## 2.3.7 Menu Search (Overlay)

### 2.3.7.1 Purpose

* What is accomplished via this view?

This view allows the user to quickly find games in the game list and allows for easier selection.

* What decisions does the user make?

The user must click the magnifying glass icon in the header of the game list page.

* How does this view get the user closer to accomplishing their goal?

The user’s goal is intended to be to view a build. This menu allows them to forward that goal by quickly searching through games, which once one is selected allows them to view the build list which contains builds.

* How can the user get to this view?

The user can get to this build by clicking the magnifying glass in the header of the Game List page.

* Where can the user go from this view?

This view allows for a subset of the game list’s games to be selectable, and once selected brings the user to that game’s build list. The user can also bress the back button in the upper left or the hardware back button, to return to the full game list.

### 2.3.7.2 Wireframe Screenshot

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### 2.3.7.3 Mockup Screenshot Screenshot of mockup for this interface goes here.

### 2.3.7.4 Prototype Screenshot Screenshot of prototype for this interface goes here.

### 2.3.7.5 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?