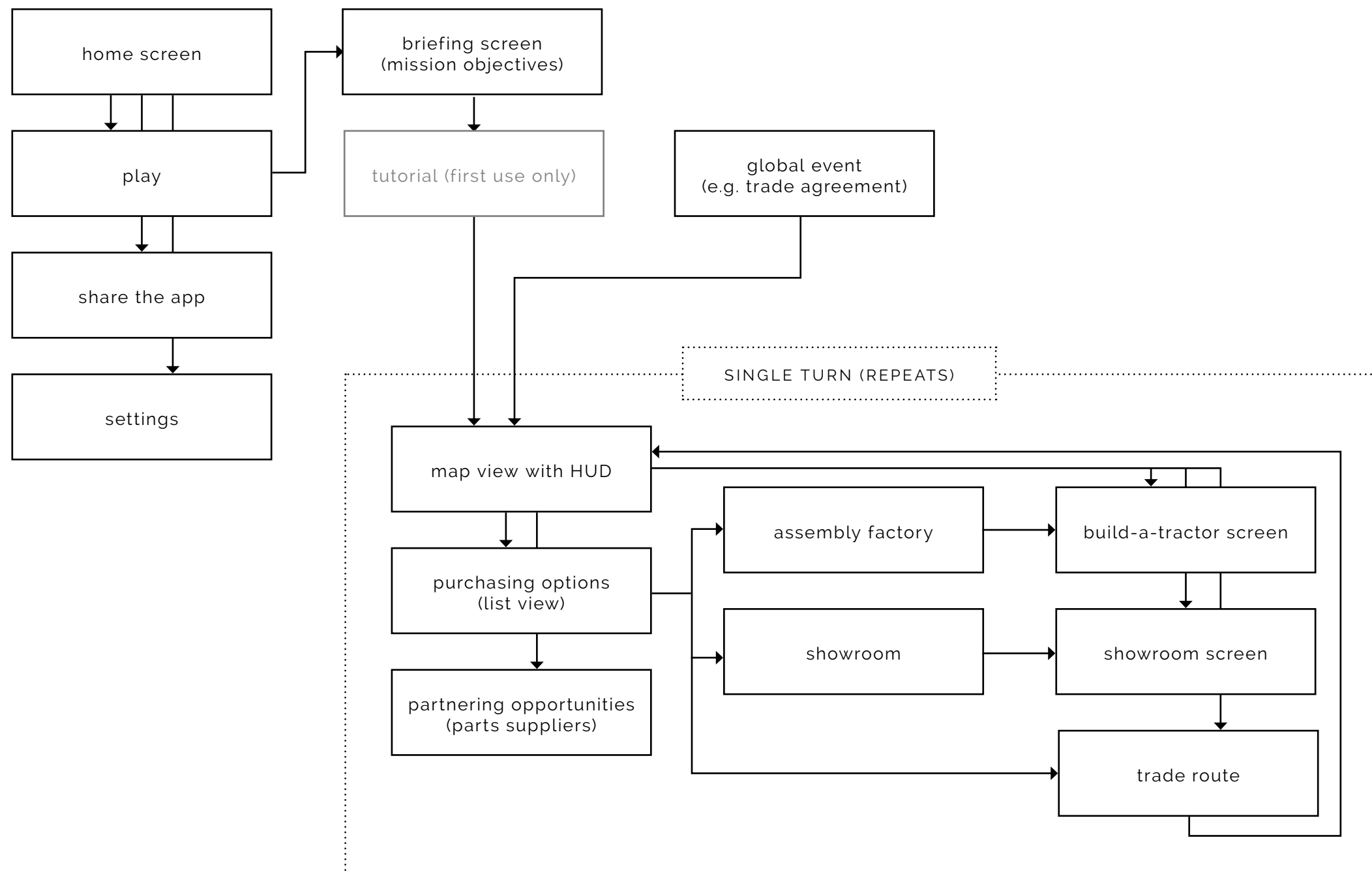


# IB5k

Big ideas, made simple.

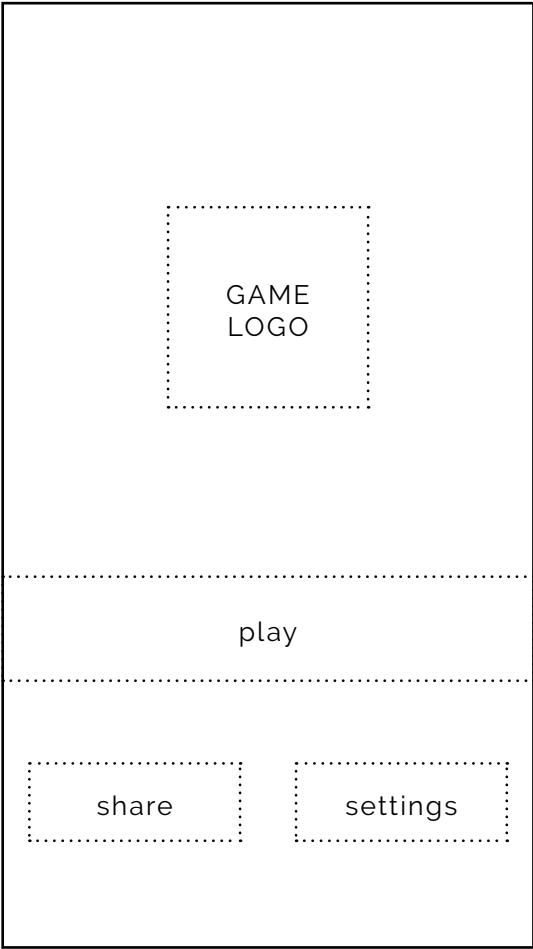
# Gameplay Structure



# Wireframes

# Individual Gameplay Wireframes (1/2)

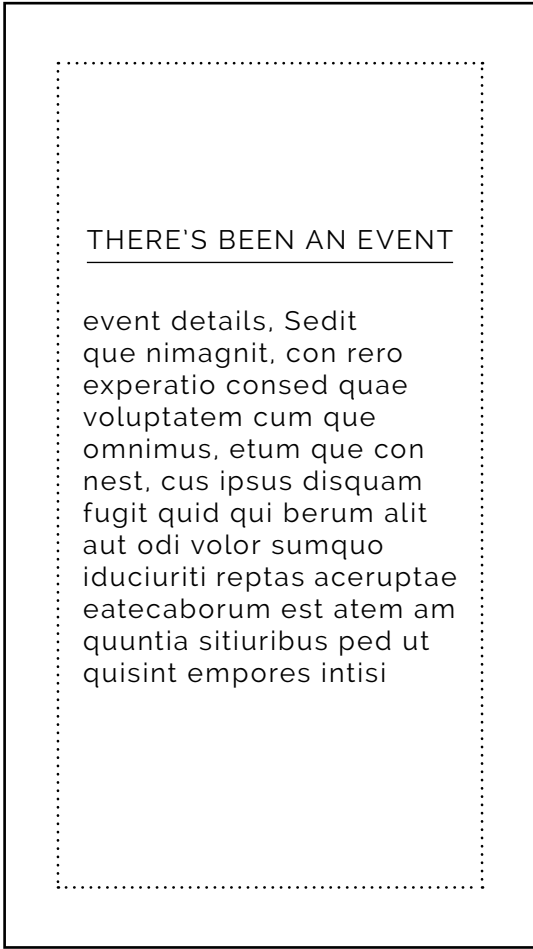
HOME SCREEN  
initial screen on opening the app



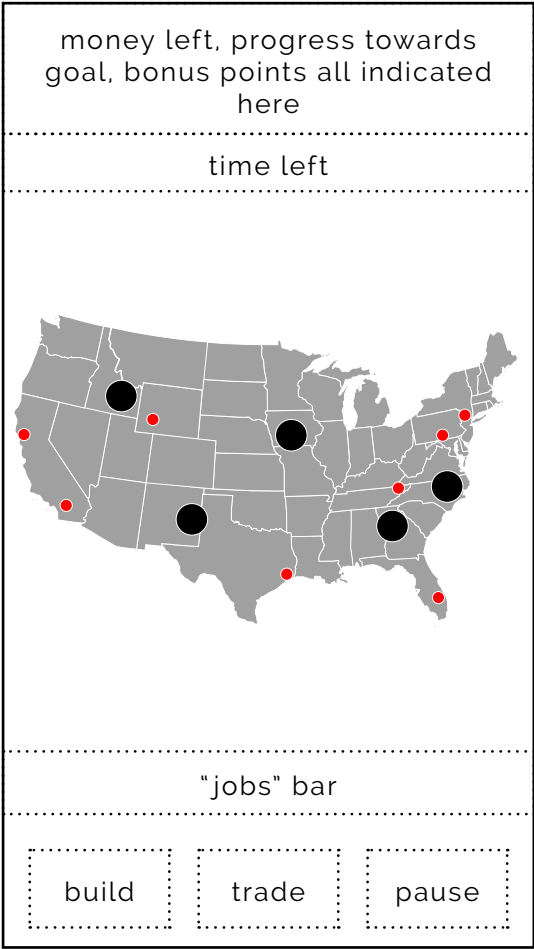
MISSION BRIEF  
goals, resources, time limit, etc.



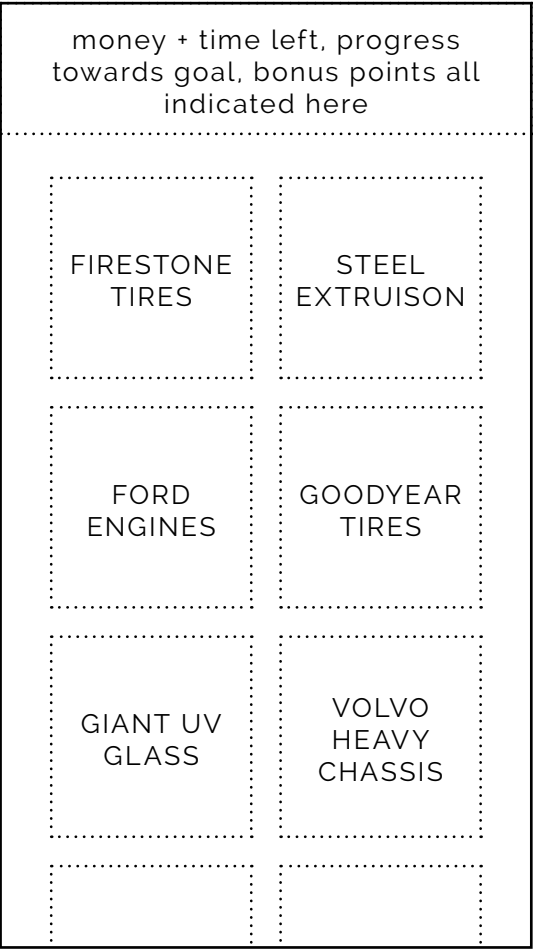
GLOBAL EVENT  
randomly timed global event, such as a trade agreement that changes pricing



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

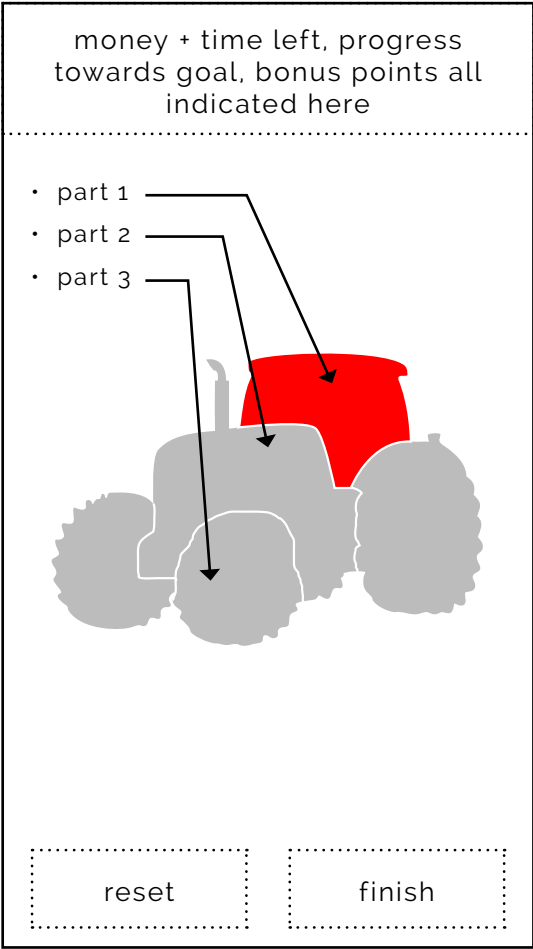


PURCHASE/PARTNER LIST  
list of available items to purchase or partnerships to create

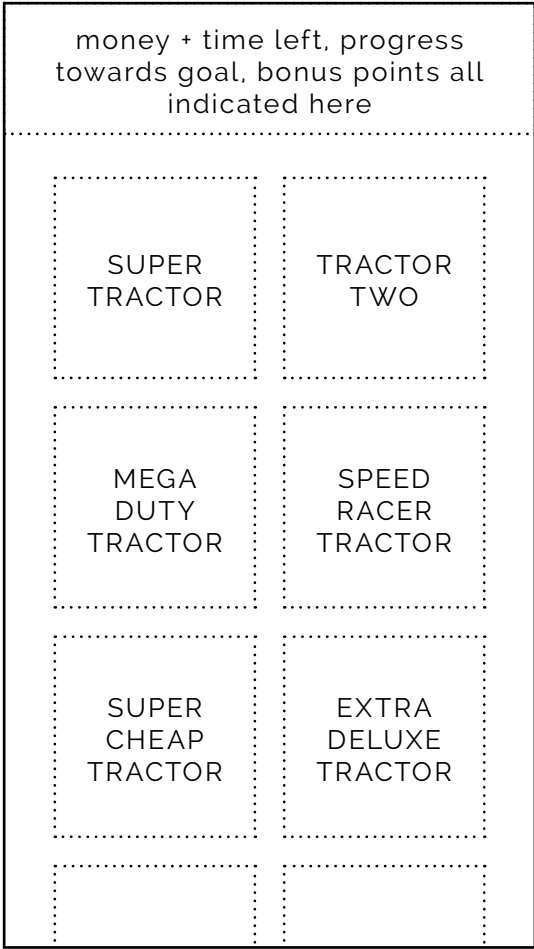


# Individual Gameplay Wireframes (2/2)

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



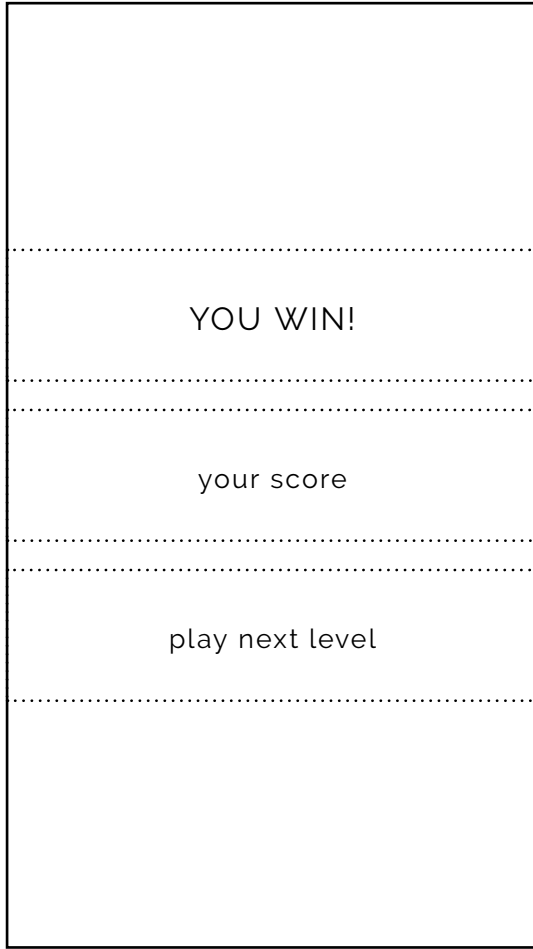
SHOWROOM SCREEN  
collection of all the tractors you've built



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
livedzeppelin	9879	3