

Letter Head

Do we want to include options to Tweet or post to Facebook?

Need to remind people to rate the app after x number of games. If they say Never, then Never remind them again. Otherwise, remind them again after x games.

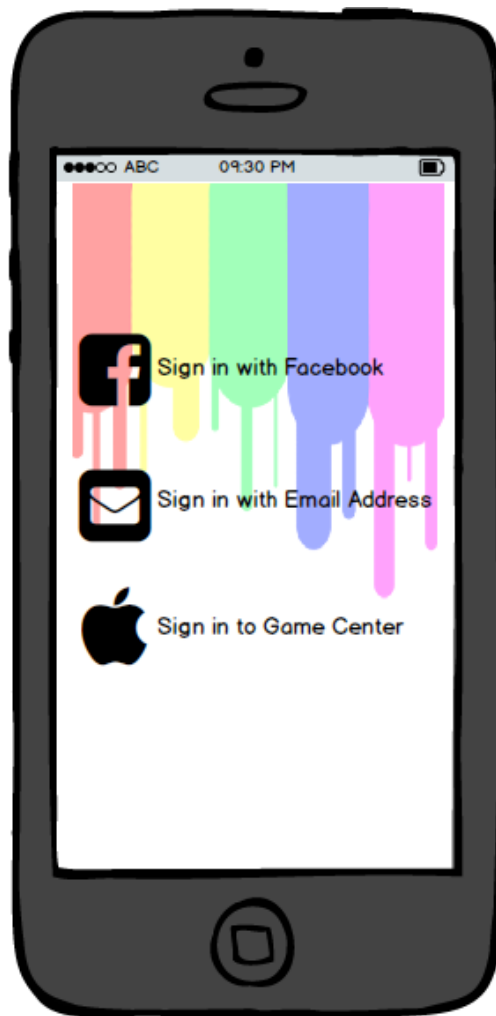
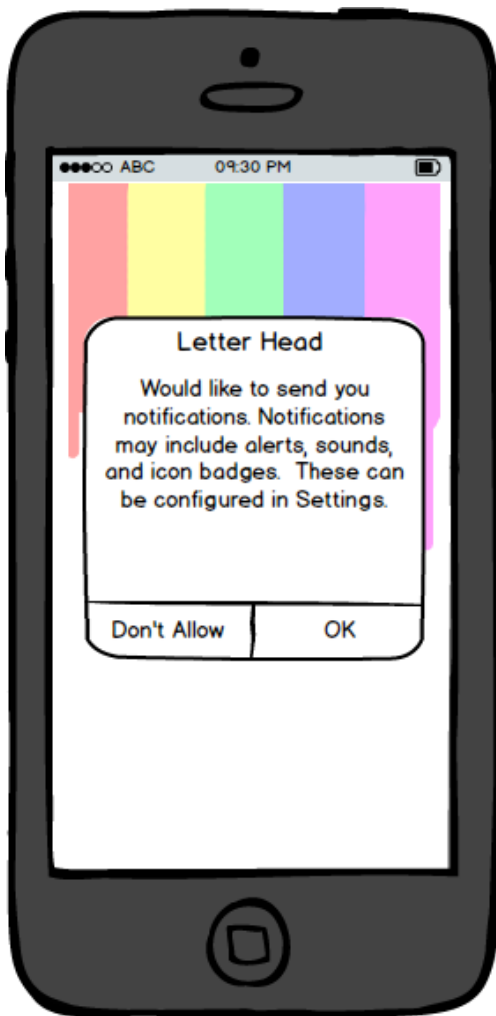
Progress bar if loading isn't quick

<https://developer.apple.com/library/ios/navigation/>

<https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/MobileHIG/>

https://developer.apple.com/library/ios/documentation/NetworkingInternet/Conceptual/GameKit_Guide/Introduction/Introduction.html

Version 1.0
Confidential



Use Game Center? Facebook? Email?

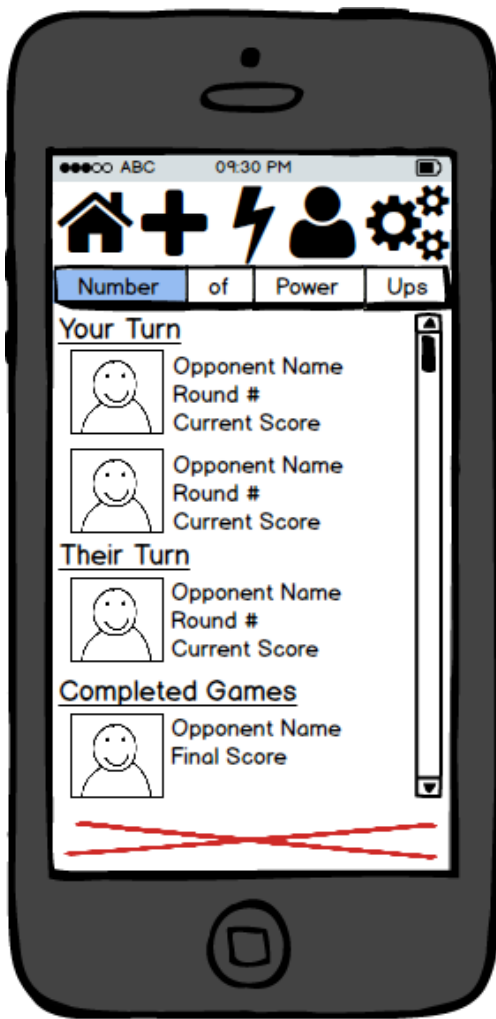
We're thinking Game Center is probably the way to go. It has the matchmaking, leader boards, etc. This will probably turn into a screen to make sure Game Center is connected. (Except for Solo games. Maybe.)

Do we want Game Center achievements?

Do we also want people to connect to Facebook so they can find their friends?

Important: Games that support multitasking should take special note of this behavior. When your game moves into the background, the player may launch the Game Center app and sign out. Also, another player might sign in before control is returned to your app. Whenever your game moves to the foreground, it may need to disable its Game Center features when there is no longer an authenticated player or it may need to refresh its internal state based on the identity of the new local player.

Do we need to provide this ^ level of detail?



Red X for ads - do adds go at the bottom of every screen?

Home

Create Game

Power Ups

Profile - or should profile info be part of Settings?

Settings

Swipe left on a row to get option to Resign the game if it's Your Turn.

Swipe left on a row to Resign the game or Remind your opponent that it's Their Turn. (The reminder would only matter if they have notifications turned on.)

Swipe left on a row to Remove or Rematch on a Completed Game. (only keep a certain number of completed games?)

Do we need game chat?

If you leave a turn before the end, can the state of the game be preserved? But when you return, make the timer 0, so you can't do anything but pick where you want to enter your points.

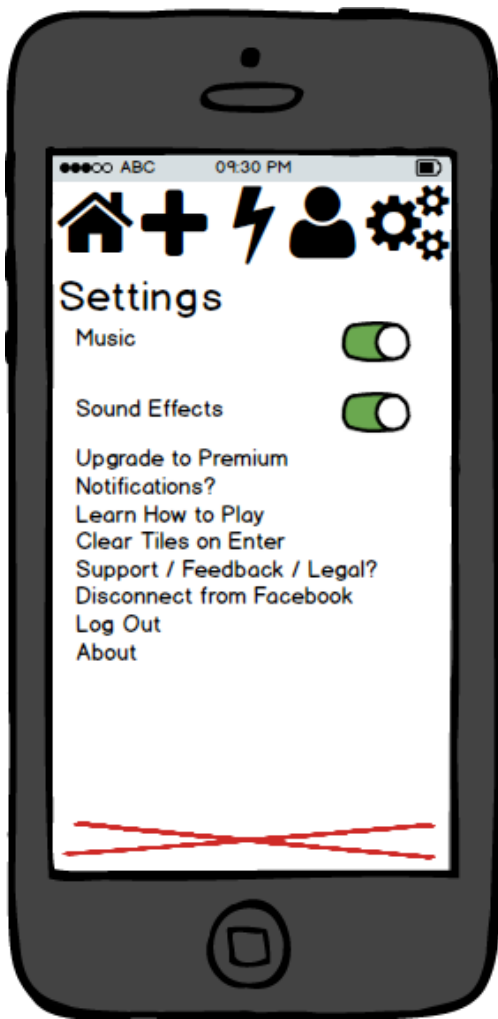
Games not played will automatically time out after x number of days.

Games are saved in the cloud so they can be picked up and played on different devices.

Needs to work on both iPhone and iPad.

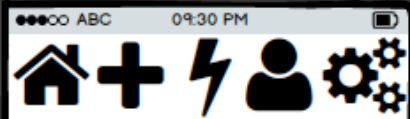
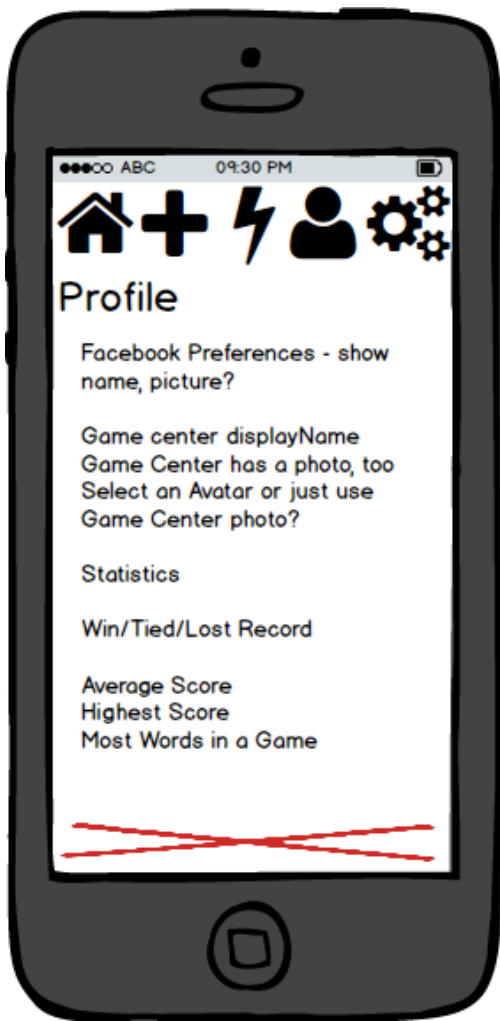
Can you go back and see completed games? Or you just get the score? What should we do to show games that were completed on an opponents turn? Show at the top like WWF?

Message box if the person wins the daily game along with notification of their prize pack? Maybe this goes when they first open the game for the "day".



The Premium version removes the ad space from the bottom of the page. You will still be able to watch ads for power ups.

Are premium and free versions of the game the same app or different apps? It would be good if they were the same app.



Profile

Facebook Preferences - show
name, picture?

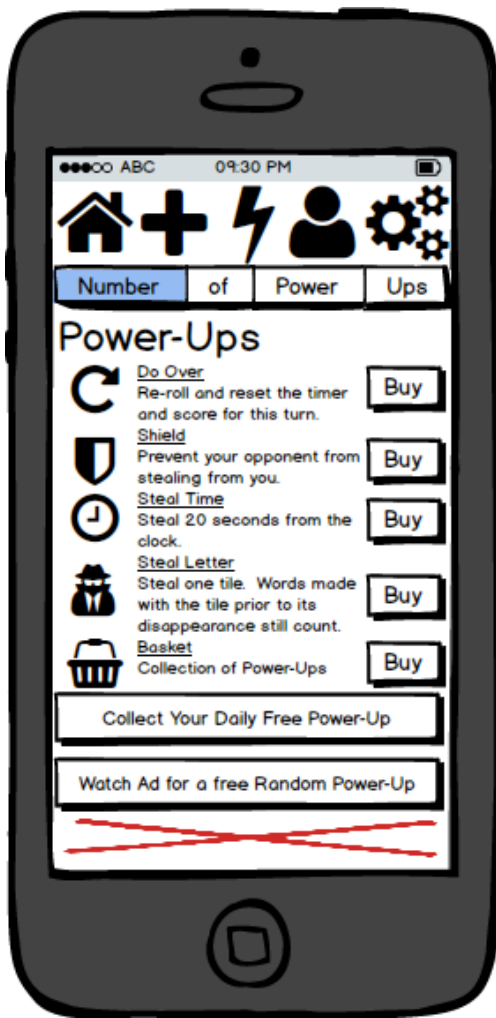
Game center displayName
Game Center has a photo, too
Select an Avatar or just use
Game Center photo?

Statistics

Win/Tied/Lost Record

Average Score
Highest Score
Most Words in a Game





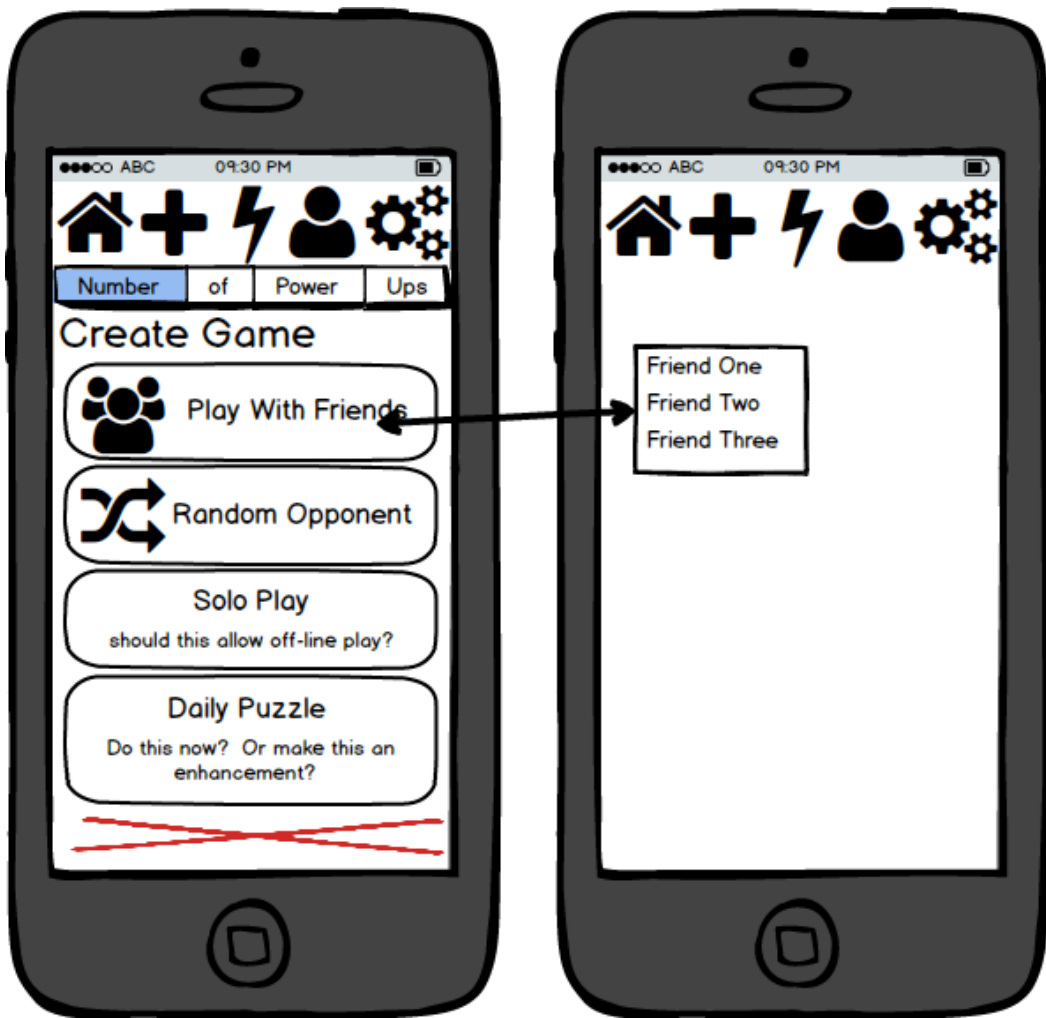
Power-up counts be at the top of each screen?

Players can only use one of each type of power-up per game.

Is Apple's ad generator model still the way to go?

Free Daily Power-up - animation for this?

Limit the number of Ads you can watch to 5 a day



Friends on Game Center?
Facebook Friends?

Random Opponent vs. Skilled Matchup?

Beginner and Advanced games?

How do you decide who goes first?

How do you get notified that you were invited to game? Special sound/
message box? Use notifications and then the game also appears under
"Your Turn". Then when you select that game, it asks if you want to
accept or not.

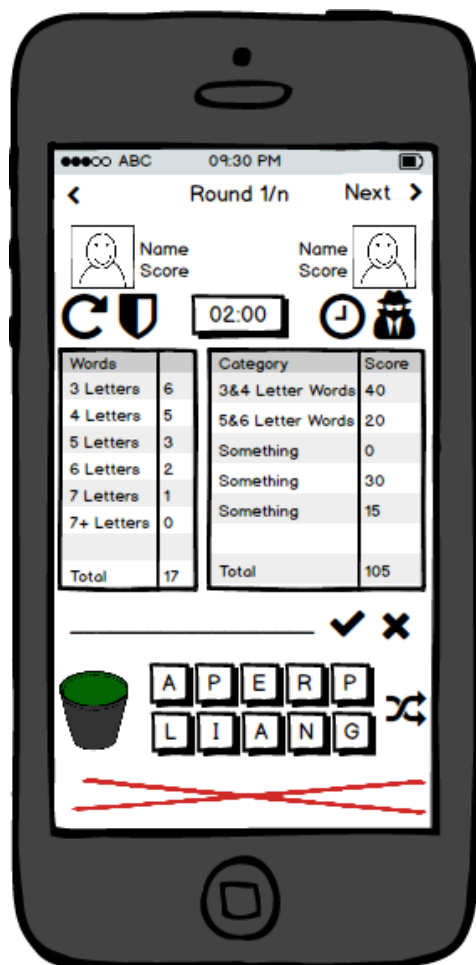
Maximum number of games active at any time? Factor of Game Center?
Or do we arbitrarily set one?

Would like to start a solo
game/random game/game
with <x>?

CancelOK

<x> invited you to a game?

CancelOK



1. Click on the dice cup to roll your letters - maybe the dice cup is "shaking" at the start of your turn to indicate what you should be doing
2. 10 random letters are "rolled" - will need some way to make sure vowels are more likely to appear.
3. Click on letters to spell words. Letters move to the word line. Hit <Submit> or <Clear>. Check dictionary to see if it's a real word. Add it to the list of words for the turn or "bonk" to say it's not a word. Legal words get cleared or stay in place (option under settings). Illegal words (unreal words and bad words/profanity) stay in place.
4. Timer for each turn. Start with 2:00 to see if it's a good amount.
5. Select a category to enter your score. Each category is used once per game. Still working out the categories and number of rounds.

Button to randomly rearrange/shuffle the letters.

Button to move on to the next game available.

Tap letters on the line to move them back down.

The score pad updates and the score shows for each category as words are played and the categories requirements are met.

The words are counted as they are submitted.

Need a way to see your opponents score card. Clicking on the person shows their profile and current score? Different button?

Using Power-Ups - only one power-up of each type can be used in a game

Re-roll and shield icons are "bold" if you have them available to use in a game. Click on them to use. (Add a message box to confirm action for a re-roll.) Power-up icons dim when they have been used in a game - by you or your opponent.

During your turn, you can stop the stealing by activating your shield. Click on the icon? Click on the in-coming hand?

During your turn, you can use a power-up to re-roll and reset your score and the timer.

If your opponent has sent a steal, it will happen randomly within the first 30 seconds of your turn. Steals have an animation of some sort. A hand coming in to grab the timer or a letter? Not sure what yet. Not sure what happens if you end your turn before a steal happens. Make it happen on the next round?

Do we need to show the words you've found so far before the end? May be used to jog your brain if you are stuck.

Need to be able to Resign a game from within a game?

At the end of your turn, we need a box that shows you the words you found and the words you missed? Or maybe just the big words? You also need to decide if you want to steal time or a letter from your opponent on their upcoming turn. Option to buy power-ups from here?



Game Play is the same as a regular game.

The daily dice are the same for everyone. How will these be generated? Need a specific set for each round.

No Power-ups can be used.

May play only once.

At the end of each round, we need a box that shows you the words you found and the words you missed? Or maybe just the big words?

At the end of the game, we need a box that shows the current standings.

Name and totals are kept on a daily Game Center leaderboard. Winner gets power-ups? Or just bragging rights?

Does Game Center allow you to go see a previous day's leaderboard?