

Specification for Kid's Matching App

Overview

We are looking for a developer to help us build an Android and iOS (phone and tablet) app. We have designs for the vast majority of the screens of the app, however there may be certain parts of the app where we have mocks that are not yet styled, and we would be looking for you to extrapolate the style from the designs of the other screens.

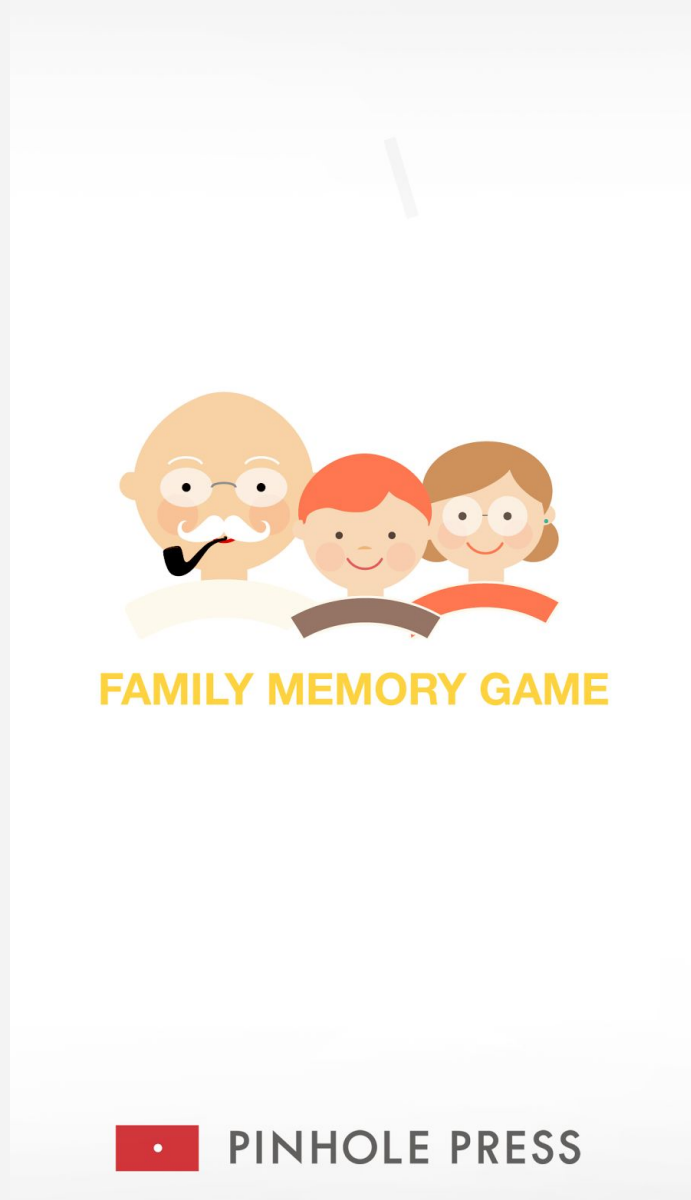
We are expecting to build out the app and add several more games, so code design and structure is important to us. We would like to retain full rights to the source code, and any other media we pay you to create for us. We would also require analytics be integrated into the app so we can understand it's usage.

The specification below shows all of the phone designs, however we will provide mocks for the tablets as well. You would need to ensure that all designs are properly sized for the most popular / common screen dimensions.

The app is meant to be setup by a parent, and then played by a child, so it must be COPPA compliant.

Loading screen

The loading screen is just a static loading graphic as seen below.




First time user setup - Step 1, parental controls


The first time that an app is opened on a user's phone they will be displayed a setup process. After the user has successfully completed the setup process, every subsequent time the user would be taken directly into the game.


In Step 1, the user is entering in their email address and a password. Please validate that it is a valid email address and that the password is at least 6 characters long.

Step 1 of 3

Setup Parental Controls



 Your email adress

 Choose a password

Next

First time user setup - Step 2, Choose 6 photos

The user should be able to browse their device to choose up to 6 photos all at once.

Step 2 of 3

Add Family Photos



Please add up to 6 of your
own family photos

[Browse Photos](#)

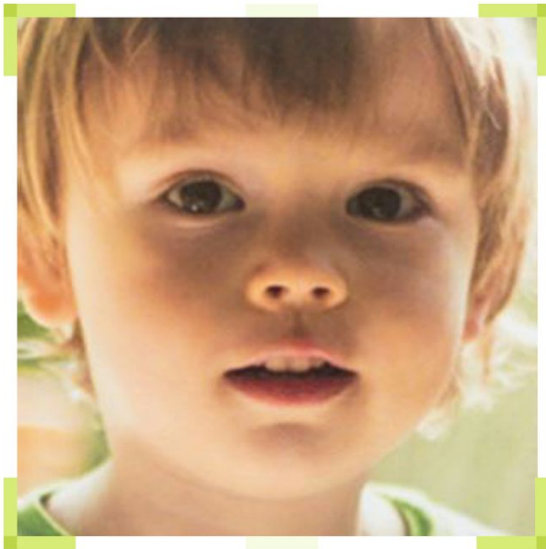
First time user setup - Step 3, Crop and name photos

Once the user has selected their photos, they should automatically go to a screen to start cropping and naming the photos. The user should be able to pan and zoom the crop using their fingers.

They are required to put in a name for the photo. The text input should be limited to 50 characters.

Step 3 of 3

Pan and zoom to crop



Name

Save & Next

Main App Screen

This is the main screen that displays before the user goes into the game. After the user goes through the Setup process this will be the first screen to load every subsequent time the user launches the app.



Learn more about
our kids games!

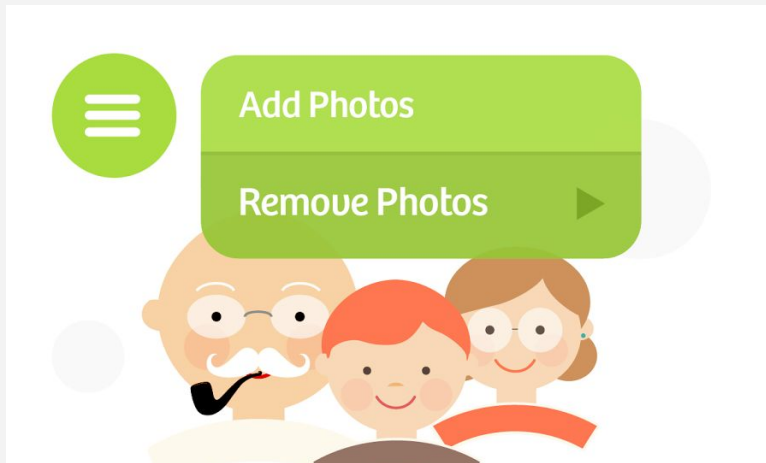
There are 3 main components to this screen:

- Menu
- Play button
- Learn more

The Menu is laid out in more detail below. The Play button should take you into the game. The Learn More button should bring up a screen with more information about our products, and take action to purchase them. Then they click either this text or the image then the user should be taken to the same screen that is shown in the “More Pinhole Press Products” menu option described below.

Menu

The menu has 2 items:



Add Photos

This will bring the user back to the Add Family Photos (step 2 of the setup process). This screen should function just like the Setup screen, but it should not say Setup at the top, in its place it should just say “Add Family Photos”.

Once the user selects their photos then they should go directly to the cropping screen, similar to the way they did in the setup process. This screen should operate the same way it did in the setup process, however it should not show “Setup” text at the top, just “Pan and zoom to crop”.

If the user adds more photos than the game allows, we should just use their 6 most recent photos when they go to play the game.

The final design of this screen will not be provided. You will be expected to extrapolate the changes using the Add Family Photos referenced above.

Remove Photos

Remove Photos should allow the user to select any of their 6 photos to remove from the game. Here is what this screen would look like:



Removed Selected Photos

More Pinhole Press Products

This screen will show the user a physical copy of the game that they can buy. When they hit the Buy button it will take them to a parental control screen, as shown below.




Choose 12 of your favorite photos and let the games begin. Mix, match and you win!

As Loved By: The Today Show,
A Cup of Jo, Clickin` Moms


\$ 24.99

Buy Now



You will be taken to
pinholepress.com to buy
the Memory Game.

Please put in your Parental
Password before
proceeding:

 Password

Go!

The user's password should be validated, and after they do that, then it should launch a browser to:

<https://pinholepress.com/c/memory-games>

After the app launches the browser, the app should close the popup menu showing the parental controls.

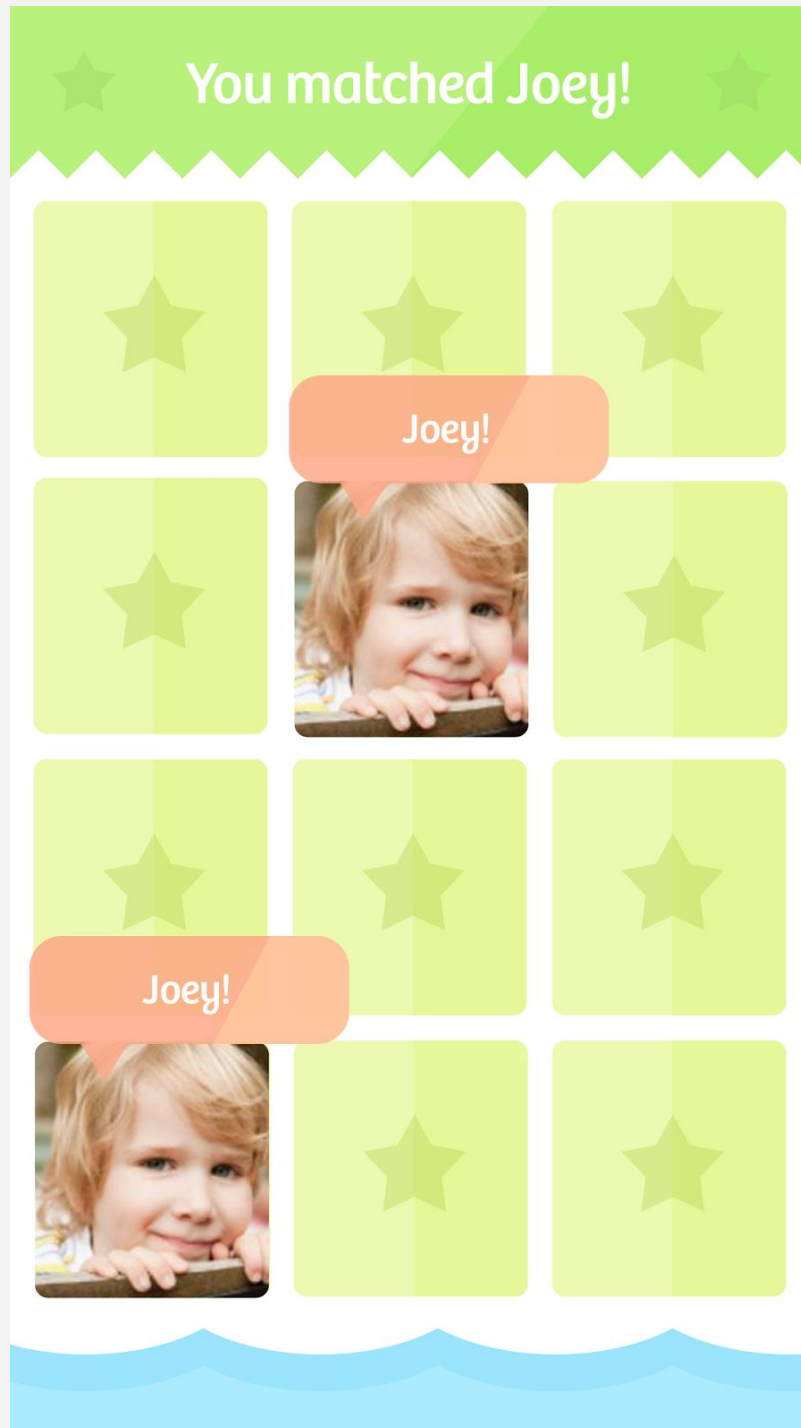
The Game Screen

The matching game will show 12 different tiles that the user can match. To see how a matching game works, please watch this video of a competing product:

<https://www.youtube.com/watch?v=yDtey2GFKNs>

In our app, the user will use their own photos for the tiles. The user can add up to 6 of their own photos. If the user adds 6 photos, then all 12 tiles will be made out of the user's photos (each photo will be used twice). If the user adds fewer than 6 photos then the app should use default tiles to fill in the number of missing photos from the user. We have 6 animal tiles that will make up the default tiles. For example, if a user adds 4 of their own photos then the app would use 2 of the default photos.

Here is the design of what our screen will look like:



When the user presses a tile, it turns over and the name pops up. If the two tiles match then there is a message shown at the top, in this case its "You matched Joey!". The name bubbles should only show for a few seconds after the second tile is turned over, and then they should disappear. In the example above, the user has matched the photos of Joey. If the user selected two tiles that didn't match then the tiles would turn back over automatically. At the end of the game, all tiles will be matched and facing upwards.

Once the user matches all of the tiles, the user should be shown a congratulations message and then the tiles should be rearranged and all turned face down so the game can be played again.