

# Load Screen (App start/load)

The load screen will be the first visual screen the user comes in contact with. It will include the following three elements:

- Bubble Safari Logo
- Zynga Logo (needs to be added to mock)
- Loading wheel/bar
- Hint text container

{ Dev Team }

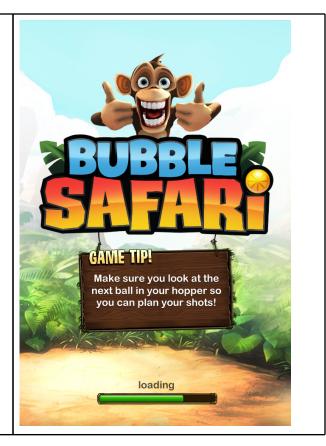
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#### **Feature Details**

#### 1. Loading Screen





- a. The loading screen will have the following information
  - i. Bubble Safari Logo
  - ii. Zynga Logo
  - iii. Loading wheel/bar
  - iv. Hint container with hint text (p2)
    - 1. Should be able to dynamically display different hint text on load
    - 2. Only one hint shown at a time
    - 3. Hint is selected at random, and include:
      - a. "Drop fruit 3 times in a row to catch On Fire!"
      - b. "Clear 7 of the top row to drop all remaining fruit!"
      - c. "Out of energy? Ask friends for more!"
      - d. "Connect your Facebook account for additional rewards!"
      - e. "Need more bubbles from friends? Ask for more!"
      - f. "Use Safari Cash to purchase powerful powerups!"





### **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**