

# **Region and Level Navigation**

The following document describes how a user will navigate between different regions, and in turn how to navigate between each level within each corresponding region.

{ Dev Team }

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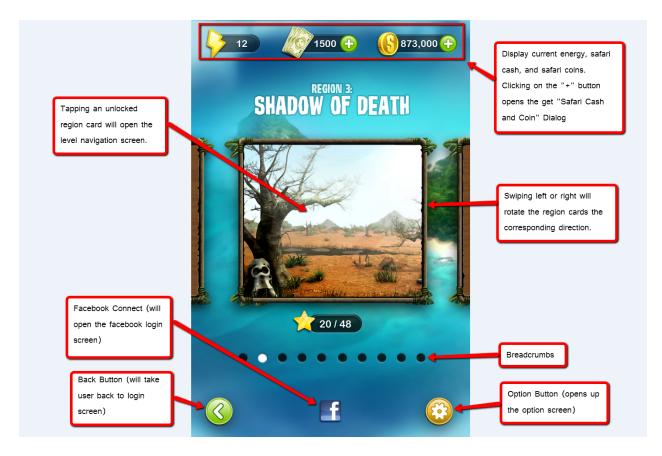


#### **Feature Details**

#### 1. Region Navigation

- a. The region menu will be displayed after the user proceeds past the login screen
- b. The first region will be unlocked to all users
- c. The user will be able to swipe left or right to page through region cards
- d. The user must unlock a region in order to access its corresponding set of levels
  - i. A region is considered unlocked when all levels of the prior region have been completed with at least one (1) star
- e. Regions that are not unlocked to a user will be displayed with a locked image over the region card
  - Tapping a locked region will spin the region cards back to the user's farthest unlocked region (P2)
- f. Tapping a region card (see mox) will open the level navigation screen
  - i. The level navigation screen will be paginated to support more than twelve (12) levels per region
  - ii. Breadcrumbs will be displayed on the screen if there are more than one (1) page of levels for a given region
- g. The total number of stars earned by the user within the selected region will be displayed underneath the region card
- h. The name and number of the region will be displayed above each region card
- i. Tapping the back button will return the user to the login screen
- j. Tapping on the Facebook logo opens up the facebook login screen. Here the user can login and out of their facebook account.
- k. Tapping options button opens us the options screen. Here the user can modify options like SFX, Music, etc... Please reference the Options design for additional information.
- I. MOX





#### 2. Level Navigation

- a. Tapping an unlocked region card will open the level navigation screen
  - The level navigation screen will be paginated to support more than twelve (12) level cards per region
  - ii. Breadcrumbs will be displayed on the screen if there are more than one(1) page of level cards for a given region
  - iii. If there are multiple pages within the level navigation screen, then swiping left and right will flip between the paged level screens
- b. The region number and name will be displayed at the top of each level navigation screen
- c. Each level card can be in an unlocked or locked state
  - i. A level card only unlocks when the prior level is completed with at least one (1) star
  - ii. If a level is locked, tapping it will do nothing
- d. If a user taps an unlocked level card, the intro dialog screen for that level will be displayed
- e. Each unlocked level will include the following information on the card
  - i. Level number
  - ii. Highest star count earned by the user
- f. Tapping the back button will return the user to the region navigation screen



- i. Display the region corresponding to the level navigation screen (i.e. if the user is in the Region 3 level nav screen and taps the back button, return them to the region nav screen with Region 3 centered)
- g. Tapping on the Facebook logo opens up the facebook login screen. Here the user can login and out of their facebook account.
- h. Tapping options button opens us the options screen. Here the user can modify options like SFX, Music, etc... Please reference the Options design for additional information.
- i. MOX





### **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**