
- **Local** or **external**: Content from outside Bethesda.net, such as from a third-party website or a local development environment
- **Library**: content the player has interacted with, including purchases, items in mixes, and their own creations.

"Standard Installation"

All original game content is called the `Standard Installation`. It is displayed as a mix, and is a way to easily return the game to its default state.
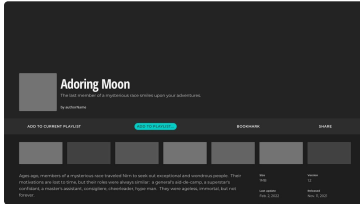
`Standard Installtion` includes:

- The base game ESM
- Expansion & DLC ESMs

Screens & interactions

Creations detail screen

This only lists the interactions required for mixes.

Detail interactions

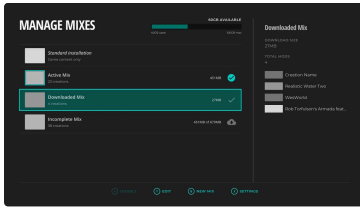| Action	Appears	Conditions	Result	Notes
`Add to mix`	Primary action	No mixes in library	1. Creates a mix called `Quick Mix` 2. Adds currently-displayed creation to `Quick Mix` 3. Displays the confirmation UI	Just "Download"?
`Add to active mix`	Primary action	Has mixes	1. Adds currently-displayed creation to the active mix 2. Displays the confirmation UI	
`Add to mix...`	Primary action	Has mixes	1. Displays the *Mix Selection* modal 2. Adds the currently-displayed creation to the selected mix 3. Displays the confirmation UI	
`Options...`	Primary action		1. Displays the submenu	
`Disable in current mix`	Submenu			
`Delete from library...`	Submenu			

Manage Content screen

AKA Manage Mixes, Manage Creations, Add-Ons, Content

This screen lists all available mixes, including standard and player-created ones.

Manage interactions

Manage screen

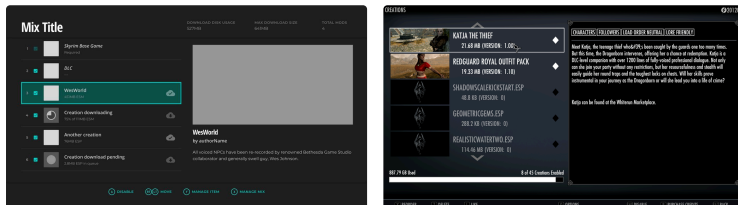| Action	Appears	Conditions	Result	Notes

`New mix...`	Primary action		1. Displays the *New Mix* modal
			 2. Validates the name of the mix
			 3. Creates a new mix with the entered properties
			 4. Displays…? QUESTION
			   a. Just a confirmation?
			   b. Navigate to the *Creations* catalog?	

`Manage library`	Primary action		1. Displays the *Library* screen	

`Sort`
 • `Name`
 • `Current size`
 • `Last played`
	Primary action	• Player-created items in the list	• `Name` sorts the list alphabetically by item title
			 • `Current size` sorts the list by total mix size
			   ○ Based on the actual consumed storage space
			   ○ QUESTION Counts all items in storage (including local and 3rd-party mods) or just downloads?
			 • `Last played` sorts by the last time that mix was played, with the most recent at the top	

Individual list items

Action	Appears	Conditions	Result	Notes
`Enable` or `Disable`	Primary action	• Displays `Disable` for the active mix, except if it is	• `Disable` a. Disables the currently-selected active mix	

			the `Standard Installation`	b. Enables the `Standard Installation`	
			○ Show action in a disabled state	• `Enable`	
			• Displays `Enable` for any inactive mix	a. Enables the currently-selected mix	
`Edit`	Primary action	QUESTION If the `Standard Installation` is not editable, it should be excluded	1. Navigates to the *Edit Mix* screen for the selected mix	
`Options...`	Primary action		1. Displays the submenu	
`Uninstall`	Submenu	• Display for any mix that has files in storage QUESTION Counts all mods in storage, or just downloads?	1. Displays a confirmation dialog to proceed 2. On confirmation, disable the mix a. Enable the `Standard Installation` 3. Deletes the files unique to this mix 4. Returns to the *Manage Content* screen with the `Standard Installation` selected	
`Duplicate`	Submenu			
`Copy to mix...`	Submenu			
`Check for updates`	Submenu	QUESTION Do creations automatically update?		

Edit Mix screen

This is a list of one mix's contents.

Based on: the Load Order screen.

▾ Edit interactions

Mix actions

Action	Appears	Conditions	Result	Notes

Enable all	Primary action?	• Mix has items • At least one item disabled	1. Enables all items in the mix 2. Begins downloading?	If mixes are automatically saved, a confirmation dialog should be displayed.
Disable all	Primary action?	• Mix has items • At least one item is enabled	1. Disables all items in the mix	If mixes are automatically saved, a confirmation dialog should be displayed.
Options...	Primary action		1. Displays the submenu	
Uninstall disabled downloads	Submenu	• Mix has items • At least one item is disabled	1. Deletes files from all of this mix's inactive items	
Reset load order POTENTIAL FEATURE	Submenu	• Mix has items • Load order has been modified	1. Displays a confirmation dialog to continue 2. On confirmation, the load order is reset	The "standard" load order may be a simple sorting of ESMs & ESPs by name, with `Standard Installation` items first. A more complex sort could be based on multiple factors like file size, item categories, or author-supplied info.
Rename mix	Submenu		1. Displays the *Rename Mix* modal 2. Validates the name of the mix 3. Renames the mix to the entered string	
Delete mix	Submenu		1. Displays a confirmation dialog to continue 2. On confirmation, any Bnet items not used in another mix are deleted from storage	

QUESTION When are files downloaded?

- Files are downloaded or enqueued immediately when enabled
- Multiple files are downloaded when the mix is "saved"
- Multiple files are downloaded before a mixed save is loaded

QUESTION Can or should the client be able to delete the files for local, non-Bnet creations? Could a creator accidentally delete their own work in progress?
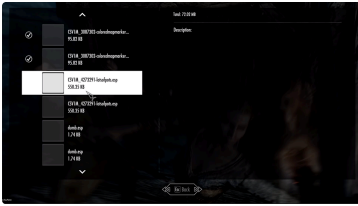
Individual item

Action	Appears	Conditions	Result	Notes

Action	Type	Conditions	Behavior	Notes

`Enable` or `Disable`	Primary action	• Item is not a part of the `Standard Installation`
		• Displays `Disable` for active items; or,
		• Displays `Enable` for inactive items
			• `Disable`
			  ○ Disables the selected item in the mix's load order
			• `Enable`
			  ○ Enables the selected item in the mix's load order	

Reposition (`Move up`, `Move down`, or follow selection)	Primary action	• Mix has items • Non-standard item selected	1. The current item moves up or down the load order based on the player's input 2. If repositioning is modal, await player input to exit repositioning mode	Use triggers or strafe?
`Uninstall`	Primary action	• Item is a Bnet creation • Item is not a part of the `Standard Installation`		
`Remove from mix`	Primary action	• Item is not a part of the `Standard Installation`	1. Displays a confirmation dialog 2. On confirmation, the selected item is removed from the mix	
`Go to detail page`	Primary action Exchanges with `Show on disk`	• Item is a Bnet creation • Item's ID is valid and visible on Bnet	1. Navigates to the item's page in the *Creations* catalog	
`Show on disk` POTENTIAL FEATURE	Primary action Exchanges with `Go to detail page`	• Platform is PC ○ Or any platform with a file navigator and accessible Skyrim `data` storage • Item is not a Bnet creation (local mod)	1. Opens the operating system's file browser to Skyrim's `data` folder 2. If possible, the mod's files are selected	

Library screen

The Library displays all the content the player has installed or added to a mix. It is primarily a place to manage storage space and find purchases, and generally offers more granular control over content than the mix-focused features do.

Based on: the Load Order or Installed Content screens.

Library actions

Action	Appears	Conditions	Result	Notes
`Sort` • `Name` • `Current size` • `Last played`	Primary action		• `Name` sorts the list alphabetically by item title • `Current size` sorts the list by item's size in storage • `Last played` sorts by the last time that item was played, with the most recent at the top	
`Filter` • `All` • `Purchased` • `Downloaded` • `Local files` • `Active` • `Inactive`	Primary action		• `All` displays all items • `Purchased` only displays purchased creations • `Downloaded` only displays Bnet items in storage • `Local files` only displays non-Bnet items in storage • `Active` only displays active items • `Inactive` only displays inactive items	
`Settings...`	Primary action		1. Displays the library submenu	
`Uninstall all downloads`	Submenu	• Library has downloaded items from Bnet	1. Displays a confirmation dialog 2. On confirmation, all downloaded Bnet files are removed from storage	
`Uninstall visible downloads`	Submenu	• A filter is active • At least one visible downloaded item from Bnet	1. Displays a confirmation dialog 2. On confirmation, all visible (filtered) downloaded Bnet files are removed from storage	
`Uninstall disabled downloads`	Submenu	• Library has downloaded items from Bnet • Some downloaded items are disabled	1. Displays a confirmation dialog 2. On confirmation, all disabled downloaded Bnet files are	

			removed from storage	

Individual item

Action	Appears	Conditions	Result	Notes
`Download`	Primary action	- Item is from Bnet - Item's ID is valid and visible on Bnet - Item is not downloaded	1. The item download begins	
`Uninstall`	Primary action	- Item is from Bnet - Item is downloaded	1. Displays a confirmation dialog 2. On confirmation, the item's downloaded files are removed from storage	

`Delete from library`	Primary action	- Item is from Bnet - Item was not purchased	1. Displays a confirmation dialog
			2. On confirmation:
			   a. The item's downloaded files are removed from storage
			   b. The item is removed from all mixes
			   c. The item is removed from the player's Library	

`Options...`	Primary action		1. Displays the individual item submenu	
`Add to mix...`	Submenu	Item is not a part of `Standard Installation`	1. The *Mix Selection* modal is displayed 2. The item is added to the selected mix	
`Disable in all mixes`	Submenu	- Item is not a part of `Standard Installation` - Item is in a mix	1. Displays a confirmation dialog 2. On confirmation, the item is disabled in all mixes	
`Remove from all mixes`	Submenu	- Item is not a part of `Standard Installation` - Item is in a mix	1. Displays a confirmation dialog 2. On confirmation, the item is removed from all mixes	
`Go to detail page`	Submenu Exchanges with `Show on disk`	- Item is a Bnet creation - Item's ID is valid and visible on Bnet	1. Navigates to the item's page in the *Creations* catalog	
`Show on disk` POTENTIAL FEATURE	Submenu	Platform is PC	1. Opens the operating system's file browser to	

	Exchanges with `Go to detail page`	○ Or any platform with a file navigator and accessible Skyrim `data` storage • Item is not a Bnet creation (local mod)	Skyrim's `data` folder 2. If possible, the mod's files are selected	

Implementation details

Handling data

Creating or editing mixes may have several prerequisites, including:

- Local write permissions
- Available storage space

Name validation

Entered names should be validated for various conditions, including:

- The name is not empty or too long
- The name is unique
- Characters are within an allowed character set

Submenus