

## Character Customization UI

UI must sum up a preview of the character, all different customizable elements slots, one catalog of customization elements on the left and one catalog of available color variations on the right (see example below)

- Tapping a slot displays all relative customization elements in the left catalog
- Tapping an element in the left catalog displays it in the slot and on the character preview, and displays available color variations in the right catalog for this element
- Tapping a color variation in the right catalog will display it in the slot and on the character preview
- Player can only choose 1 element and 1 color variation per slot
- Slots to implement :
  - Hair (+ hair color variations)
  - Face (+ eye color variations)
  - Body (+ skin color variations)
  - Glasses (+ color variations)
  - Beard and Masks (+ color variations)
  - Hat/Headgear (+ color variations)
- Leaving the UI saves the current customization configuration



Ref: Unison League

**Instead of having one catalog like this example, we'll split it in two to have models and color variations always accessible together**