



Info Dialog

The info dialog is a dynamic information screen that provides contextual content based on which screen the info dialog was accessed from. The purpose the screen is inform the player about core functionality.

- *Info Dialog Format*
- *Info Dialog Access Points*

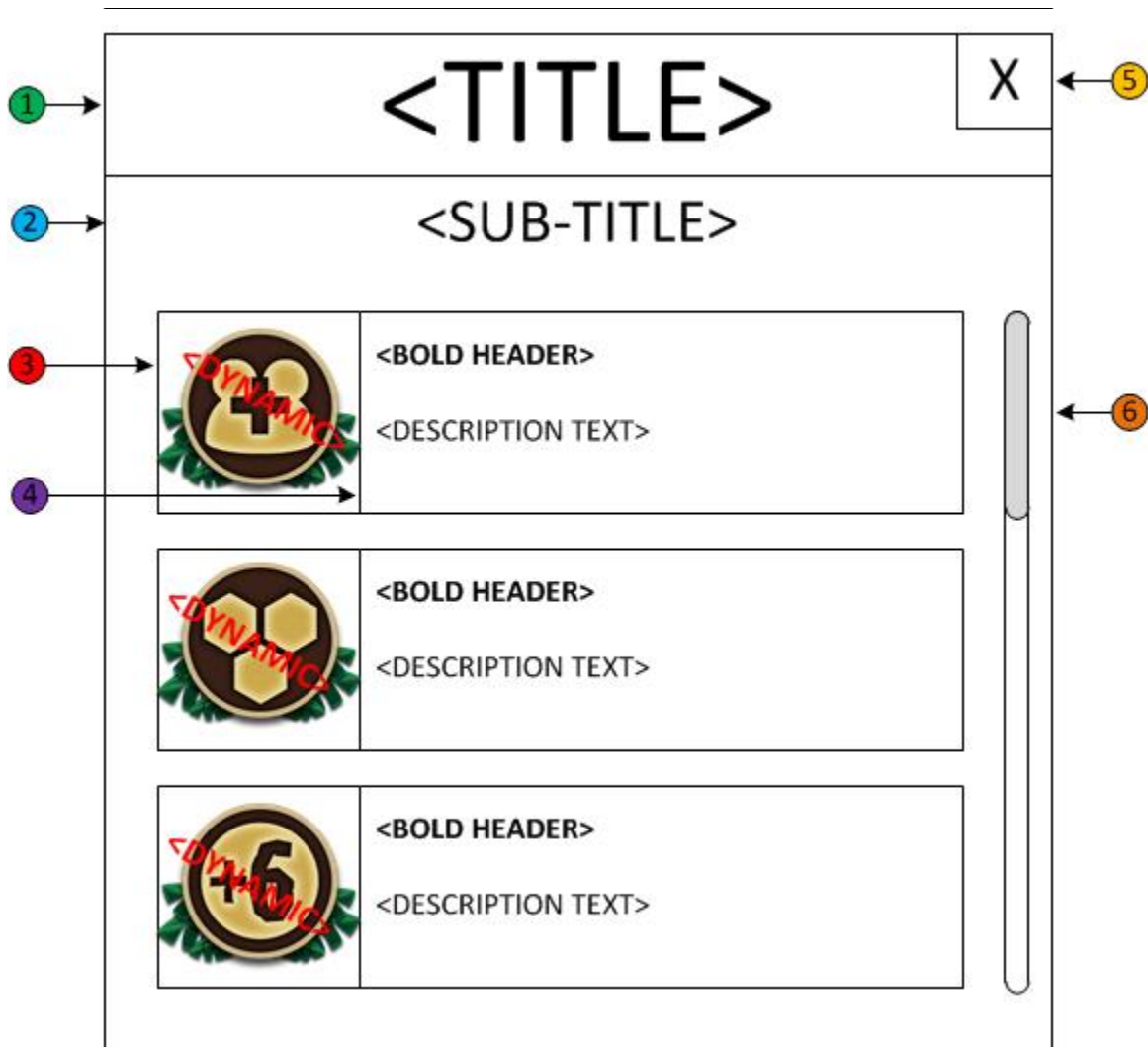
{ Dev Team }

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Feature Details

1. Info Dialog Format



- 1 →
- a. Info Dialog Title
 - i. Display the title of the dialog. This will be contextual dependent on which screen the user accessed the dialog.
 - ii. Example Text: "Power Ups"



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b. Info Dialog Subtitle

- i. Display the subtitle of the dialog. This will be contextual dependent on which screen the user accessed the dialog.
- ii. Example Text: "Power Ups provide special abilities during a level"

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c. Dynamic Information Module (Image)

- i. All information will be accompanied by an image, header, and description text.
- ii. All information is contextual to which screen the user accessed the dialog.
- iii. The data will determine the number of dynamic information modules to display.
- iv. Image - Display an image on the left side of the information module.

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d. Dynamic Information Module (text)

- i. All information will be accompanied by an image, header, and description text.
- ii. All information is contextual to which screen the user accessed the dialog.
- iii. The data will determine the number of dynamic information modules to display.
- iv. Text - Display a bold header and description text for each dynamic information module.
 - Example Header Text: "Extended Aim" (Power Up)
 - Example DescriptionText: "Extends your Bubble Shooter's aim to hit those tough shots!" (Power Up)

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e. Close "X" button

- i. Pressing on the "X" button closes the dialog and returns the user to the screen where the accessed the dialog from.

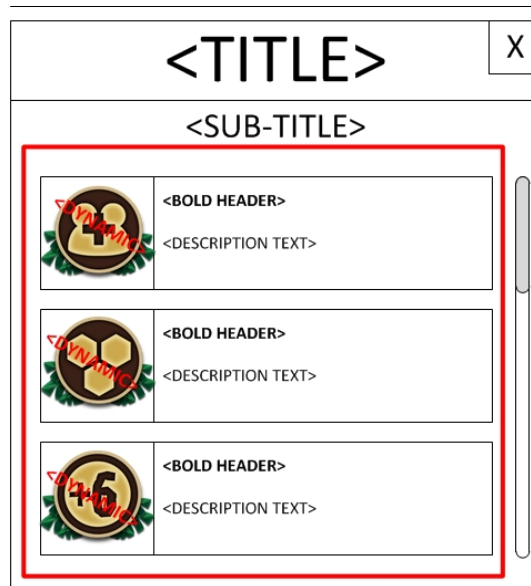
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f. Scroll Bar

- i. Since the number of Dynamic Information Modules is contextual per access point. the number of modules can vary. If the number of modules exceeds screen real estate display a scroll bar.
- ii. To scroll the screen the user can place their finger anywhere in the scroll zone (depicted below as the area inside the red box)



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- Once the user places and holds their finger inside the box, moving their finger up and down scrolls the information inside the scroll zone.



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2. Info Dialog Access Points





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- a. There are four different info dialog access points. (from top left to bottom right)
 - i. Intro Dialog
 - ii. Gameplay
 - iii. Bubbles From Friends
 - iv. Power Ups
- b. Intro Dialog
 - i. The intro dialog information is dependent on which power ups are available for that level. The power ups are controlled by the level data as outlined in the BUBBLE MOBILE - Power Ups spec.
 - ii. Display the image, header, and description for each power up available in the intro dialog.
 - iii. Image = Same Power Up image used on the intro dialog
 - iv. header = powerup_<PowerUpName>_permanent_name
 - These headers can be found in the dialogs.properties file.
 - v. Description = powerup_<PowerUpName>_desc
 - These descriptions can be found in the dialogs.properties file.
- c. Gameplay Dialog
 - i. Use the data/images from the Rules_Level_1_FTUE game event. (copied below)
 - ii. "titleText": "Rule_FTUE_Level1_Title",
 - iii. "image1": "assets/dialogs/png/FUTUE_Image_shooter.png",
 - iv. "text1": "Rule_FTUE_Level1_1",



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- v. "image2": "assets/dialogs/png/FUTUE_Image_pop.png",
 - vi. "text2": "Rule_FTUE_Level1_2",
 - vii. "image3": "assets/dialogs/png/FUTUE_Image_Rack.png",
 - viii. "text3": "Rule_FTUE_Level1_3",
- d. Bubbles From Friends
- i. Use the data/images from the Rules_Social_Panel game event. (copied below)
 - ii. "titleText": "Rule_FTUE_Social_Panel_Title",
 - iii. "image1": "assets/dialogs/png/FUTUE_Image_BFF01.png",
 - iv. "text1": "Rule_FTUE_Social_Panel_1",
 - Change this key to read = "Bubbles From Friends are special Friend Bubbles you can use whenever you want!."
 - v. "image2": "assets/dialogs/png/FUTUE_Image_BFF02.png",
 - vi. "text2": "Rule_FTUE_Social_Panel_2",
 - vii. "image3": "assets/dialogs/png/FUTUE_Image_BFF03.png",
 - viii. "text3": "Rule_FTUE_Social_Panel_3",
- e. Power Ups
- i. **This follows the same logic as the intro info dialog except the description string is different.**
 - ii. The in game power up information is dependent on which power ups are available for that level. The power ups are controlled by the level data as outlined in the BUBBLE MOBILE - Power Ups spec.
 - iii. Display the image, header, and description for each power up available in the intro dialog.
 - iv. Image = Same Power Up image used on the intro dialog
 - v. header = powerup_<PowerUpName>_permanent_name
 - These headers can be found in the dialogs.properties file.
 - vi. Description = **powerup_<PowerUpName>_ttGAME**
 - These descriptions can be found in the dialogs.properties file.



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