



KOKONÜT



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DESIGN- FASHION SUPERSTAR BY CRAYOLA 1.0

UI/UX Screen



1st Pass

Based in the references of the Flinto App Demo make a rough UI screen progression according to wireframe:

Title Screen / Options Screen > Main Menu > Story Mode / Open Play / Fashion Community (Storefront + Sketchbook) > Chapter Select (10 chapters) > Mission Overview (3 missions / chapter) > Mission progression sequence 1 - 5 > Mix & Match

FASHION *Superstar*

START

OPTIONS





FASHION *Superstar*

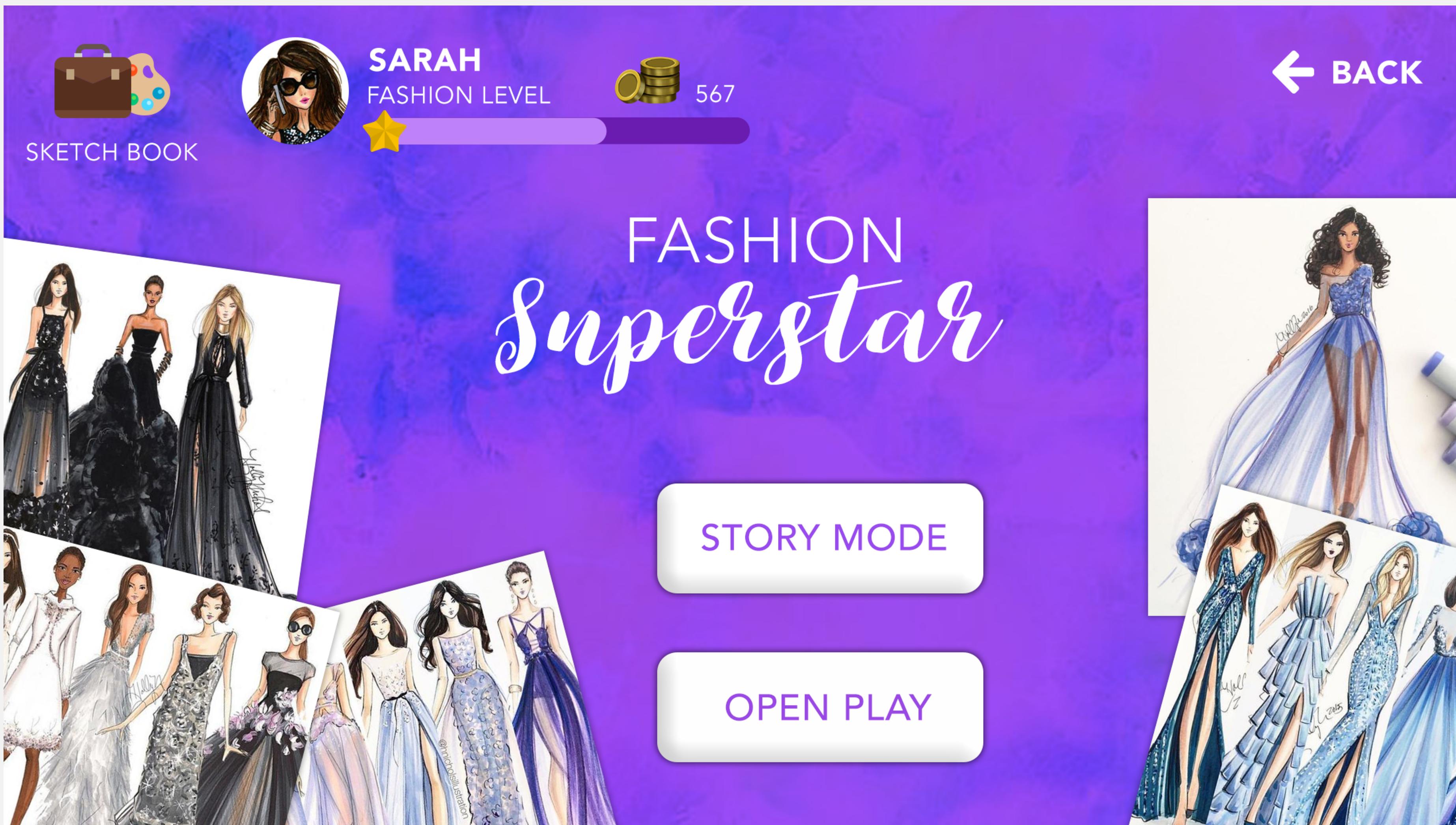
← BACK

TUTORIALS

PRIVACY

VOLUME: 25





The image shows a mobile application interface with a purple gradient background. At the top left is a 'SKETCH BOOK' icon with a briefcase and palette. Next is a circular profile picture of a woman named SARAH wearing sunglasses. To her right is the text 'FASHION LEVEL' with a progress bar containing a yellow star icon, followed by the number '567'. On the far right is a 'BACK' button with a left arrow icon.

Chapters

- 1 WELCOME TO THE BIG TIME** First day at New York Fashion University, so many new people and so much excitement. >
- 2 BELLE OF THE BALL** Attends to the school's ball, but first creates a stunning outfit. >
- 3 A BIG OPPORTUNITY** Your first professional competition. ¡This is your time to shine! >
- 4 A WHOLE NEW WORLD** Your first professional competition. ¡This is your time to shine! >



The image shows a mobile application screen with a purple gradient background featuring a faint illustration of a person in a sequined dress. At the top left is a 'SKETCH BOOK' icon with a briefcase and palette. Next is a circular profile picture of a woman named SARAH wearing sunglasses. To her right is a 'FASHION LEVEL' bar with a yellow star icon at the start and a stack of gold coins icon with the number 567 at the end. On the far right is a 'BACK' button with a left arrow icon.

Welcome to the big time

- 1** FIRST DAY OF SCHOOL >
- 2** SCHOOL ASIGMENT 1 >
- 3** DRESS TO IMPRESS >
- 4** OUTFIT FOR HOUSE PARTY >



The image shows a mobile application interface for a game called "SketchBook". At the top left is a "SKETCH BOOK" icon with a briefcase and palette. Next is a circular profile picture of a woman named "SARAH" wearing sunglasses. To her right is the text "FASHION LEVEL" and a progress bar with a yellow star icon at the start. The progress bar is mostly dark with a small yellow segment. To the right of the bar are three gold coins and the number "567". On the far right is a "BACK" button with a left arrow icon.

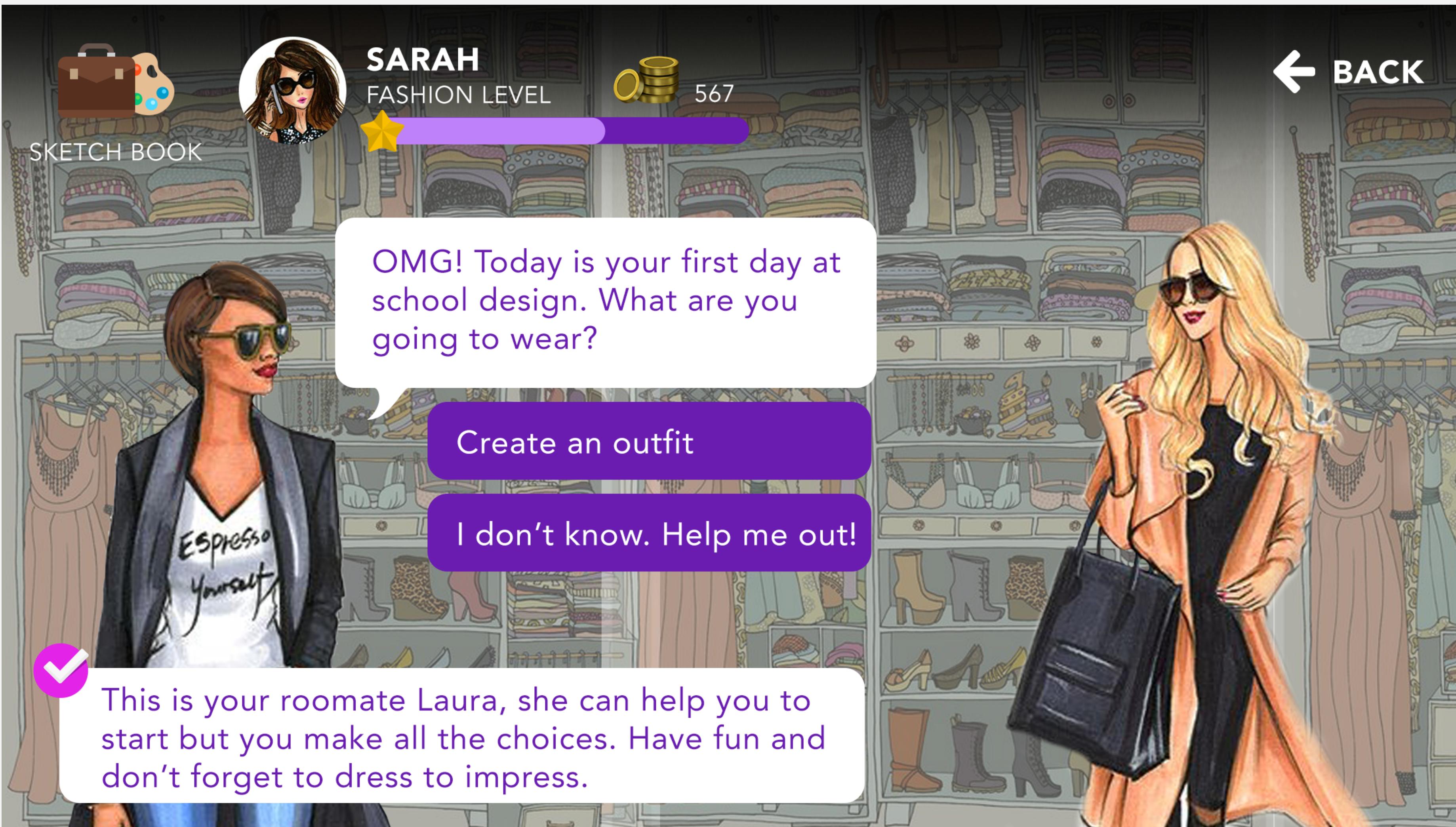
1 First day of school

This is your first day and you want to impress everybody with your outfit.

Challenge: Create a stunning outfit for your first day in University.

TAKE THE CHALLENGE





SARAH
FASHION LEVEL
567

SKETCH BOOK

SAVE OUTFIT

CASUAL TOPS COCKTAIL TOPS SPORT TOPS

CASUAL TOPS	COCKTAIL TOPS	SPORT TOPS



Handpicking the right team



1st Pass

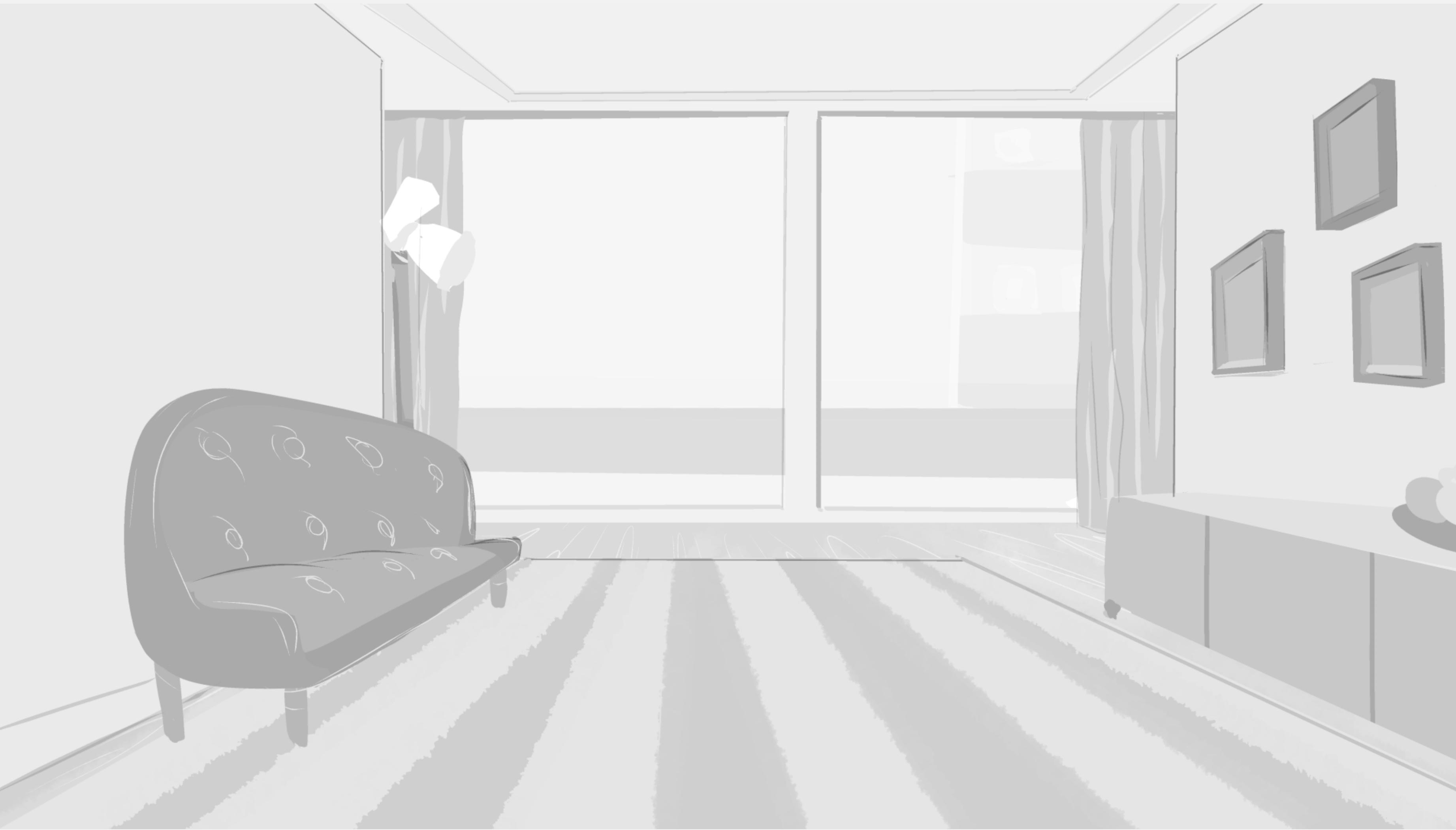
Based in the references of the Flinto App Demo make a sketch version for the backgrounds:

Apartment, Closet / Dressing Room, Fashion School Studio, Boutique (+ Store Front Façade), Photo Shoot (+ Red Carpet Event), Coffee Shop (+ NY Exterior & Skyline), School Hallway (lockers), and Fashion Show (Runway)

ENVIRONMENTS

1ST PASS - APARTMENT

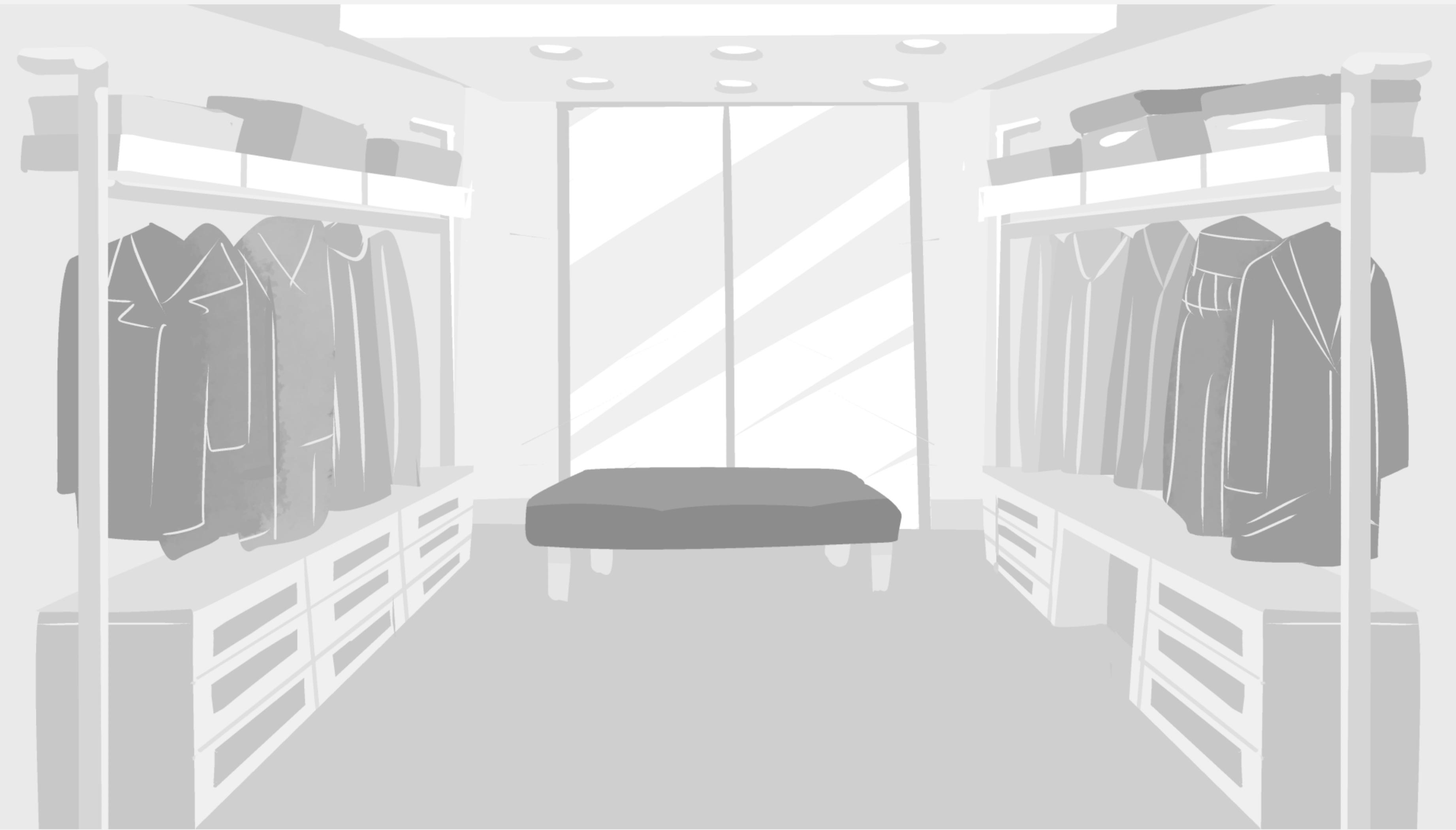
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ENVIRONMENTS

1ST PASS - CLOSET

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ENVIRONMENTS

1ST PASS - COFFEE SHOP EXTERIOR

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ENVIRONMENTS

1ST PASS - COFFEE SHOP

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ENVIRONMENTS

1ST PASS - SCHOOL HALLWAY

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ENVIRONMENTS

1ST PASS - FASHION SCHOOL

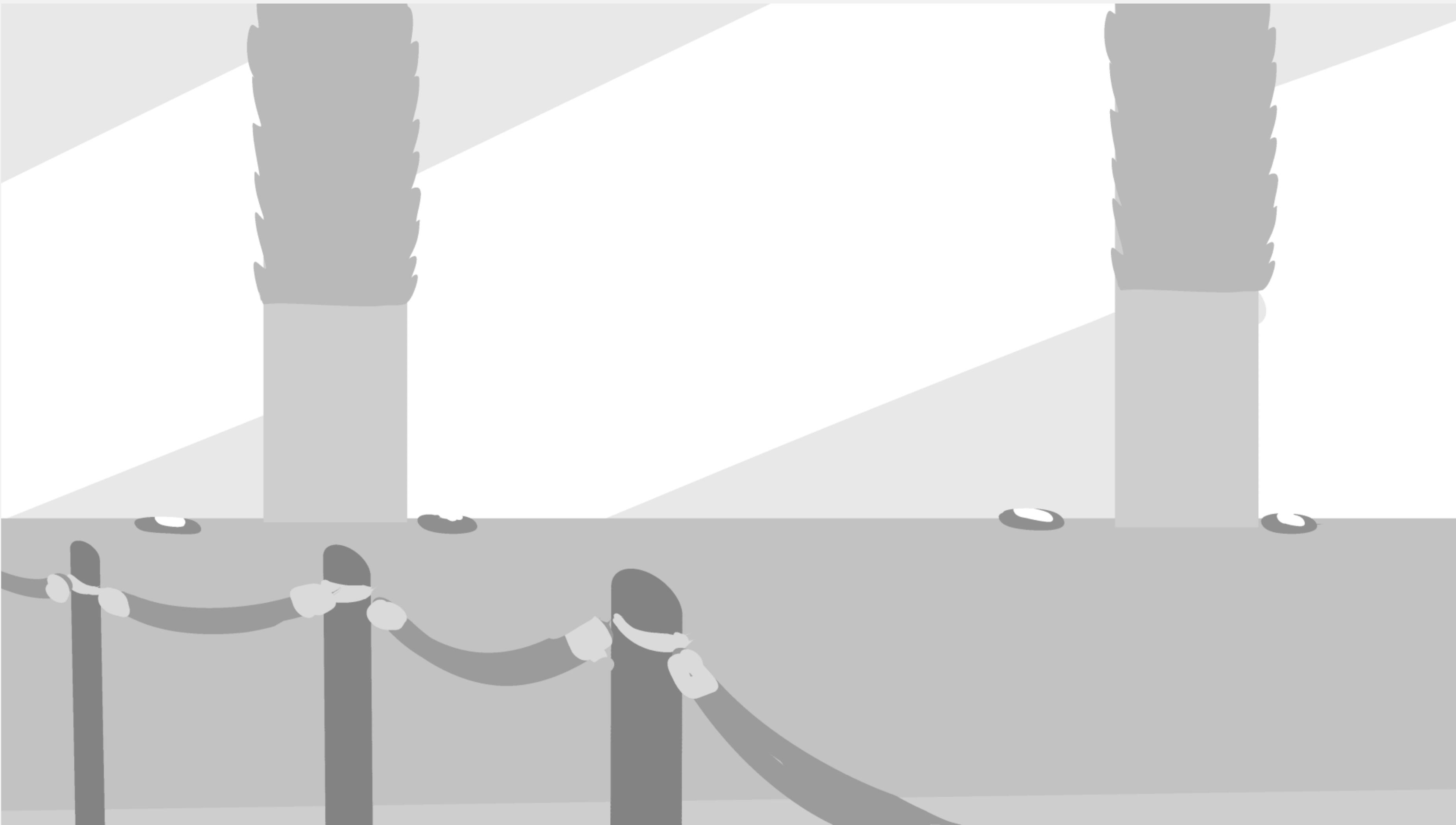
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ENVIRONMENTS

1ST PASS - RED CARPET

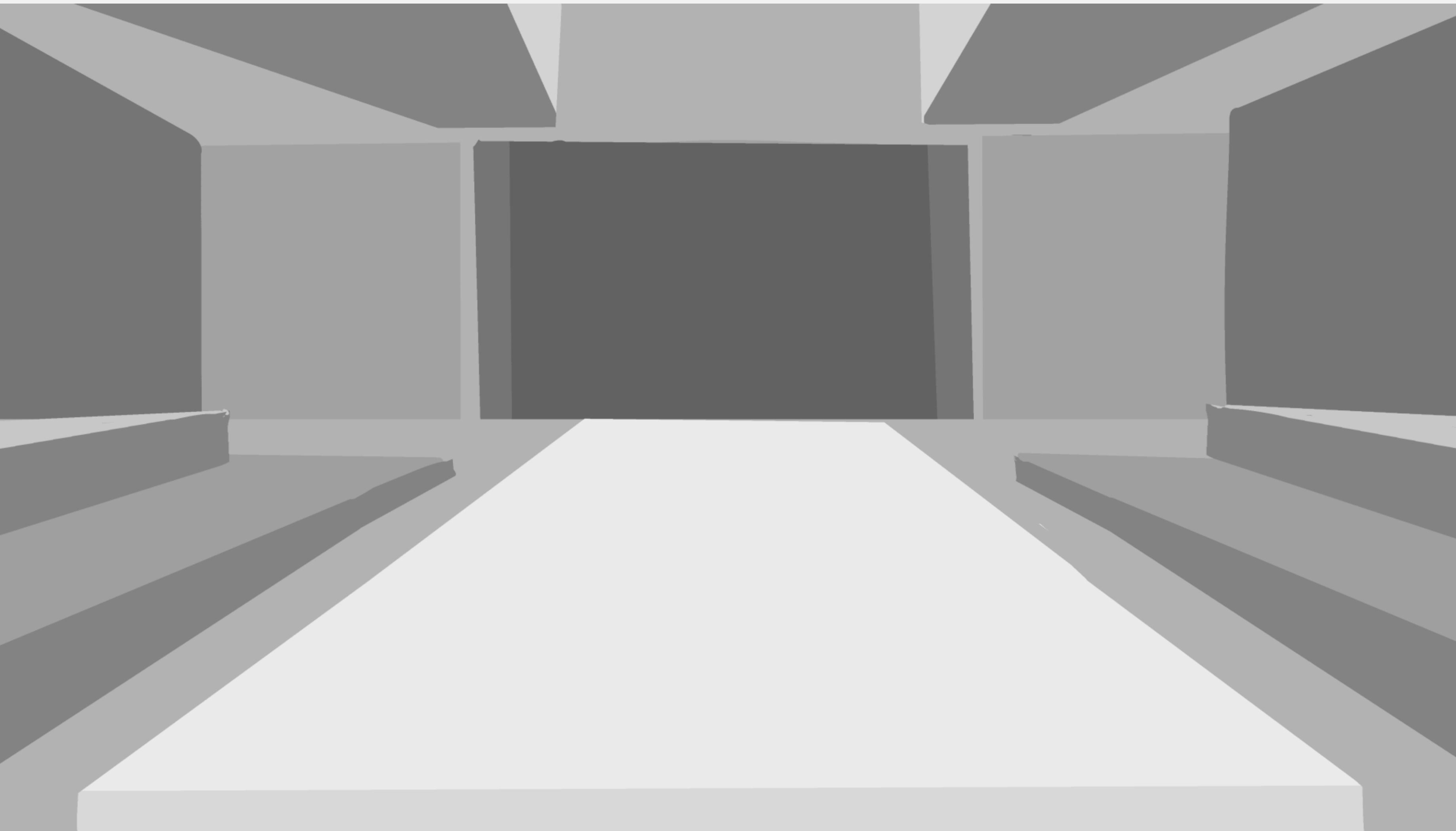
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ENVIRONMENTS

1ST PASS - RUNWAY

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ENVIRONMENTS

1ST PASS - STORE

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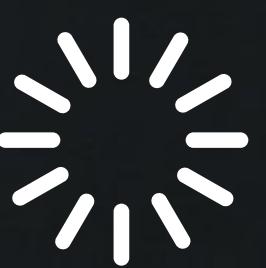


ENVIRONMENTS

1ST PASS - STORE FRONT

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Animation



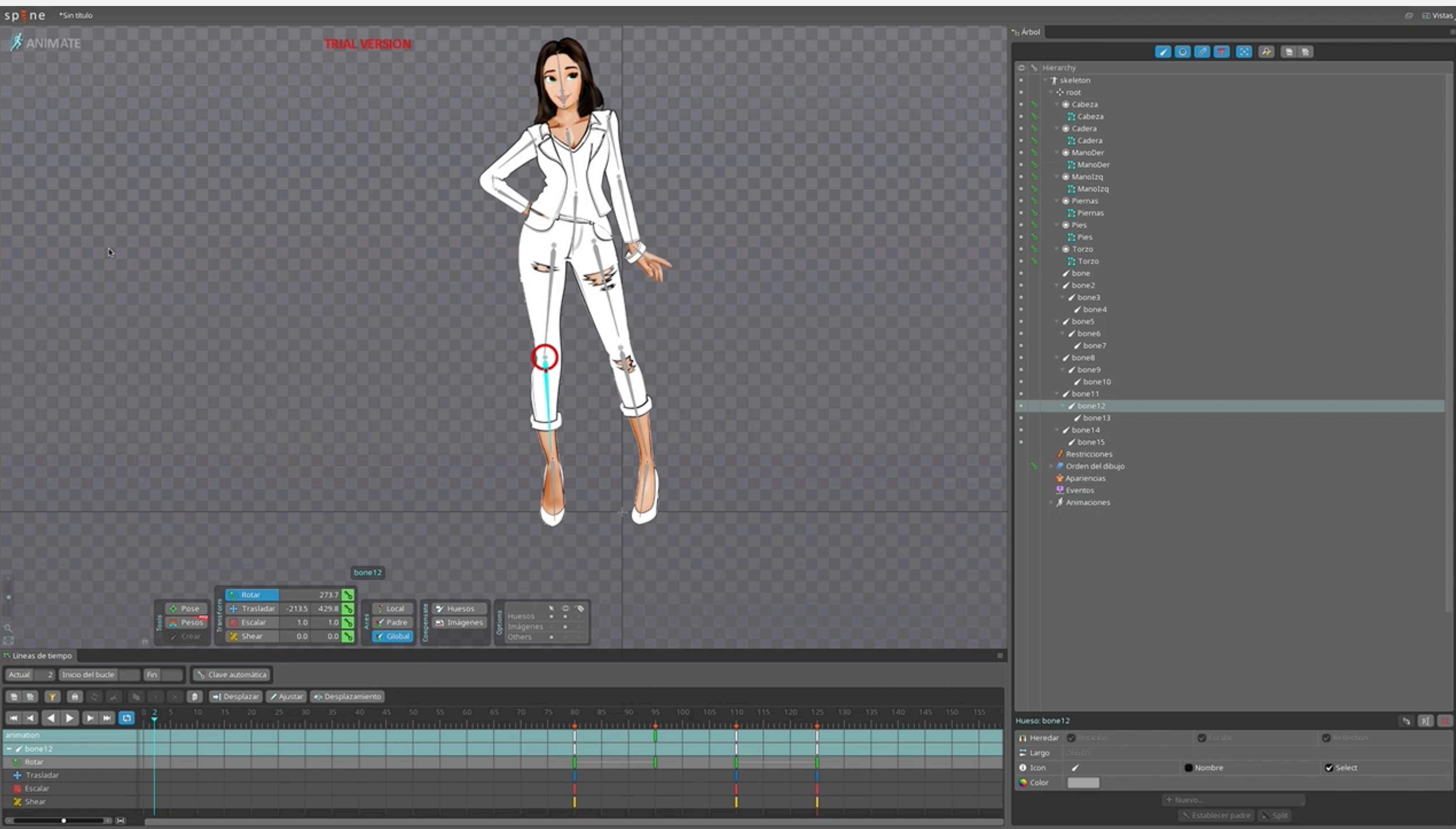
1st Pass

Based on the Package_Models image, we make a 1st close up using Spine.

We are going to use Moho for the development, we are reviewing all the features to animate as fast as possible the NPC models.

ANIMATION 1ST PASS

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Thank You