

Choose your Use Case:

New User - start from scratch



<-- reset prototype

## WHAT YOU CAN DO ON THIS SCREEN:

Game loads automatically

### NOTES:

- Disregard old Gablinga logo



## WHAT YOU CAN DO NEXT:

Click in the image to simulate loading complete and advance prototype



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### WHAT YOU CAN DO ON THIS SCREEN:

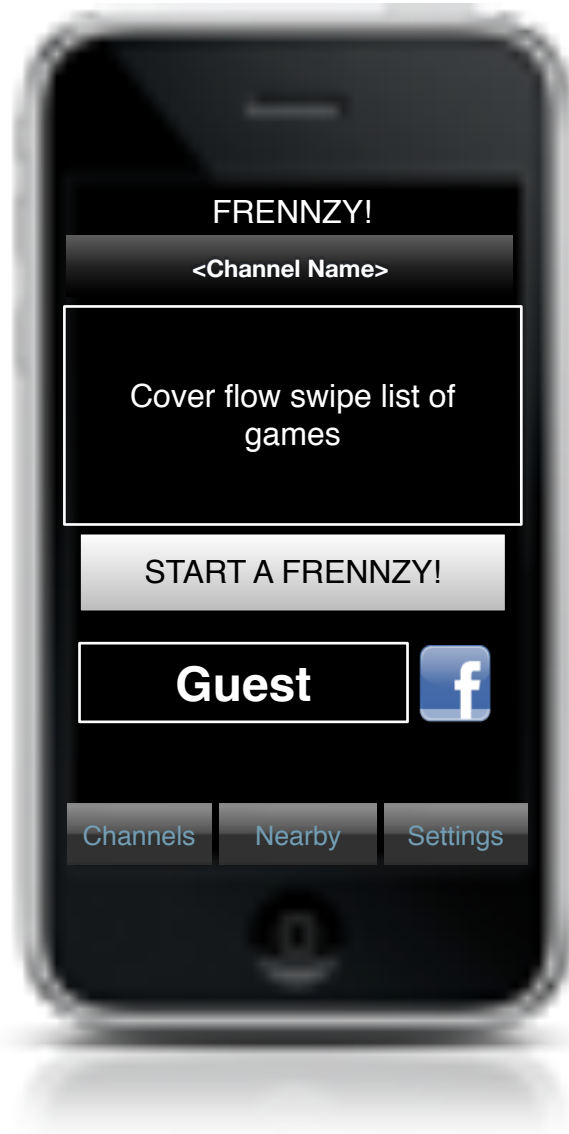
- Swipe left/right through game coverflow control to select a game for playing

### NOTES:

- Your nickname (Guest) does not change in this prototype, even if you click through the Change nickname or FB screens.

### ISSUES:

- I'll need to see how many credits I have somewhere on the screen.



### WHAT YOU CAN DO NEXT:

- Start a Frenzy with the chosen game
- Change your nickname (tap on "Guest" box)
- Log in via FB Connect (FB button)
- Change the 'channel' (group of games" (Channel button)
- Find a nearby active Frenzy (Nearby)
- Change your app settings (non-functional right now)



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## WHAT YOU CAN DO ON THIS SCREEN:

- Enter your FB account information



## WHAT YOU CAN DO NEXT:

- Log in (click keyboard)
- Cancel ("back" button)



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## WHAT YOU CAN DO ON THIS SCREEN:

- Enter a nickname information



## ISSUES:

- Is this your 'Frenzy account name'?
- IS there a Frenzy account name? I think we'll need a 'local' account number so we can track players, including (potentially) links to other accounts like FB)

## WHAT YOU CAN DO NEXT:

- Log in (click keyboard)
- Cancel ("back" button)



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### ISSUES:

- Probably should have some kind of icons or information about the kinds of games available in each.
- Favorites channel - requires login? Can we store them in core data on the phone?

### WHAT YOU CAN DO NEXT:

- Choose a new channel
- cancel (back button)



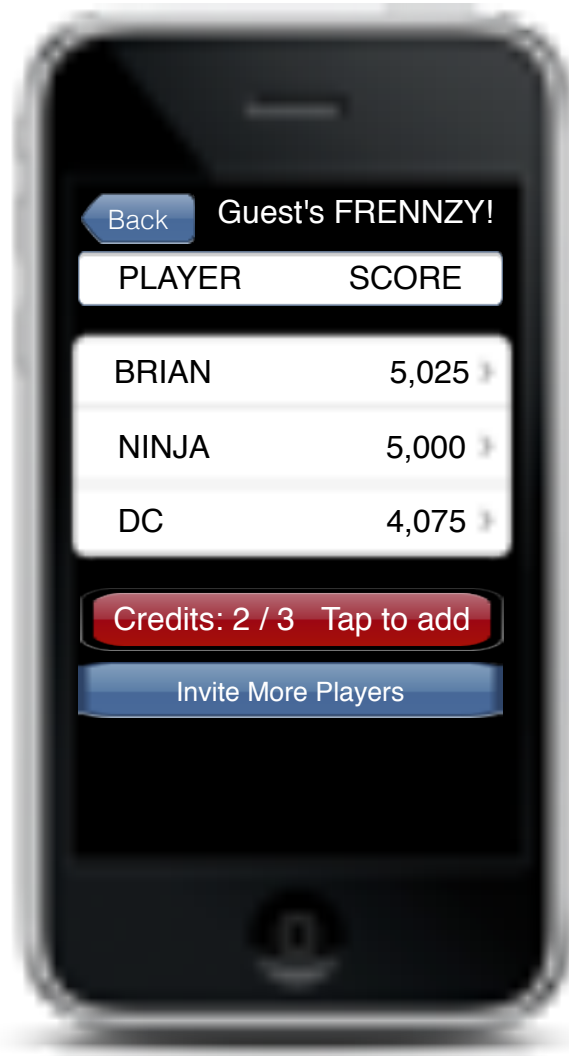
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## WHAT YOU CAN DO ON THIS SCREEN:

- View the players in your Frennzy
- View the scoreboard
- Add credits for the next game.

## NOTES:

- This is the "Host's" view (i.e. the person who started the Frennzy).
- Player view (those who joined, vs. started it) do not have the Invite button, nor can they kick/ban players.
- This game is 'unfunded' - in this case, there are not enough credits in to start the game.
- "Kicked" and "Banned" players are not represented in this mockup.



## ISSUES:

- I'll need to see how many credits I have somewhere on the screen.
- There probably needs to be a way to chat with players for the situation when someone joins - but can't find the group. ("Hey, where are you guys?" / "We're in the back room / at Appleby's / The Bar")

## WHAT YOU CAN DO NEXT:

- Kick or ban players (Click on scoreboard)
- Invite more players





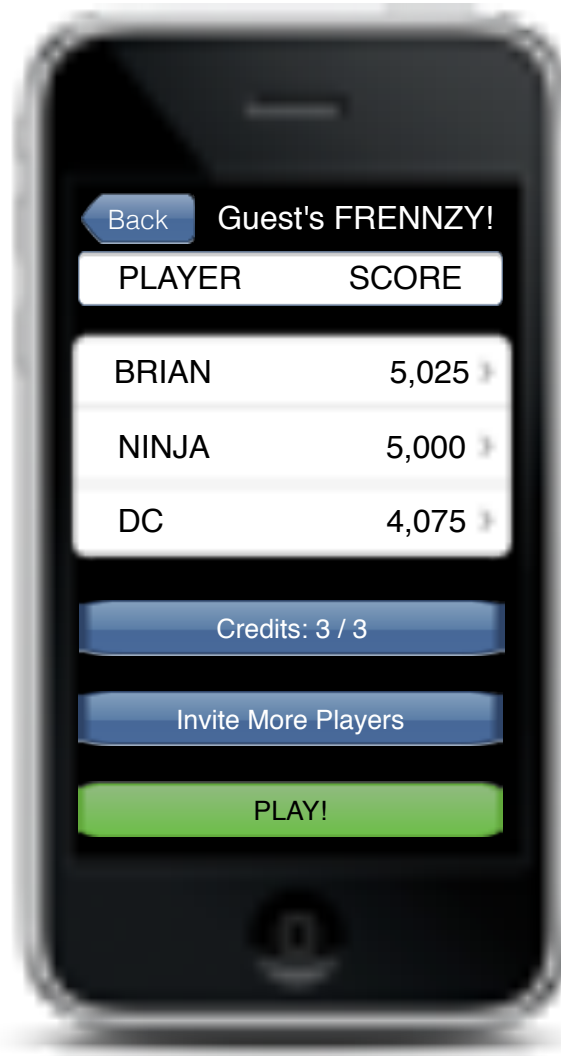
<-- reset prototype

## WHAT YOU CAN DO ON THIS SCREEN:

- View the players in your Frennzy
- View the scoreboard

## NOTES:

- This is the "Host's" view (i.e. the person who started the Frennzy).
- Player view (those who joined, vs. started it) do not have the Invite button, nor can they kick/ban players.
- This game is 'funded' - the players (regardless of who) have entered enough credits to start.
- You cannot add any more credits, as the game is fully funded.
- "Kicked" and "Banned" players are not represented in this mockup.



## ISSUES:

- I'll need to see how many credits I have somewhere on the screen.
- What if i want to change game - right now there's not even a back button. There should be a back button as well as a pull-down way to change games.
- What happens if the host 'back's out of the lobby? Credits should be returned to anyone who put them in. So there's a new 'state' for credits, which is 'inserted but not yet used'. A player (or host) can technically still 'back' out of the lobby to the main menu, taking their credits with them. If it leaves the game unfunded, that's a reasonably easy case to handle. The bigger problem is what happens if it is leaves the game 'overfunded' - i.e. there are more credits inserted than players, so the frennzy has a credit for their next game. How do you 'get that back'?

## WHAT YOU CAN DO NEXT:

- Kick or ban players (Click on scoreboard)
- Invite more players
- Start the game



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### **WHAT YOU CAN DO ON THIS SCREEN:**

- Play the game until it's over



### **WHAT YOU CAN DO NEXT:**

- Click to simulate the game finishing



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### WHAT YOU CAN DO ON THIS SCREEN:

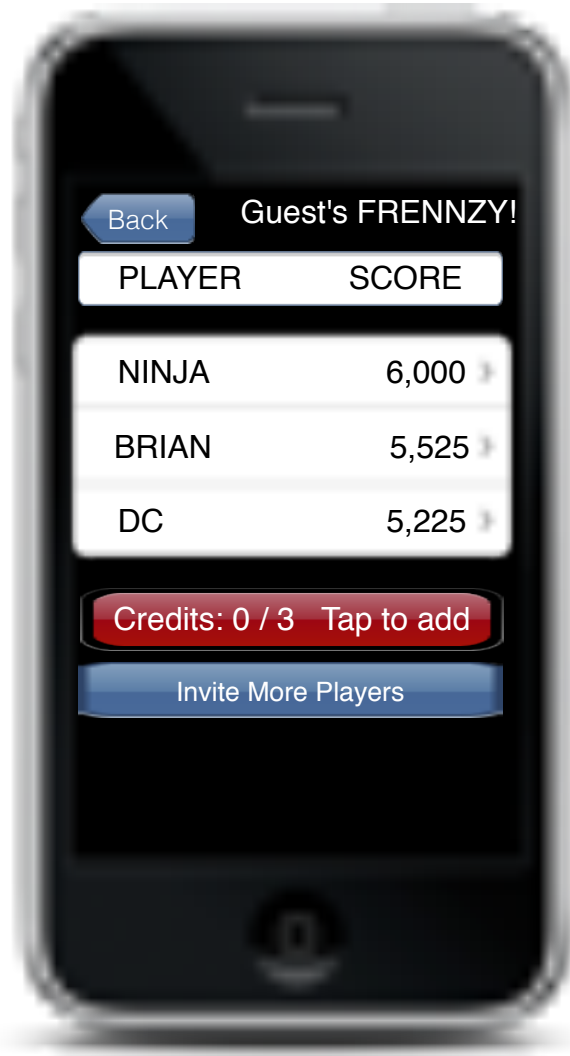
- View the players in your Frennzy
- View the scoreboard - updated with results from last game
- Add credits for the next game.

### NOTES:

- This is the "Host's" view (i.e. the person who started the Frennzy)
- If you play multiple times, the score screen will not update on subsequent games

### ISSUES:

- I'll need to see how many credits I have somewhere on the screen.



### WHAT YOU CAN DO NEXT:

- Kick or ban players
- invite more players
- return to main menu



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### **WHAT YOU CAN DO NEXT:**

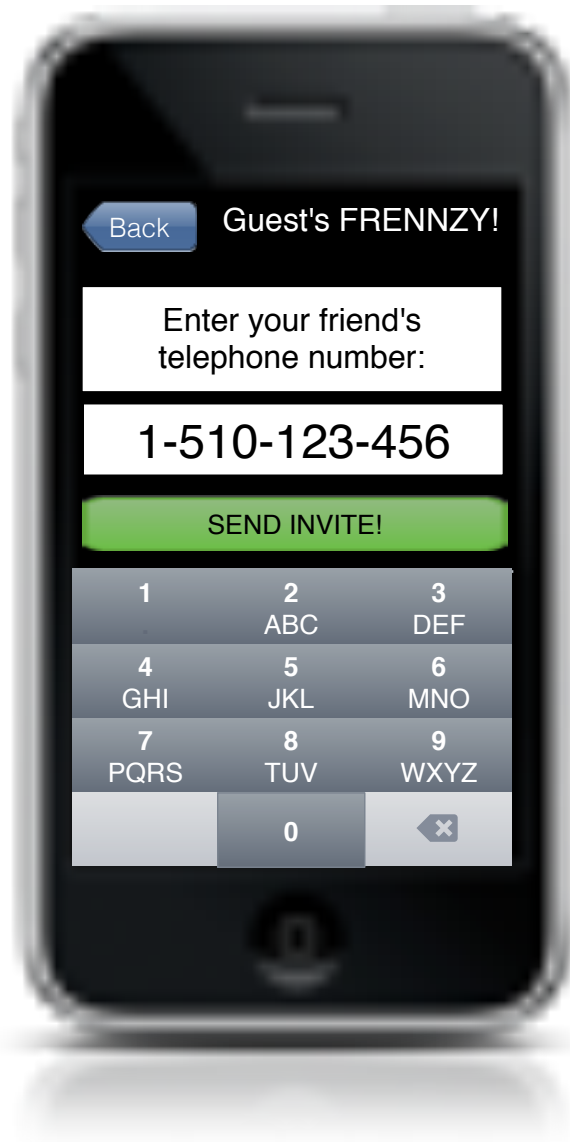
- Invite via text message
- Invite via email
- Invite via FB
- Invite via Twitter
- Cancel via back button



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### WHAT YOU CAN DO ON THIS SCREEN:

- Enter your friend's contact information



### ISSUES:

- Should integrate with user's contacts list (perhaps limited to app?)

### WHAT YOU CAN DO NEXT:

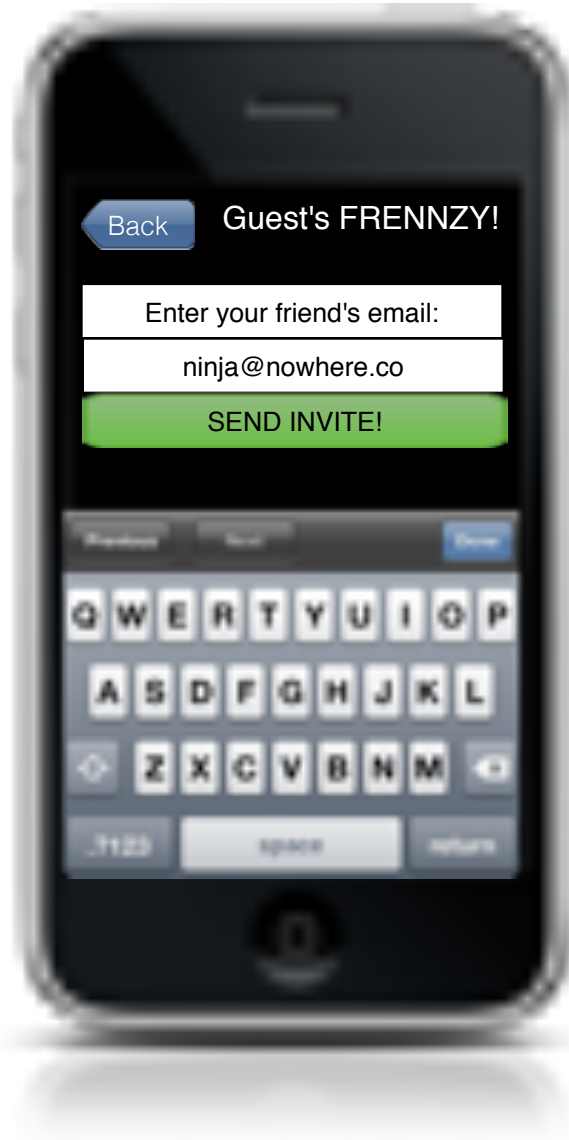
- Send the invite
- cancel (back button)



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## WHAT YOU CAN DO ON THIS SCREEN:

- Enter your friend's contact information



## ISSUES:

- Should integrate with user's contacts list (perhaps limited to app?)

## WHAT YOU CAN DO NEXT:

- Send the invite
- cancel (back button)



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## WHAT YOU CAN DO ON THIS SCREEN:

- Enter your friend's contact information

## NOTES:

- Maybe Tweeting earns you a credit since it gets us free publicity, capped to 5 a day or something?



## ISSUES:

- Should integrate with user's contacts list (perhaps limited to app?)

## WHAT YOU CAN DO NEXT:

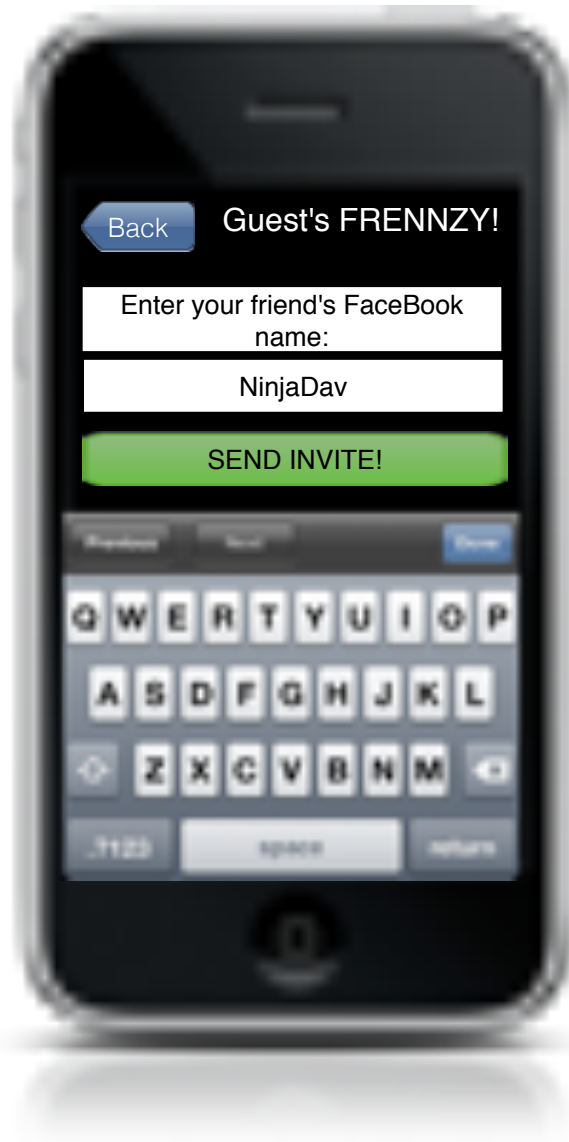
- Send the invite
- cancel (back button)



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## WHAT YOU CAN DO ON THIS SCREEN:

- Enter your friend's contact information



## ISSUES:

- Should integrate with user's contacts list (perhaps limited to app?)

## WHAT YOU CAN DO NEXT:

- Send the invite
- cancel (back button)





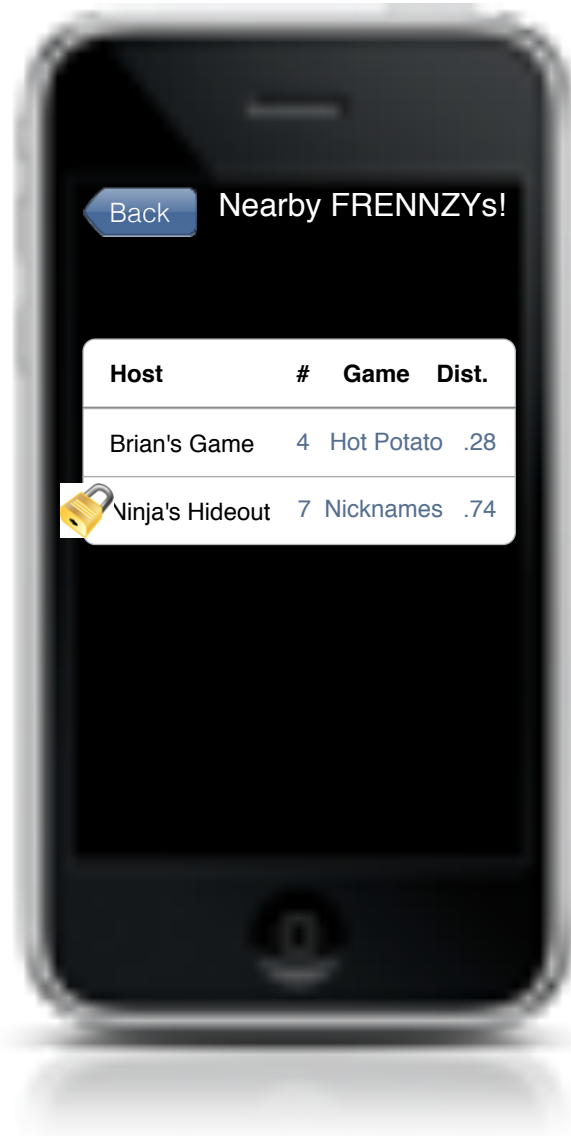
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### WHAT YOU CAN DO ON THIS SCREEN:

- View the list of nearby games, including: host, # of players, current game, distance, locked

### NOTES:

- This shows the top 5 closest games within 5 miles



### WHAT YOU CAN DO NEXT:

- Join a Frenzy
- Cancel (back)



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### ISSUES:

- Kick and Ban are gamey terms - novice users (our market) might not know the difference
- What's to keep someone from making a new nickname and re-joining?
- Back and Leave Player really do the same thing - so maybe ditch the Back button?

### WHAT YOU CAN DO NEXT:

- Send the invite
- cancel (back button)



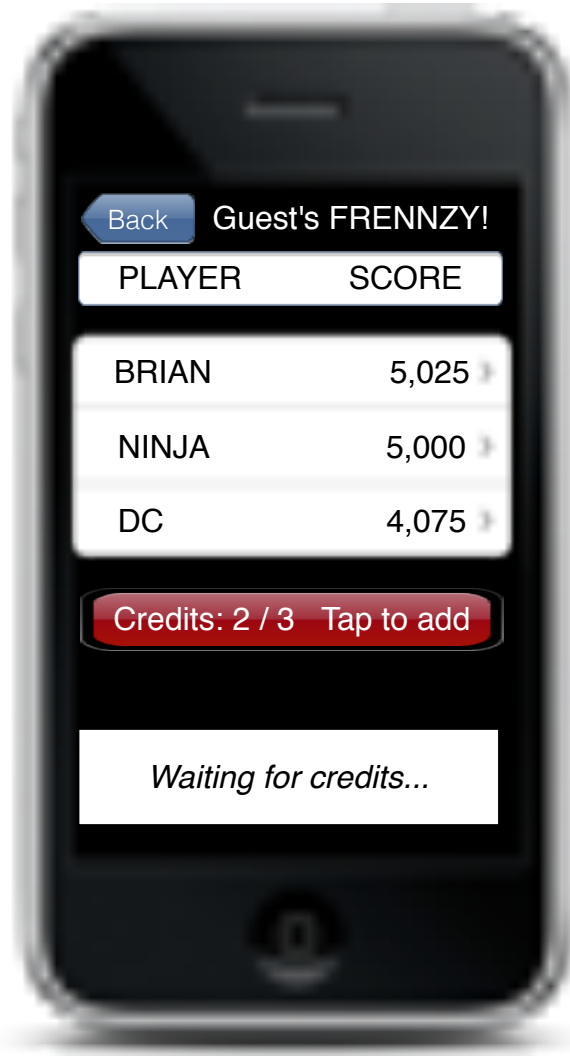
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### WHAT YOU CAN DO ON THIS SCREEN:

- View the players in your Frennzy
- View the scoreboard
- Add credits for the next game.

### NOTES:

- This is the "Player's" view (i.e. the person who joined the Frennzy).
- This game is 'unfunded' - in this case, there are not enough credits in to start the game.



### ISSUES:

- I'll need to see how many credits I have somewhere on the screen.
- There probably needs to be a way to chat with players for the situation when someone joins - but can't find the group. ("Hey, where are you guys?" / "We're in the back room / at Appleby's / The Bar")

### WHAT YOU CAN DO NEXT:

- Wait for credits or host or someone else to fund the game



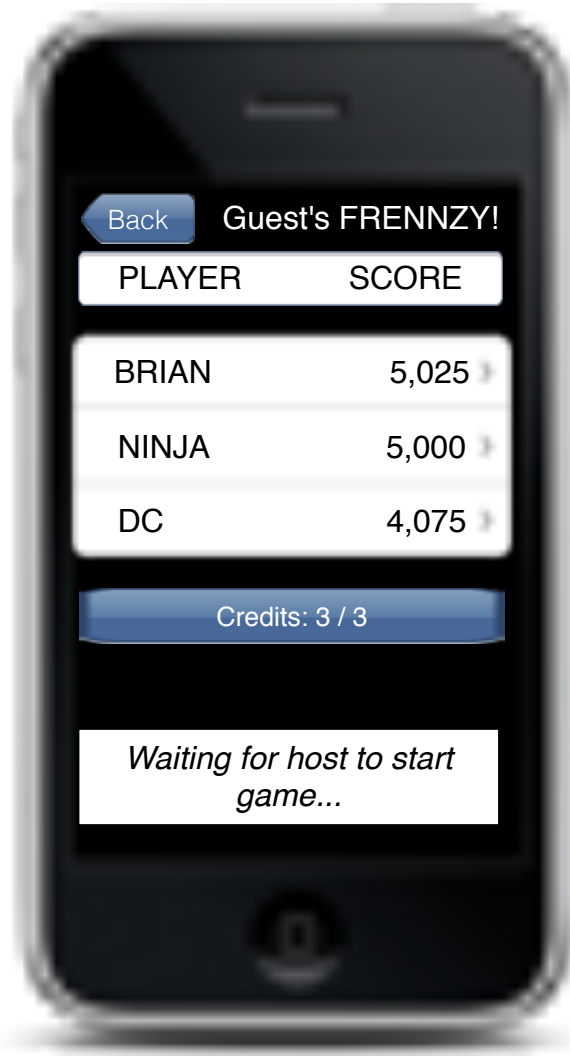
<-- reset prototype

### WHAT YOU CAN DO ON THIS SCREEN:

- View the players in your Frennzy
- View the scoreboard

### NOTES:

- This is the "Player's" view (i.e. someone who joined the Frennzy.)
- You cannot add any more credits, as the game is fully funded.
- "Kicked" and "Banned" players are not represented in this mockup.



### ISSUES:

- I'll need to see how many credits I have somewhere on the screen.
- What happens if the host 'back's out of the lobby? (See discussion of credits on host Lobby page)
- Also, do we stay together as a Frennzy while the host picks a new game?

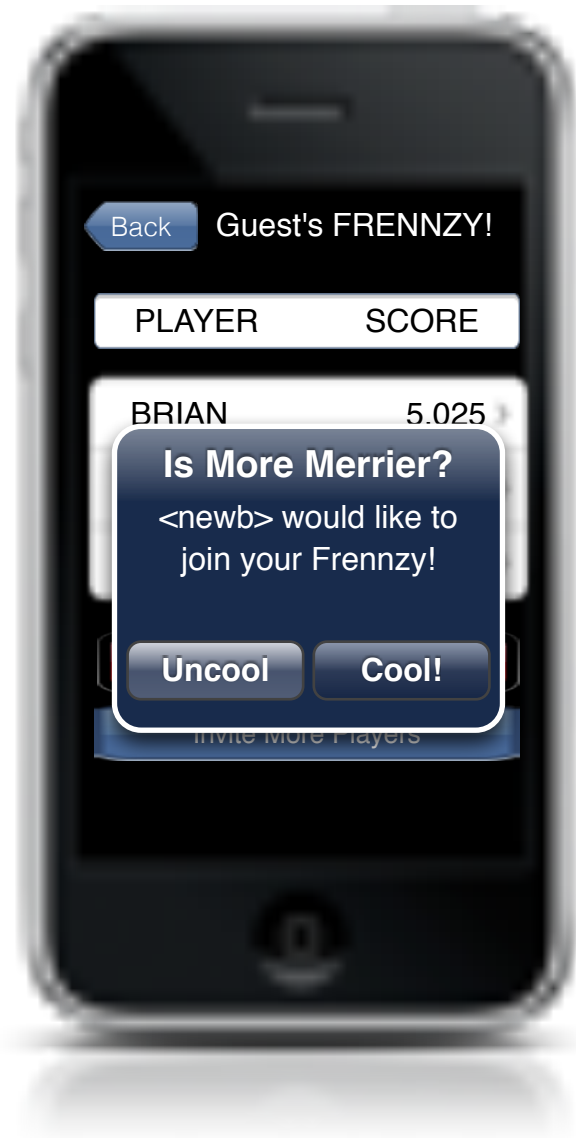
### WHAT YOU CAN DO NEXT:

- wait for host to start game



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### FRENNZY HOST'S SCREEN:



### REQUESTER'S SCREEN:



### WHAT YOU CAN DO NEXT:

- Withdraw request (back button)
- simulate host acceptance or rejection using the buttons on the left screen



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## REQUESTER'S SCREEN:

