

App Workflow

UX Treatment

Version 1

The Brief

Initial workflow for the swimming quiz game.

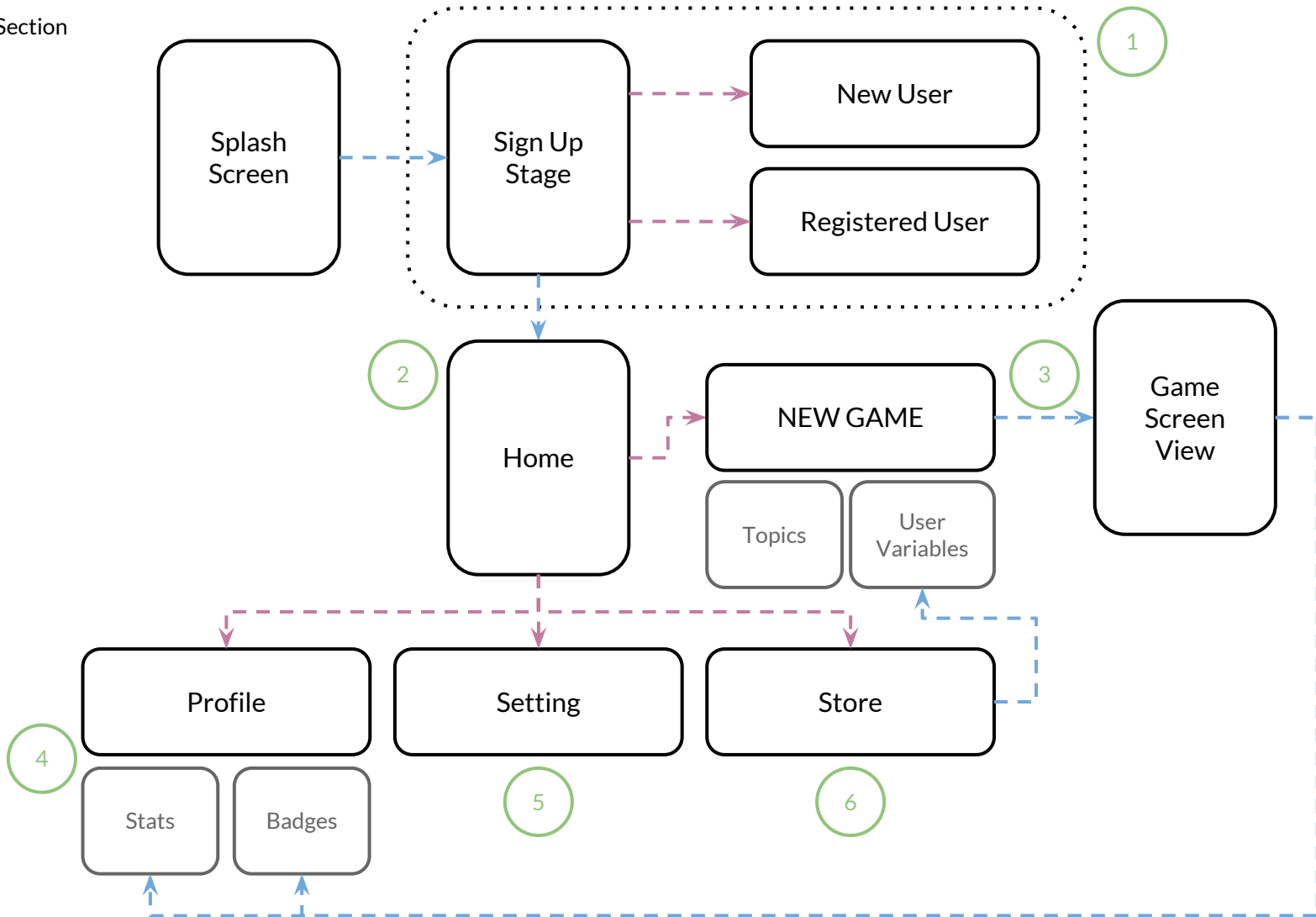
High Level Workflow

Key

—> Automatic

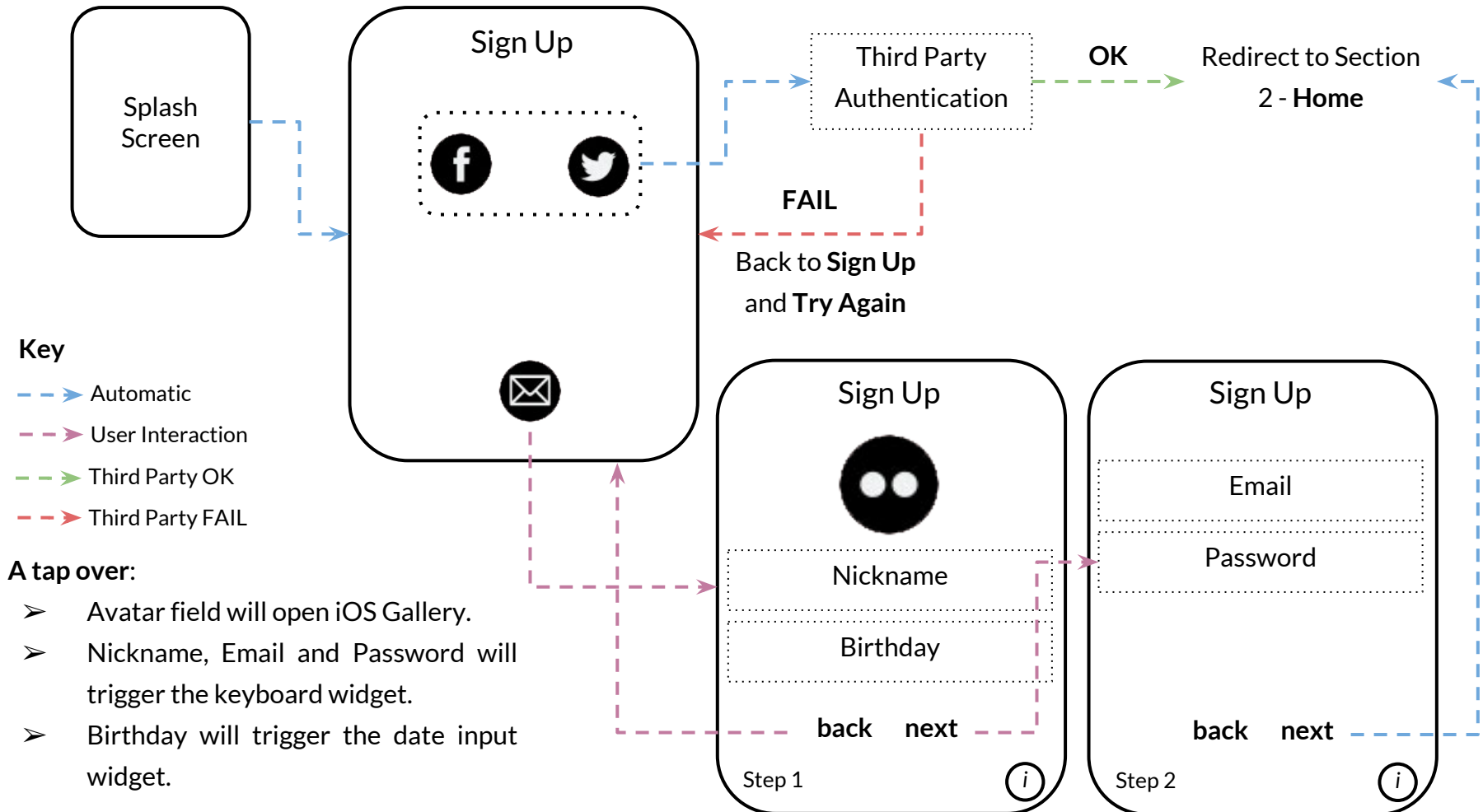
- -> User Interaction

○ Section



Section 1 - Login Stage

This stage is shown the **first time** that the user runs the app **or** if she's **signed out**. If the login is stored the Splash Screen will redirect to Section 2 - Home.



Section 2 - Home

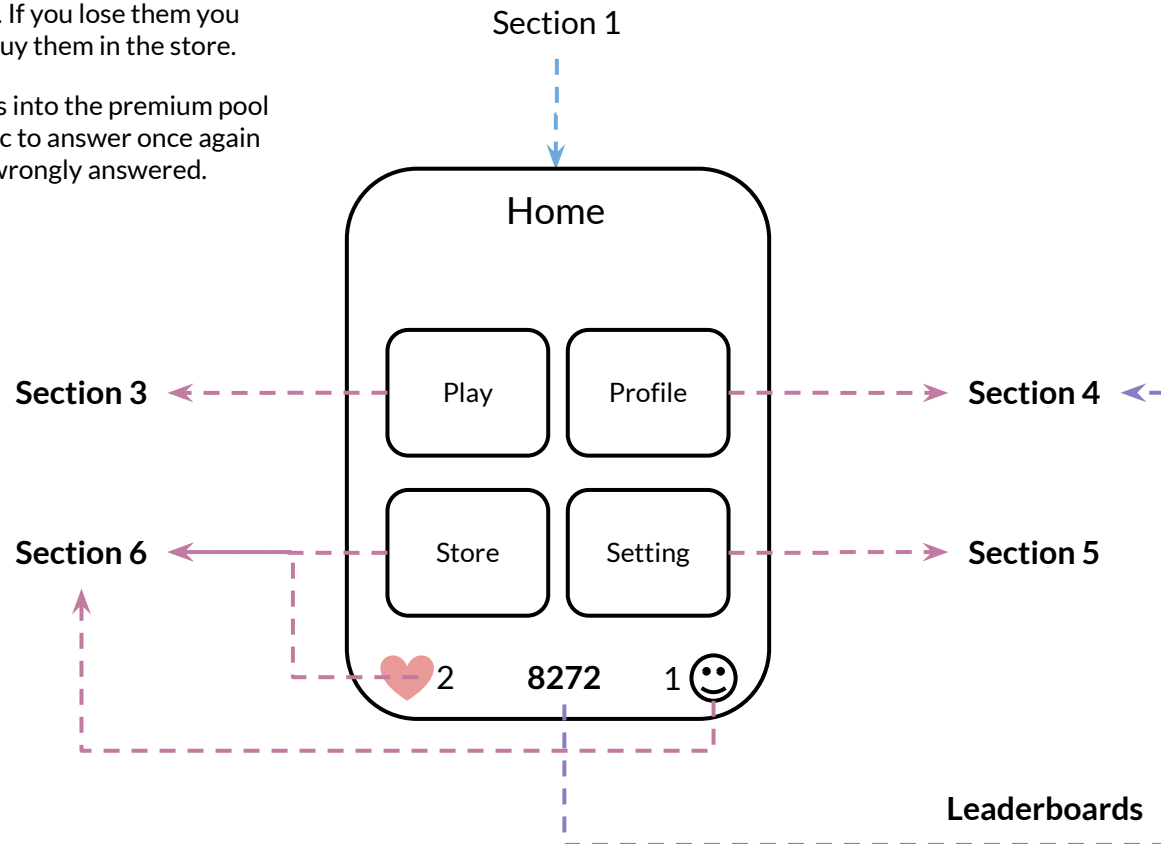
Key



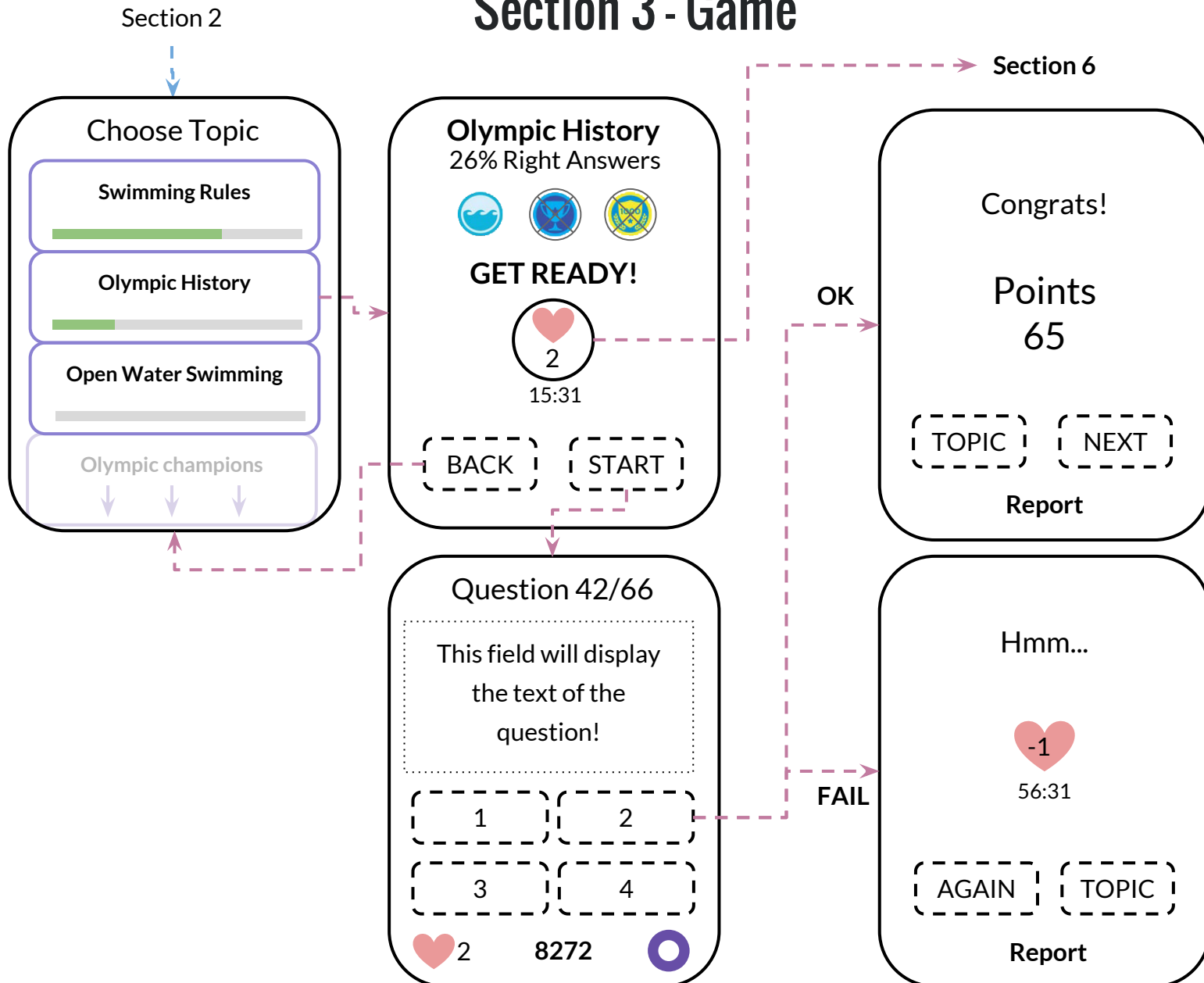
Daily lives (up to 3). If you lose them you can wait or either buy them in the store.



Possibility to access into the premium pool of a completed topic to answer once again the questions you wrongly answered.




Section 3 - Game




Section 3 - Topic in Depth

On-Going Topic and standard gameplay explained in Section 3 - Game.

Olympic History
26% Right Answers



GET READY!




15:31

BACK **START**

Question 42/66


This field will display the text of the question!

1 **2**
3 **4**


 **2** **8272** 

Power UPs are accessed through this icon.

Olympic History
56% Right Answers



COMPLETED



You can access the premium pool >>> 

BACK

Question 1/27

This field will display the text of the question!

1 **2**
3 **4**

 **1** **99853** 

Completed Topic and access to the **premium pool** to improve the score and get more badges.

27 is the number of the **wrongly answered questions** inside the **pool** just unlocked.

-1 

Section 3 - PowerUPs

Power-UPs:



½ off- this power up will give you the possibility to choose only among 2 choices instead of four.



Try again - if you activate this power up will give you the chance to have a second try if the first choice is wrong.



Blast from past - this power up will give you the possibility to answer the questions you previously answered wrong.



Heartbeat - this power up will accelerate the recovering of lives, lost after a wrong answer.



Jump it - with this power up you can skip the current question, that will be however presented again later in the gameplay.



Freeze time - this one will freeze the timer for a certain amount of time



Ask the Crowd - it automatically chooses the answer most chosen by players.