## 2.3.0 Splash Screen

### 2.3.0.1 Purpose

* Loading screen accomplishes having a buffer for the app, instead of a black screen.
* Having a small visual experience keeps the user enticed.
* Loads background tasks so that the user can have a more clean & delay free experience.
* This screen is automatic, when the app starts up, or something is taking too long to load.
* After app is done loading, the screen will change to the Home/ Game List screen

### 2.3.0.2 Wireframe Screenshot 2.3.0.3 Mockup Screenshot 2.3.0.4 Prototype Screenshot TBA

### 2.3.0.5 Design Commentary

Talk about how your UI changed as it went through the steps of Wireframe -> Mockup -> Prototype. What did you like / dislike at each stage that influenced the next round of UI development?