

Assumption: Target platform is tablet.

Review the following documents:

- Personas: Felicity, Leon, Erica, Jimmy Junior
- Game Concept: Hero Arena

① Create a mind map that lays out the navigational model for the entire game Hero Arena. Clearly indicate which screens are intended to be represented as wireframes. You should not work with others on this portion of the assignment, as you will be graded individually.

Document Title: Hero Arena Information Architecture

Expected submission format: XMind v6 (ask before varying from this)

② Write a 1-2 page overview of the decisions you made that led to organizing the mind map in this way. You should not work with others on this portion of the assignment, as you will be graded individually.

Document Title: Hero Arena IA Approach

Expected submission format: Word (no exceptions)

③ Form a team of 3 people (including yourself). Divide the 6 mini-games among yourselves such that each person has two of the mini-games.

④ Create low to medium fidelity wireframes for each mini-game that you own. Additionally, create wireframes for the City Map, World Map, and Battle Mode (where units appear on the field). If you need to fill in any design details, please explain the additions. You do NOT need to create wireframes for individual City Locations, Main Menu, or any World Map Locations as part of this assignment. You should not work with others on this portion of the assignment, as you will be graded individually.

Document Title: Hero Arena – <Screen Name>

<Screen Name> is the mini-game name (such as “Gem Mine”, “City Map”, “World Map”, or “Battle Mode”).

Expected submission format: Word or PDF (ask before varying from this)

Each document should have as header/footer (or at least somewhere on each printed page):

- Your Name
- Instructor Name
- Class Name/Section
- Document Title
- Page Numbers

A digital version of the paper must be submitted to Moodle by 11:55pm of the due date.