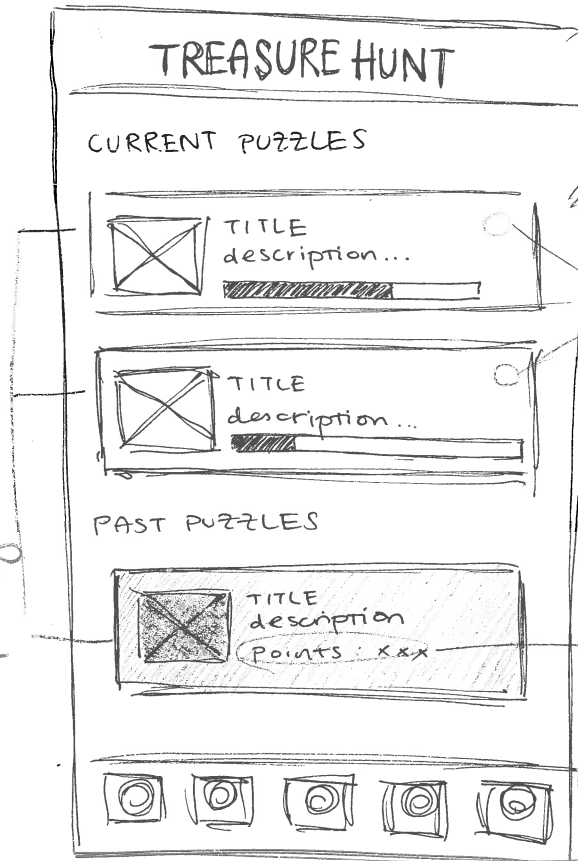


① Starting screen



② Home/Main screen

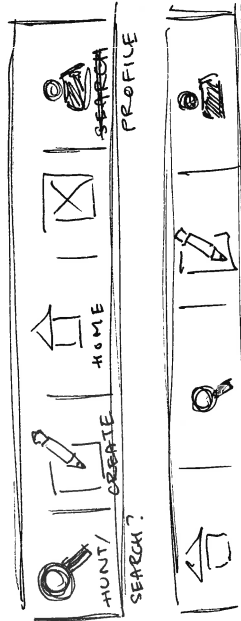


progress might change w/ more dynamic puzzles

icon that displays category of puzzle? not sure if we need to categorize types

some kind of point system? what to name it something different (e.g. tokens?)

what do we need here?



Navbar options

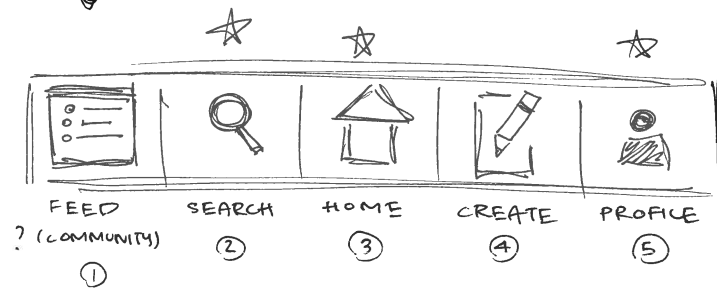
- profile (personal info)
- search puzzles
 - by code / interest / location
- home = current puzzle? (access to clues, progress, etc)
 - list of current projects

suggestions?

do not have an account
(∴ no progress gets saved, just view aspects of puzzles)

⇒ take directly to search by code (user)

Major NavBar Features



- ① - view progress from other people
 ? \Rightarrow in retrospect, probably not needed...
 - would have to integrate solid friends feature

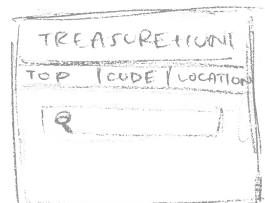
"xxx has completed the search in record time!", etc.

\hookrightarrow concerned that this would complicate scope too much, doesn't actually benefit that much?

- ② SEARCH (user-standpoint)
 - allows users to search/discover/start new hunts
 - search by interest/location?
 (+tags?)

- 1) automatically populate w/ hunts in general vicinity
- 2) have location search

- search by code



③ HOME

- where your current puzzles (+ puzzle history) is stored, where you launch your puzzles
 - puzzle execution happens in here
- \Rightarrow can also call "puzzle" tab

④ CREATE (creator standpoint)

- people can create their own hunts
 (currently UNSUPPORTED feature)

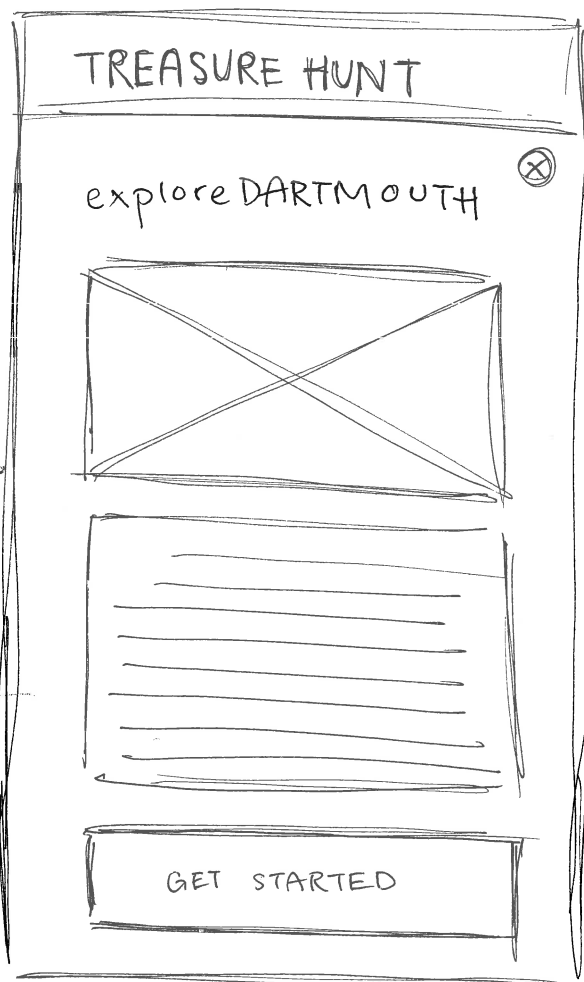
⑤ PROFILE

- basic user information

- Feed = friend's activity

3

b. START/INTRO PAGE

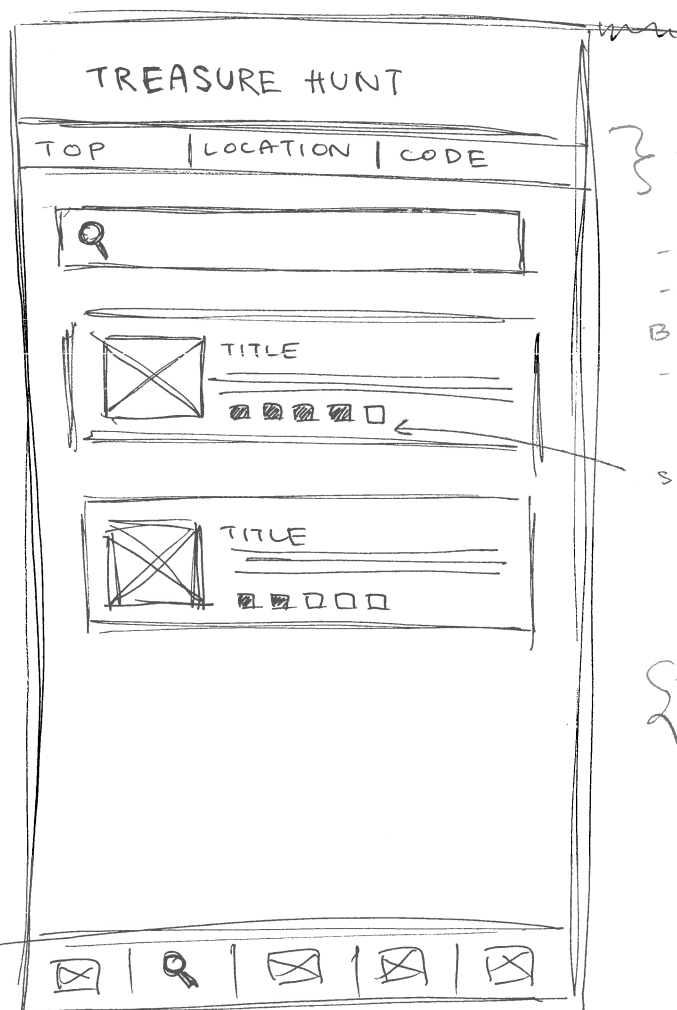


Basic descriptions of
the scavenger hunt

⇒ also can include

- rating
- difficulty
- estimated time

a. SEARCH PAGE



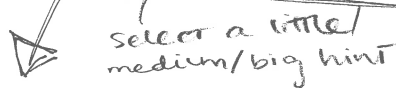
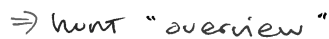
} top, location, code,
interest?

- TOP = top in area
- LOCATION = search for
Boston, Hanover, etc.
- CODE: specific code
in mind

scavenger hunt
review

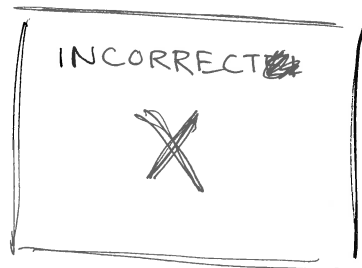
} filters on time
and difficulty
→ similar to yelp's
filter?

④



- hint / description;
how to complete
the clue

⇒ finish the puzzle ;
+ type in text ; match
picture ?



- give coordinates to get people to the next area