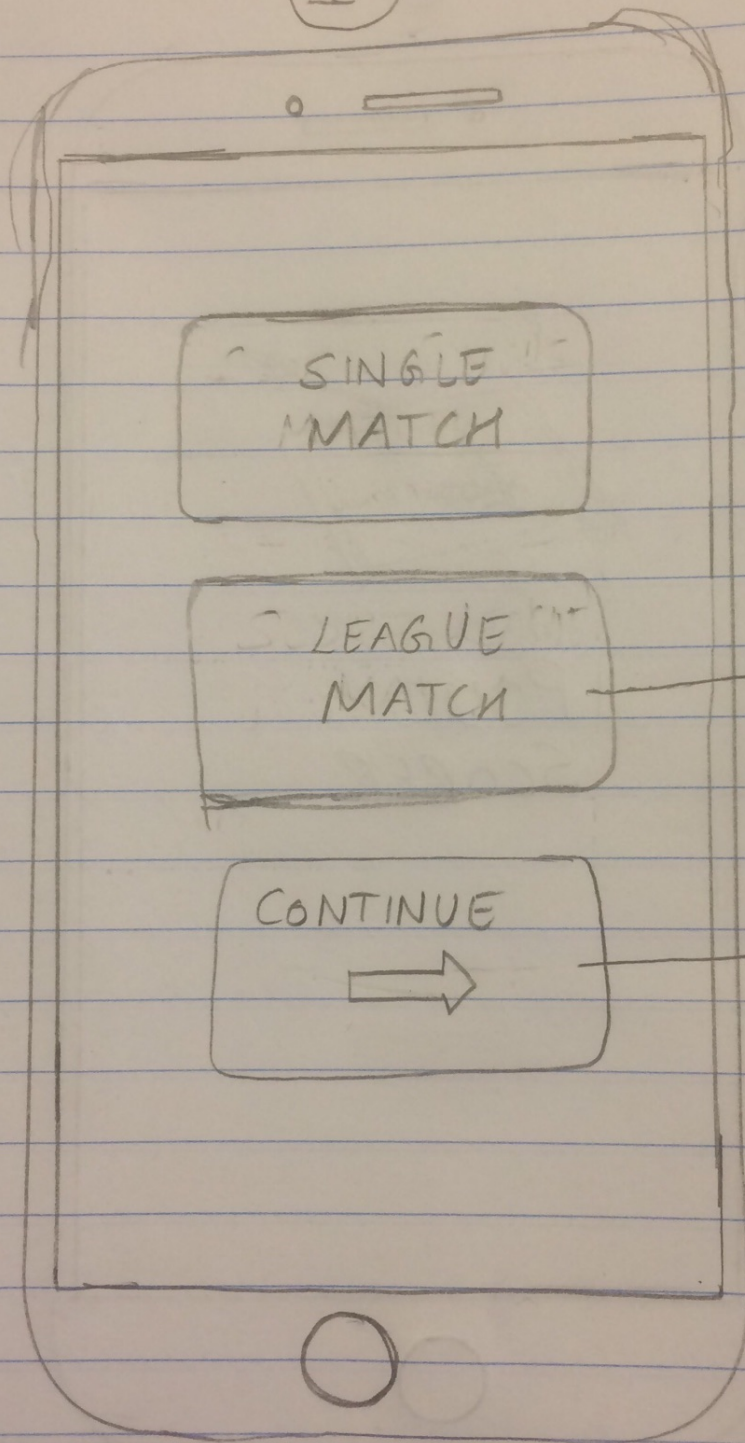


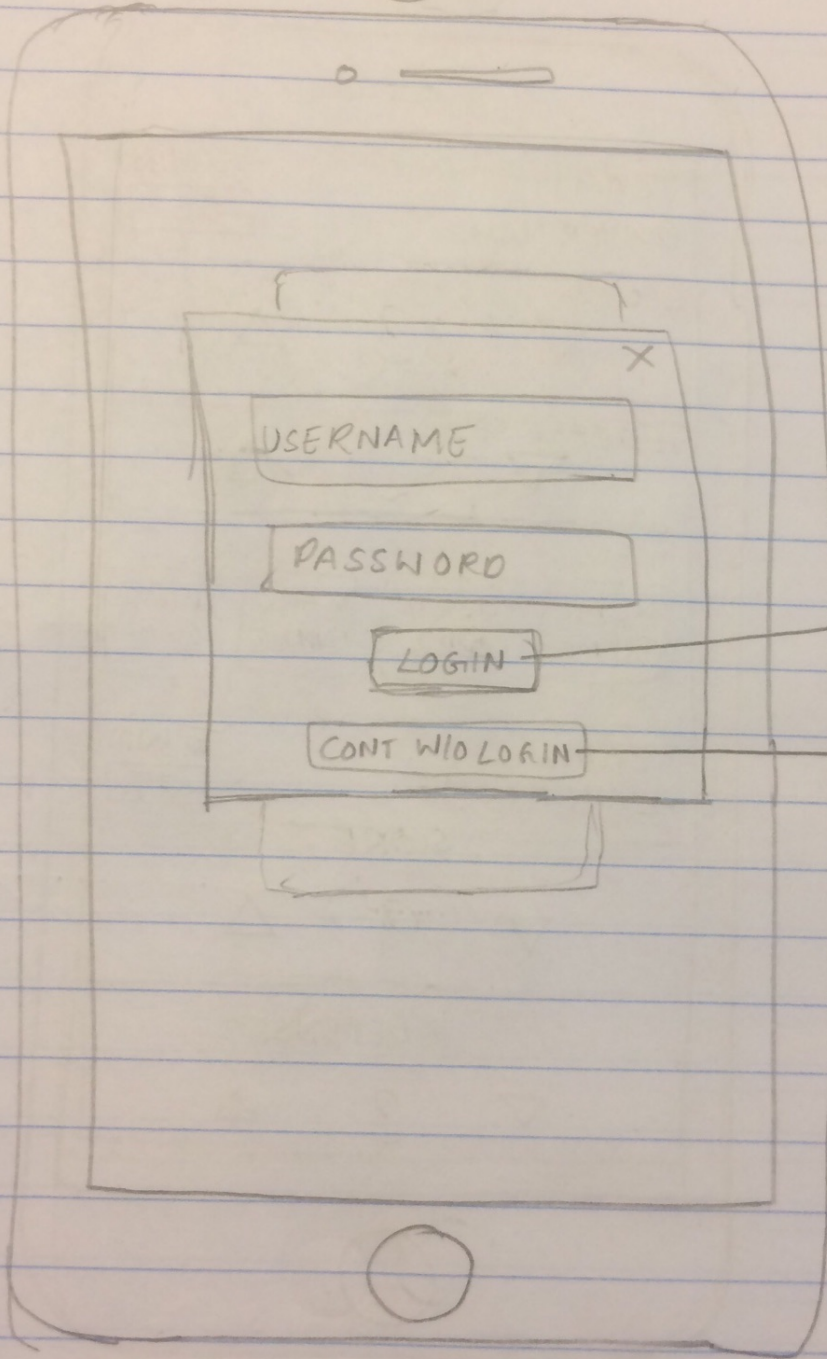
①



②

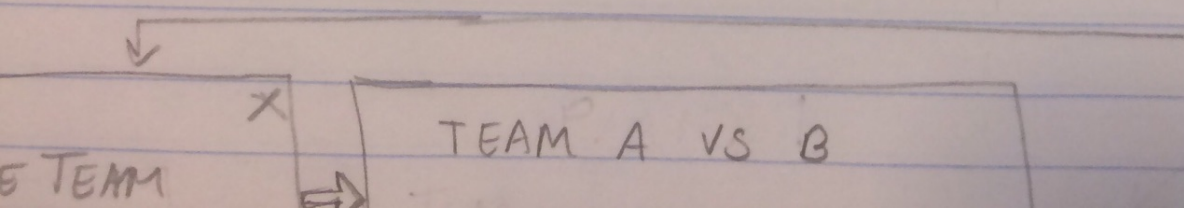
④

②



→ ③

→ ③



3

A hand-drawn sketch of a mobile application screen. The screen is divided into two main sections: 'HOME TEAM' and 'AWAY TEAM'. Each section contains two input fields: 'TEAM NAME' and 'TEAM NUMBER'. At the bottom of the screen, there is a 'CONTINUE' button. An arrow points from the 'CONTINUE' button to a circled number '4', indicating the next step in the process. The entire sketch is drawn on lined paper.

HOME TEAM

TEAM NAME

TEAM NUMBER

AWAY TEAM

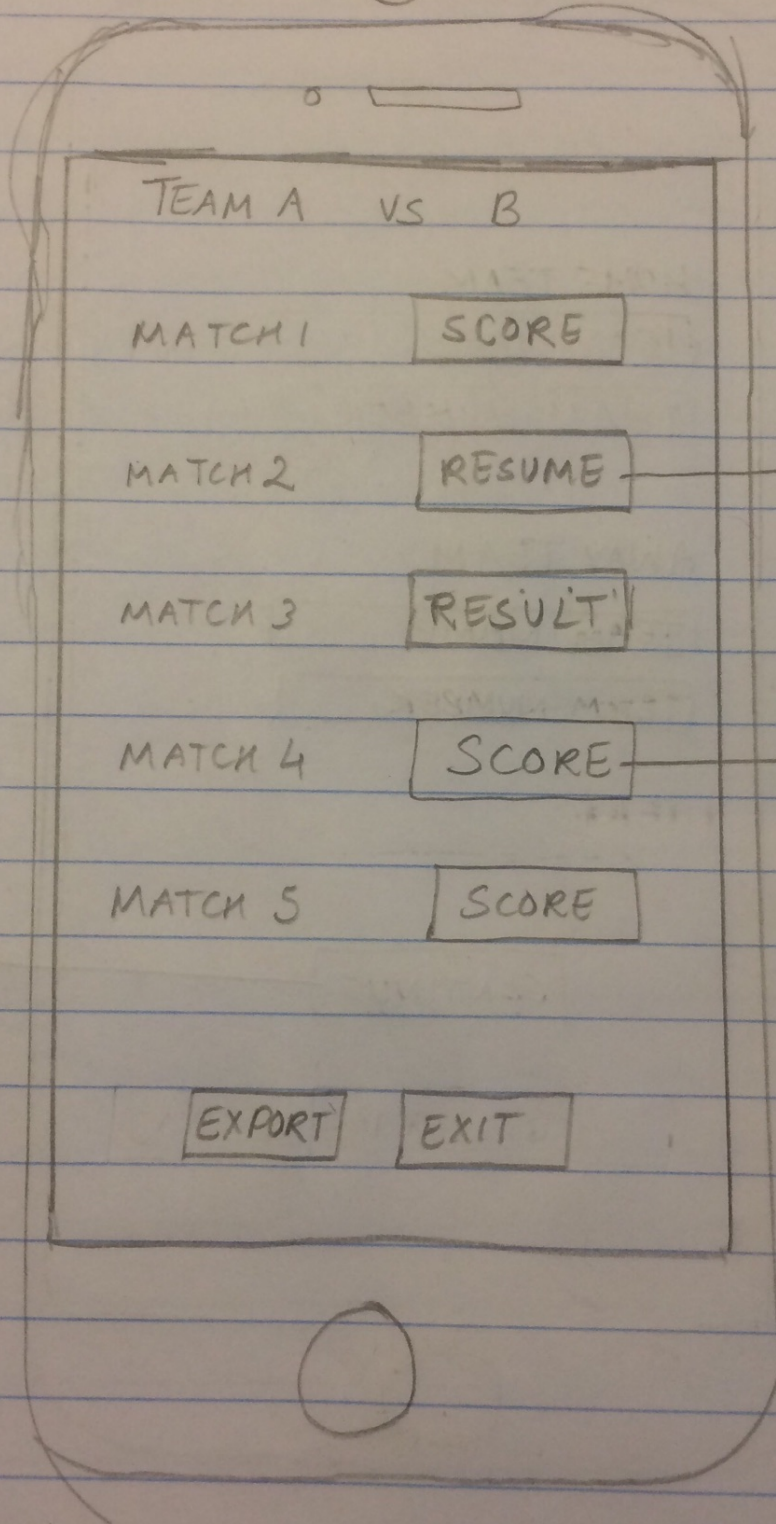
TEAM NAME

TEAM NUMBER

CONTINUE

4

④



5

0

TEAM 1

TO WIN

PLAYER NAME

55

SCORE

▽ 33 ▽

DEFENSE

▽ 2 ▽

NEXT FRAME

DEAD BALL

MARK INNING

FINISH GAME

TEAM 2

TO WIN

PLAYER NAME

39

SCORE

▽ 9 ▽

DEFENSE

▽ 3 ▽

4