

Choose your Use Case:

New User - start from scratch



<-- reset prototype

WHAT YOU CAN DO ON THIS SCREEN:

Game loads automatically



WHAT YOU CAN DO NEXT:

Click in the image to simulate loading complete and advance prototype



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NOTES:

- Your nickname (Ninja) does not change in this prototype, even if you click through the Change nickname or FB screens. On startup, if you do not have a nickname or account local to the phone, you would be randomly assigned one.
- Note: while I will show the tab strip at the bottom of the screen from here on out where appropriate, it is only functional on this page. Otherwise there would be an unnecessary explosion of pages needed to implement the prototype. Just assume they'd work on all pages.



WHAT YOU CAN DO NEXT:

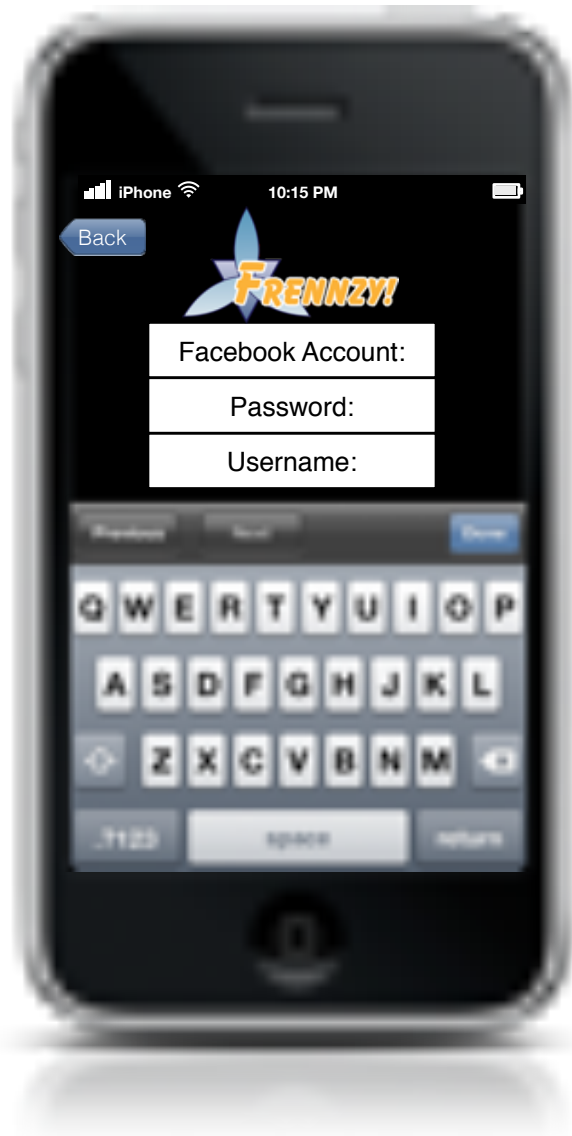
- Change your nickname (tap on "Ninja" box)
- Log in via FB Connect (FB button)
- Change the 'channel' (group of games" (Channel button)
- Find a nearby active Frennzy (Nearby)
- Manage your account settings, including buying Credits (non-functional right now)
- Change App settings (non-functional right 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 'Frennzy account name'?
- IS there a Frennzy 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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NOTES:

- For MVP, we will have "Coming Soon" banners over Family Channel, Word Games, etc. We should have a longer list so that people realize we'll be adding to the platform over time.



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)



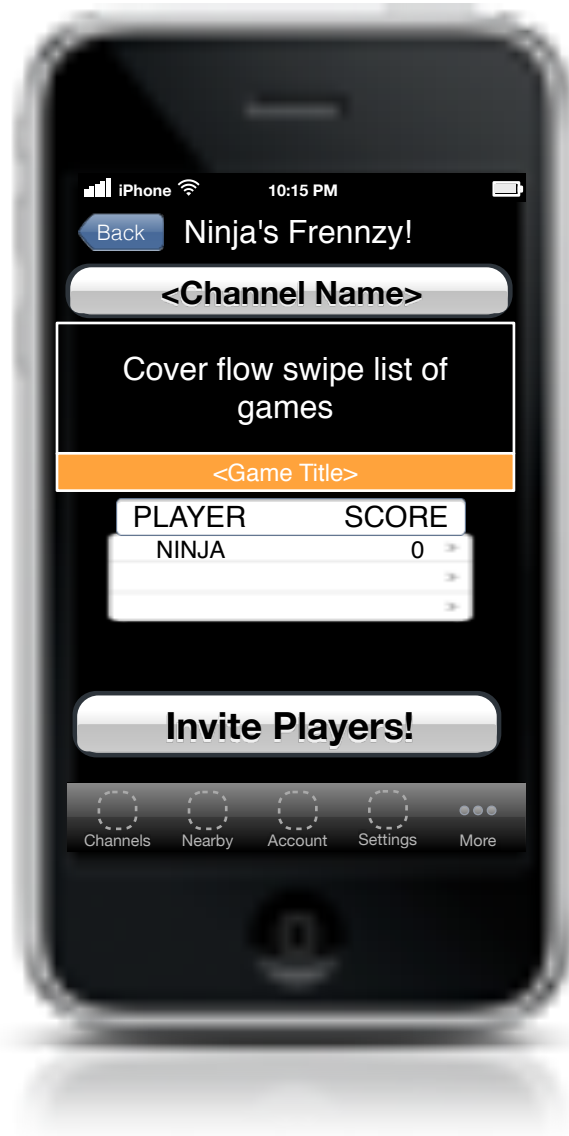
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WHAT YOU CAN DO ON THIS SCREEN:

- 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).
- This is a brand-new Frennzy.
- Player must invite and be joined by or add at least one more player before he can start a game.



ISSUES:

- 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:

- Invite more players
- Change the Channel (tap Channel title bar, as well as the tab strip at bottom)



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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 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:

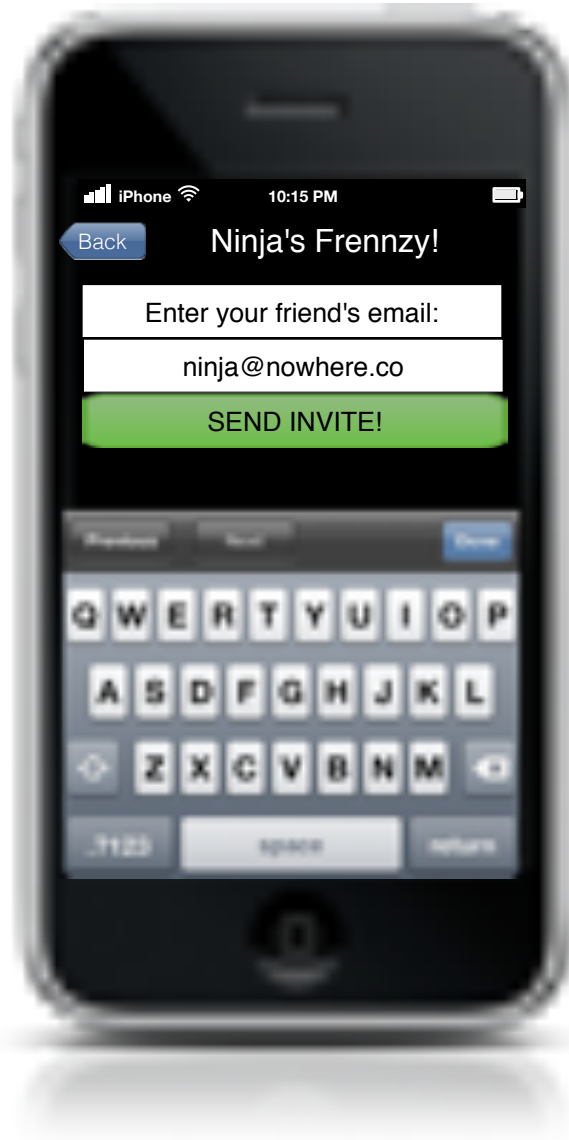
- Send the invite
- cancel (back button)



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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)



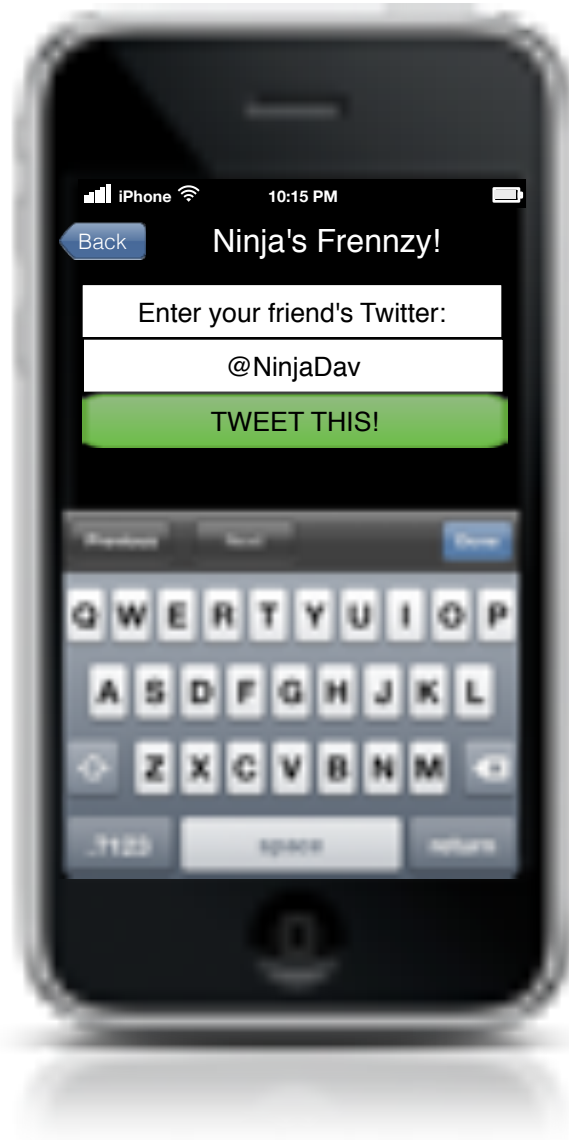
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WHAT YOU CAN DO ON THIS SCREEN:

- 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:

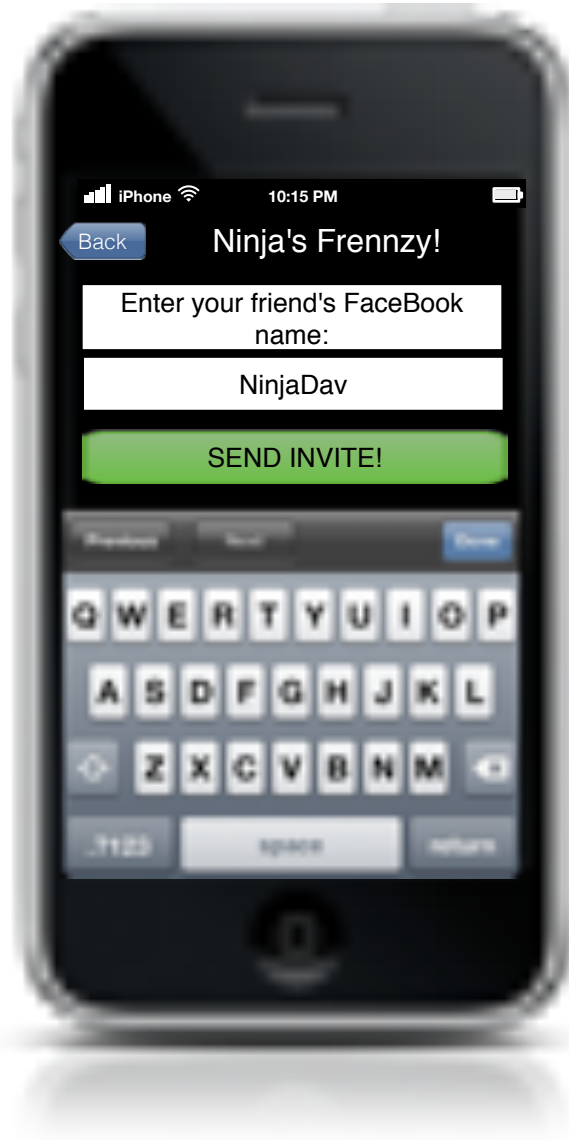
- Send the invite
- cancel (back button)



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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)



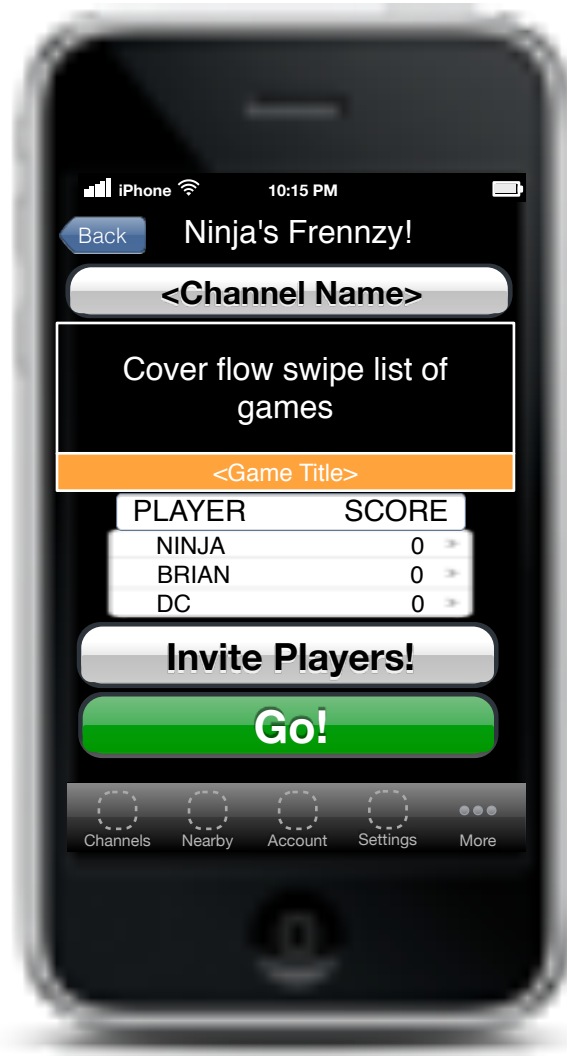
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WHAT YOU CAN DO ON THIS SCREEN:

- View the players in your Frennzy
- View the scoreboard
- Respond to requests from people joining (not shown)

NOTES:

- By now we assume the player has invited or added - and been joined by - a few friends.
- This is the 'host' view. Only the person who created the Frennzy would see this exact view. Players who joined would:
 - not be able to change the channel
 - not see an 'invite' button
 - not see a 'go' button
- If you ever return to this "Frennzy Lobby" screen after playing a game, the most recently played game is selected in the cover flow.



ISSUES:

- 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:

- Invite more players
- Start the indicated/selected game



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WHAT YOU CAN DO ON THIS SCREEN:

- View the players in your Frennzy
- View the scoreboard

NOTES:

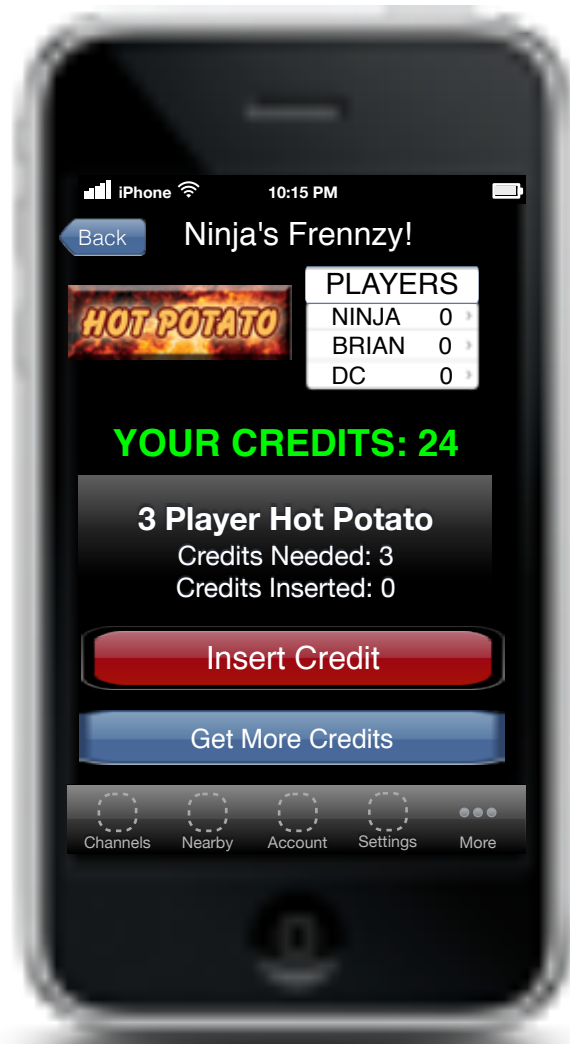
- All players see this view. Anyone can add credits.
- Credits are not actually deducted until the game is started.
- If anyone drops or the host goes 'back', then all credits are returned to the original contributor.

My proposal for MVP is that: Credits are \$0.10 each, either as FB Credits (which is about what it works out to) or our own. All games cost 1 credit per player per game.

New players start with 25 credits - but we need an email, and will check your UDID or something to see if you're cheating on the same phone.

Players can earn credits by:

- wallpost on FB (1 credit)
- public tweet (1 credit)
- get someone else to scan QR code or join via Twitter, FB, etc. (5 credits)
- Watch an ad (1 credit)



WHAT YOU CAN DO NEXT:

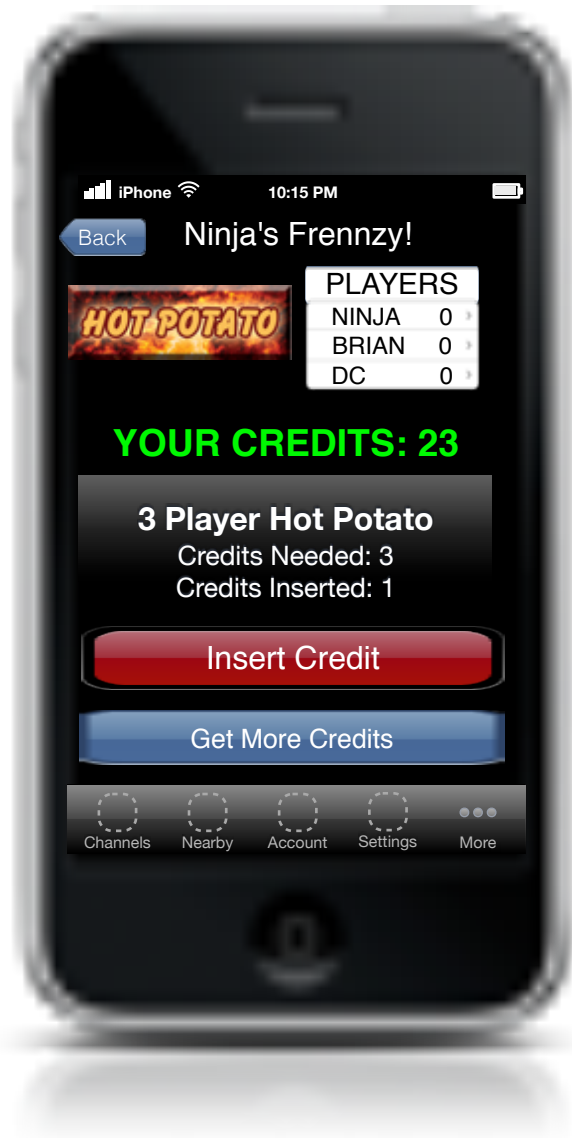
- "Insert" a credit from your personal account to the game
- Buy or earn more credits (not functioning here)



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WHAT YOU CAN DO ON THIS SCREEN:

- View the players in your Frennzy
- View the scoreboard



WHAT YOU CAN DO NEXT:

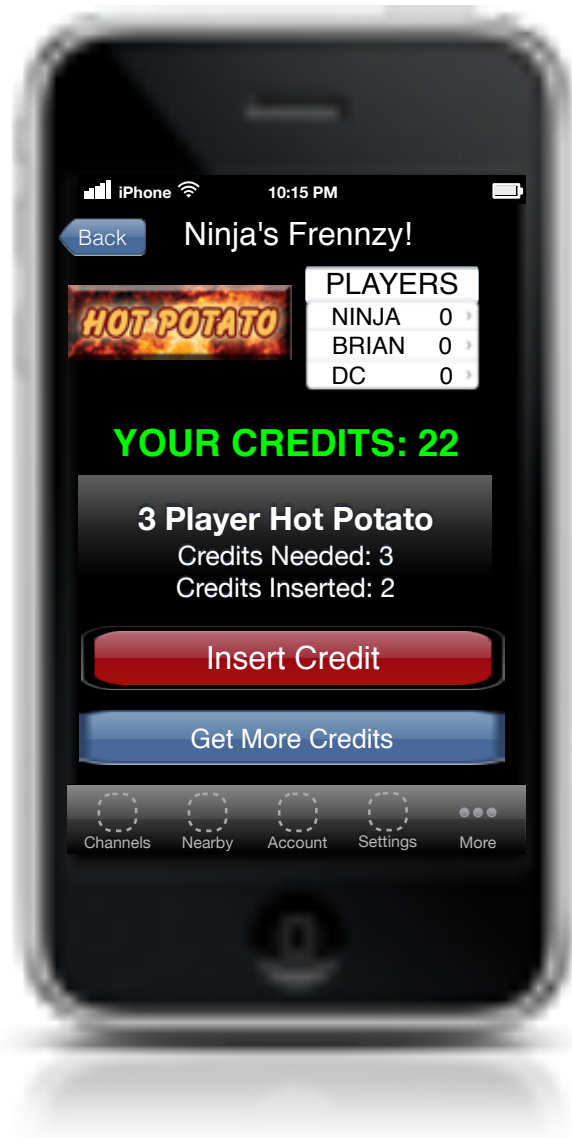
- "Insert" a credit from your personal account to the game
- Buy or earn more credits (not functioning here)



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WHAT YOU CAN DO ON THIS SCREEN:

- View the players in your Frennzy
- View the scoreboard



WHAT YOU CAN DO NEXT:

- "Insert" a credit from your personal account to the game
- Buy or earn more credits (not functioning here)



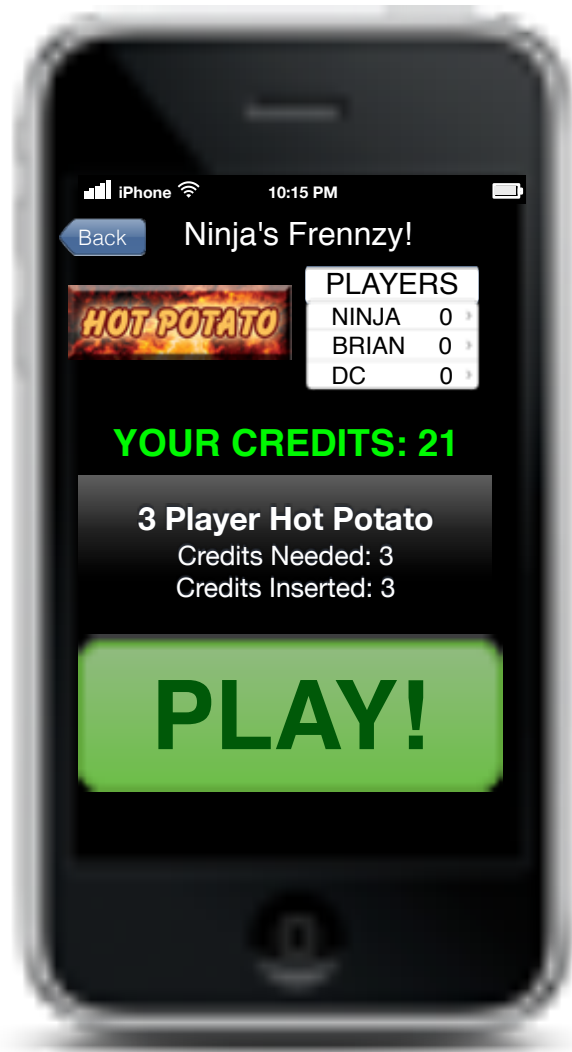
<-- reset prototype

WHAT YOU CAN DO ON THIS SCREEN:

- View the players in your Frennzy
- View the scoreboard

NOTES:

- If anyone drops or the host goes 'back', then all credits are returned to the original contributor.
- You cannot add any more credits, as the game is fully funded.



WHAT YOU CAN DO NEXT:

- Cancel back to the Frennzy Lobby
- 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



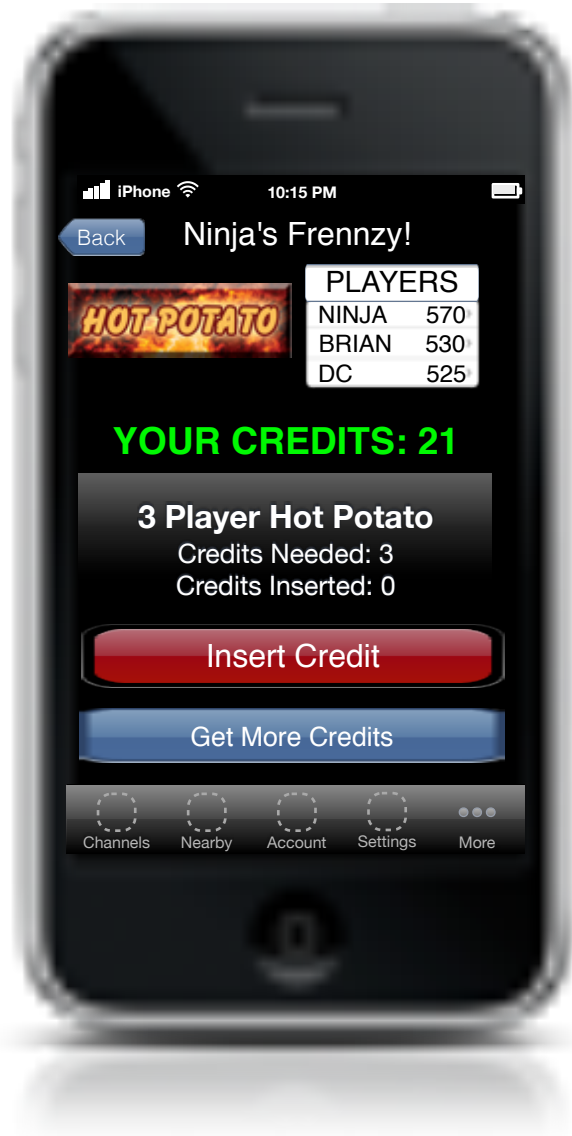
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WHAT YOU CAN DO ON THIS SCREEN:

- View the players in your Frennzy
- View the scoreboard - **updated with results from last game**

NOTES:

ISSUES:



WHAT YOU CAN DO NEXT:

- insert credits to play again
- buy / earn more credits
- go back to select another game



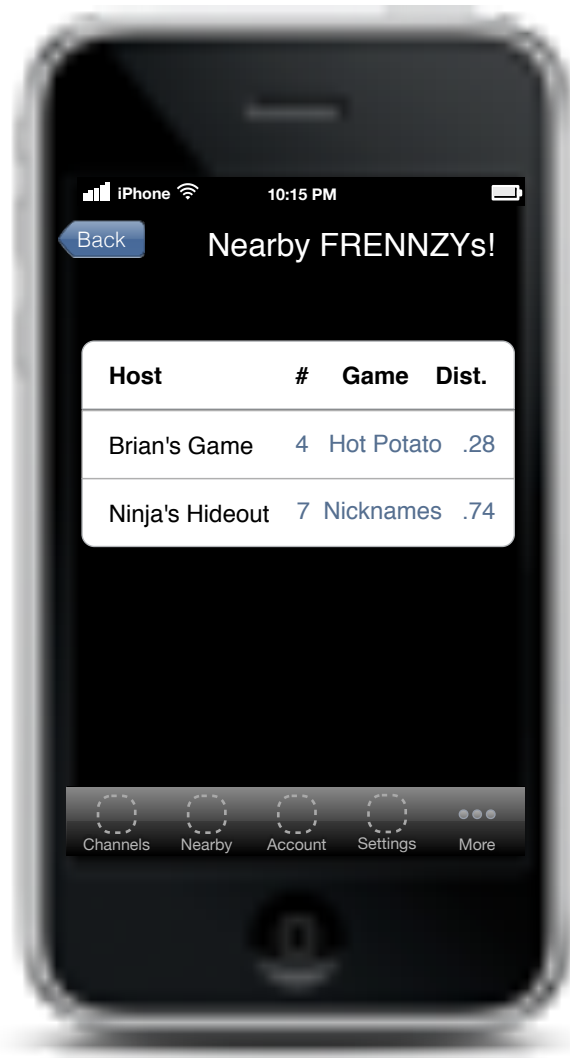
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WHAT YOU CAN DO ON THIS SCREEN:

- 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
- If a host 'muted' you, their game will no longer show up in the list. A host can correct this by sending you a direct invite.



WHAT YOU CAN DO NEXT:

- Join a Frenzy
- Cancel (back)

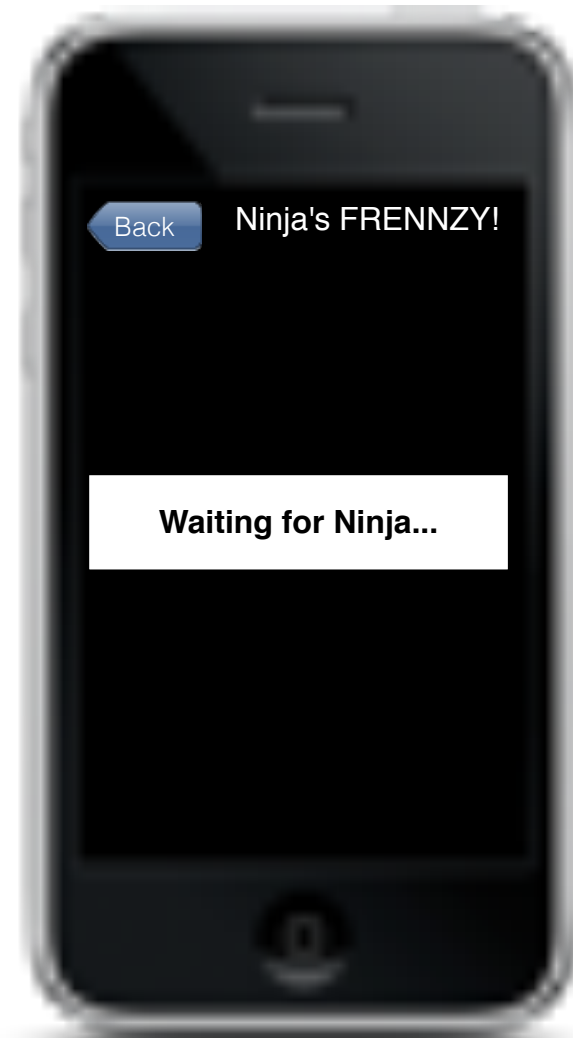


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FRENNZY HOST'S SCREEN:



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:

