

# **Name Unknown – Mobile MultiPlayer Location Based Game**

## **Document Goal:**

Our Goal is to make it absolutely clear what and how the game works and to describe each component separately and to complete it with a full overview of the main product scenarios

The document structure will be as follows:

1. Game Goals
2. Game Components
3. Game Mechanics
4. Major User Flows
5. External Game Elements

## **1. Game Goals**

The game is a Mobile MultiPlayer Location Based Game.

The goal of the game is to gain points which will allow you to unlock additional weapons and abilities, if you die you can either wait for your “resurrection” or pay with points.

- a. There is no one clear Winner: People are ranked based on the amount of points they acquire during the game.
- b. Loser is the user that reached an energy level of zero during the game - a loser mode is not permanent since one can acquire the ability to get out of the “loser” mode by paying with points.
- c. Overall the game consists of “Scoring/Coins” that are awarded to each user according to the activities one has played with the ability to earn Coins.
- d. When someone loses or die it means they either wait 1 hour before returning to the game or they buy their way back into the game using the game currency - coins.

## **2. Game Components**

### **2.1 User**

A user is one unique person that is represented by the following information fields:

**2.1.1 Uid** - Unique user id is generated by the system upon registration and is stored per each new user that signs up to the game. The Uid should be connected to the Facebook id of the user and to the “Display Name” the user chooses to utilize.

**2.1.2 Display Name** - A display name that is showing in all the menus and views during the game. It is extremely important that the user will be aware of it and will feel comfortable and secure using the name.

There are a few options to choose a display name for the user:

**2.1.2.1 Real Name** - Imported from Facebook

**2.1.2.2 Automatic Alias** - generated by the game

**Automatic Name convention will be:**

[Product Name 6 first letters]+[Random Number in the length of 8 Chars] = 14 Characters.

Once the name is generated - no other user will be able to utilize the exact same name.

**2.1.2.3 Manual Alias** - a user is shown the automatically created alias and simply changes the text.

**2.1.3 Last Known Location** - Longitude and Latitude coordinates for the user will always be stored regularly for each user alongside the “Zoom Level” in which

the user has viewed the map.

It should also store the last Date & Time the location was updated.

The frequency of the location update should be rather quick.

**2.1.4 Weapon Inventory Last state** - each user table will automatically contain last known status of Weapons. It will be updated upon every round fired. It should also contain the amount of ammunition left per type of weapon.

**2.1.5 Energy Level Last state** - The Energy Level last state is always a number between 0-100. Each damage caused by a weapon is affecting the Energy Level state. Upon losing the entire 100 points the Energy Level state is automatically becoming ‘0’ and can only be restored via acquiring the ability to get back in the game or a First Aid Pack. First Aid Pack can be used only if the user isn’t in “0” state.

**2.1.5 Badges Last state** - each user table will automatically store the last score awarded to the user.

**2.1.6 User State** - each user can shift actively or passively between the following Game related states:

**2.1.6.1 Active** (Green Identifier) - This means that the user is actively participating in a game and his Location is known in the last 10 Minutes (just a suggestion)

**2.1.6.2 Under the Radar** (Green Hollow identifier)- Active but location isn’t known in the last 10 minutes

**2.1.6.3 Not in Game** - This means that for the rest of the day, unless changed, the user is proclaimed dead for all purposes of the game. If the game is still running on his device we will still collect the location information to make sure that the data continuity exists but we will not display it for other Users.

**2.1.7 Map Zoom Level** - this parameter will contain the last identified zoom level of the map for the last known location of the user.

**2.1.8 Friend id** - This is simply a “Father-Son” tracking. Each user in the game is actually a potential to bring more users to the game. This field indicates that the “Father” Uid has brought the “Son” Uid in the first time. It is a One-to-Many connection to the Uid.

**2.1.9 Profile View** - One of the most frequent representations a user entity will have in the game will be the user profile view, It should have a few pieces of information in a more detailed view:

**2.1.9.1 Display Name**

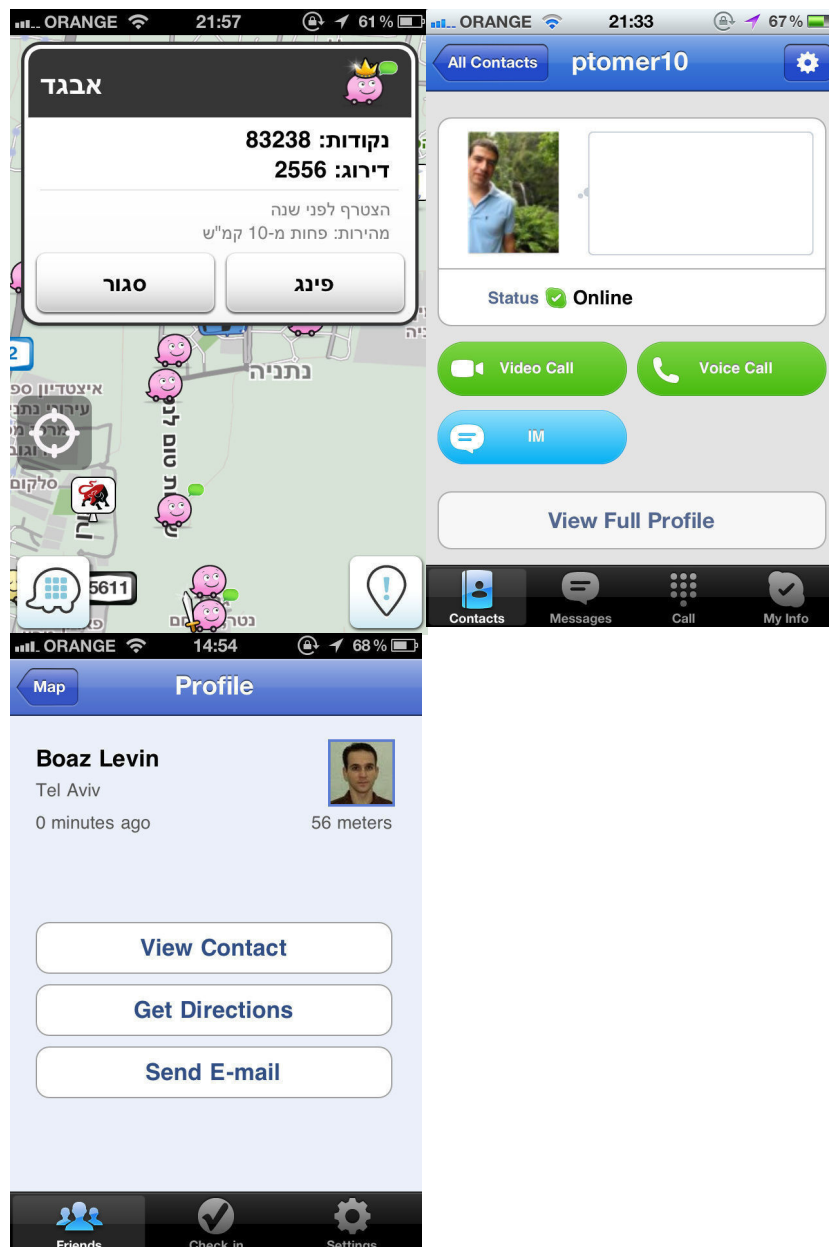
**2.1.9.2 Known Location Updated on...**

**2.1.9.3 Badges - Wins/Losses representation?**

**2.1.9.4 Invite to Duel**

**2.1.9.5 Fire**

**2.1.9.6 Invite to Group**



## 2.2 Game Modes - World Series or Friend Series

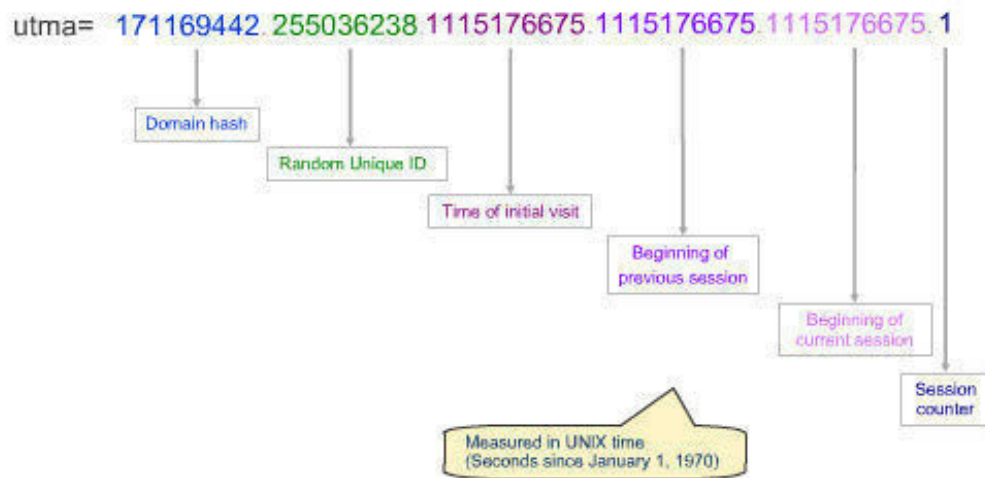
The entire flow of the game is based on two main series of battles.

**World Series** - This means that everyone is playing against anyone and that the map view contains all players in the game.

**Friend Series** - This is a filter that only shows your connections, whether based on facebook, iphone contacts or any other source - but only your friends.

**2.2.1 Series ID** - This unique ID is automatically generated by the system to represent this Series between two or more users. Each user interaction during the series is automatically associated with this unique ID.

The series ID should automatically be comprised from series Start Time. (Like in google analytics session ID)



**2.2.3 Series Participants (Uids)** - Each Individual that is a participant in the Series should be logged as a "Series User".

## 2.3 Map View Logic

Since the game is played on top of the Google Maps then the viewing logic of the maps is a critical portion of the game. Hence, the map view definition is the state of the Google Maps View that is currently shown in the user's device. Before the game loads a Map View it should extract from the system a few parameters to make we avoid an "expensive" loading time of "World Map" view.

It should contain:

**2.3.1 Uid Location Coordinates** - Longitude and Latitude coordinates for the user will always be stored regularly for each user. It should also store the last Date & Time the location was updated. The frequency of the location update should be rather quick.

**2.3.2 Uid Map Zoom Level** - We will automatically store the last known zoom level of the google maps to make sure we are able to come back to the last zoom state of the maps.

**2.3.3 Map View Format** - Standard map, Satellite and hybrid views. If new views will be available in the game later we will add to the View State

**2.3.4 1st time Map View** - The first time the user enters the game the view of the map will automatically show up centered on the user's' location and one additional player. This means that the system will automatically calculate the best zoom to make sure at least one additional "User" is viewed on the device.

**Minimal View State** - If no other user is available then there will be a minimal view size of 25KM/15Mile

## 2.4 Coins

Coins are as-used in real life a means to an end in the game and the overall mechanism in which we enable users to acquire new Weapons/Protection Devices and Health Packs.

**2.4.1 Coins as a Scoring monetary tool** - The reasons we think that providing users with Coins can provide a significant incentive are as follows:

**2.4.1.1 Rewards** - The main purpose is to create a reward system for users to feel an accomplishment each time they win/lose.

**2.4.1.2 Internal Game Currency and a source of revenue** - Whatever progress the user is making should reward him with an ability to acquire new skills/weapons/energy packs. Furthermore this is the main potential source of revenues for the game.

**2.4.1.3 Coins can be added or paid with** - A user can only gain coins or use them to buy something, hence losing a doesn't damage your coin stash.

**2.4.2 Scoring Coins** - Users will be able to acquire additional coins during the game in the following methods:

**2.4.2.1 Initial Coin Pack** - Once the user is joining the game he will automatically be awarded with an (X) amount of coins.

**2.4.2.2 Inviting a Contact to the Game** - Each new contact that the user will be able to invite to the game and will actively register will award the "inviting" user a pack of (1/4X) amount of coins.

**2.4.2.3 Successfully hitting an opponenet using a Weapon** - Using different sets of weapons and succesfully hitting an opponent with the weapons awards a user an amount of coins as determined in the Weapons Type section (2.5.4) in the Weapons section.

**2.4.2.4 Coins Stash** - The game should place Coins during series any time it meets the following criterias:

**2.4.2.4.1 When it should be placed** - Randomly during the game the user can stumble upon coins in mid-range proximity to its location.

**2.4.2.4.2 Where it should be placed** - There are two conditions placing the Coins stash:

**2.4.2.4.2.1** Radius of 5KM from the relevant user

**2.4.2.4.2.2** On actual paths - roads/highways and accessible locations

**2.7.4 Effect of Coins Stash** - There are three levels of Coins Stashes  
- Small, Medium and Large

**2.4.3 Using Coins** - These are the following things you can do with coins:

**2.4.3.1 Buy/Upgrade a Weapon** - Each weapon that is not unlimited will be available for purchase using coins.

**2.4.3.2 Buy Ammunition** - Each ammunition that is not unlimited will be available for purchase using coins.

**2.4.3.3 Buying a Energy Level Pack (Life)** - A user can choose to re-fill he's life during the series. Doing that is only permitted to users that have at least 1% of Energy Level to allow him to buy life.

**2.4.3.4 Buying your back into the game** - if the user wants to re-enter the game then he can buy his way back into the game but that means he will have to wait at least three minutes (not to surprise the other participants)

**2.4.4 Buying Coins** - The coins can be purchased in the game using the In-App purchase mechanism.

We will offer at least 5 different level of coins purchases:

1. Minimal Pack - \$0.99
2. Basic Pack - \$1.99
3. Life Pack - \$2.99
4. Extra Pack - \$4.99
5. Super Pack - \$9.99

**Note 1: This is just an example.**

**Note 2: We must make sure that the ability to buy coins doesn't ruin the basic premise of the game where you really need to play to move forward and that there are no shortcuts.**

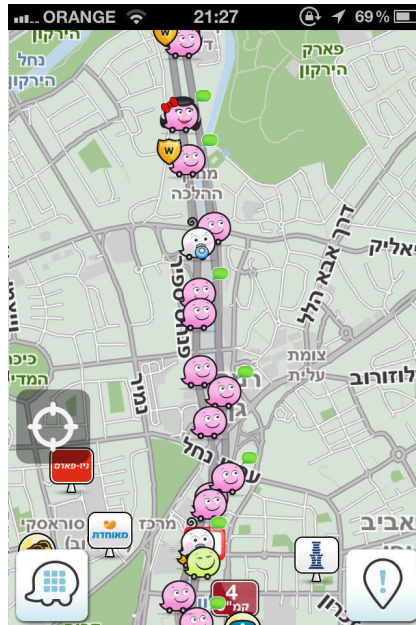
## **2.3 Badges**

Badges are awarded to users that have been able to gather significant amount of points during series.

**2.5.1 Unbiased rating system for different users** - The point is to be able to rate all users in the game and thus enable an accurate level of "How am I performing compared to others" using Badges

**2.5.2 Share/Post your badge** - The level you reached based on your scoring results is something you'd like to share with other both in the game and out of the game.

**2.5.2.1 In Game Badges representation** - The main idea is to share the "Skill Level" a user has in the game. This is mainly done to enable users to know in advance if someone is an expert before attacking him. It can look the same way it looks in Waze, or maybe even within the "User Profile" once the attacking user clicks on the user icon to initiate an attack.



#### 2.5.2.1 Outbound Badges representation - The Main reason for having badges is to enable users to share their progress with their friends and foes.

### 2.5.3 Acquiring a new Badge - We need to have an unbiased badge awarding system similar to the one foursquare has (<http://visual.ly/foursquares-top-badges>). X amount of wins enables you to acquire a new badge and to share your new success with your friends.

Share post should be something in the spirit of : Tomer has just earned XXXX coins by defeating his rival. His outstanding valor has awarded him a badge of “The knight of the stinking fish”

Badge related # of Winnings	Badge Level
Win #1	Rookie Badge
Win #3	Fighter Badge
Win #5	Semi-Pro Badge
Win #10	Pro Badge
Win #20 and above????	General Badge

## 2.6 Weapon

A weapon is the ability to damage another user with a specific type of ammunition/activity. Each weapon used in the game has specific parameters:

**2.6.1 Wid** - Weapon id - This is automatically generated by the system.

**2.6.2 Max Quantity** - Ammunition Level - Each weapon will have a Max amount of available ammunition.

**2.6.3 Weapon Name** - Name is given by the Game Creators.

**2.6.4 Weapon Type** - The game has different types of weapons:

**2.5.4.1 Direct** - a weapon that using simple aim and shoot technique.

A Direct weapon will award X coins for a direct hit.

**2.5.4.2 In-Direct** - a weapon that is used by geo-location pinning it. It can be an explosive device/mine and even a trigger by something else. The main thing is that it is fired upon asynchronously to the "Planting Users" location or actually firing.

A In-Direct weapon will award 1.5X coins for a hit, since it requires planning and planting in advance.

**2.6.5 Weapon Damage Level** - Basically the amount of Energy Level that is subtracted from a user's Life Line.

Weapon Name	Damage Level
Catapult	-1%
Canon	-5%
???	
???	
Landmine	-75%

**2.6.6 Weapons List** - Catapult, Cannon, Grenade, Landmine, Face2Face gun, Jedy Sword, Nuclear Bomb, stink bomb (Tomer)

Weapon Name	Damage Level
Catapult	-1%
Canon	-5%
???	
???	
Landmine	-75%

## 2.7 Energy Level

The user's energy level (also sometimes referred to as Life/Life Line etc...) is the survival indication of the user in each and every series.

**2.7.1 Energy Level Scale** - The user's Energy level is always between 0%-100%.



0% - Reaching a level of "0" means the user has lost the series

100% - This is an indication of full Energy Level.

In overall each series will start with an Energy Level of 100% and each hit will reduce the level according to the Weapon Damage Level (as specified in section 2.6.5)

**2.7.2 First Aid Kits** - during the game the user will see "unplanned" Energy Level packs spread all over the map to support the efforts of the Users. The system will randomly spread the FAK (First Aid Kits) in a relative distance of 200M/500M/1KM from the user's location.

The user will need to be in radius of 100M from a kit to be awarded its points.

All users that are participating in the series can claim the FAK.

**2.7.3 Placing a FAK Logic** - The game should place FAK during series any time it meets the following criterias:

**2.7.3.1 When it should be placed** - During the game when at least one of the users has an Energy Level below 50% the system will place the FAK. It will be limited to one FAK per user.

**2.7.3.2 Where** - There are two conditions to placing the FAK:

**2.8.1.1.1** Radius of 1KM from the relevant user

**2.8.1.1.2** On actual paths - roads/highways and accessible locations

**2.7.4 Effect of FAK** - The effect the FAK has on a user Energy Level is +25%.

## 2.8 Robots

The whole purpose of robots is to solve the "Liquidity" problem we might face at the beginning of the game. The idea is to create "Like-Humans" participants that a regular user couldn't differentiate between them and a real user.

**2.8.1 Robot Placement and Movement** - Selection of movement paths and the initial placement of the robots is a difficult task:

**2.8.1.1 Based on real world players** - Since we are recording the movements of players in the game we could simply "imitate" the movement a real player has done based on the same movement paths.

**2.8.1.2 Google "Traffic" information** - Perhaps we could "analyze" the traffic paths of the google traffic information layer (that is if it's not "black box") so we could create the movement paths based on the "Valid" paths as reported using google traffic information

**2.8.1.3 Manual/Amazon Mechanical Turk/Outsource** - Very simple. We will map out 30-40 biggest world wide cities and manually create a 3-5 point movement paths to make sure that the robots in each city have a few various locations on the map.

**2.8.2 Interaction frequency** - once we've determined the movement paths of the robot now we have to make sure that the movement frequency isn't something that a regular user can anticipate, hence it doesn't look artificial. Same goes for "Firing" and inviting to

a

series.

We might be able to create a math function that has enough changes in its calculation but still has some kind of cycle. משהו כמו סדרה +3+4+6-2-5-7

**2.8.1.1 Series initiation timing** - we will make sure that a series initiation is always something done by a REAL player rather than a robot.

**2.8.1.2 Real World Clock** - We need to make sure that a robot can only interact during regular “interaction” hours in a specific location. To make sure that no robot works at 4:00 AM and therefore isn’t really able to create a meaningful addition to that game at that time of day.

**2.8.2 Distance from real players** - To make sure we’re able to really create robots without blowing their cover we need to place the robot not closer than 2 KM/1.5 Miles from the real user. otherwise the user could “spot” the fake interaction.

## 2.9 Notification

### 3. Game Mechanics

Since this is a game that uses some physical world gestures and some Map-Related actions as well we will try to explain those in the next section:

#### 3.1 Shooting Techniques

Since shooting is the most significant technique in the game we’ll describe below three methods for shooting.

**3.1.1 Shooting Basics** - Used mainly as a technique to fire different direct/in-direct weaponry the shooting is basically an “Aim-n-Shoot” method.

**3.1.1.1 Inviting to Series/Selecting a Target** - First a user needs to select a Target - selecting a target is done via the selection of the Pin that represents the opposing team. Clicking the user will display a selection screen that offers me to Fire Upon Him.

**3.1.1.2 Angle Setting** - Now, two lines with an always consistent angle of 45 degrees in between will be drawn on screen. In their middle there will be a line simulating the “Fire Line”. Tilting/turning or moving the device will affect the map under the angle to make sure that the target is placed properly in the center of the angle. Now, moving the iphone from left to right creates an effect on the screen as if the map is moving accordingly.

**3.1.1.3 Fire Power** - The user should aim to see that the middle “Fire Line” and it’s direct continuation are on the course of the Target. It will never reside directly on the target.

**3.1.1.4 Fire!** - Upon completing the aim the user needs to swipe its finger from the angle towards the target appearing in cube [C]. Once the user has swiped its finger there will be automatically drawn a red line on-top of the arrow line. The velocity of the drawing is to determine if the bullet will reach its target and an indication of percentile will be shown to indicate the power that was put into the shot. Once completed there will be an indication with the velocity of the “swipe” and a question to click “Fire!” on the button on the screen.

**3.1.1.5 Impact Visualization** - Upon firing the map will zoom out and will show both the target and the firing car. The impact on screen will be shown as “Missed” speculated location, Once the shot was missed the game will suggest the user to fire again. The user can adjust the angle and the firing technique to really hit this time.

**Angle Setting:** This is defined via the angle helper that is shown on the screen and represented by two lines with a 45 degrees angle within. Tilting/turning or moving the device will affect the map under the angle to make sure that the target is placed properly in the center of the angle

**Line of Fire:** in the middle of the angle that will be a line of fir

**Shooting Flow:**

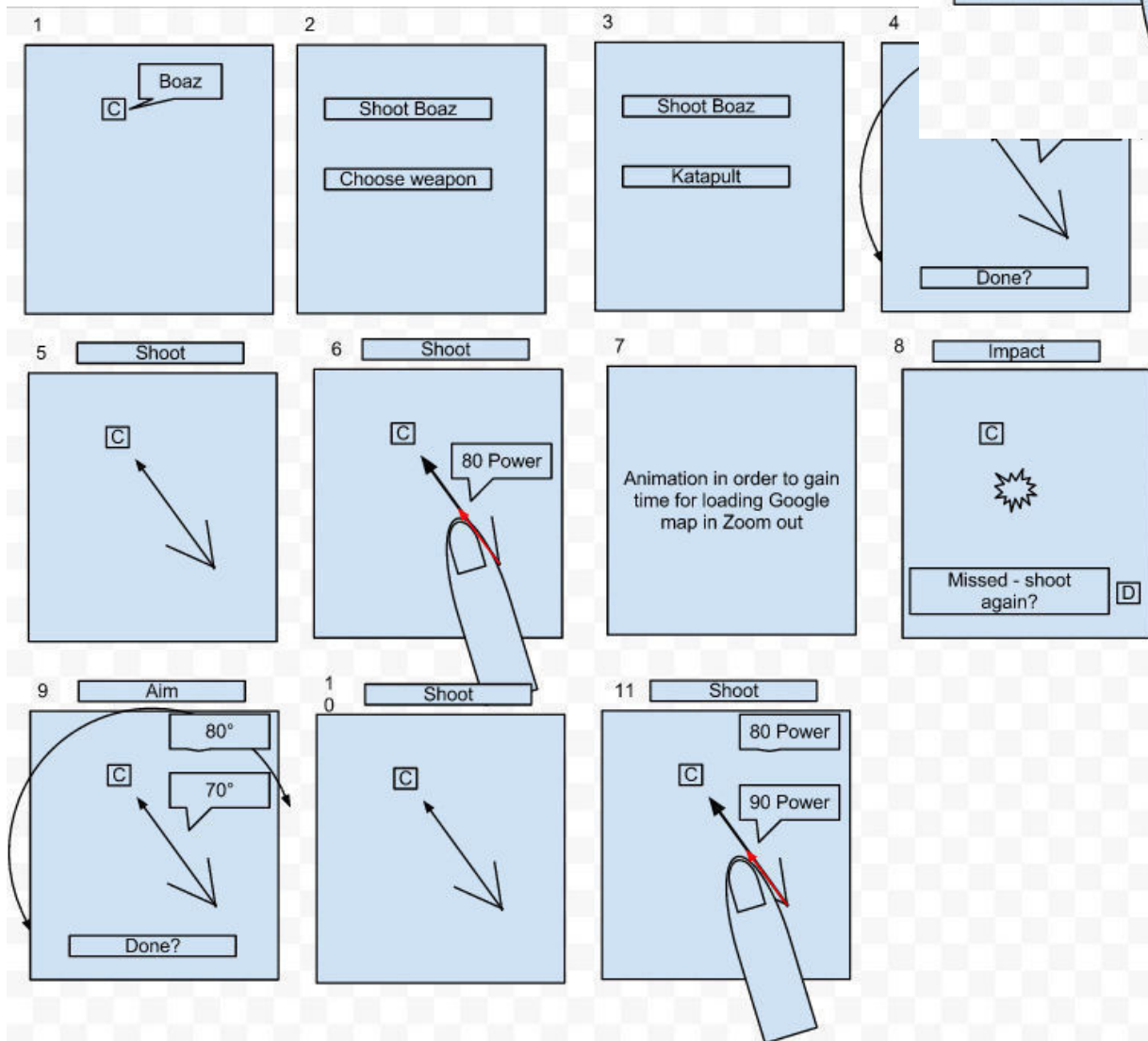
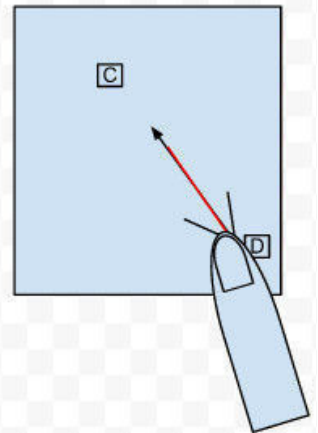
Distance vector (y) - Boaz Vs Tomer

Distance = 1000 meter

Spring meticha = 100%

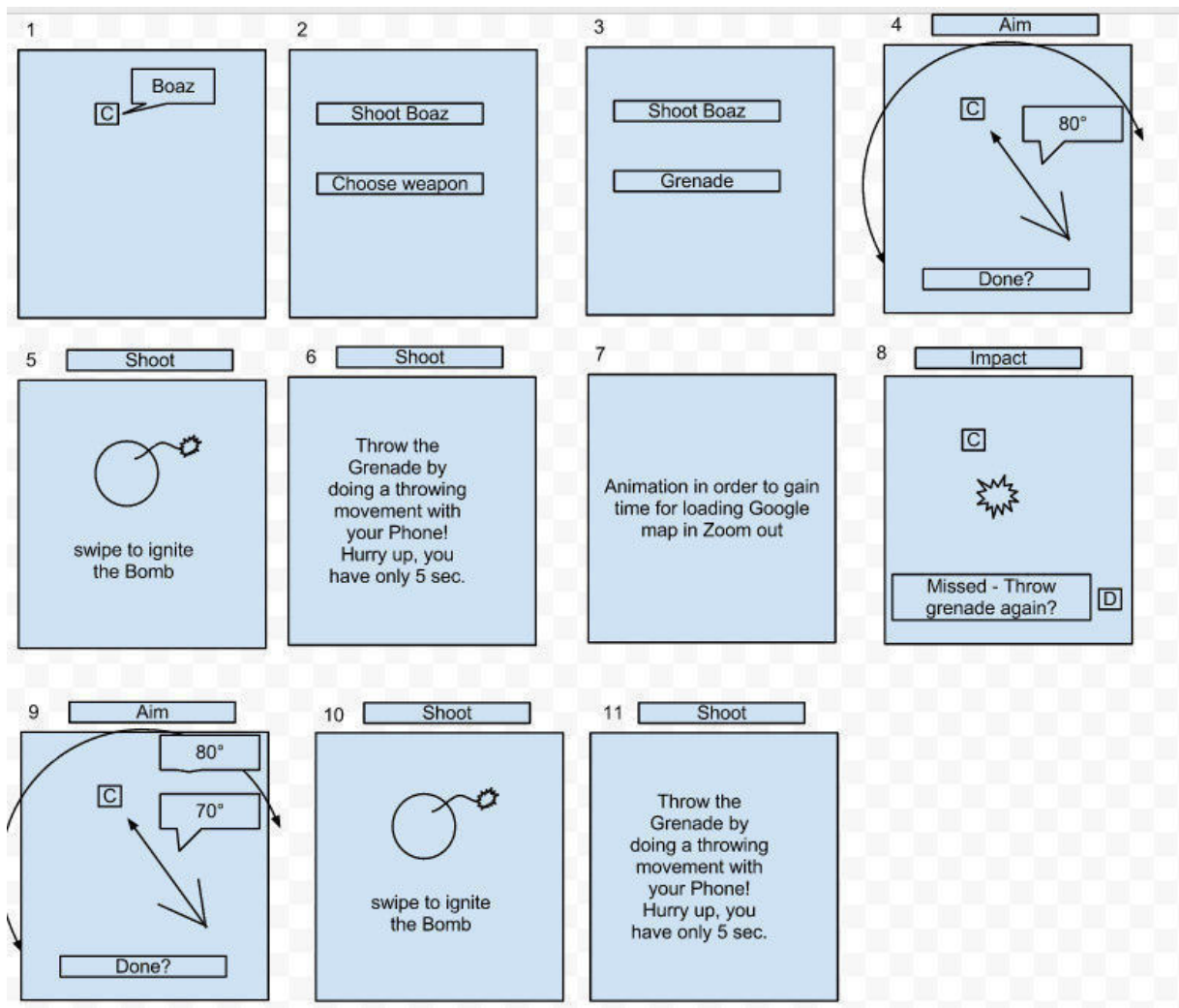
Factor = 1.5

Shooting distance = Factor X Spring meticha = 1500



**3.1.2 Throwing a Grenade** - Throwing a grenade is optional only when the target is less than 500 meters away from the thrower.

The only difference in the grenade throwing is that you need to ignite the grand like you do with a Match and then get rid of it using a real shaking “gesture” so it won’t blow up in your hand.



**3.1.2 Placing a Landmine** - The user can place a landmine in a specific location on the map. The method that should be used is similar to "Drop Pin" in google maps.

Once the Landmine has been placed it will be triggered by the proximity of all users that is fighting with me in the challenge.

There are two ways to place a Landmine:

**3.1.2.1 Drop Pin** - No need to add anything

**3.1.2.2 Landmine Shooter (Premium)** - A user can acquire an ability to shoot a landmine from a far. The acquisition allows him to buy 3 Landmines (3 is just a suggestion).

**3.1.3 Face to Face Combat** - Face to Face combat should be available automatically if a user chooses to attack a target that is less than 100 meters from its own location.

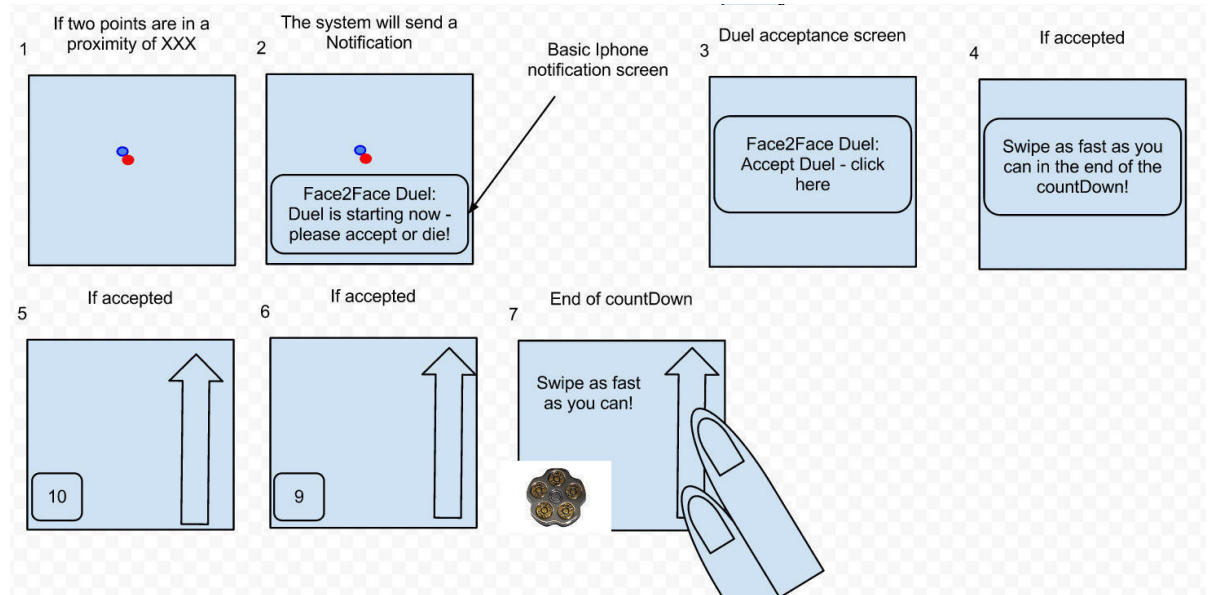
Basically it means that in Google Maps the longitude and latitude line of both targets are either very close or identical.

The concept of this combat is different: this is a drawing duel done in the same time with a timer counting down from 5 to one. on one you should fire.

Firing is done while swiping the finger quickly in the right second towards the other one.

The will also be a revolver shown the user how many bullets he has left for this game.

A Winner in a Face to Face duel receives an additional 20% bonus points for the win.



### 3.2 1st time flow - No interaction required from the user

Application Splash screen that will dissolve after 2-3 seconds.

Now the user will see a map and his own location on it centered in the view.

The user will be able to see if there are potential enemies on the map and will navigate between them with the top right/left arrows (back and forth).

### 4. Registration Flow:

The user will be in the center - and now for real stuff:

the user will have to sign in with facebook account anyway and upon sign in the user will be prompted to select its own display name:

1. Option one is to use the name that is available from Facebook
2. The user can use an automatically generated name provided by us as is
3. The user can edit the name and create a unique name

The importance of the registration flow is to enable device/platform mobility while keeping the history data intact.

Upon registering to the application via facebook the user will have its own contact list imported from facebook and supplemented via the iphone contacts/email contacts - where available.

## 4.1 Invite a "Friend" for a Series

The user can invite friends to play with him from the following sources:

1. iPhone contacts
2. Email contacts
3. Facebook contacts
4. Random Opponent

Upon the selection of one specific user the user info callout will pop up and will contain the user display name (either facebook or personal selection) and clicking on the call out will allow the shooting user to select weapons and target its opponent

### 4.1.3 Select a Friend and/or Searching a contact:

The user can search for friends in the friend view screen and by typing each letter the screen will update its content and will enable the user to select the best suited friend and upon selection the user will zoom in on the friend.

Selection of the friend will be shown via the folding screen like in google maps. Upon selection the shooter can invite the friend for a dual.

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2. צ'לנג של אחד על אחד או אחד על רבים מתנהל על אותה מפה כשיש אינדיקציה ברורה לפעילות פר צ'לנג... (חיווי ויזואלי למקור הירי, חבילת חיים, מטבעות וכו')

3. הקושי להבדיל בין צ'לנגים שונים של רבים מול רבים - האם צריך לייצר שם לצ'לנג/תאריך התחלה/שמות משתתפים? האם לאפשר לשחקן אחד לשחק ביותר מצ'לנג אחד של רבים מול רבים...

4. כנראה בחרנו לוותר על היישות שנקראת צ'לנג - זה אומר שזה משטח את המשחק לרמה של פעולות ואני רואה את כל הלוג של האירועים שקרו איתי במהלך המשחק.

5. פילטור תצוגה הכרחי הוא משחק שלי עם כולם ושלי רק עם חבריי. כמו כן צריכים לחשוב מה קורה אם נרצה לצפות במהלכים של חבריי אל מול חבריי

Still have to complete the following:

1. Reviewing and finalizing the invitation flow
2. Creating a Group/Inviting someone to join
3. Challenge Manager

4. Inviting to a challenge
5. Contact Importer

#### Different Goal for the Game:

2. The user starts with Life level and each hit causes it to decrease, when he reaches the level of ZERO he is out of the match.
3. In Case of a group challenge, the same applies but the winner is the group that stands last.

Territorial based (For groups only)(Optional and still thinking If it worth the effort):

1. To conquer a territory of your opponent
2. The Side that brings 2 users to the end zone area of the opponent wins.

**2.5.6 WMD** - If it's a Weapon of Mass Destruction it means it can cause damage to more than one user.

b. Public screen: [I removed the map screenshot here]

- i. The user can see a regular Google map where all the active players are being shown (By default we show a radius of 25KM)  
The user can zoom out and see the world map and find players from places more far.
- ii. The game starts by a duel or a challenge between contestants after that the user invites the opponent to a duel or a challenge and the last accepts it.
- iii. Each challenge can be between individuals or groups.
- iv. The user can see a map of all his opponents or a map of each challenge individually.

v. Metrics for the Game Play:

1. Life – the challenge starts where each player has 100%, when he reaches Zero he is out of the challenge.
- a. We can automatically place as the system packs of Extra life in certain places and when a player wants to refill it he can go to there.
2. Game points – for each hit on the opponent the player receives XX points, the points goes with him for the rest of his lifetime as a player in the system, Points Equals Coins and they equal better weapons and tools.
3. **Keeping the APP open** in order to stay in the game!!! For each time that the user is not active with the app (Hence his location can't be determined) he will lose points/Coins, the user can upgrade and be an invisible suit (Under the radar mode) that can let him to be invisible for the rest of the players for a certain time, when the time ends he can refill it (Note, this is a point that needs to be closed, the main idea is to encourage people to keep the app active but also not to worry about their privacy and to let them sleep some time J it can be very annoying that the user will get a bomb alert during his sleep), on the other hand, while playing a challenge this is problematic.

2. Game mechanics:

a. Attacking:

- i. Default shooting: is with Catapult/SlingShot by aiming with Compass (Actual movement of the Device to the direction of the target)

1. The Hit/Impact is calculated by the game engine based on the following criteria, precision of the accuracy of the shooting (Bearings), precision of the swiping power and the devastation capability of the weapon (In case of the catapult there are going to be 3 different levels, default one and 2 additional ones that the user can upgrade to by buying them, in their case they will multiply and triple the devastation radios).
- ii. Landmine: The user can place a landmine to its opponent by arriving with his device to the actual location that he plans to place it and hitting the LandMine weapon.
1. The devastation impact of the landmine will be based on 3 different levels, default and 2 additional ones that the user can purchase based on premium.
  - iii. Heat targeted missile
  - iv. Balistical missile
  - v. Face2Face combat?
1. If the distance between the opponents is less than 50M they can engage into a Face2Face combat where they need to shake their devices as many times as they can during 30 seconds (This is just a suggestion, not sure how cool it is).
- vi. LandMine Shooter:
  1. Ability to shoot the landmine on a place that you know your opponent is visiting or passing by.
- a. **Grenade :**
  - i. The user can throw a grenade on its oponent if the distance is lower than 1K?
    1. How, same direction part as Katapult, but the actual throwing is by conducting an accelerometer action (imitating the thworing act), it is very imporant in the graphical phase to make the grenade look like a cartoon bomb, where the user ignite the bomb by lighting the fire and then throwing
- b. Defense:
  - i. From Catapult shooting 1:
    1. Receiving a notification alerting you that a "Bomb" is coming...
    2. By actually running away the distance that the notification ask you to.
    3. Or by tilting the device XXX times very fast.
  - ii. From Catapult shooting 2:
    1. Kipat Barzel – automatically detects and shoot down the Bomb that its coming (Will require extra coins in order to get).
  - iii. From LandMind:
    1. The user can upgrade and get a LandMind finder.
    2. And to upgrade to landmine exploder.
  - iv. Under the Radar
  - v. Kipat Barzel
- i.
3. Wireframes:



Challenge	Start Time	
Boaz Vs Tomer	01/01/2012	View Map

1. 1st time usage flow VS 2nd time and up usage flow  
List of views per usage flow that are “participating” in the flow.
2. Welcome screen? Reg? Help Layer? or on top of the 1st world map?
3. World Map (Where you see your location and other players that are online or their last known location and you can invite them to play).
  - a. Filter by friends and contacts
4. In case of a click on a Person (Which is represented by a dot)
  - a. The following actions are shown.... (One of them is invited to a challenge)
5. In case of inviting a user to a challenge
  - a. What the user needs to define
  - b. How to manage the challenge (and multiple challenges) for example, how can I sort/filter the world map to see only my challenges and from my challenges only the one against Boaz.
6. In case of receiving an invitation from a user for a challenge (How the notification will look alike)
7. Notification Screen/Messages/whatever - this should contain all “Game Messages” and is to be used to accept a challenge or view “Log” event...
8. Challenge actions
  - a. Choosing a weapon - weapons have Two different levels for thier usefullness...Damage Level and Cost in \$\$\$ or points and of course there is a matter of ammunition amount - you have 1 Cannon ball left...
  - b. Shooting - So Synch it is, BUT we need to address the laziness factor (also called casual) by providing “Premium” tools that will allow automated tasks, such as “Kipat Barzel”.
    - i. Aiming at a specific target
    - ii. How you shoot
      1. How you “מטווח”
      2. How we solve the swipe power by distance?
  - c. Protection
  - d. Healing
  - e. Points
  - f. Ending a challenge (Lose or Win screen)
9. ettings
10. **15.04.12 - First Interaction with the Game**  
Battle Management Table

1. Upon inviting a user/friend to a challenge the table will display the invited friend name, Status Pending, date and time of invitation



2. Once receiving an invitation the “Manage” icon will show a notification number just like the missed calls in the iphone. Clicking the icon will open up the Manage Table Screen.

The user will then be able to accept the dual and to wait for the turn in and the play time.

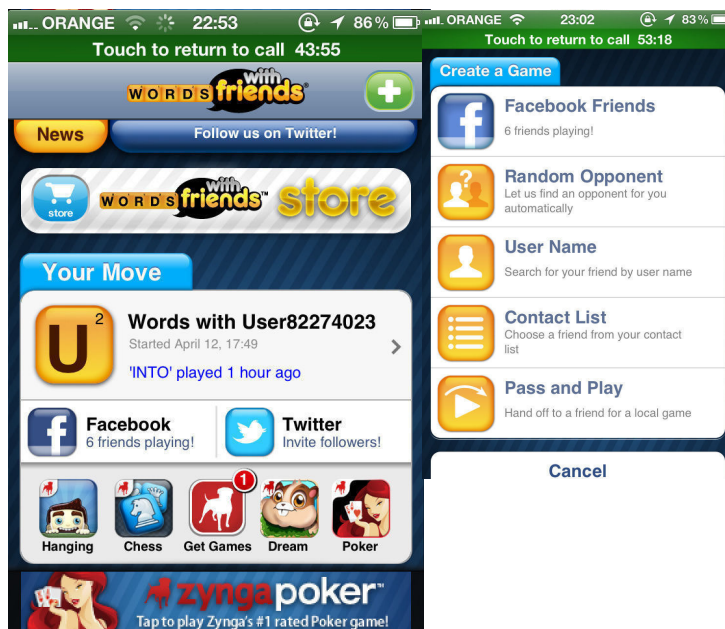
## 16.04.12

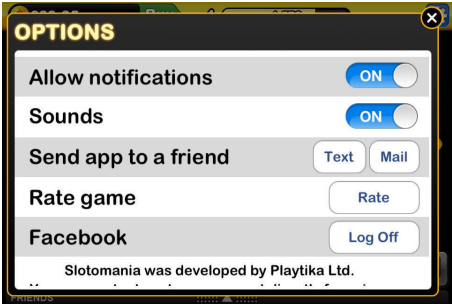
A few key items:

1. Game Play - Daily scenario
2. Weapons/Protections/Energy Level xvpackages - Grenade (must leave location before throwing grenade - can use accelromator)
3. Groups
4. Contacts/Friends/Invitation management
5. Names for the app - bluefight.com, greenvsred.com, Frienemies.net, gatook.net, gatak.net, wardot.com,
6. Data Packets - loading and reloading maps is a lot of data consumption - is it true? if so maybe we can contact the “Onavo” team
7. Latency - the time to load should be minimal since we don’t want to keep users in mobile waiting hence the data packets should be small.

List of flows:

1. First Interaction with the game
2. First Battle/First Day
3. 2nd Iteration and on
4. Group challenge
5. LeaderBoard and Back End support and stats.





# RedVsBlue Class Diagram

