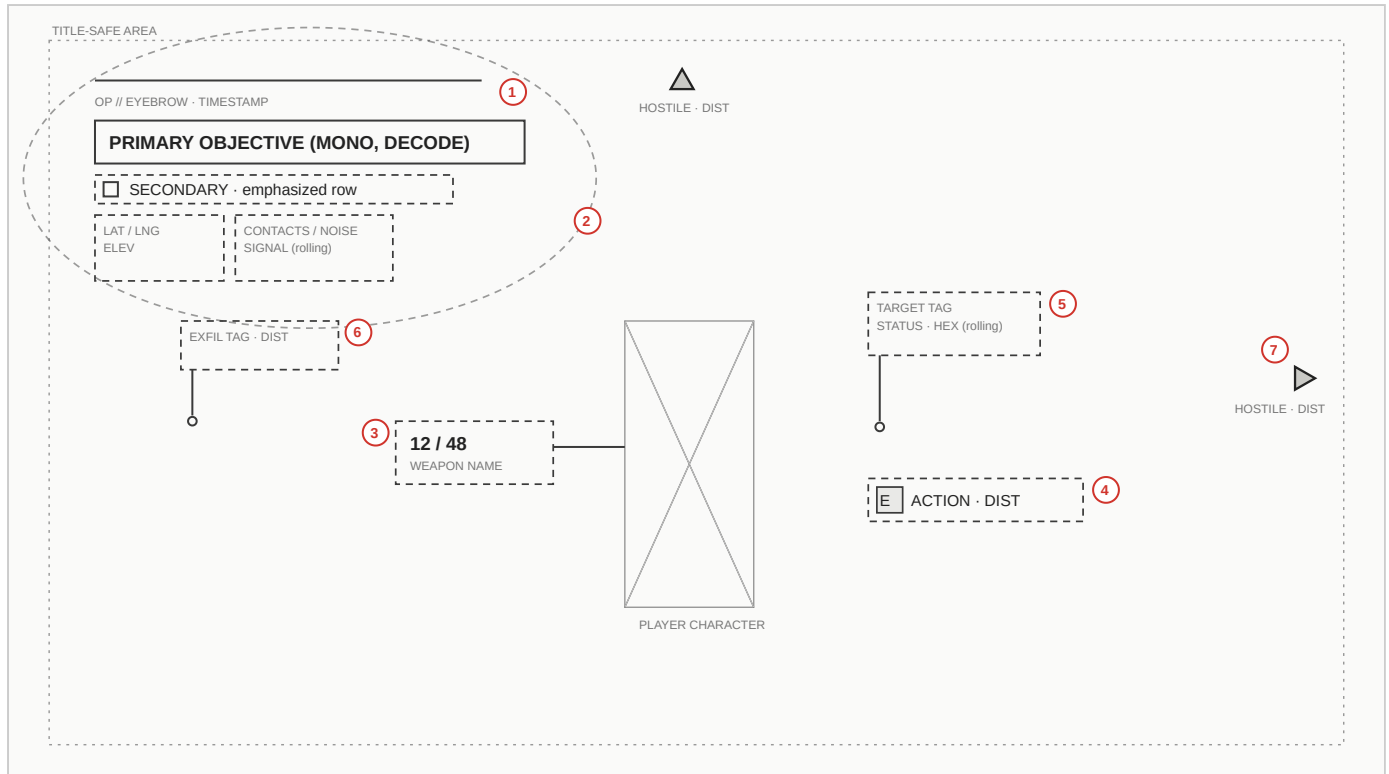


COLDLIGHT // UI WIREFRAMES

Structural wireframes for the in-game HUD and menu flow. Solid outline = persistent container · dashed = toggleable/contextual element · grey fill = interactive control · red circles = annotations.

W1 · IN-GAME HUD // DEFAULT STATE

All elements independently toggleable (keys 1-5, O). Anchors are world/character relative, not screen corners.



- Objective panel [O].** Hierarchy: primary (decode/scramble text, monospace) → secondary (marker + semibold) → telemetry (small mono, live values). Hairline draws on reveal; text degrades in random order on hide.
- Soft backdrop.** Low-opacity radial gradient, no hard edges; fades with the panel.
- Ammo [1].** Anchored off character hip with tether line; updates from wheel selection.
- Interaction [2].** Placed at the world target, slight perspective tilt; key + verb + distance.
- Objective marker [5, key 4].** Leader line ends in pulsing dot on the object.
- Exfil marker [6, key 3].** Same tag pattern, landmark-anchored.
- Hostile bearings [7, key 5].** Edge-of-frame chevrons pointing at offscreen threats; replaces a minimap/compass.

W2 · IN-GAME HUD // EQUIPMENT WHEEL OPEN

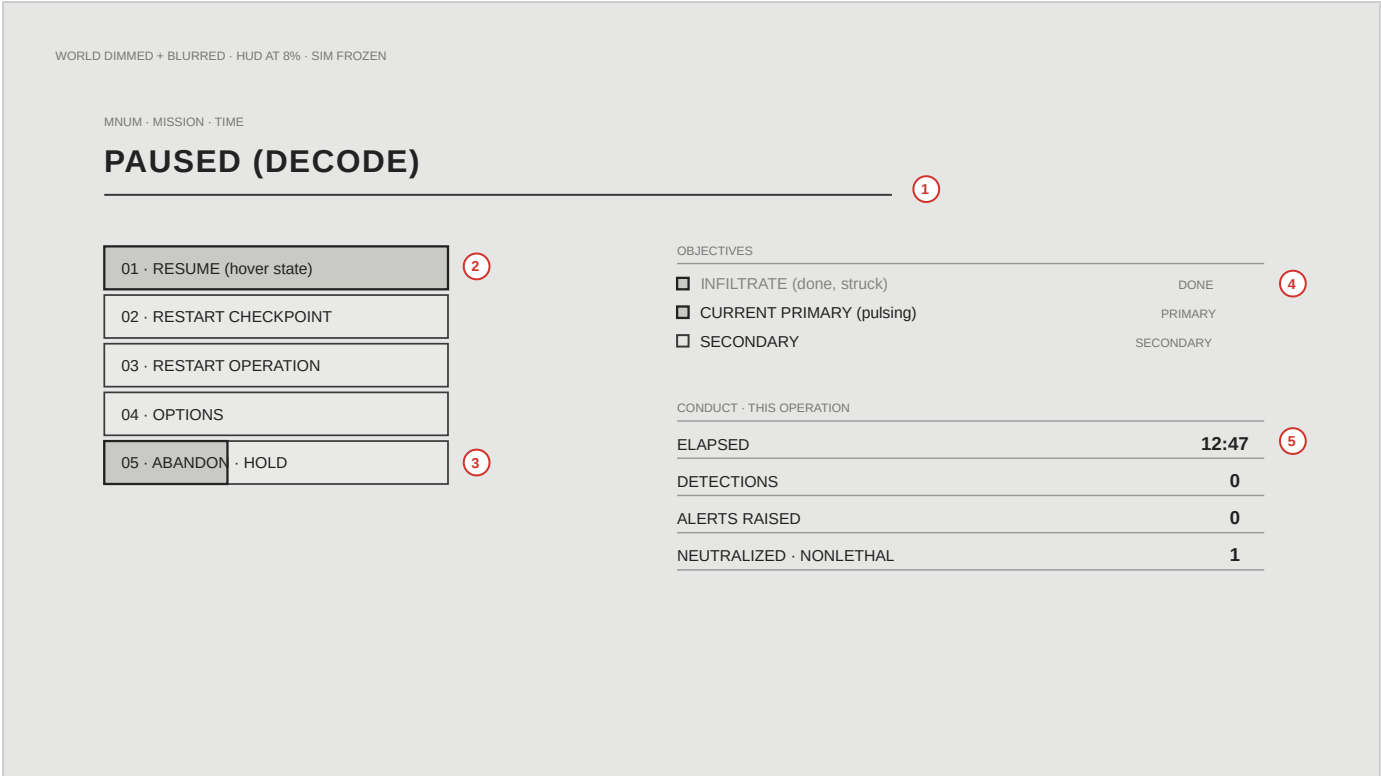
Hold [Q]. World dims/blurs, HUD elements fade to ~15%, time dilation implied.



1. **Radial segments.** 8 items, procedurally laid out (data-driven count). Line-work only; selection = heavier stroke, corner brackets, faint fill. Rim re-traces each open.
2. **Hub.** Reticle + equipped item name/description; mirrors selection to the ammo readout on close.
3. **Confirm model.** Hold-open / release-confirm; right stick or hover/arrows to select.

W3 · IN-GAME HUD // PAUSE MENU

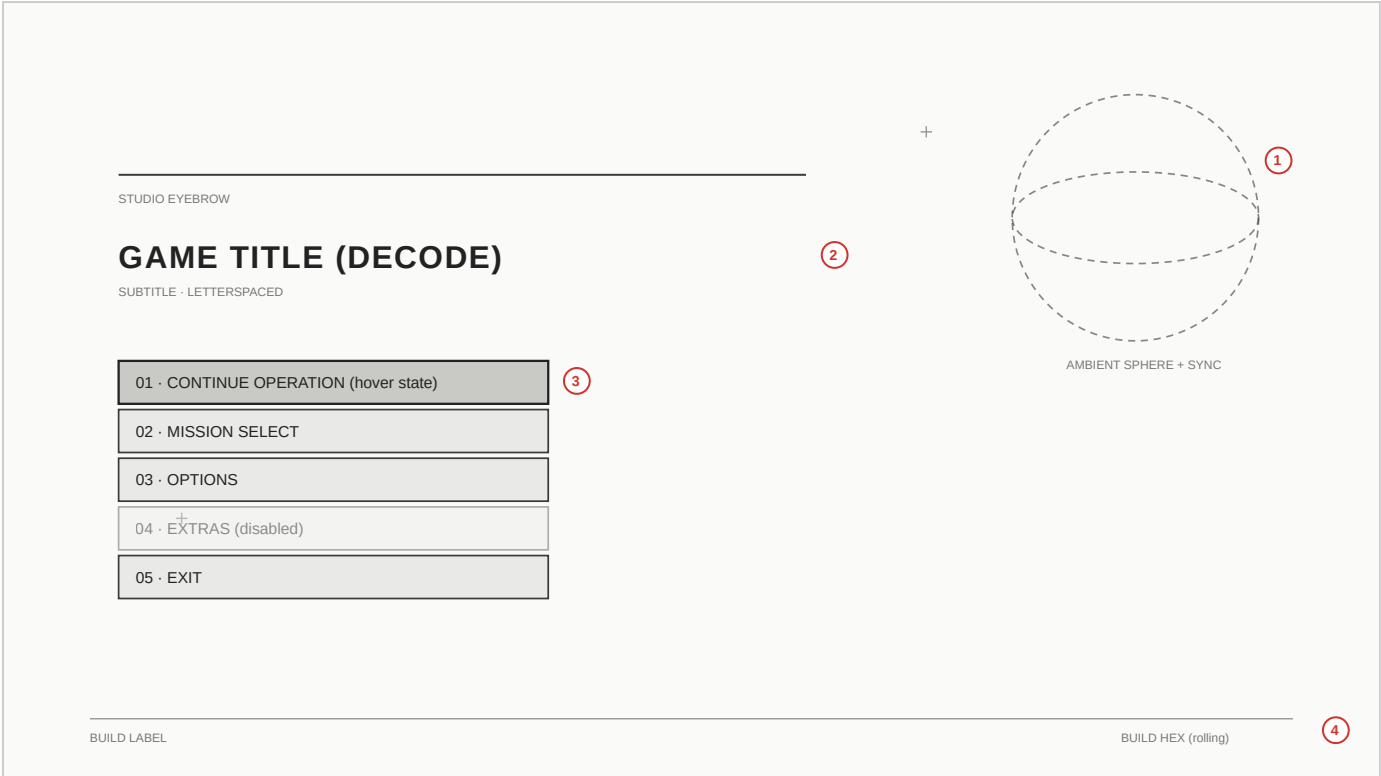
[P]/[ESC]. Gameplay dims, desaturates, and blurs; HUD elements fade to ~8%. Simulation halts; mission clock freezes.



- 1. **Header.** Mission context + PAUSED decodes in; hairline draws under the header on open.
- 2. **Menu items.** Same grammar as the title screen: index, stagger-in, hover indent. RESUME first for fastest exit; OPTIONS opens the shared options panel in-place.
- 3. **Abandon = hold-to-confirm.** Destructive action uses the fill-bar hold pattern (shared with loadout commence); release cancels. No confirm dialog needed.
- 4. **Objectives snapshot.** Live objective states with the standard marker grammar (filled/pulsing/hollow); completed items struck.
- 5. **Conduct snapshot.** Running telemetry toward GHOST/PACIFIST/PHANTOM, letting players verify a clean run mid-mission instead of discovering failure at debrief.

W4 · MENU // TITLE SCREEN

Ambient layer (sphere, crosshairs, particles, grid) persists behind all menu screens.



1. **Ambient layer.** Wireframe uplink sphere w/ live sync %, crosshair ticks, drifting particles, faint grid. Shared across every menu screen; cut from gameplay HUD.
2. **Title.** Decodes from glyphs on entry; hairline draw above eyebrow.
3. **Menu items.** Staggered entrance; hover = indent + chevron + brighten. Index numbers for gamepad row memory.
4. **Footer.** Persistent; rolling build hex ties into the data-furniture language.

W5 · MENU // OPTIONS

◀ BACK [ESC]

SECTION EYEBROW

OPTIONS (DECODE)

GAMEPLAY

VIDEO

AUDIO

CONTROLS

ACCESSIBILITY

SETTING LABEL

TOGGLE SETTING + helper text below

SLIDER SETTING

TEXT DECODE EFFECTS (accessibility)

OFF

MINIMAL

FULL

OFF

ON

VAL

OFF

ON

1

2

3

4

1. **Category rail.** Active = bright left rule + indent; one panel of rows per category.
2. **Segmented controls.** Mutually exclusive; HUD MODE (Off/Minimal/Full) maps to the HUD element toggles.
3. **Sliders.** Hairline track + diamond knob; pointer drag; value readout right-aligned.
4. **Decode toggle.** Global kill-switch for scramble/typewriter effects (accessibility + preference).

W6 · MENU // MISSION SELECT

◀ BACK [ESC]

OPERATION ARCHIVE

MISSION SELECT (DECODE)

M01 · NAMEGHOST

M02 · NAME (selected)GHOST

M03 · NAMEPANTHER

M04 · NAME//

M05 · █████ (locked)

M06 · █████ (locked)

MNUM · LOCATION

MISSION NAME (DECODE ON SELECT)

SEEDED WIREFRAME CONTOUR MAP

SCAN LINE 1

INSERTION
VALUE

BEST RATING
VALUE

BEST TIME
VALUE

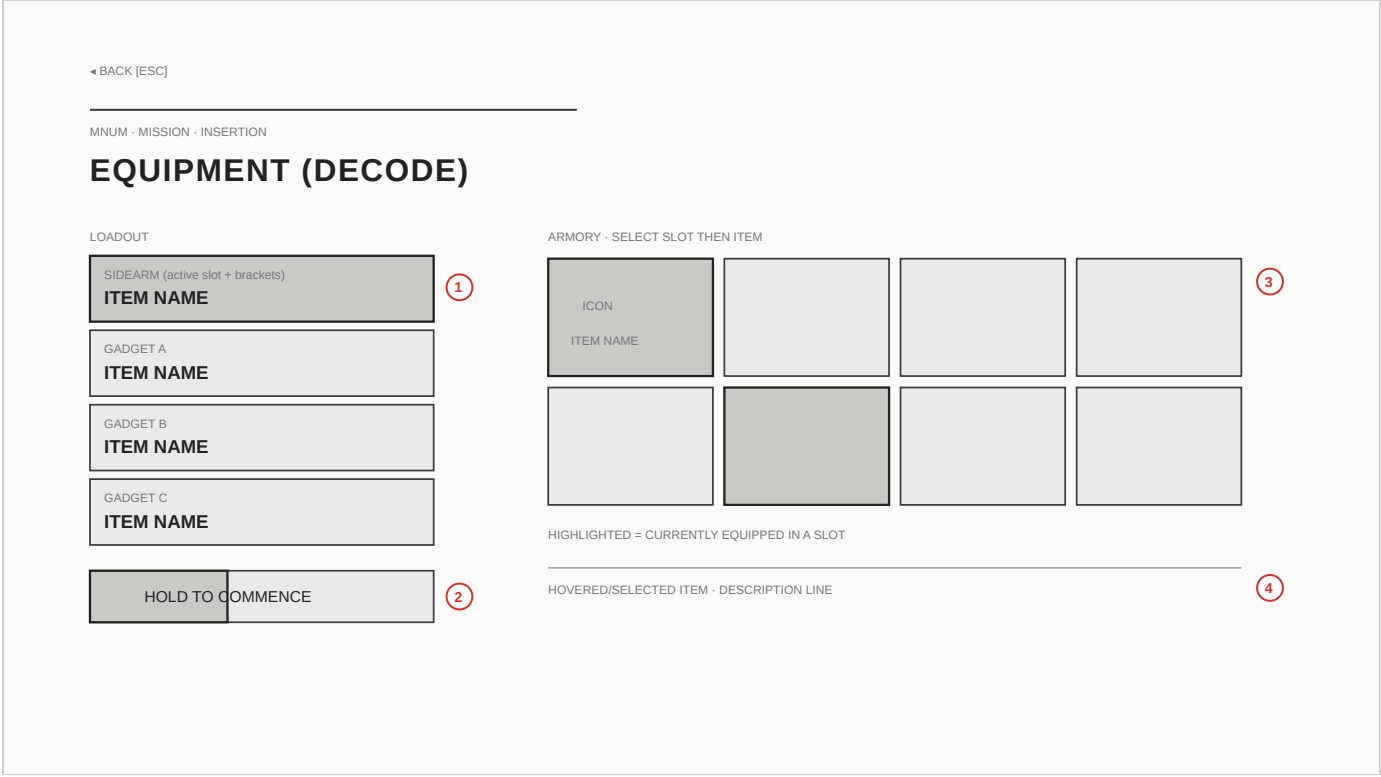
INTEL
n / n

PLAN OPERATION ▶

1. **Mission list.** Number + name + best conduct rating; locked entries redacted and inert.
2. **Detail panel.** Name decodes on selection; contour map is procedurally seeded per mission with scan line + pulsing objective diamond.
3. **CTA.** Leads to Intel Briefing (W7), not directly to loadout.



1. **Sitrep.** Character-by-character typewriter with block cursor; click/press to complete instantly. Content authored per mission (data asset).
2. **Objectives card.** Same marker grammar as the in-game HUD (filled = primary, hollow = secondary).
3. **Target dossier.** Scan-line portrait frame, "NO IMAGE / SIGINT ONLY" placeholder pattern; name decodes.
4. **Intercept.** Live waveform + rolling hex; pure ambience with fiction value.



- 1. **Slots.** Sidearm + three gadget slots. Click slot → corner brackets mark it active; next armory pick assigns to it.
- 2. **Ready-up.** Hold-to-commence with fill bar (same interaction grammar as the HUD hold prompt); release cancels.
- 3. **Armory grid.** All items, data-driven; equipped items highlighted across the grid.
- 4. **Description line.** Single shared line updates on hover/selection // keeps the grid clean.

MNUM · MISSION · DEBRIEF

OPERATION COMPLETE (DECODE)

TELEMETRY

MISSION TIME	00:00↑
DETECTIONS	0↑
ALERTS RAISED	n↑
NEUTRALIZED · NONLETHAL	n↑
NEUTRALIZED · LETHAL	n↑
BODIES DISCOVERED	n↑
INTEL RECOVERED	n↑

CONDUCT ASSESSMENT

GHOST

criteria lines

PACIFIST

criteria lines

PHANTOM

(unearned = dim)

OPERATION SCORE

0000↑

RETRY

NEXT OPERATION ►

1

2

3

- 1. **Telemetry.** Values count up (~1.1s ease-out) on entry; sequence completes before badges stamp.
- 2. **Badges.** GHOST / PACIFIST / PHANTOM stamp in staggered with corner brackets; unearned stay dim with criteria visible (teaches the player what to chase).
- 3. **Score.** Rolls up last; RETRY returns to loadout, NEXT to mission select.