

Practical issue - Wireframe

- The text will be both in norsk and english at the same time!
- The following text is only a draft and needs to be rephrased/translated by ProContra/ExxonMobil.
- Best if we can have final text both in english and norsk before actual layout and design takes place.
- If any special request other than described in IDE document and style guide please inform Gagarin on preferences.

Start Screen

Energy lives here + LOGO

Welcome!

English: Push „Start“ when ready!

Norsk: Når du trykker på „Start“ klar!

Name screen

Energy lives here + LOGO

(English / Norsk text)

Please enter your name and phone number.

If you beat today's high score, you win the grand prize!

Press Enter when ready.

Intro Screen

Energy lives here + LOGO

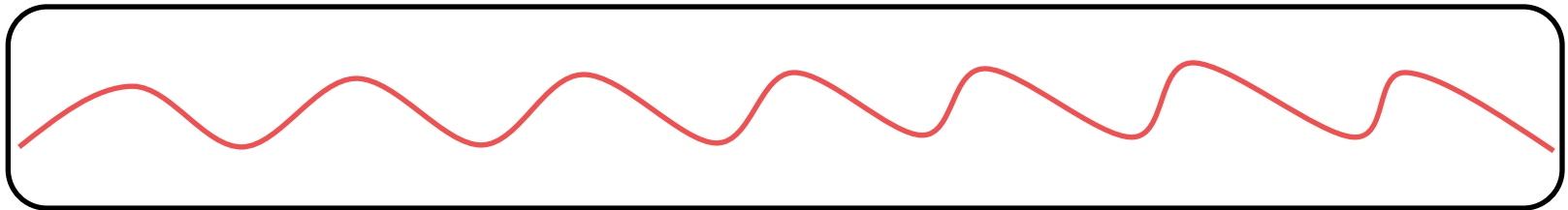
(English / Norsk text)

You get 90 seconds to attempt to break the glass with your voice.
Try to hit the right pitch by screaming as loud as you can.
To beat the record, you must break the glass in XX seconds.

Intro Screen (continued)

Energy lives here + LOGO

Listen to the sound, you must sing this pitch in order to break the glass!

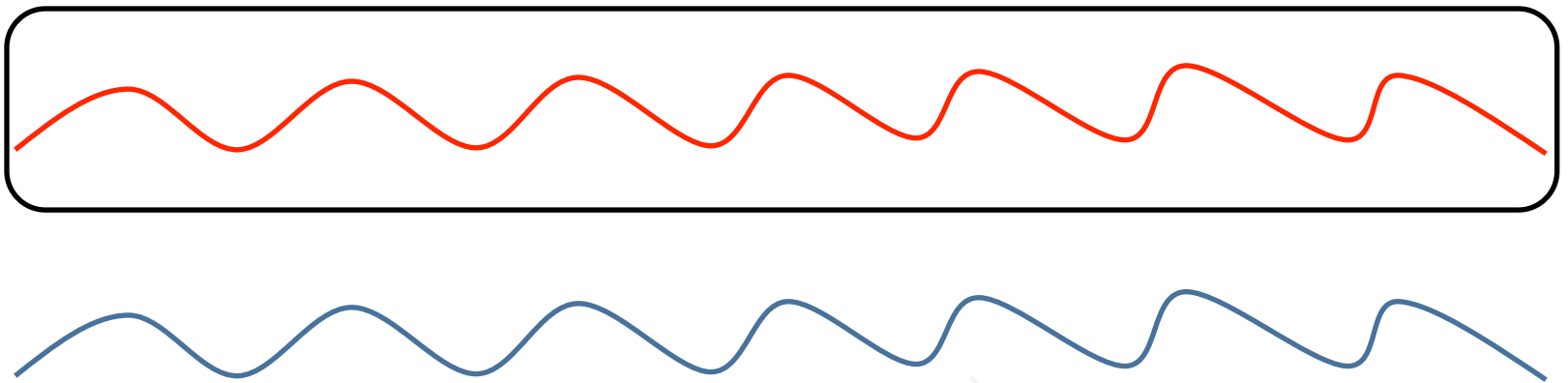


Waveform from actual glass appears

Intro Screen (continued)

Energy lives here + LOGO

The pitch of your voice is shown in blue.

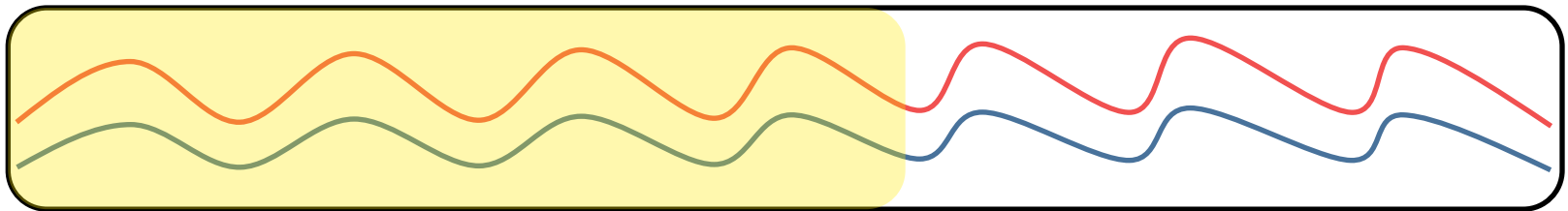


Waveform from voice
appears

Intro Screen (continued)

Energy lives here + LOGO

When you've hit the right pitch, you will see the waveforms come together. Hold the pitch for X seconds to break the glass!



Short animation plays to demonstrate game

Intro Screen (continued)

Energy lives here + LOGO

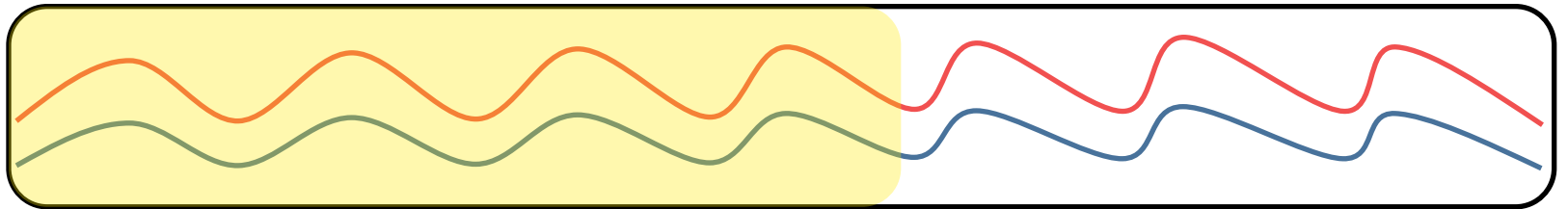
New high score will be reset beginning of each day, but we will make sure that it's not too low, i.e. so manual registration is not constantly going on in the early morning.

Break the glass in **XX:XX**
to beat the high score.
Get ready!

Game play

Each player has 90 seconds to break glass

Energy lives here + LOGO



Time Remaining: 0:59

Game Over

Energy lives here + LOGO

After 90 seconds, a Game Over screen tells the player if they have won, lost, or have beat the high score.

a)

Sorry, did not break the glass. Better luck next time!

b)

Great job, you broke the glass. Your time was **XX:XX** seconds!

c) *High score sound plays*

Congratulations!! You have now set a new record. If no one beats your score, you will be contacted at the end of the day and win the grand prize!

High Score screen

Energy lives here + LOGO

High score screen appears for XX seconds, and then returns to Welcome screen.

High scores of the day are shown.