

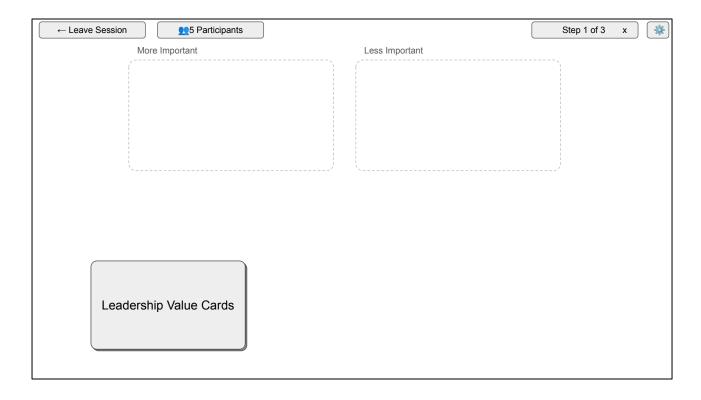
Welcome/login screen

- User can start/initiate a session, or join an existing session
- Session codes should be simple 6-letter codes to make easy for folks to share



Once user enters name and session code,

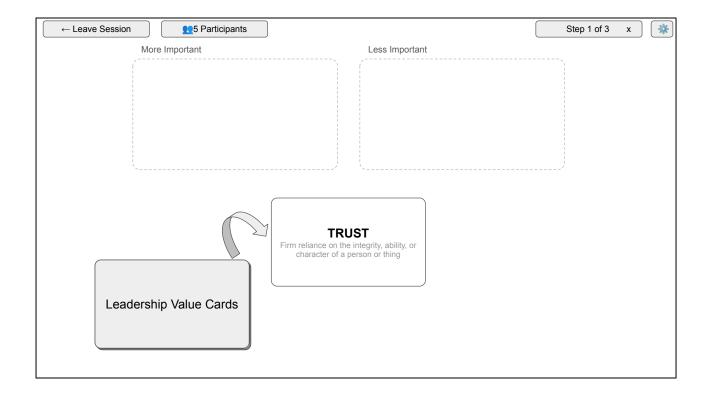
The see a quick animation of a personalized card deck spinning - cards facedow Upon completion of animation, they can start by clicking "Step 1" button



Step 1: Initial game state

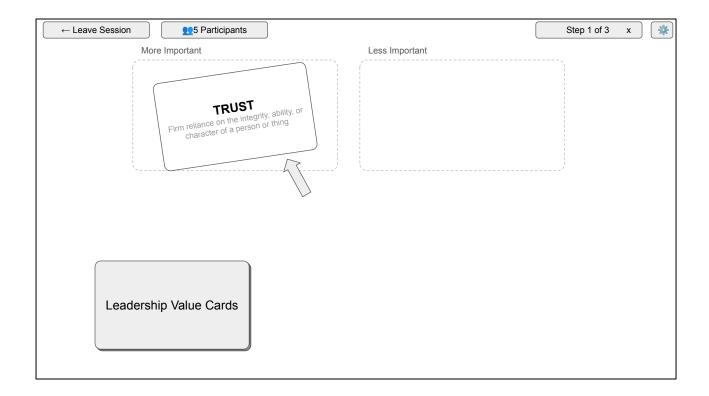
Objective: separate leadership values into two piles -> more important and less important; keep sorting into piles until all cards in the original deck are distributed

- Deck of Leadership Value cards, face-down
- Two pile target zones where users will sort cards into
- For initial round of sorting, zones are called "most important" and "less important"
- Modal appears to explain the game/excercise



User taps/clicks deck and one card is flipped off the top of the deck to the staging area

- I prefer a good animation with card flipping over
- The flipped card displays the value name and brief description

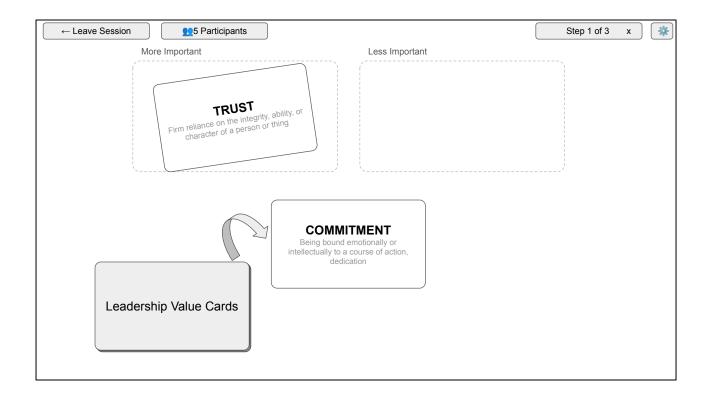


User can drag the card anywhere on the canvas,

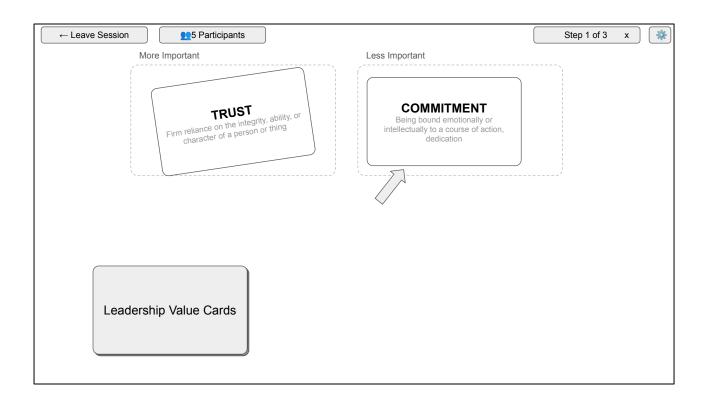
Once a portion is over a pile target, the card will snap into place within the pile target boundary when click is released

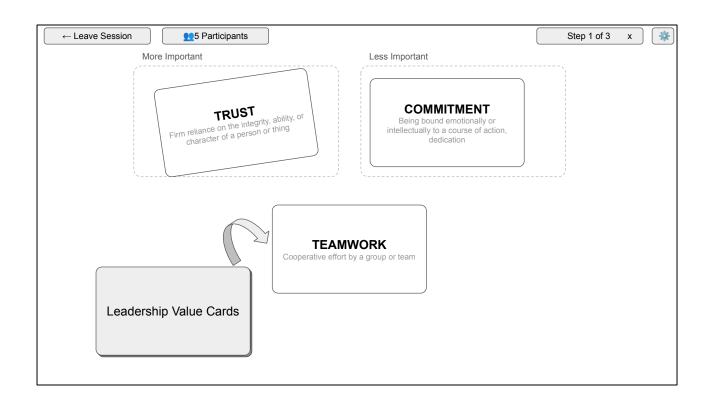
Cards can be moved from one pile to another

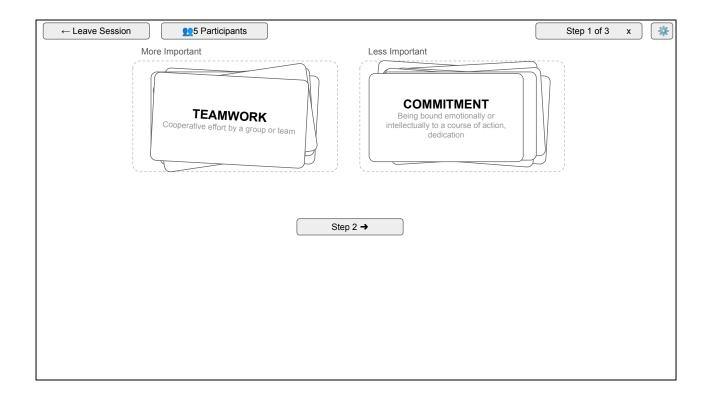
As a shortcut, user can click on the title fo the pile target to move a card directly from staging area to pile target



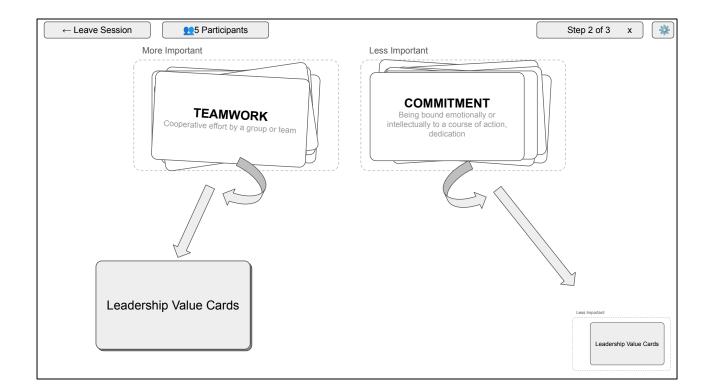
When user choose, they tap/click the main deck to flip the next card Like before, user can move anywhere on the canvas but goal is for user to sort the card into either of the target piles before moving on to the next card flip







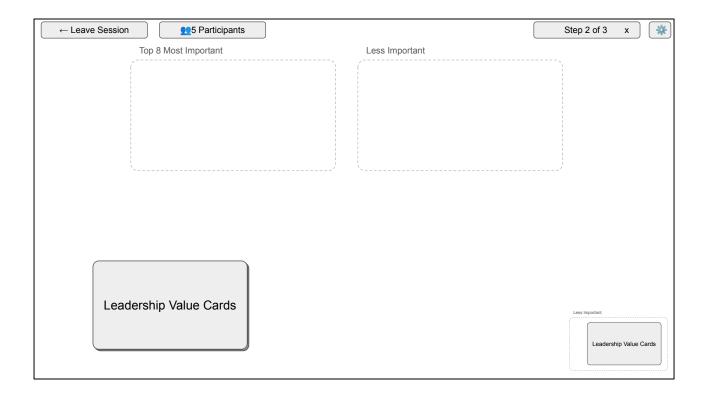
Once all cards in the main deck are sorted into the 2 target piles, the user can choose to move on the Step 2



When user clicks button to continue to step 2,

The cards move to setup the next round

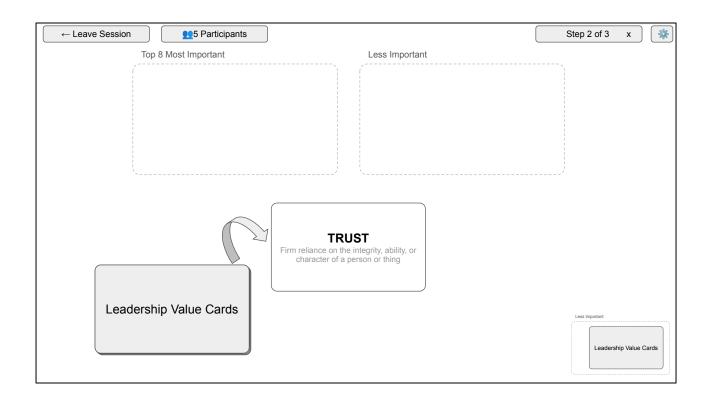
- Cards in the Less Important pile shift into a neat deck, then the deck flips facedown, then the deck moves to the discard deck location move to the far right, bottom of the canvas out of the way
- 2) Cards in the More Important pile shift into a neat deck, then the deck flips facedown, then the deck moves to the main deck location



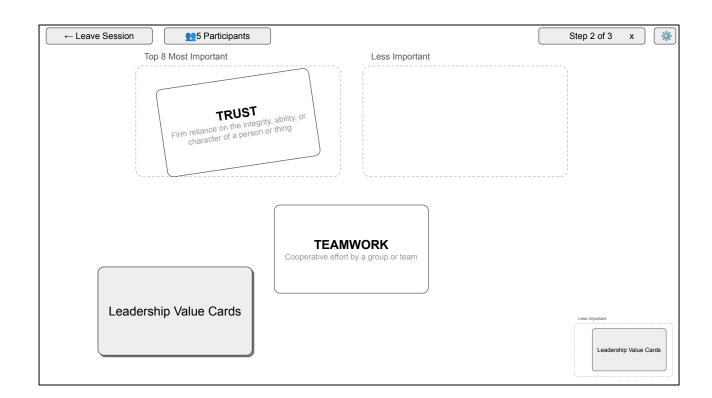
Step 2 ->

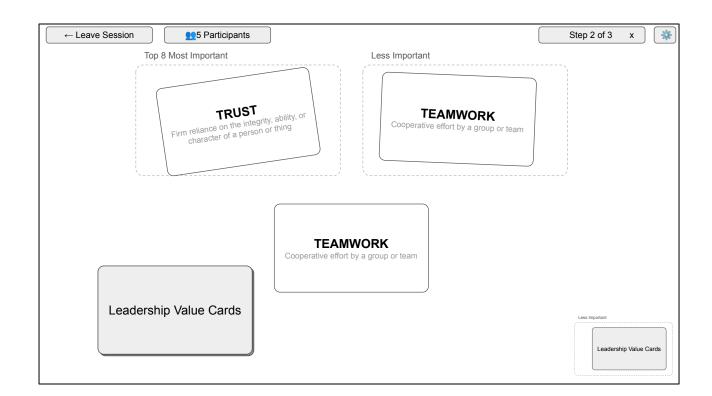
Objective: Reduce to your top 8 most important values

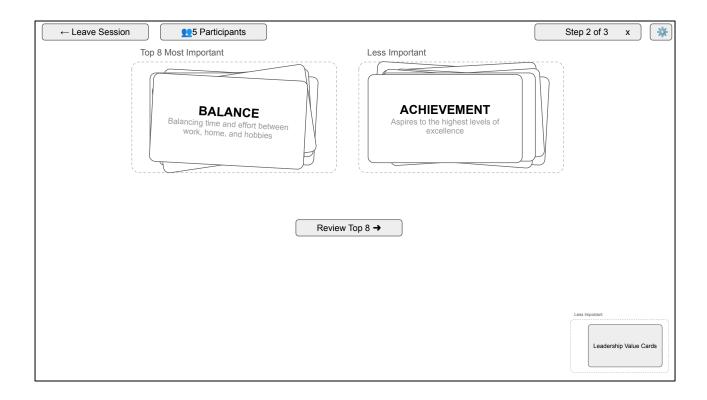
- 1. Display instructions for Step 2
- 2. User can only place 8 cards in the target "Top 8 Most Important" pile
- 3. They can move cards between pile targets as needed, especially to free up space.



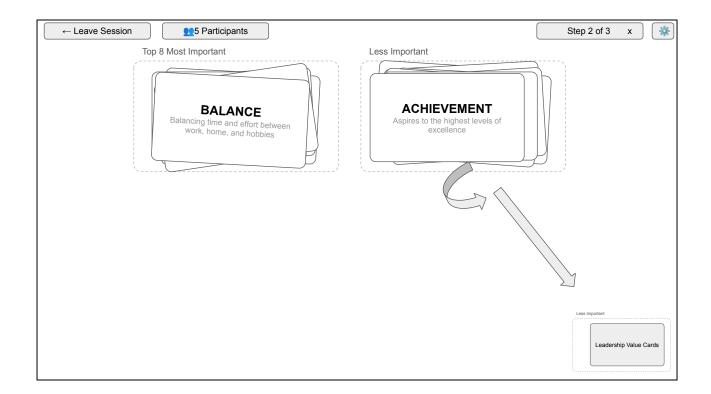
Like step 1, users are able to flip cards off the top of the main deck one at a time and they sort into "Top 8 Most Important" pile and "Less Important" pile





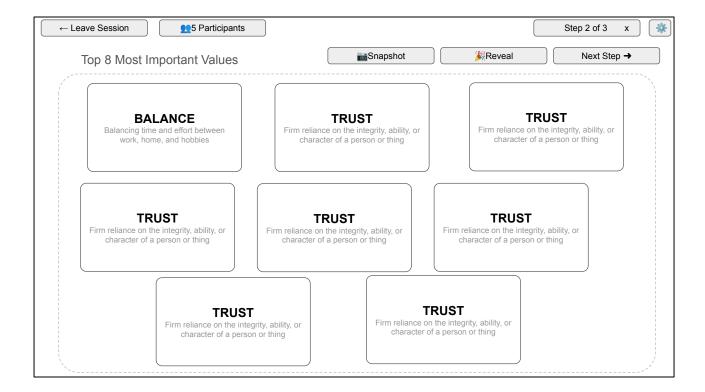


Once cards are sorted, and Top 8 Most Important pile includes 8 cards, user is shown button to "Review Top 8" cards, an interim step before Step 3



Upon clicking "Review Top 8" button:

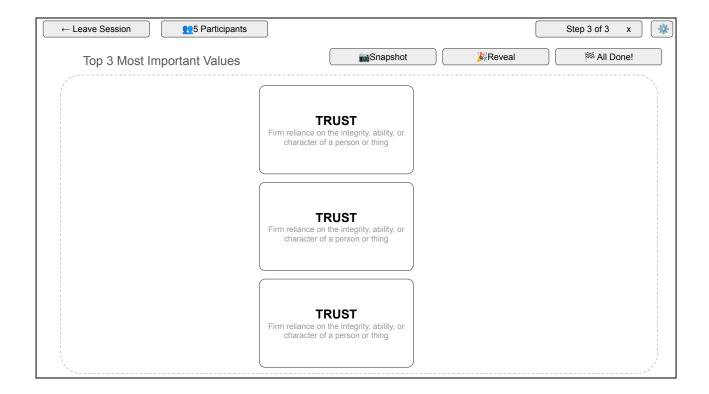
- Cards in the Less Important pile shift into a neat deck, then the deck flips facedown, then the deck moves to the discard deck location move to the far right, bottom of the canvas out of the way
- 2) The Top 8 pile frame expands and cards are distributed within the frame... see next screen



Top 8 Most Important Values frame (dashed border) expands to fit the canvas, Cards in the pile are distributed within the expanded frame User is able to move/rearrange the values into any grouping they like... they should stay within the frame

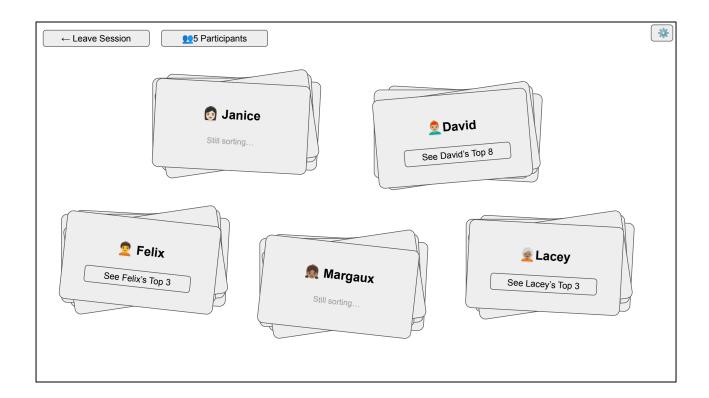
User has 3 options buttons above the frame:

- Snapshot -> allows users to save an image of the values as they're arranged.
- Reveal -> allows other users in the same session to view the frame and cards as user has arranged
- Next Step or Step 3 -> Move on to the next step of reduction to Top 3 Most Important Values



Follow the same steps as Step 3

- Sort the Top 8 Most Important Values cards into Top 3 Most Important Values cards; discarded 5 values move the "Less Important" deck
- Once winnowed down to 3, give user options to
 - Take Snapshot
 - Reveal (to everyone)
 - Continue to "All Done" animation/finale



Revealing one's tanked values (either Top 8 or Top 3) is optional for each user.

But if/when participants do reveal their choices, it's a great opportunity to share and discuss with other participants

Once a user chooses to reveal their values, others can select "See [Name]'s Top [8|3] Values" at which point

They will see a read-only version of slide 17 (expanded Top [8|3] Most Important Values frame with cards arranged by the owning participant)

They can dismiss from that view by clicking X and returning to this all-participants view of a given session

