

# **Push Notifications**

*The following document details the push notifications available at launch* 

- Energy has been refilled
- A friend has passed a friend bubble to the user (starting or continuing)
- The user has not loaded the app within 48 hours
- On Install (and FB connect), all friends receive push notification
- On reactivation (haven't played in 7 days), all friends receive push notification

{ Dev Team }

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#### **Feature Details**

#### 1. Push Notifications

- a. The following notifications will be available to the user:
  - i. Energy has been refilled
  - ii. A friend has passed a friend bubble to the user (starting or continuing)
  - iii. The user has not loaded the app within 48 hours
  - iv. On install (and FB connect), all friends receive push notification
  - v. On reactivation (haven't played in 7 days), all friends receive a push notification
- b. <u>Push notifications will only be displayed to the user if they are not currently within the application (i.e. the user should never be within the app and receive a notification)</u>
- c. All notifications will include the app icon
- d. Energy has been refilled
  - i. If a user has less than 15 energy (i.e. less than max energy), then the app will track when the user has recharged up to 15 energy
  - ii. Once the user's energy has been refilled to max (as a result of the recharge timer), the app will fire a push notication
  - iii. The push notification will read, "Your energy has been refilled in Bubble Safari! Start popping now!"
- e. A friend has passed a friend bubble to the user (starting or continuing)
  - The user must be connected to Facebook in order to receive a friend bubble
  - ii. If the user receives a friend bubble, then the app will fire a push notification
  - iii. The push notification will read, "<friend's first name> has sent you a bubble in Bubble Safari! Use it now to beat a level!"
- f. The user has not loaded the app within 48 hours
  - i. If the user has not loaded the app (where "loaded" is defined as tapping the icon on the home screen to initiate the load), fire a push notification
  - ii. The notification will read, "Come back to the jungle and help Bubbles save his girlfriend!"
- g. On install (and FB connect), all friends receive push notification
  - After the user has installed the app <u>and</u> connected to Facebook, a push notification will be sent to the user's friends who have also installed the application
  - ii. The push notification will read, "<User's first and last name> has just installed Bubble Safari! Send them a bubble today!"
- h. On reactivation (haven't played in 7 days), all friends receive a push notification
  - i. If the user has not played for a period of seven (7) consecutive days and then loads the app, fire a push notification to all of the user's friends who have also installed the app



ii. The push notification will read, "<User's first and last name> is back in the jungle of Bubble Safari! Can you beat their new scores?"



### **Feature Requirements**

This section breaks down the work by discipline and all requirements

#### 1.0 Dev Requirements

• 1.1 Enumerated listing for dev

#### 2.0 Art Requirements

• 2.1 Enumerated listing for art

#### 3.0 SFX Requirements

• 3.1 Enumerated listing for audio

#### 4.0 PM Requirements

4.1 Enumerated listing for PMs

#### 5.0 Design Requirements

• 5.1 Enumerated listing for Design

#### 6.0 Community & CS Requirements

- 6.1 Enumerated listing for Community (>>Joel)
- 6.2 Feature Walkthrough for Customer Service

#### 7.0 QA Requirements

• 7.1 Enumerated listing for QA



### **Stats Tracking**

Link to taxonomy doc - Which may need to be updated when feature is developed

### **New Stats > Stat Name**

Counter	Kingdom	Phylum	Class	Family	Genus	Notes



## Feature Walkthrough

This section is for Front Facing Features expected flow for Customer Service



# **Question/ Comments**