



SUPER HERO APP

Design Doc

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VISION STATEMENTS

Generate a **variety** of scenarios that provides users to **customize** their own Superheroes and **test** their strength to **save** the day.



Start

Splash screen
where users will
begin their game.

Press the Start
Button to take view
the following page.

SCENARIOS

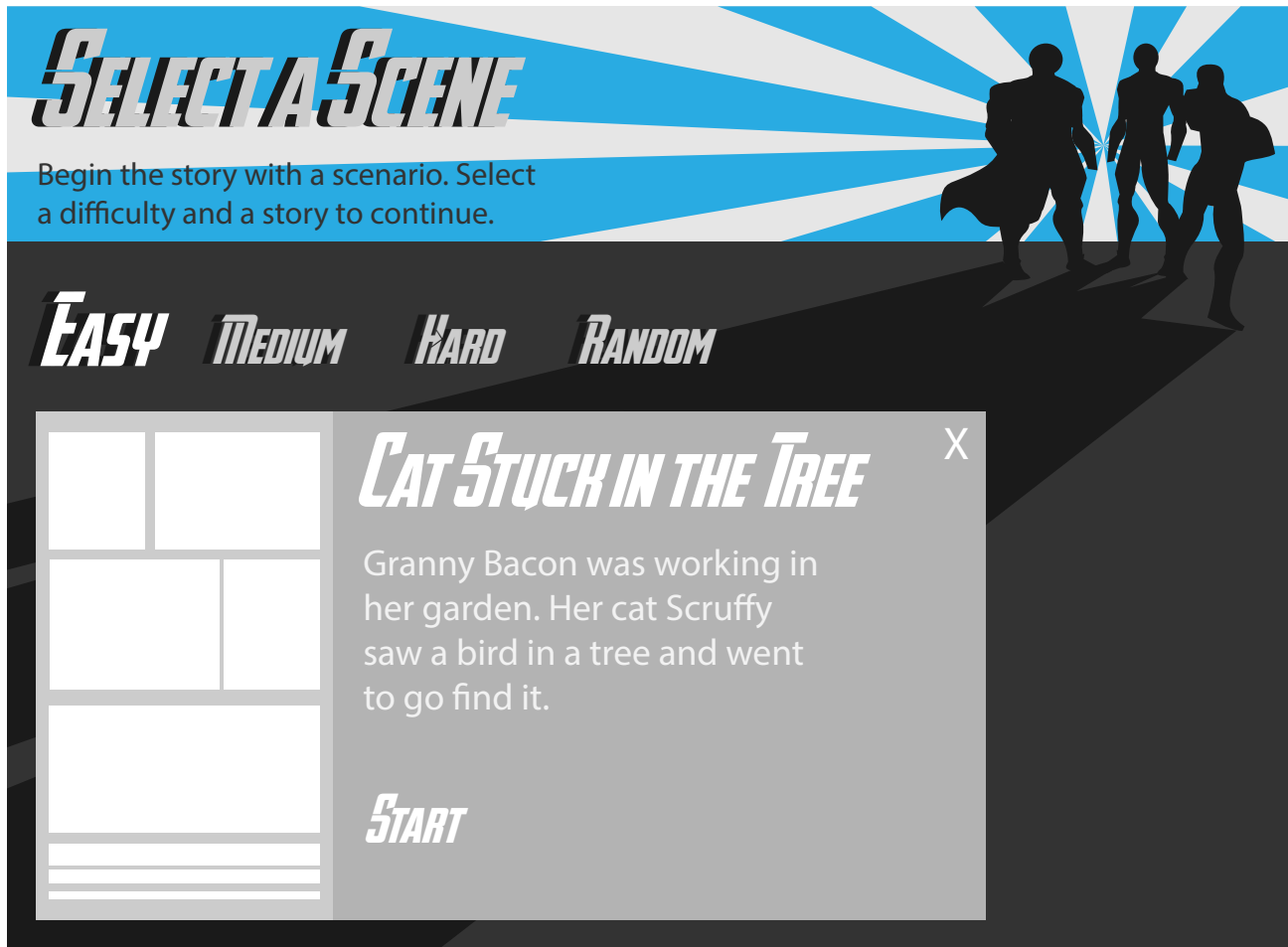


Choose

Select a difficulty or random if you do not care.

Each scenario will have a comic book cover page to visually explain the given scenario.

SCENARIOS-2



Selection

Once a scenario has been selected users can read a brief of the scenario.

Brief could provided hints or Did you know facts about the scenario selected.

QUALITIES



Qualities

The qualities you choose, affect the outcome of the scenario you chose.

More options are offered for the user to select if they choose a hard challenge.

CHARACTER CREATION



Create

Select different features to customize your hero.

POWERS

POWERS

Select up to x many qualities to give to your hero in order to save the day.

ELEMENTS

- Air
- Water
- Fire
- Nature
- Earth
- Weather

MIND

MUTANT

MIDRASH

Water

Mikvah offers the individual, the community, and the nation of Israel the remarkable gift of purity and holiness.

Users have the power to bend and form water. Also has healing and purification powers.

ADD TO HERO

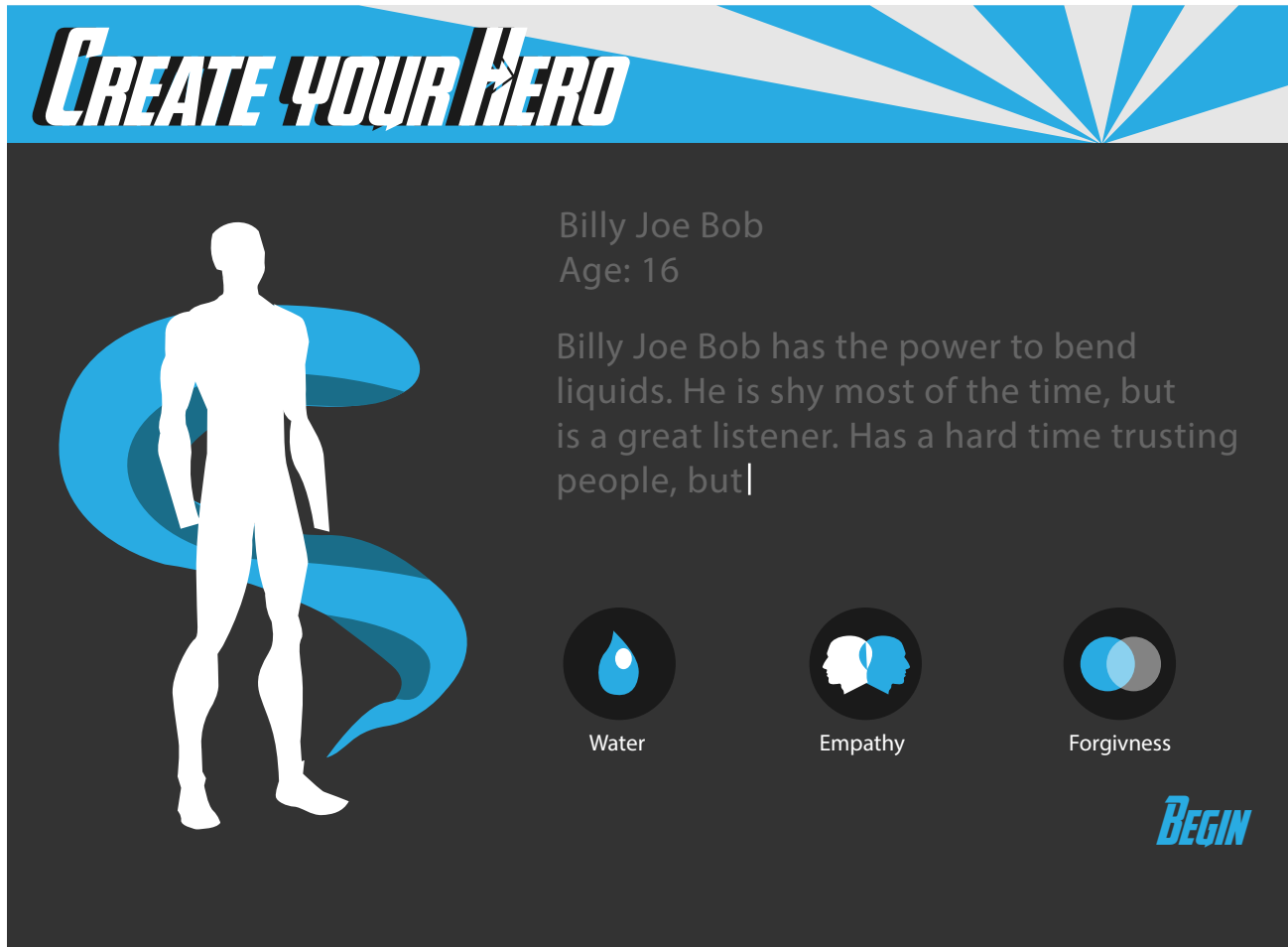
CONTINUE

Powers

Select a power for your Superhero to have.

Each category has a different list of powers given.

CHARACTER BIO



Bio

Users can personalize the superhero's bio.

RESULTS

The results screen features a dark grey background with a blue header bar at the top. On the left, a white silhouette of a superhero stands with one arm raised, set against a blue circular motion blur. Below the silhouette, the word 'VICTORY' is written in a bold, blue, italicized font. To the right of the silhouette, the word 'RESULTS' appears in a white, italicized font. Below this, four statistics are listed in white text, each followed by its value in blue text: 'Health' (88/100), 'Power' (90/100), 'People Saved' (10/10), and 'Total' (A+). The 'A+' grade is rendered in a large, blue, italicized font. At the bottom right, the text 'PLAY AGAIN?' is displayed in a grey, italicized font. The top right corner of the screen is decorated with several blue and grey triangular shapes radiating from a point.

RESULTS

Health 88/100

Power 90/100

People Saved 10/10

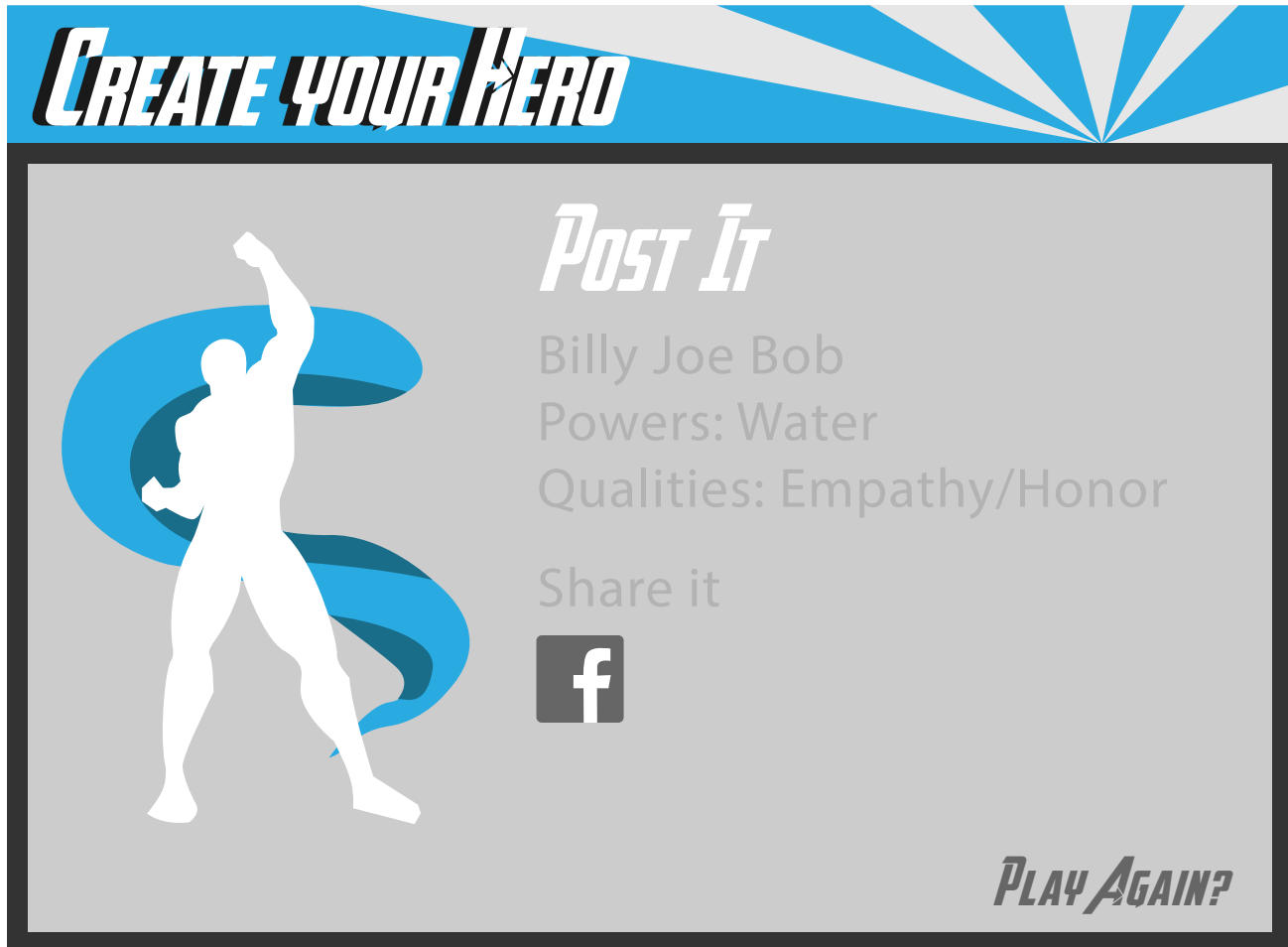
Total **A+**

PLAY AGAIN?

Results

After completing the scenario chosen, the characters are scored. If the character does not succeed, they have the option to change the qualities or powers.

Post It



Post It

Share your hero on the Shalom Street Museum facebook Heroes page.