Assumption: Target platform is Steam or tablet, but you must clearly identify which.

Review the following documents:

- Persona: Felicity
- Persona: Leon
- Persona: Erica
- Persona: Jimmy Junior
- Game Design: Reverie

Using the User Scenarios, User Scenario Flows, and Mindmap for Reverie created in Assignments 2 and 3, complete the following:

1. Create a wireframe for each identified user interface state. Wireframes may be low or medium fidelity, but should NOT be high fidelity.
   - For some UI states, you may wish to only wireframe the affected subsection of the screen, such as a dialog or HUD. In such cases, you **MUST** include a caption below the image in the UI State Map that indicates where on the screen this UI state appears, or include a labeled dashed outline area on the primary UI screen that indicates where this element is placed.
   - Individual .PNG or .JPG files (at the target platform's resolution) **MUST** be provided for each UI state, zipped together as a single submission file named WireframeFiles.zip.
   - The filename for each file **MUST** match the label of that image on the UI State Map such that the two can be correlated.

2. Stitch together your wireframes into a UI State Map that draws arrows from **EACH** button/interactive element that changes UI state to the appropriate wireframe that displays the new state.
   - This **MUST** appear on a single large canvas, suitable for printing and hanging on a wall, such that every UI state can be seen at the same time. You may scale down the images of your wireframes you created in step 1 above.
   - If you cannot fit all the images on a single canvas, than you may use multiple 11x17" pages (tabloid) that can be placed on the wall in tiled fashion, but in such cases, the arrows that span pages must lead to/from an element on the edge of the page (such as a square or inverted pentagon) that is labeled with the page number to go to and a unique number to identify the connection; e.g. "To Page 3, ②" or "From Page 1, ②". This connector element should be on the side of the page nearest the adjacent tiled page. If you use this approach, there must be page numbers on the page.
   - Every UI state **MUST** be labeled above the image with a name that also matches the file name in the WireframeFiles.zip file.
   - Interactive prototype is **NOT** acceptable.
   - You will be drawing a <u>lot</u> of arrows. Every interactive element on every wireframe should have an arrow leading from it to some other UI state.

A digital version of the documents must be submitted to Moodle by 11:55pm of the due date. The individual .PNG or .JPG images must be zipped together into a single .ZIP file. Wireframe files may NOT be submitted in any other format. The UI State Map must be submitted in .PDF format.