

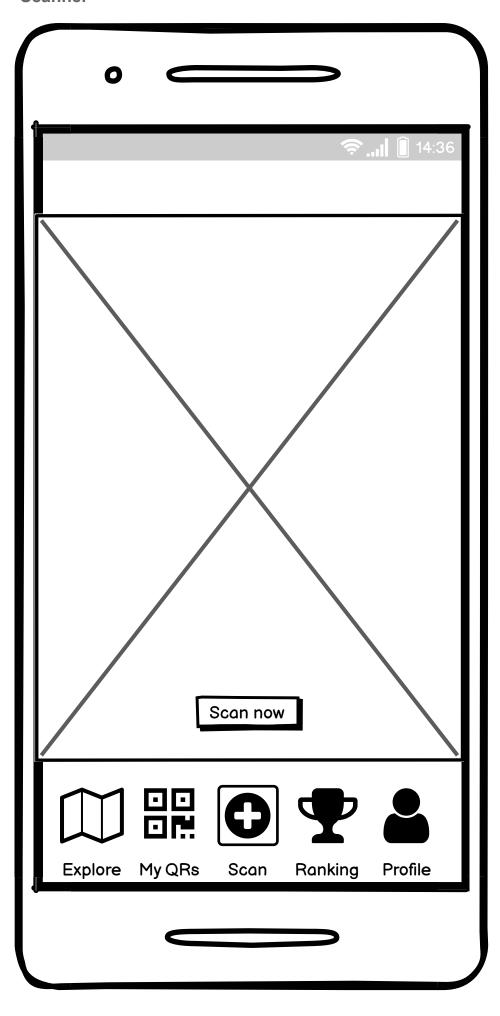
US 04.02.01

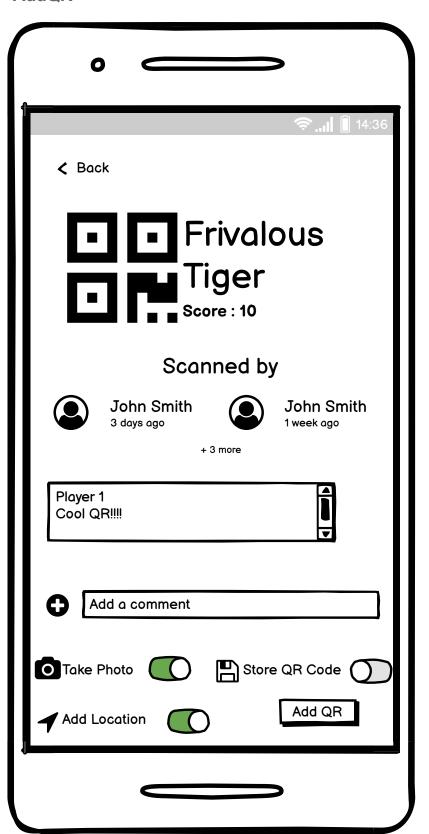
Existing User device is authenticated

Or

New user is logged in and a unique username is generated

US 04.01.01





User can see which players have scanned the same QR code as them.

US 02.03.01

User is able to comment on a QR code

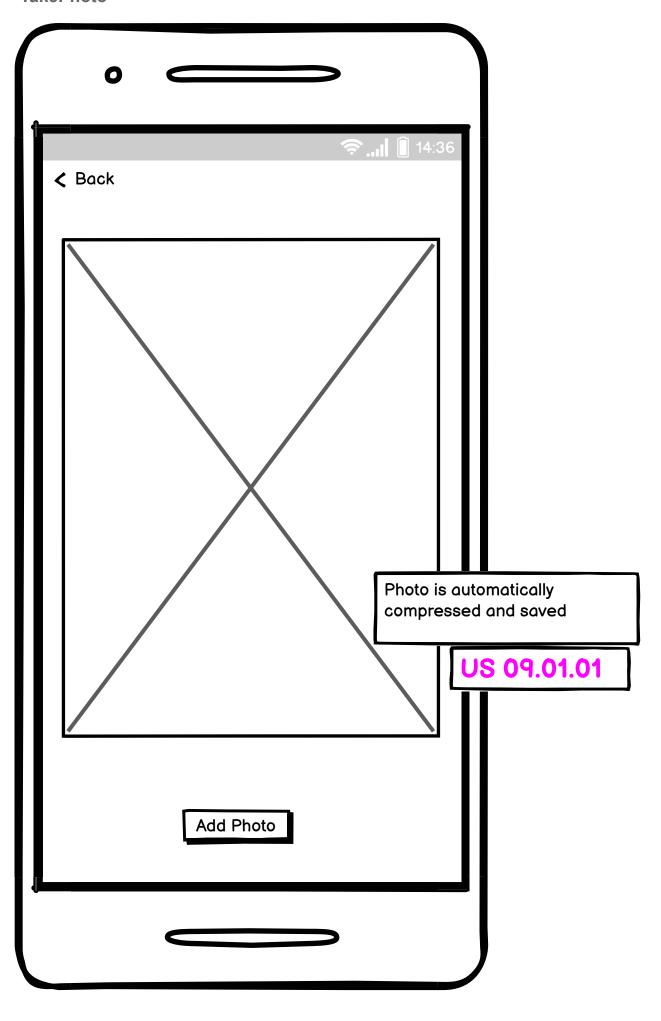
US 02.02.01

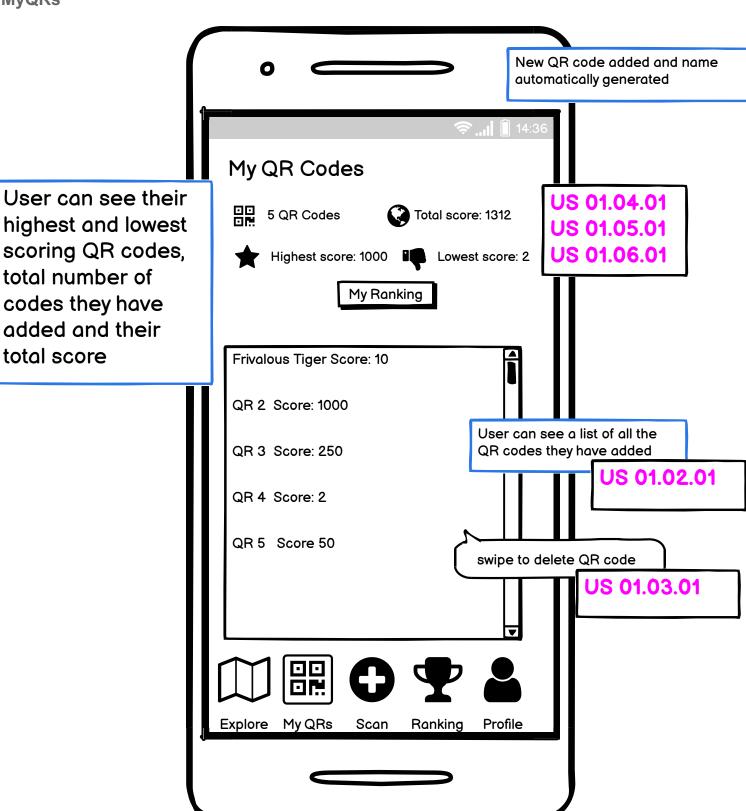
US 08.01.01 US 08.02.01

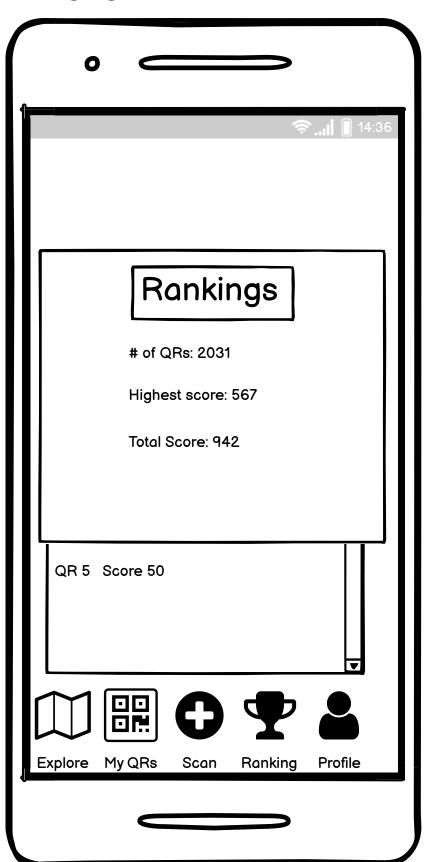
User can decline to store QR code and geolocation for privacy reasons.

US 02.01.01

Users can choose to add location, photo and save the QR code.

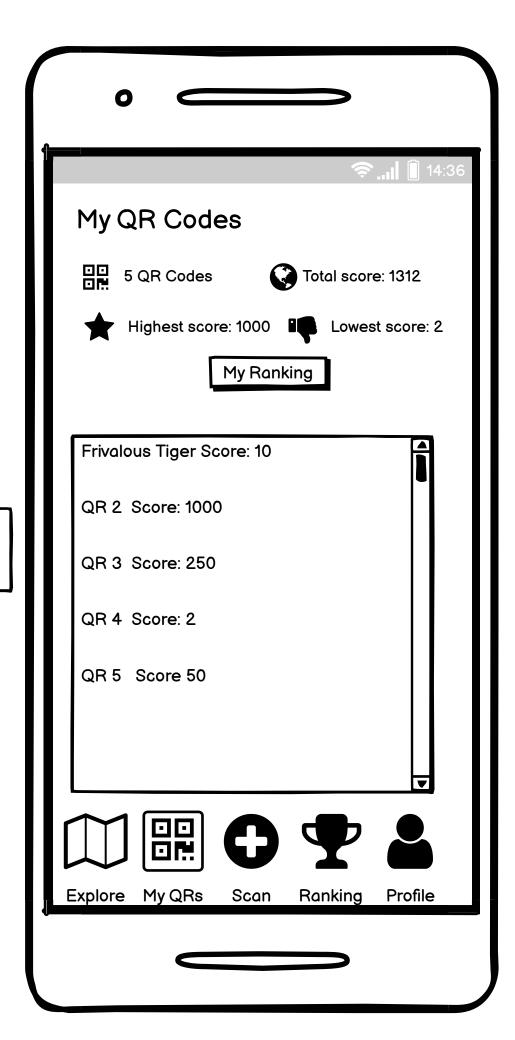




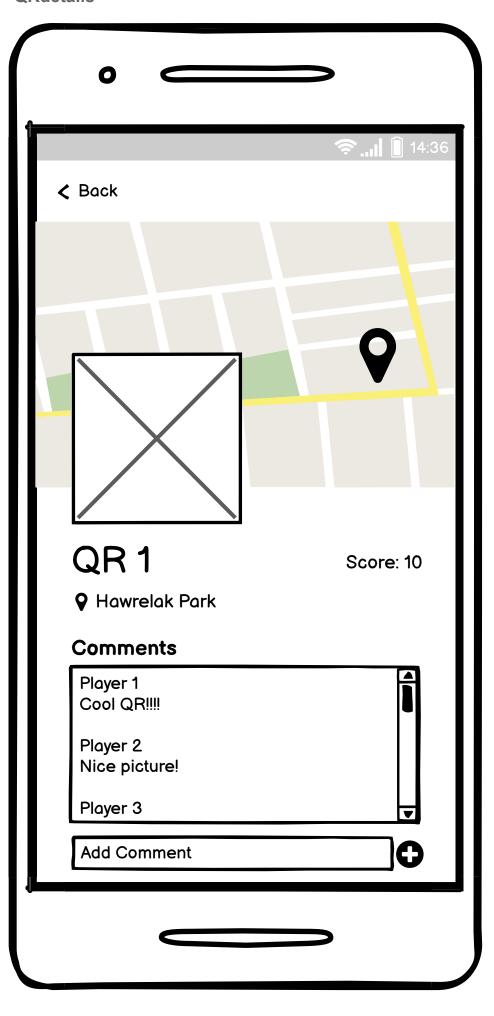


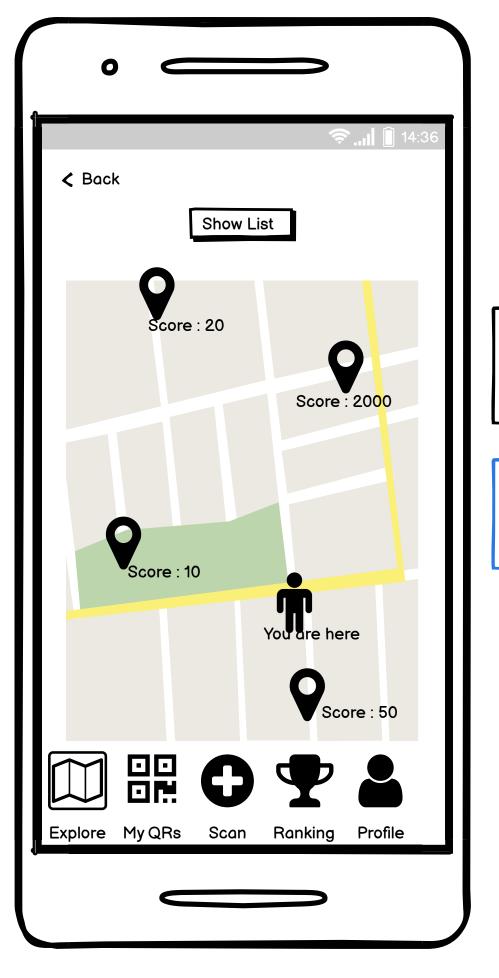
US 07.02.01 US 07.03.01 US 07.04.01

User is able to view their estimate of ranking for highest scoring QR, total QRs scanned and the total score



Player can click on a specific QR to see details.





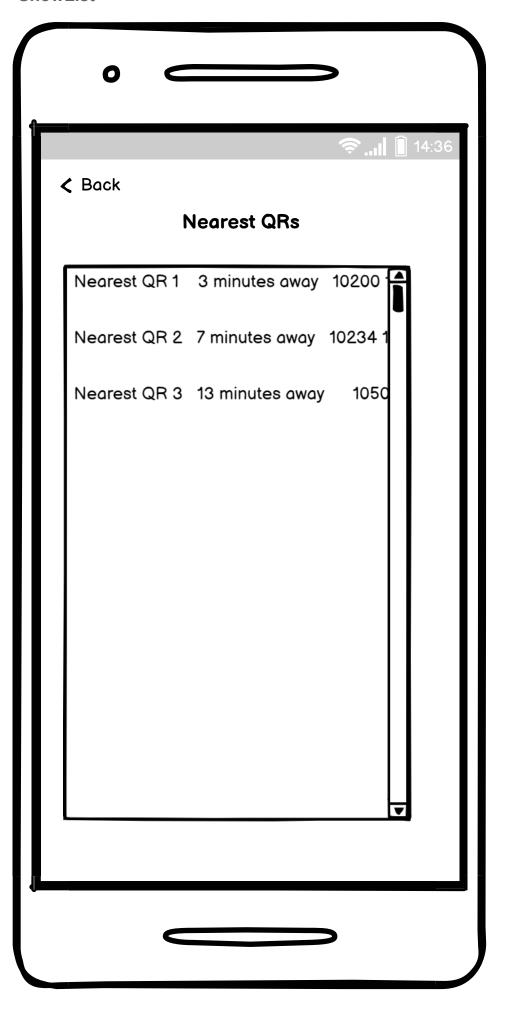
US 06.01.01

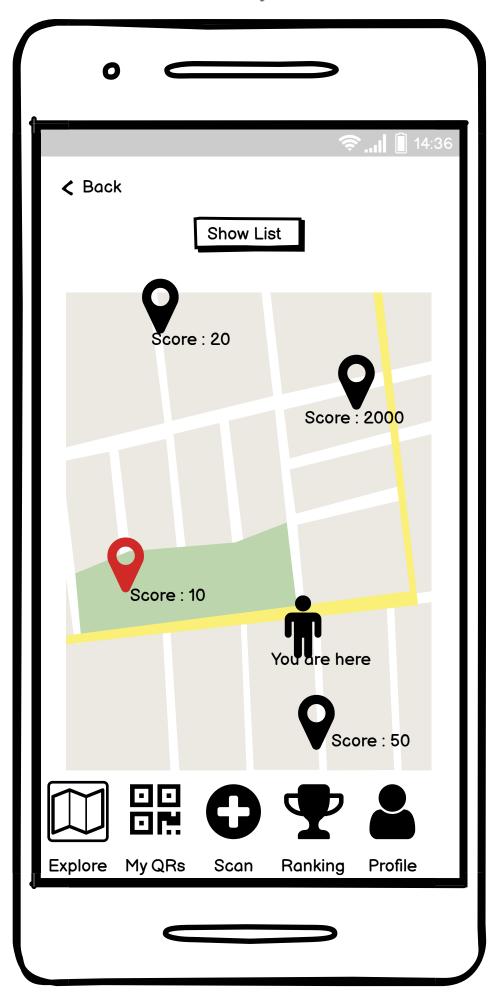
Player can see a map of geo-locations of nearby QR codes.

Player can click on the tags and add the QR to their account

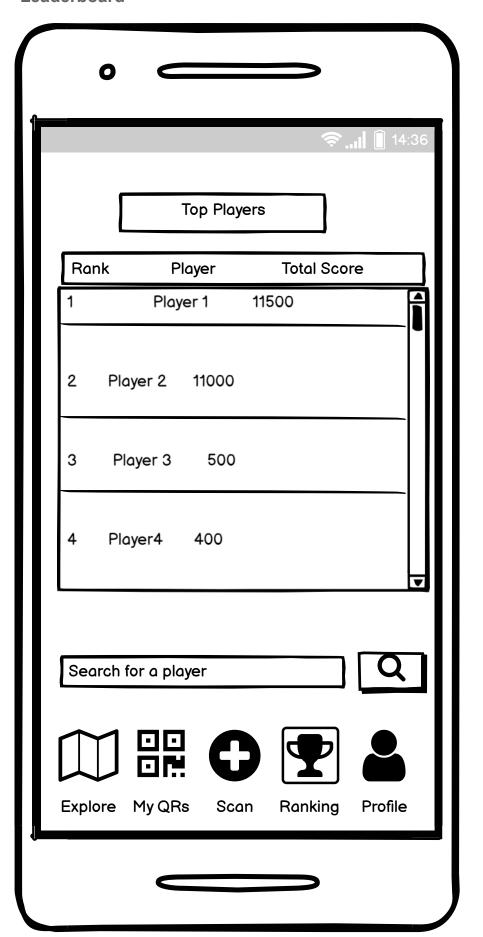
> Player can click on "Show List" to to search for nearby QR codes by using geolocation

> > US 05.02.01





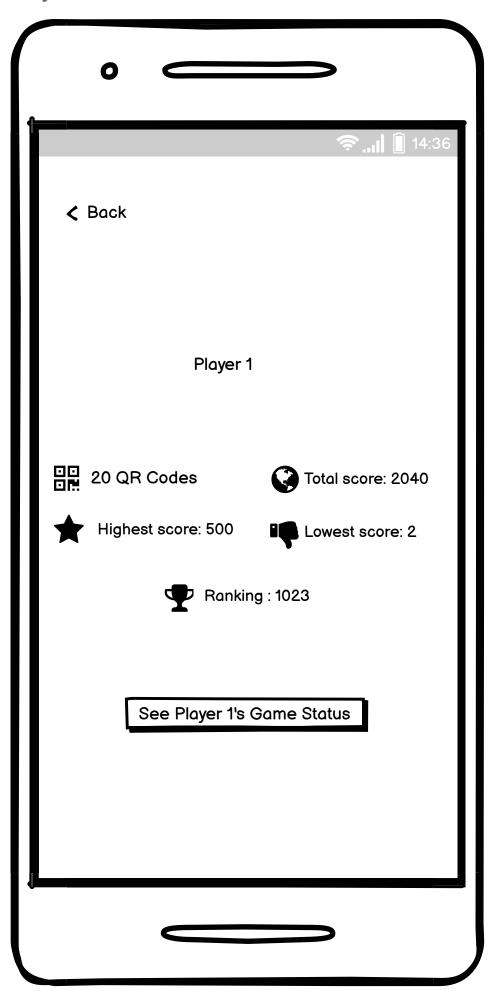
Player can click on the tag to add the QR code to their account

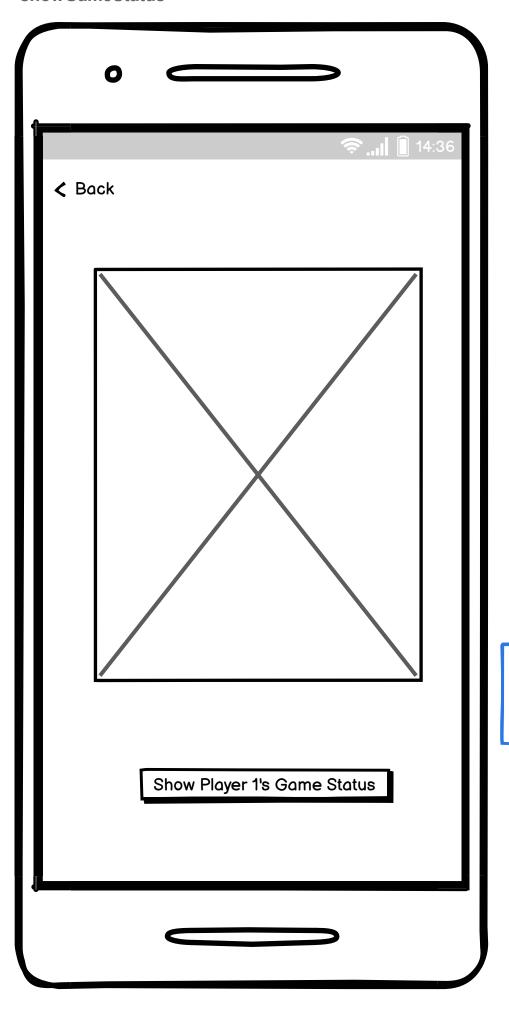


Players can click on "Ranking" and view the game wide highest score. Players can also search for other players using usernames.

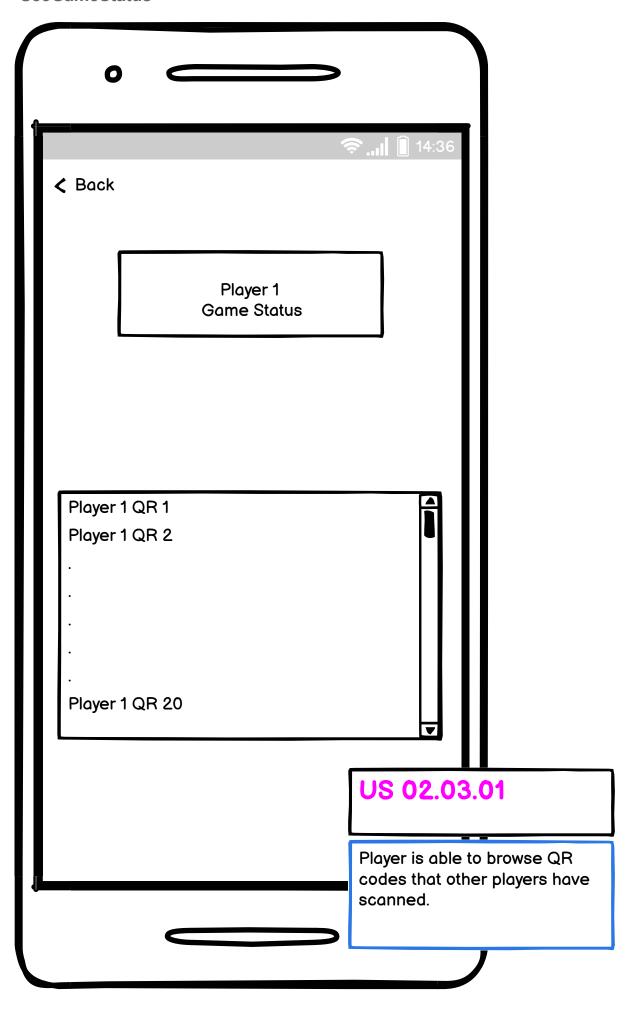
US 07.01.01

US 05.01.01



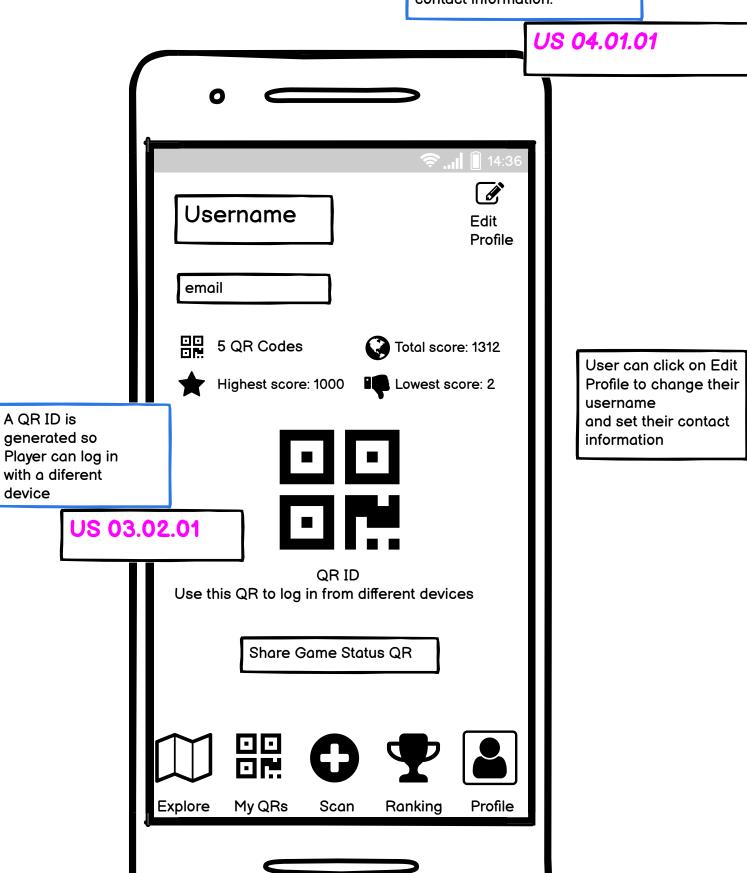


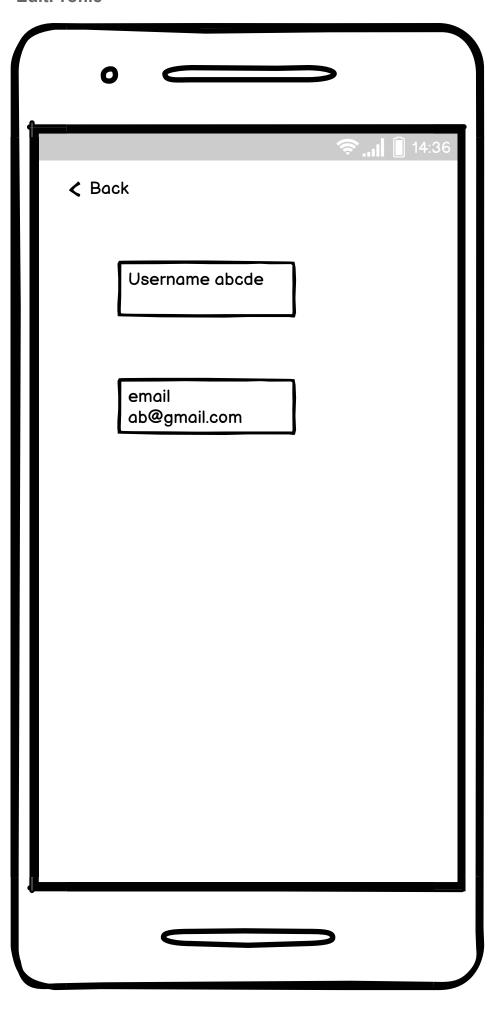
Player has to scan a QR code to see another player's game status





Player has a profile with a unique username and my contact information.





New Wireframe 4



Player is able to generate QR codes so that other players can scan their QR code to see their game status.

US 03.01.01

