HUD - Main and Gameplay

There will be two instances of the core heads-up display (HUD): the Main HUD and the Gameplay HUD. The relevant HUD will be displayed depending on where the user is within the app.

- *If the user is in a menu screen or other non-gameplay screen - show the Main HUD*
- *If the user is within a gameplay screen (i.e. a level), display the Gameplay HUD*
- *This is relevant as screen real-estate will vary depending on the HUD.*

{ Dev Team }

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Feature Details

1. Main HUD

a. The Main HUD will be displayed on the following screens:
   i. Region Menu
   ii. Level Navigation
   iii. Intro Dialog
   iv. Outro Dialog
   v. In background when a dialog is overlaid on a non-gameplay screen
b. The following information will be available on the Main HUD:
   i. Total Safari Coins (a.k.a. "coins") owned
   ii. Access point to purchase/add more coins
       1. Tapping it prompts the user with the "add coins" dialog
   iii. Total Safari Cash (a.k.a. "cash") owned
   iv. Access point to purchase/add more cash
       1. Tapping it prompts the user with the "add cash" dialog
   v. Total Energy (a.k.a. "energy") owned
       1. Energy HUD icon will also display a countdown timer if the user has less than full energy
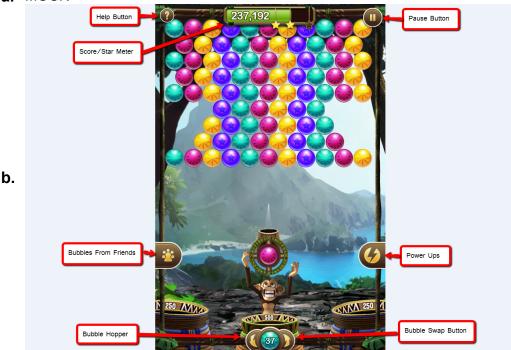   2. Full energy is defined as having 15 energy units

3. Countdown timer will be a 30:00 (mm:ss) clock
vi. Access point to purchase/send for more energy
1. Tapping it prompts user with "add/ask for energy" dialog
vii. Facebook Connect
1. Tapping will open the facebook connect screen that allows the user to login and out of their facebook account.
viii. Options Button
1. Tapping will open the options screen where the user can turn off SFX, Music, and push notifications.

2. **Gameplay HUD**
   a. MOCK

   b.

   c. The Gameplay HUD will only be displayed when the user is on the level screen (i.e. the screen between Intro Dialog and Outro Dialog
   d. There are six (7) core components
      i. Help Button
      ii. Score Meter
      iii. Settings/Preferences access point
      iv. Power Ups access point
      v. Bubble Swap button
      vi. Bubble Hopper
      vii. Bubbles from Friends access point
   e. Score Meter
      i. The score meter will increment as the user performs actions that score points (e.g. bank shots, popping bubbles, popping streaks, etc)

  ii. The score meter will display the user's current score

  iii. The score meter will also display how many stars the user has earned within the round

  iv. When the user crosses a score threshold, the corresponding star will animate and fill in with solid color

f. Pause button

  i. Tapping the pause button will bring up the Pause screen

  ii. The pause screen is outlined in another spec.

g. Help button

  i. Tapping the help button will bring up the help screen

  ii. The help/info dialog is outlined in the info dialog spec.

h. Power Ups

  i. Tapping the Power Up icon will swipe out the Power Up UI

  ii. The Power Up UI will include a "?" (aka "What's This?") button

    1. Tapping the "?" will display the "What's This?" powerup dialog

  iii. The user can activate powerups from this UI

i. Bubble Swap Button (This is also outlined in the BUBBLE MOBILE - Aiming and Swapping Mechanic)

  i. Tapping the swap button will alternate the current bubble in the shooter with the bubble displayed in the Bubble Hopper.

  ii. If the user taps the swap button with 0 bubbles left in the hopper (i.e. 1 bubble in the shooter, but 0 in the hopper), it should animate the swap but then immediately swap back to the single remaining bubble (p2)

  iii. The tap area should be large enough so that the user does not have to tap exactly within the confines of the button

  iv. MOX

Tap area for Bubble Swap

j. Bubble Hopper

    i. Displays the number of bubbles the user has remaining in their hopper
    ii. Once the last bubble is loaded into the cannon, the Bubble Hopper will appear empty
    iii. When the user has 10 bubbles remaining a gameplay message will be displayed saying "10 Bubbles Left!"
        1. A button will be displayed near the Bubble Hopper that will allow the user to purchase more bubbles

k. Bubbles From Friends (BFF)
    i. Tapping multi-colored icon will bring up BFF UI - similar to Impulse Buys
        1. Animate the UI sliding out on the screen.
    ii. From the BFF UI the user will be able to select a BFF bubble to swap with their current bubble in the shooter

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