Game：Woods Slider（图片华容道）

1. **Product visionof Woods Slider**

* Target group：

（1）Users who like to play puzzle games.

（2）Users who need to pend spare time.

* Needs：

1. Exercise people's spatial ability, reasoning ability and practical ability.
2. Exercise people's concentration, sense of direction, memory and thinking mode.
3. The mode of timetabling can arouse the user's competitive heart.

* Product

1. The product name is **Woods Slider，**which is a puzzle game. This game by moving the small picture grid, make it into a complete picture, then win, and record the time used.
2. The product can be used as a stand-alone player, can play online and participate in the ranking list (the shortest clearance time).
3. The product occupies a small amount of memory, running does not occupy too much memory, low configuration client running game is also very smooth.
4. The product contains a variety of game modes, including 3 \* 3, 4 \* 4, 5 \* 5, 6 \* 6, etc. with the increase of the order, the difficulty of the game increases.

* The product can be personalized design, you can add your own pictures to DIY the Woods Slider.
* Value

1. The product can be downloaded from the major app

stores for a fee, so developers can get a profit.

（2） Developers charge advertisers by planting ads.

1. **two scenarios of Woods Slider**

* **Scenario one**

XiaoMing is riding the high-speed rail. He is very bored and hopes to open his mobile phone to play games. However, the network is very poor.

So he opened a Stand alone game called "Woods slider". He chose a 3 \* 3 puzzle, completed the game in 29 seconds, broke his personal record, and successfully entered the 927rd place in the world rankings.

Later, he hoped to have a more difficult challenge. He opened a 5 \* 5 puzzle and completed the game in 8 minutes, setting his first personal record. Then he opened the world rankings and found that the first place only took 55.610 seconds! Which aroused his desire to win or lose, so he launched a new round of games…….

* **Scenario two**

XiaoMing is a child of two or three years old. At the age of two, it is the peak of intelligence improvement. In order to provide children with interesting early education, parents choose woods slider, a puzzle game.

By playing this game, XiaoMing try to find out the rules of the game, thinking about how to make a complete picture of small squares by sliding ,improve his concentration and overall view, and at the same time, he establish his own way of thinking and develop his intelligence.

1. **features of Woods Slider that are identified from the product vision and scenarios.**

Through the vision and use scenerios, the functions of Woods slider include:

* It includes several levels of game difficulty, including 3 \* 3, 4 \* 4, 5 \* 5, 6 \* 6, etc., to meet the requirements of different users for the difficulty of the game.
* The timer is included to record the time from the beginning of the game to the end of the game, accurate to 0.01 seconds. The shortest time record will cover the longer time record.
* Contains a leaderboard that records the top 1000 users with the shortest time. Users will automatically upload their latest records when they are connected to the Internet. Users can click the leaderboard to see whether they are on the list and their ranking.
* Including personalized function, users can upload pictures, and then select the order, so as to create a personalized Woods slider.