Facebook/Guest Login

The following document describes the paths for user login and authentication via FB Connect and Guest Login.

{ Dev Team }

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Feature Details

1. **Guest Login**
   a. Users will be able to play the game without having to login into Facebook (FB) or link their FB account to the app
   b. On the login screen, there will be a "Play as Guest" button
   c. Tapping the Play as Guest button will load the region navigation screen to the region they are currently on
      i. NOTE: the region they are on is specific to their anonymous account, not their FB connected account (in the event they have both)
      ii. The guest login will be considered anonymous play
      iii. Flows associated with sending virals to users (e.g. asking for energy, asking for more bubbles, etc) will prompt a "You must first sign into your FB account" dialog
         1. Tapping connect will bring up the FB sign in page (i.e. as if they were logging in from the first login screen)
   d. MOX
   <<<NEED MOX>>>

2. **Facebook Login**
   a. If the user taps the FB connect button on the login screen (or via the anonymous scenario described above), one of two flows will occur:
      i. User is already signed into FB outside of the app
         1. Immediately swap to the FB permissions page describing what the app requires to collect from the user
         2. If the user taps "Allow", then connect the user's account to the app and load them to the region navigation screen
         3. The region they are currently on should be displayed
            a. NOTE: the region they are on is specific to their FB account, not thier local anonymous account (in the event they have both)
         4. Flow

FB Login – Use already logged into FB outside of app
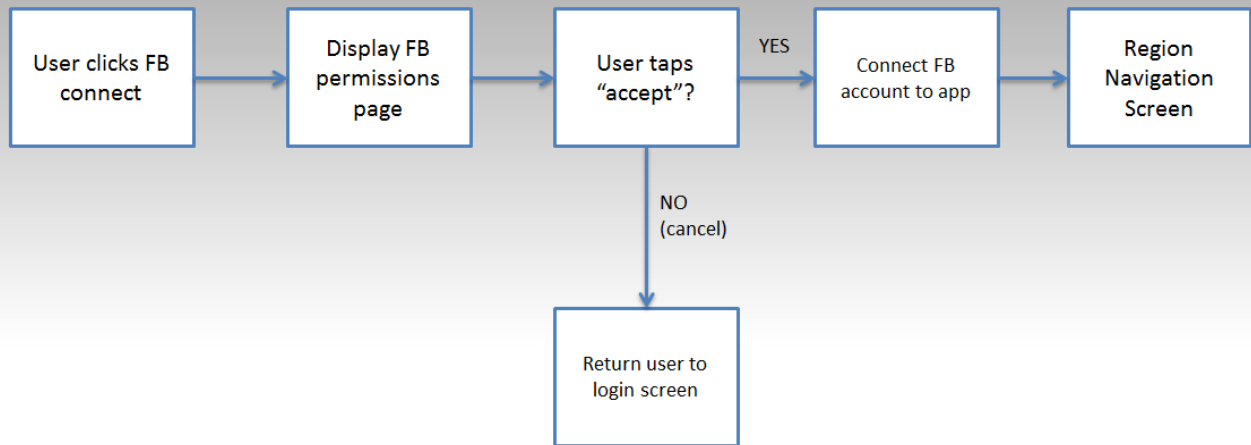
*NOTE: no limit to the number of times this can happen.
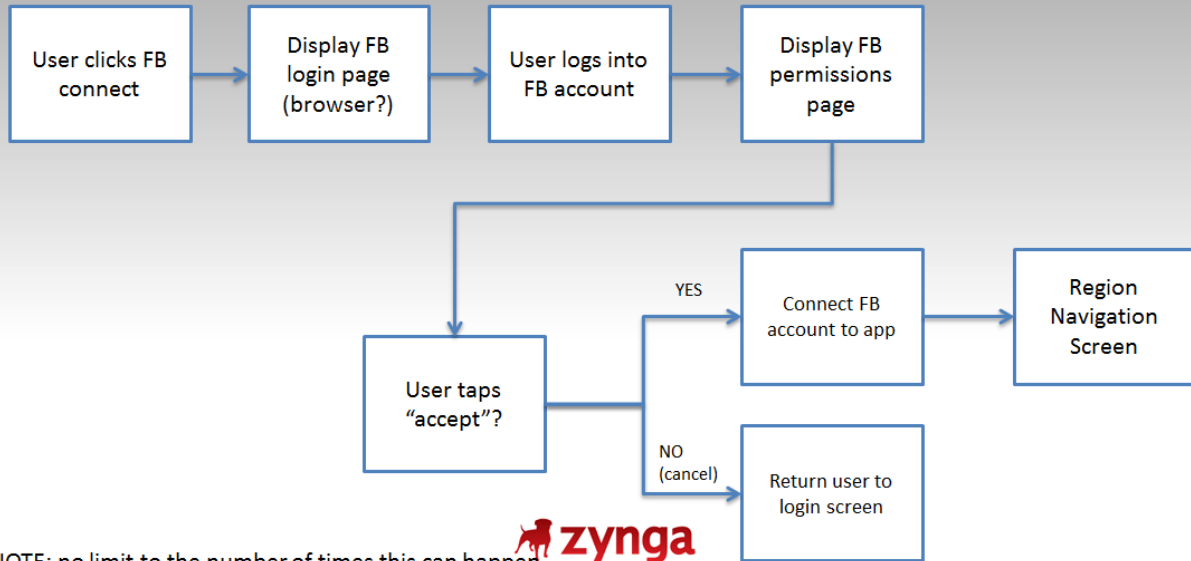
ii. User is not signed into FB outside of app
   1. Display FB login screen (browser load required?)
   2. If the user signs in successfully, continue the same flow as above as if they were already signed in (permissions>allow>region nav)
   3. If the user is not successful at logging in or cancels, return them to the login screen

FB Login – Not logged into FB outside of App

User clicks FB connect → Display FB login page (browser?) → User logs into FB account → Display FB permissions page

User taps "accept"?

YES → Connect FB account to app → Region Navigation Screen

NO (cancel) → Return user to login screen

*NOTE: no limit to the number of times this can happen.

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