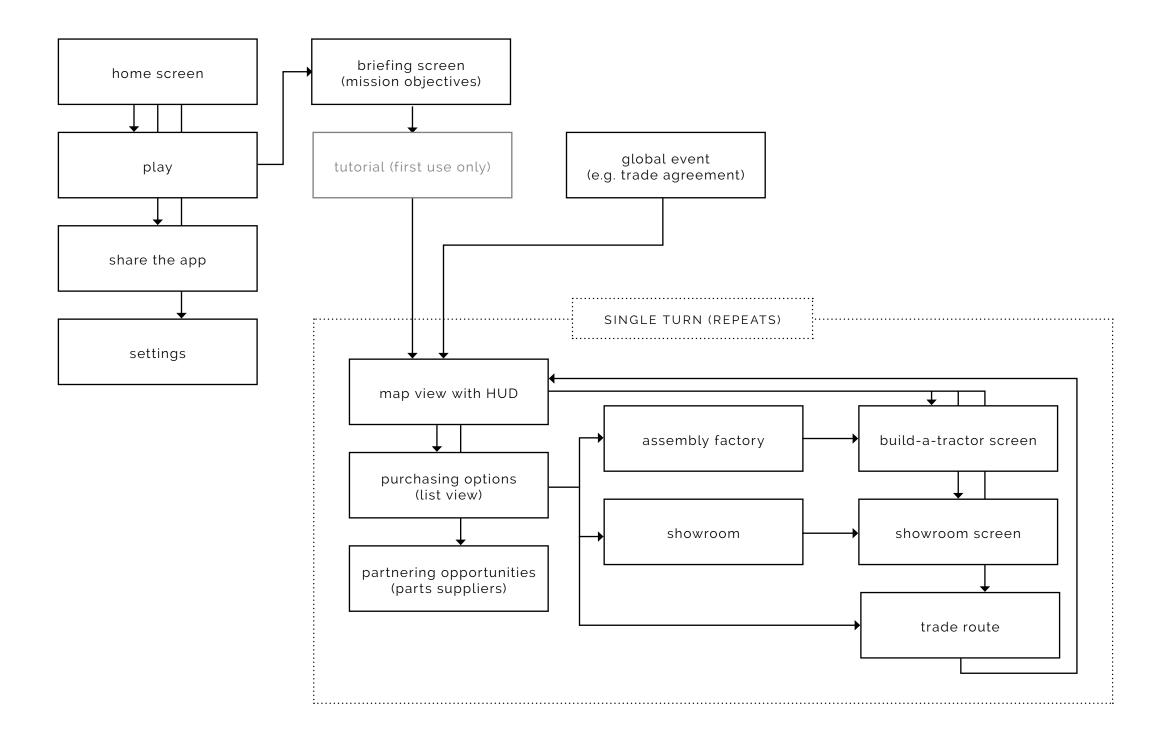


Big ideas, made simple.

Gameplay Structure

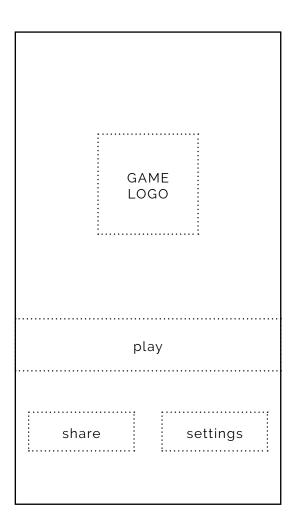


Wireframes



Individual Gameplay Wireframes (1/2)

HOME SCREEN initial screen on opening the app



MISSION BRIEF goals, resources, time limit, etc.

GOALS FOR THIS LEVEL

• you need to build
1000 tractors

• you have to use at
least 300 Firestone
Tires

• you have 15 months

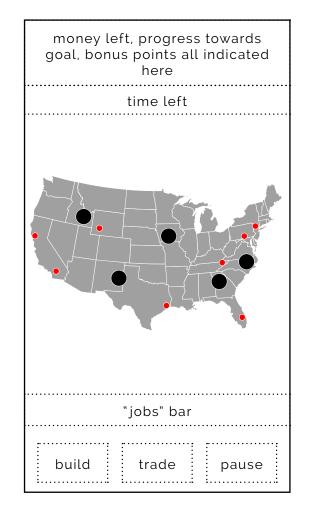
• you have a budget of
\$4.2 million

• +50 bonus points if
you create more than
50,000 jobs

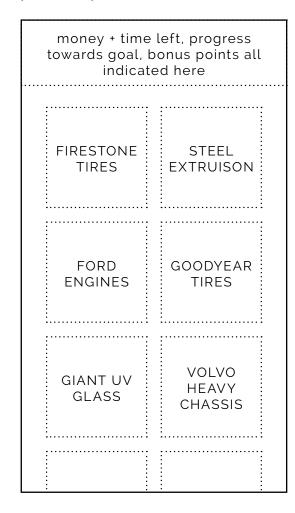
GLOBAL EVENT randomly timed global event, such as a trade agreement that changes pricing

event details, Sedit
que nimagnit, con rero
experatio consed quae
voluptatem cum que
omnimus, etum que con
nest, cus ipsus disquam
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quisint empores intisi

MAP VIEW overview of your resources and built items, like factories + showrooms

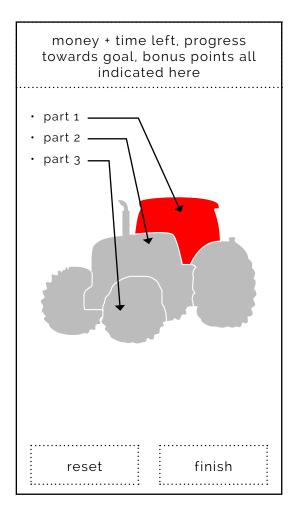


PURCHASE/PARTNER LIST list of available items to purchase or partnerships to create

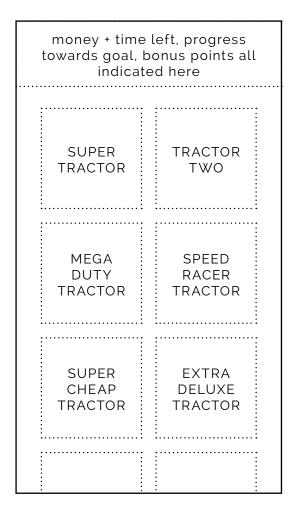


Individual Gameplay Wireframes (2/2)

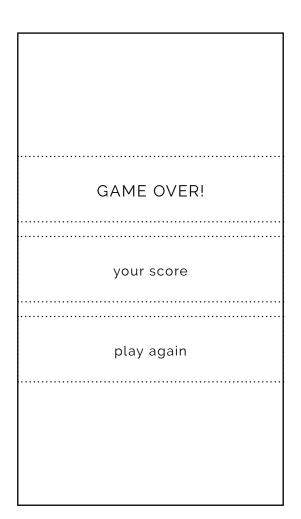
BUILD A TRACTOR SCREEN
e.g. inside an assembly factory – this is
where users can customize tractors



SHOWROOM SCREEN collection of all the tractors you've built



GAME OVER SCREEN if user fails to complete objectives



VICTORY SCREEN if user successfully completes objectives



LEADERBOARD high scores

NAME	SCORE	LEVEL REACHED
mickjagger	14487	12
ringostarr	13699	12
bobdylan	13628	12
paulmccartney	13547	11
keithrichards	13500	10
jonimitchell	12830	10
paulsimon	12341	9
fleetwoodmac	12176	9
davidbowie	12005	8
ledzeppelin	11936	7
pinkfloyd	11680	7
acdc	10934	6
gunsandroses	10681	5
janisjoplin	10113	4
ramones	10015	4
robertplant	9824	3