



Zynga - Design Spec
~Bubble Safari - Mobile~

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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Zynga - Design Spec
~Bubble Safari - Mobile~

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
 - i. 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.
- l. MOX



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2. Level Navigation

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



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~Bubble Safari - Mobile~

- 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



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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



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Feature Walkthrough

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



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Question/ Comments



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Region Name Key

This section is to show the level flow and corresponding name.

Region Number	Region Name	Hazard
1	Ape Island	n/a
2	Coconut Cove	Coconuts and Steel bubbles
3	Bee Valley	Bees
4	Spawner Forest	Spawners
5	Poacher Village	Poacher Traps
6	Tangled Temple	Vines
7	Blossom Falls	Flower Blossom
8	Adder Tavern	Row Adder
9	TBD	TBD