

ARCADIA

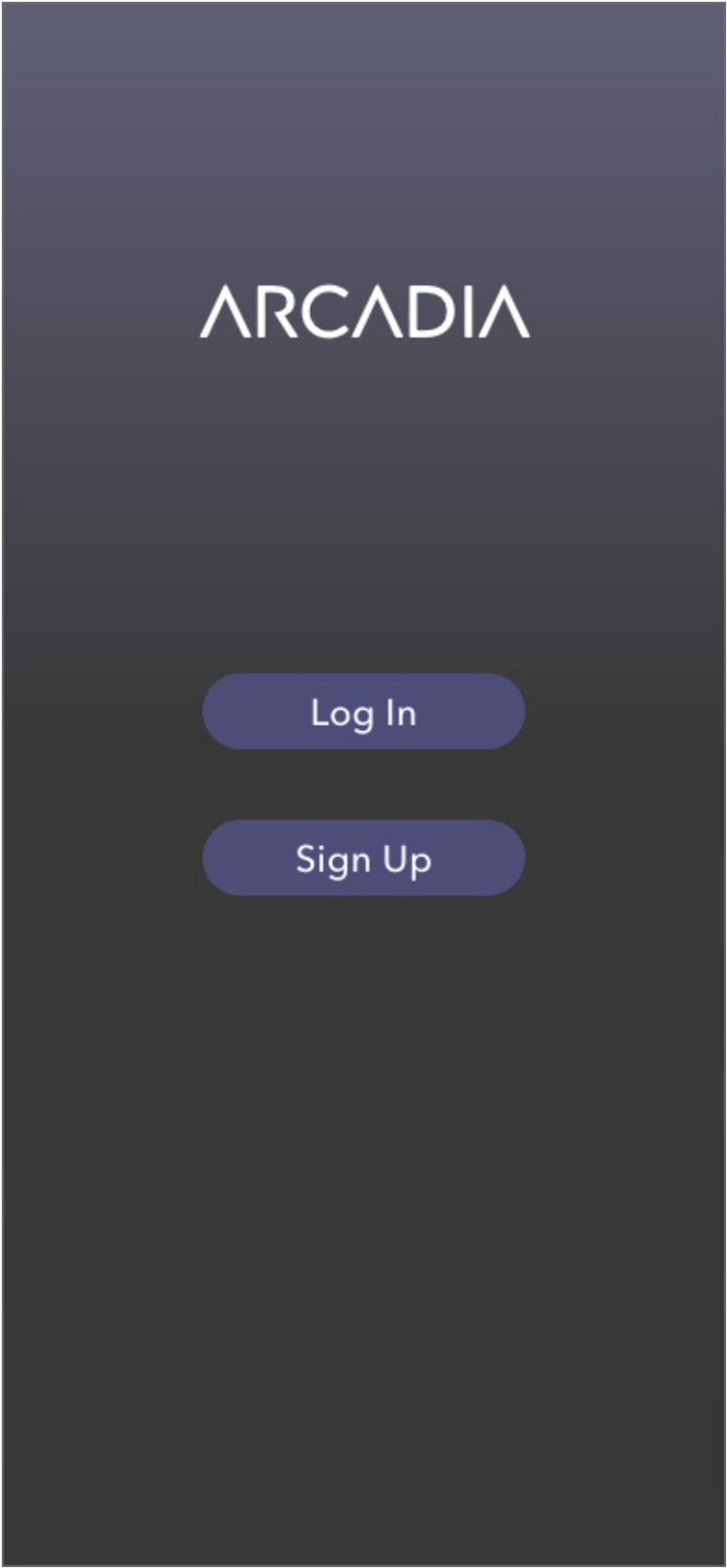
# PURPOSE:

This one-day microproject was created for practice using Adobe XD and creating a style mockup for an app design. It contains a loose mockup of the visual style that could be used for a mobile video game market place app.

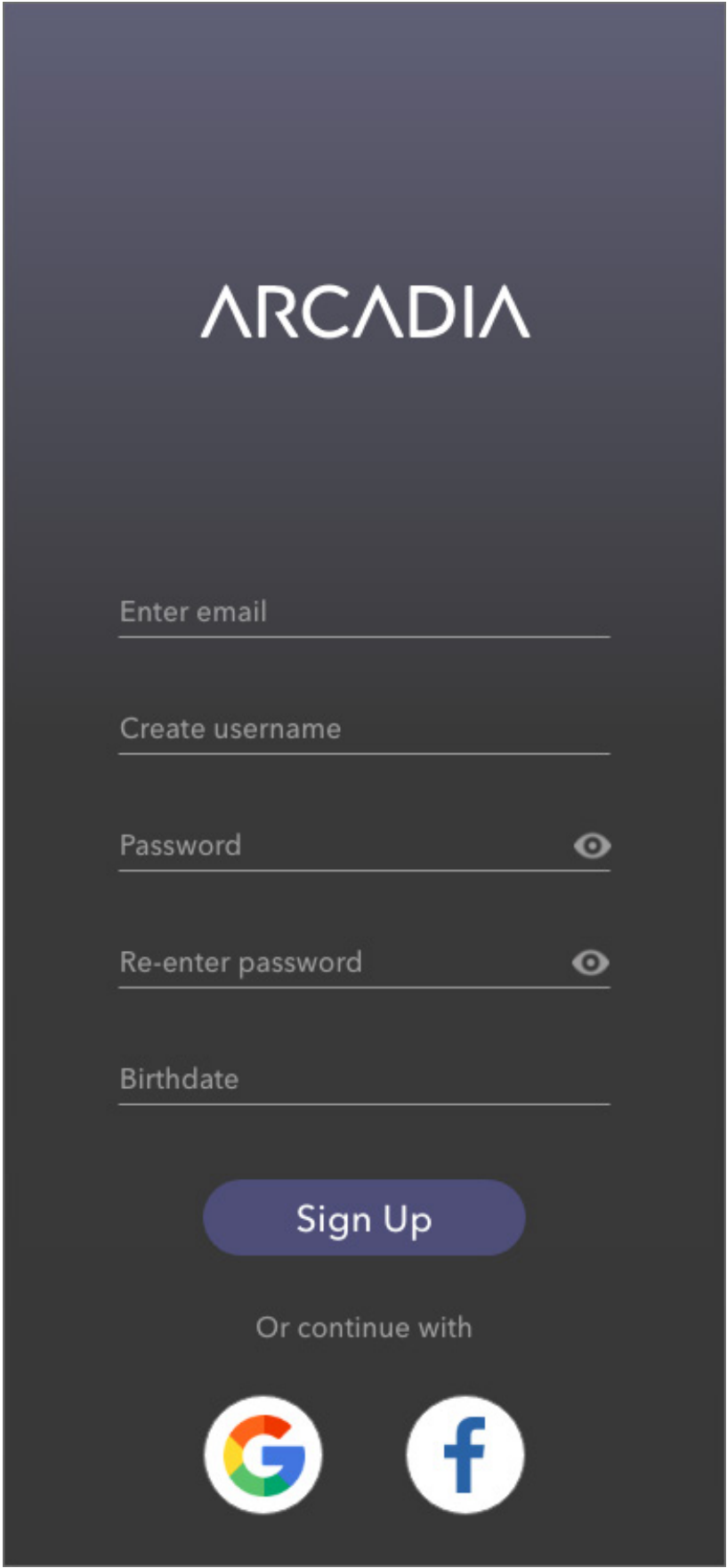
It will contain a market place, a gallery of all games owned by the user, and a friends list to message and invite friends to games. It will also allow the users to link accounts from Steam, Playstation, Xbox and Nintendo to purchase games on each platform and stream the game to the appropriate consoles.



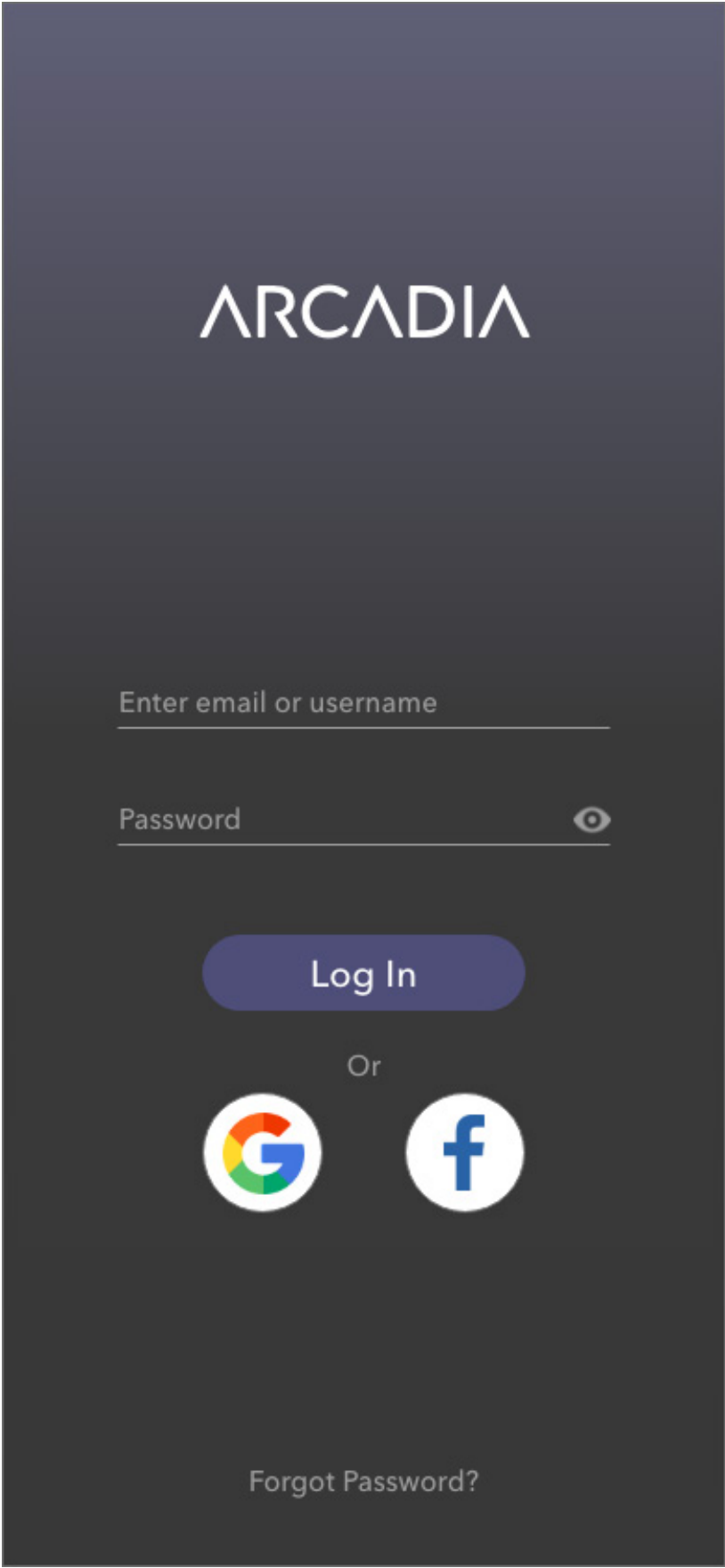
SPLASH SCREEN



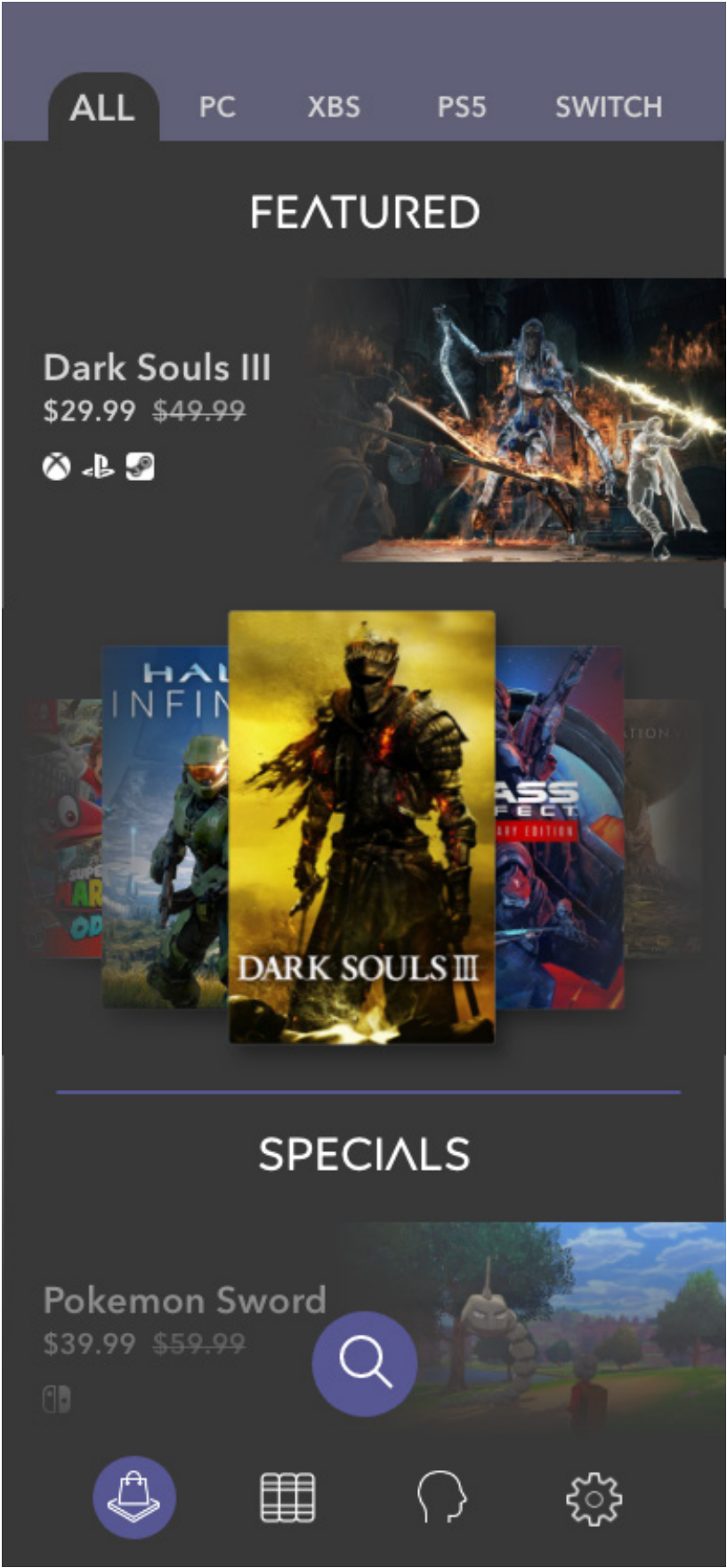
SPLASH SCREEN 2



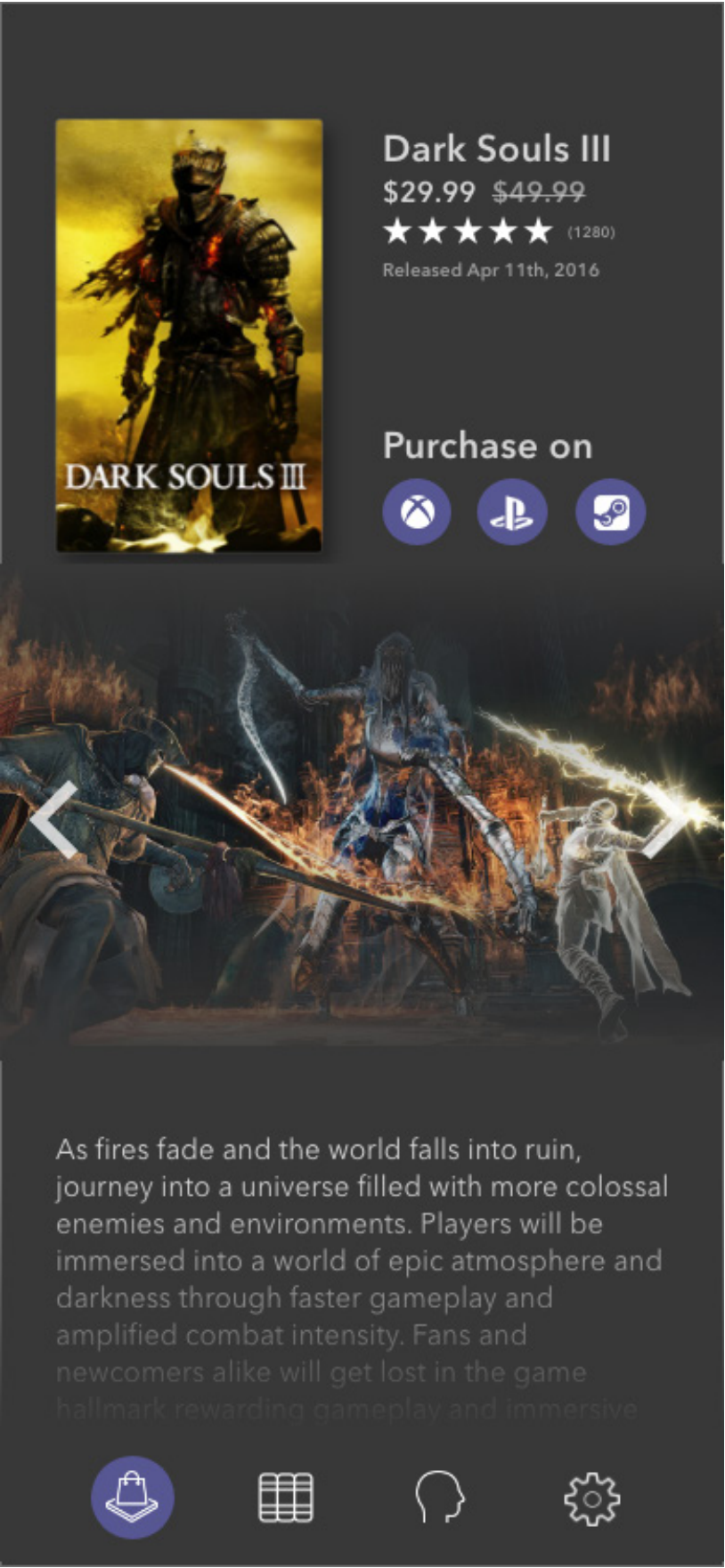
SIGN UP



LOG IN

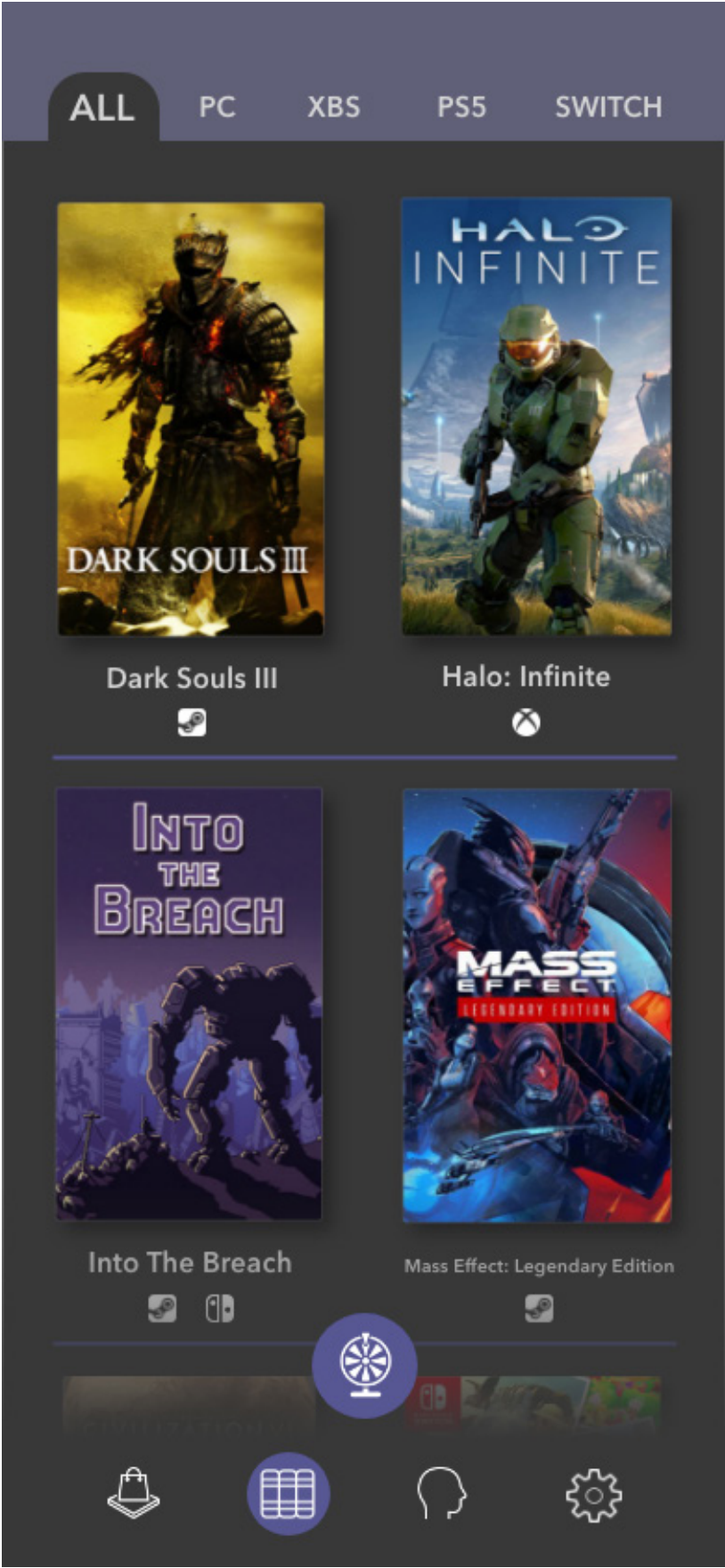


MARKETPLACE

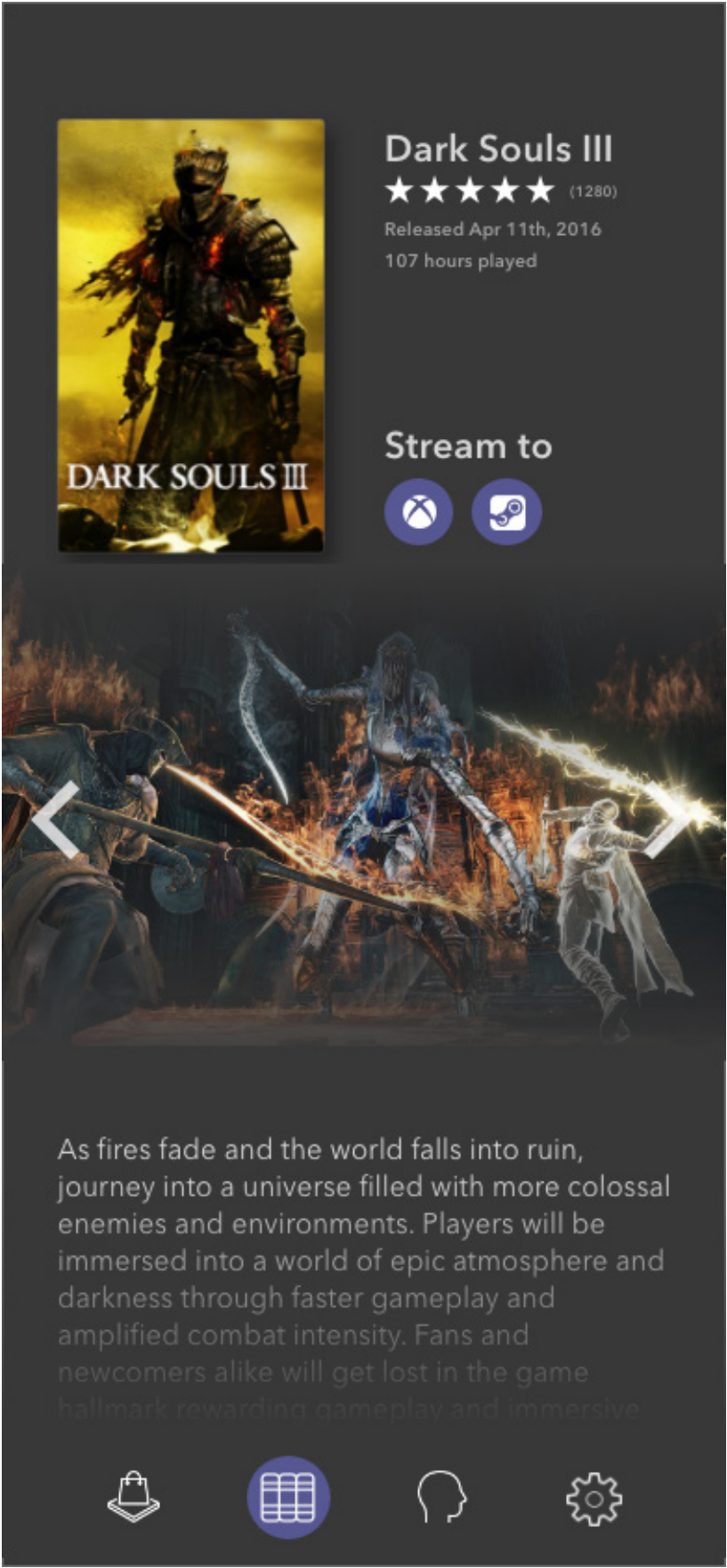


MARKET GAME INFO

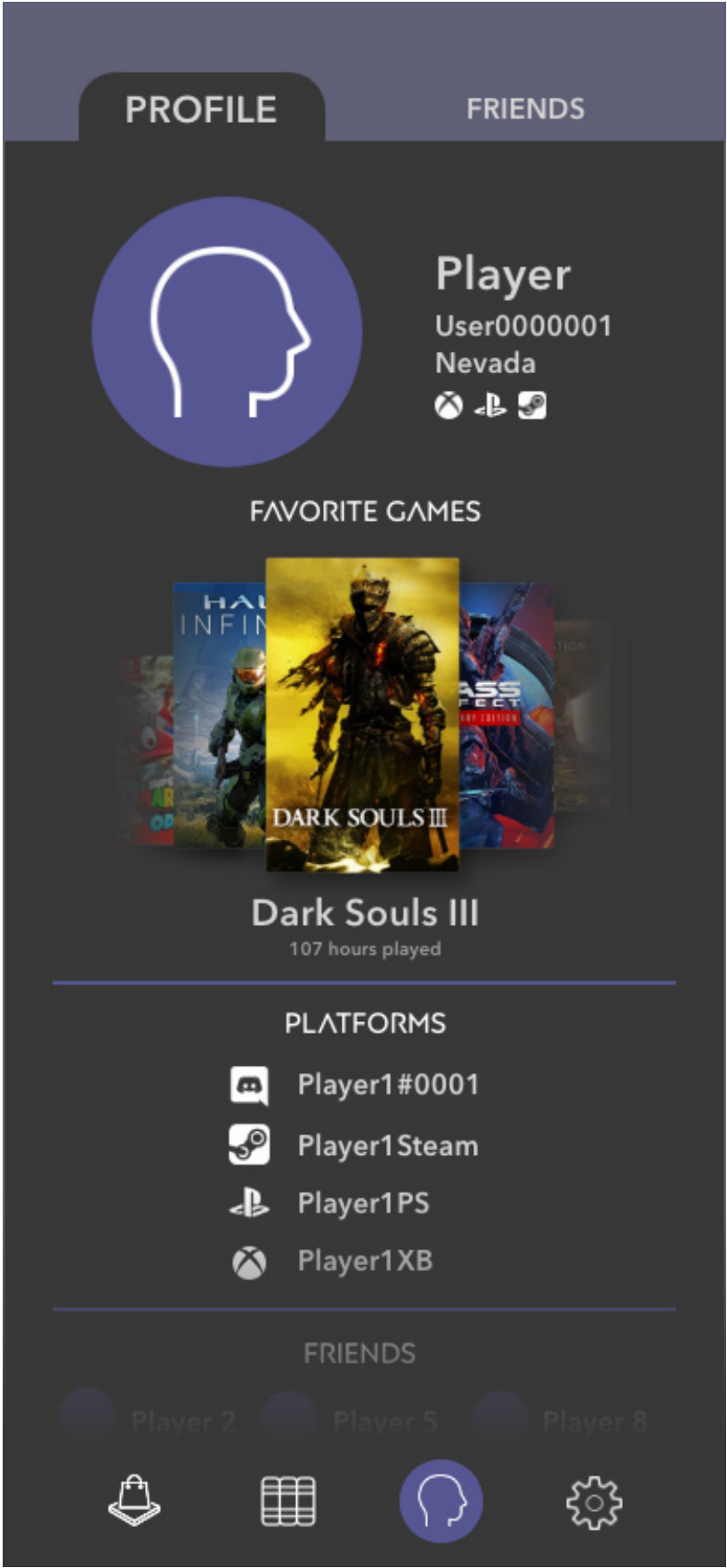




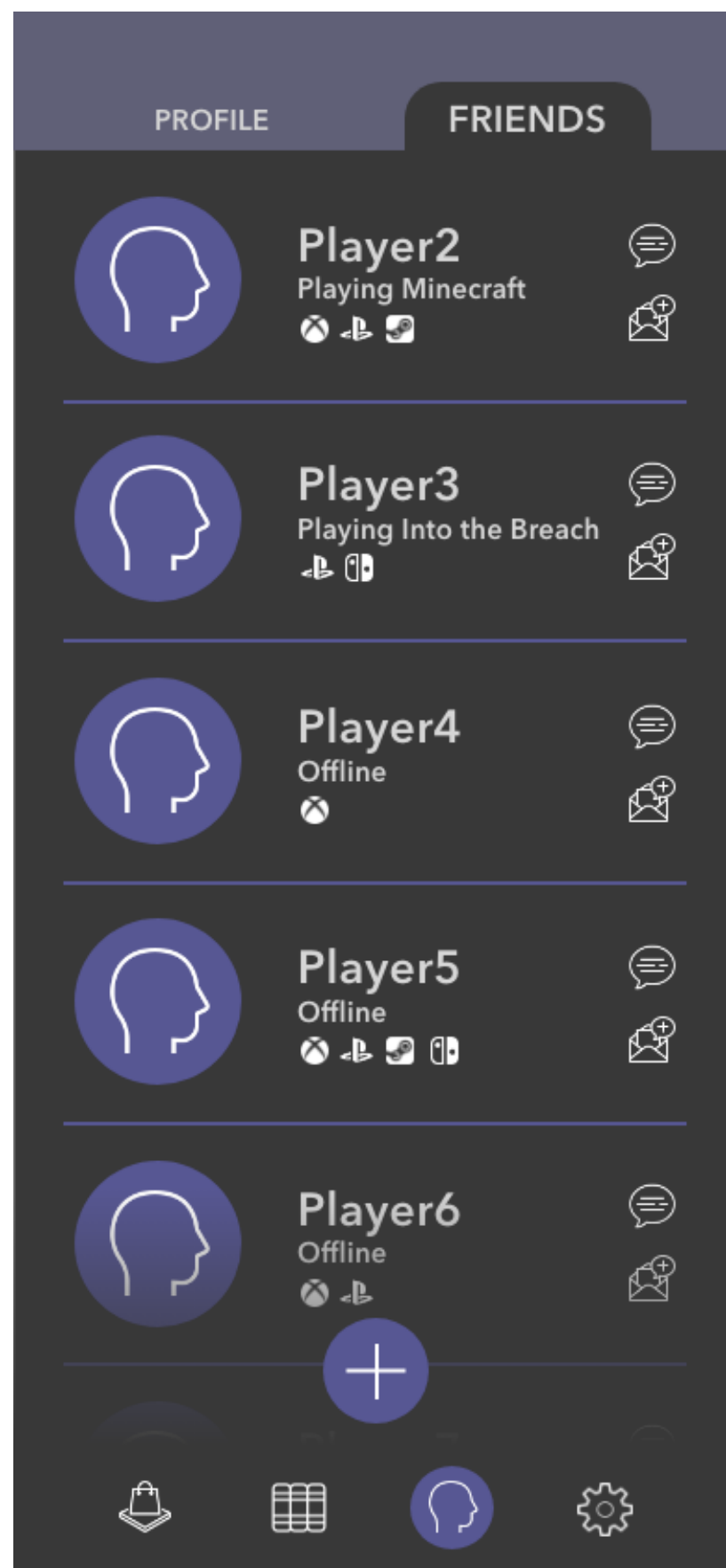
LIBRARY



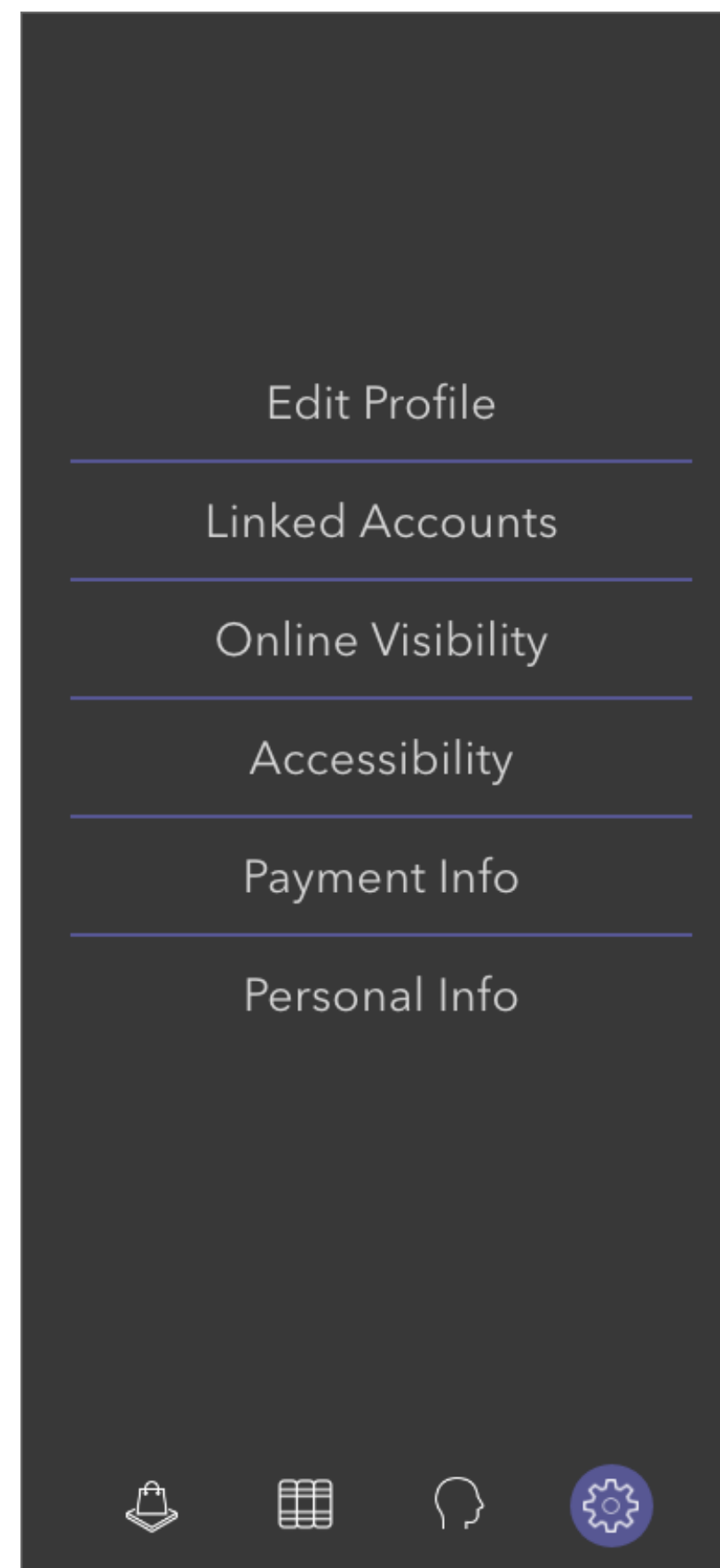
LIBRARY GAME INFO



PROFILE



FRIENDS LIST



SETTINGS

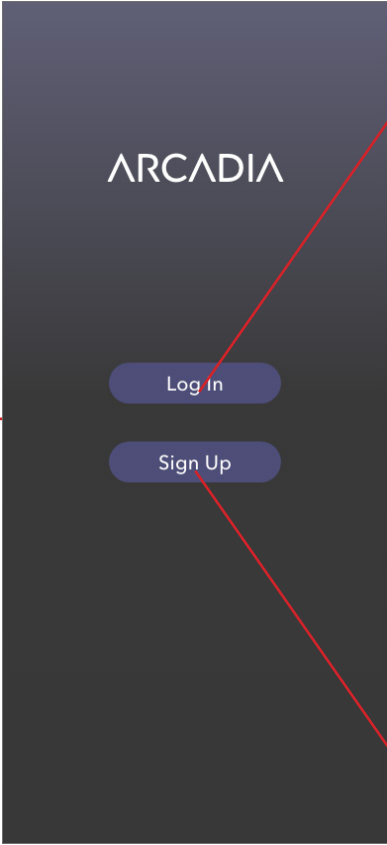
# STARTUP/LOGIN

The startup and login will be straight forward, and allow the user to sign up or log in through facebook or google. The needed information for sign up will be a username, a password, and email and the user's birthdate.

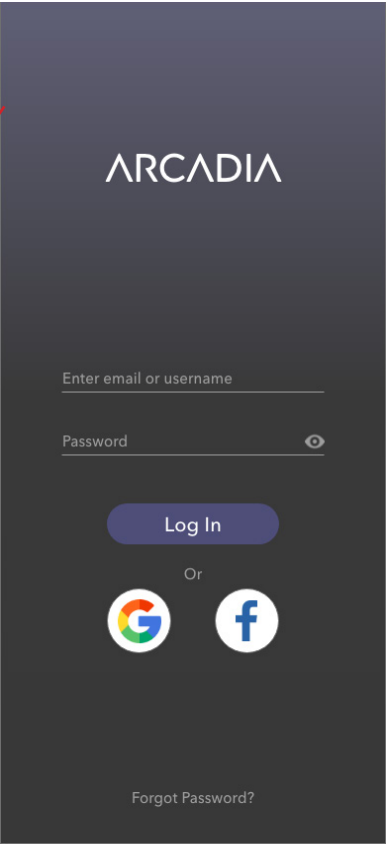
Splash Screen



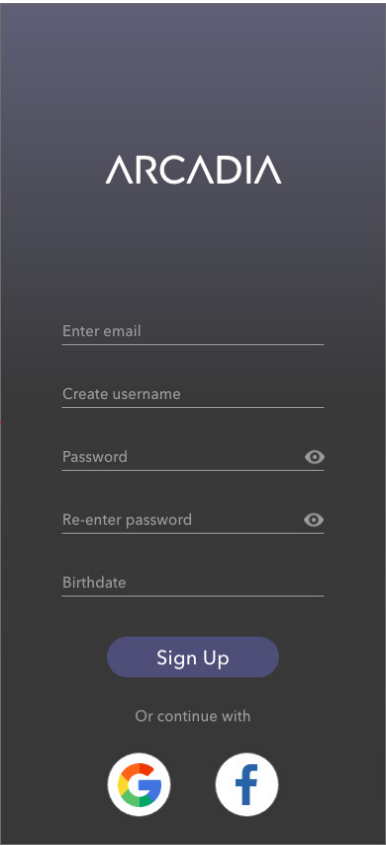
Splash Screen 2



Log In



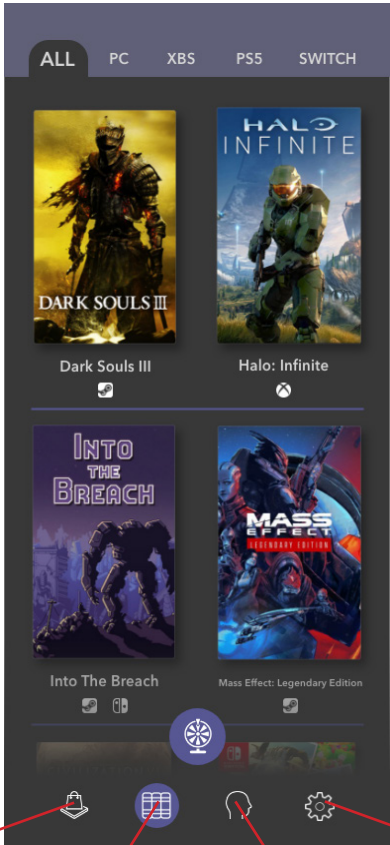
Sign Up



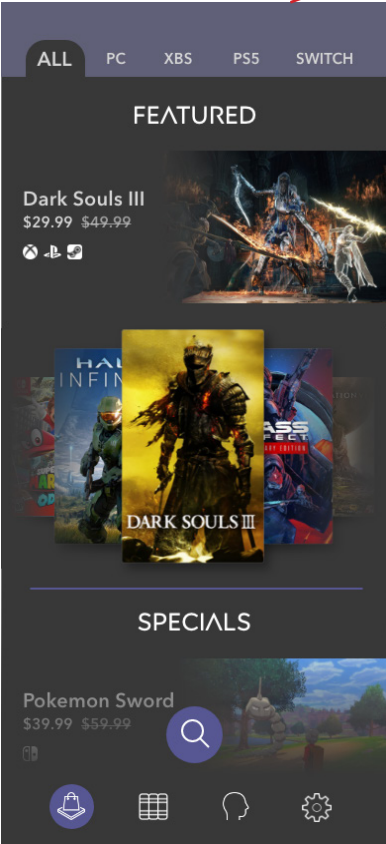


# NAVBAR

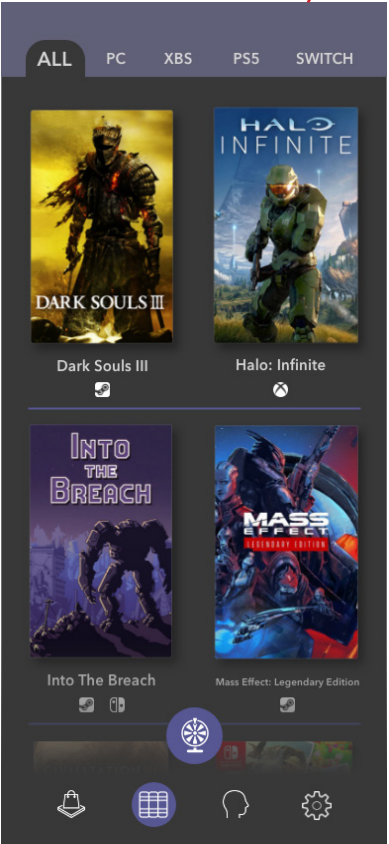
The bottom navigation bar can be accessed from all main pages, including the marketplace, market game info, game library, library game info, profile, friends list, and settings. The items on the navbar will link the user to the marketplace, game library, profile, and settings.



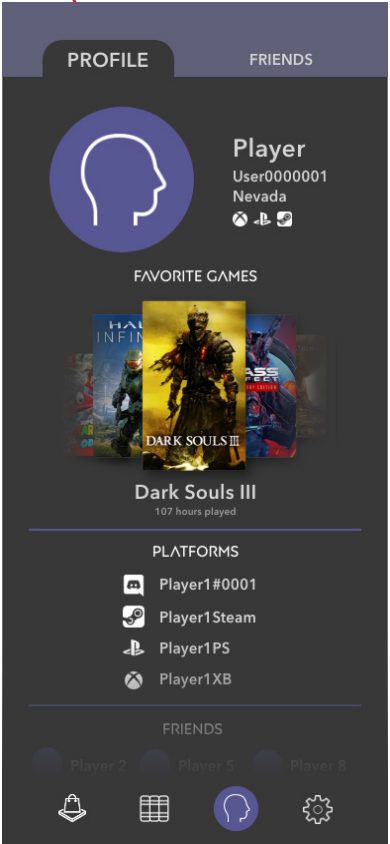
Marketplace



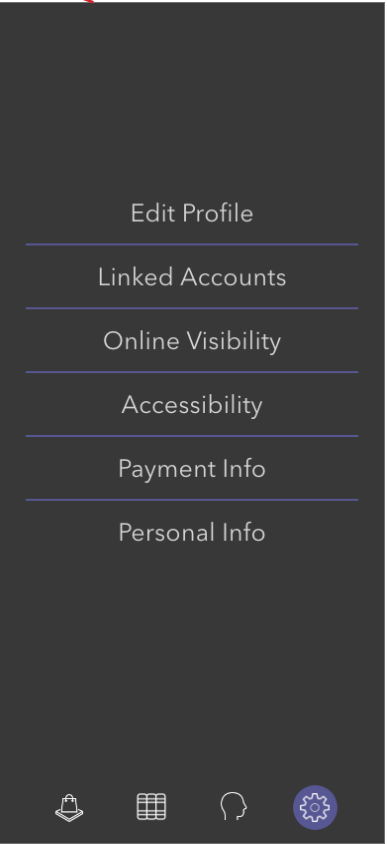
Library



Profile



Settings



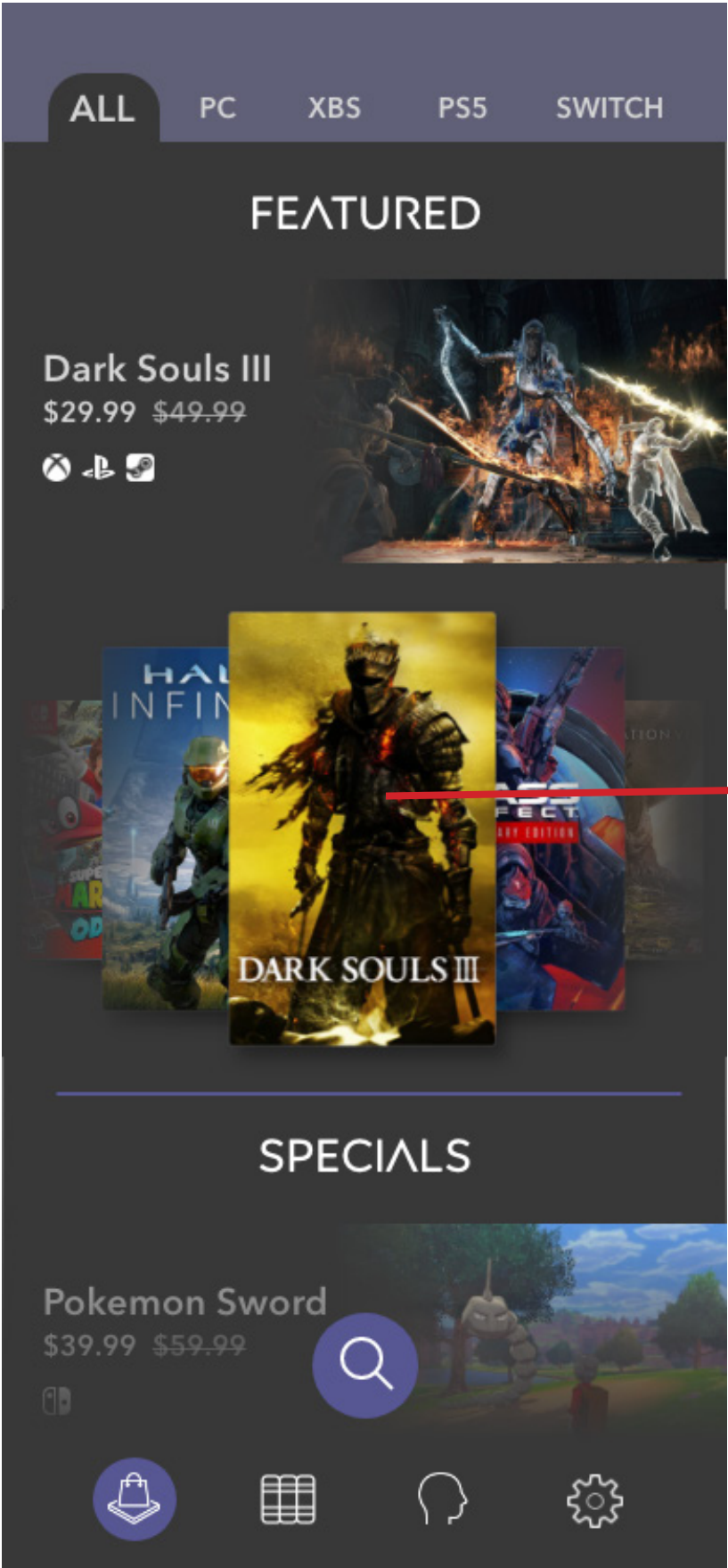


# MARKETPLACE

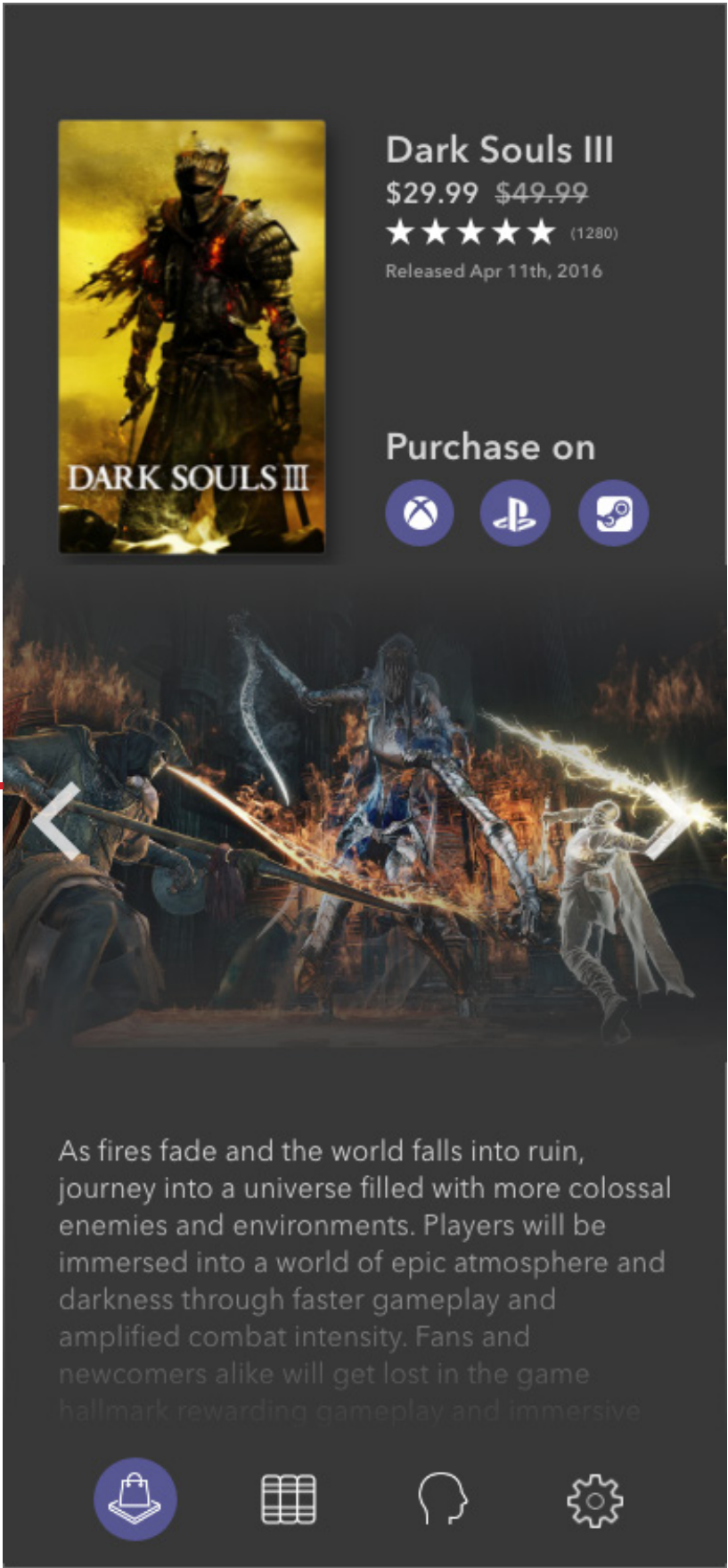
The marketplace will display featured games and discounted games, along with creator curated lists of games. Games will be displayed in a carousel with the title, pricing and available platforms of the game displayed above next to a slide show displaying screenshots of the game. Above navigation will allow the user to organize between the different offered platforms.

The market game info will display the game case and a slideshow of screenshots of the game as well, along with the user rating, release date, a discription of the game and pressable icons to allow the user to purchase the game.

Marketplace



Market Game Info





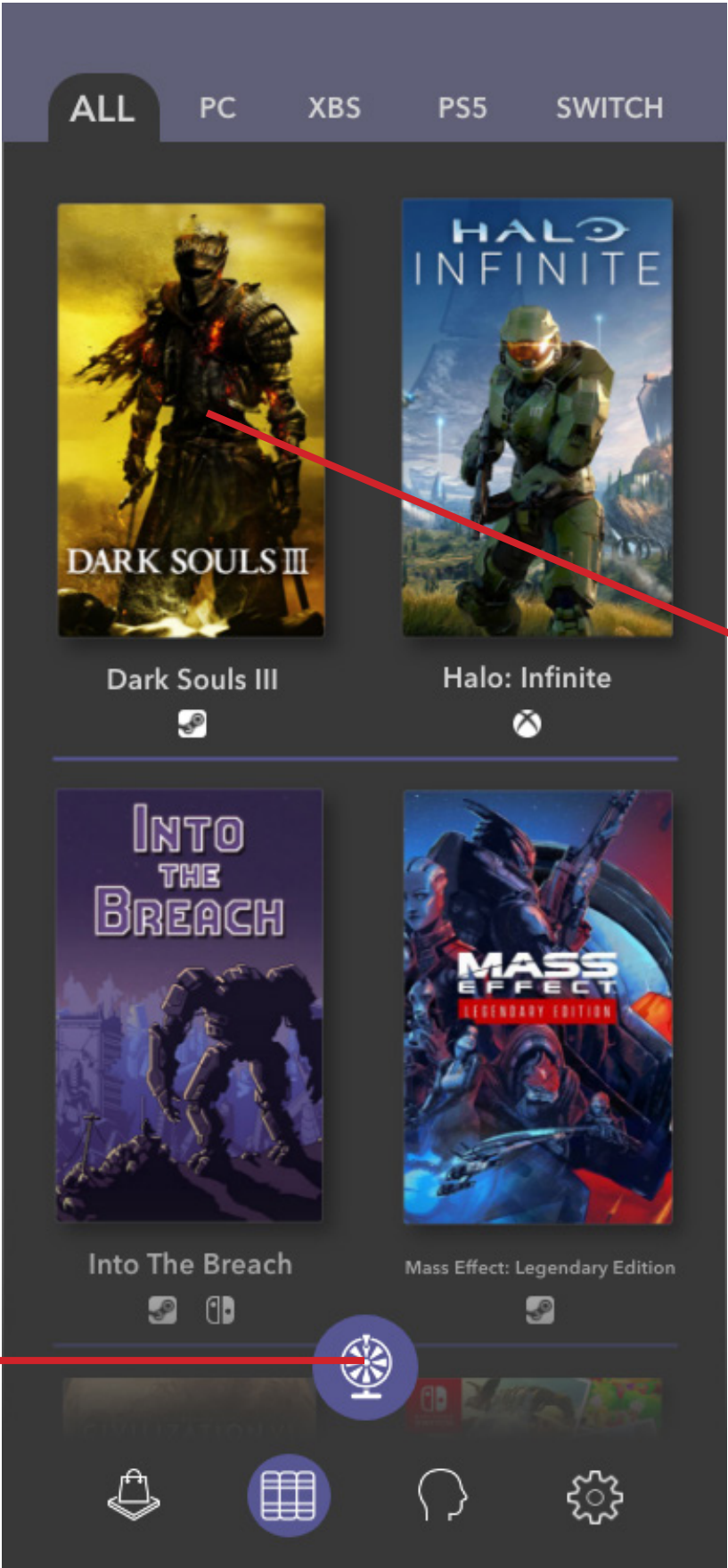
# LIBRARY

The library will showcase the games the user owns in alphabetical order, and lets them organize it by platform with the top navigation. The main library will display the game case, title and platform and feature a 'Surprise Me' feature.

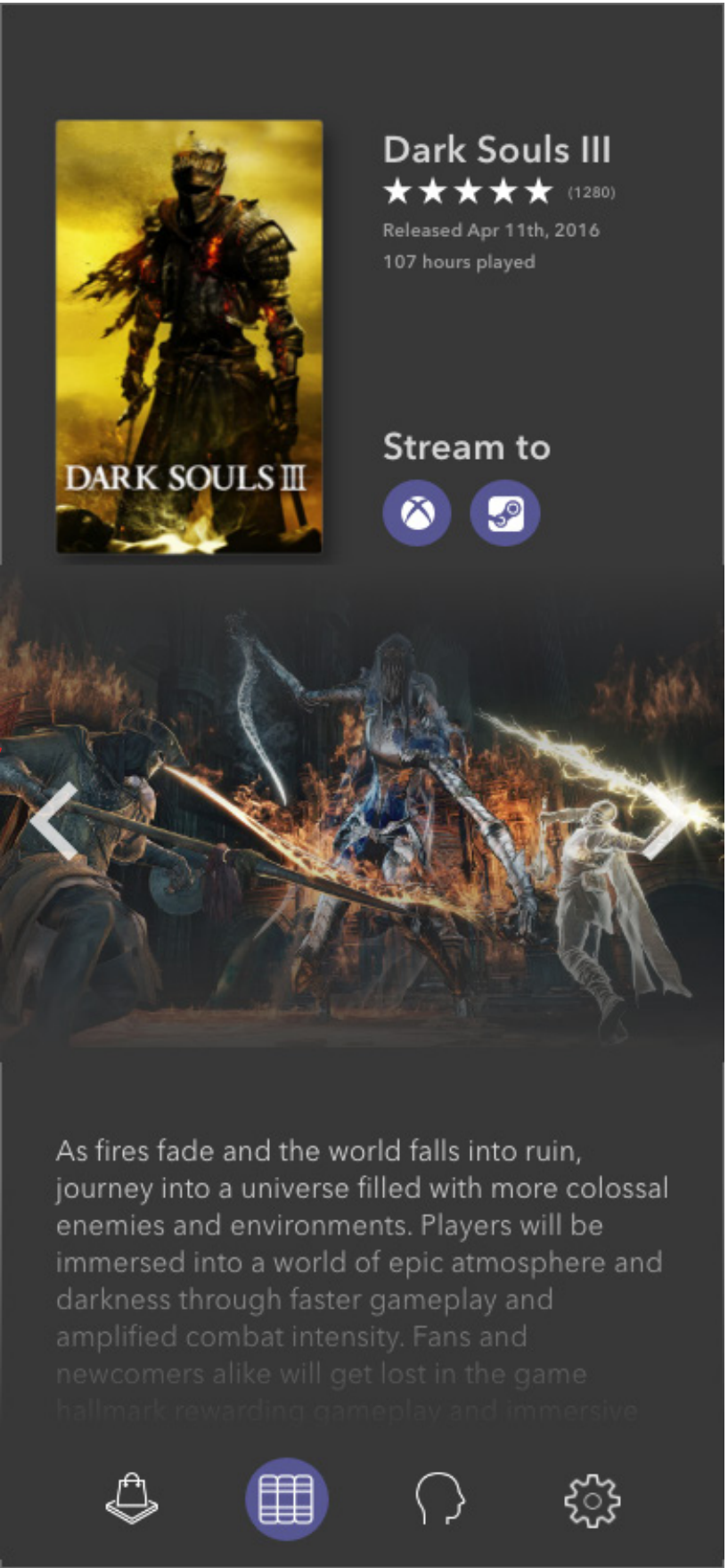
The library game info will display most information similarly to the market game info, but negate the pricing and instead also show the total hours played, and the platforms that the game can be streamed to.

This icon will activate the 'Surprise Me' feature, which will randomly stream a game to a selected platform. Most video game players have a problem choosing which game to play, and this feature will do the choosing for them.

Library



Library Game Info

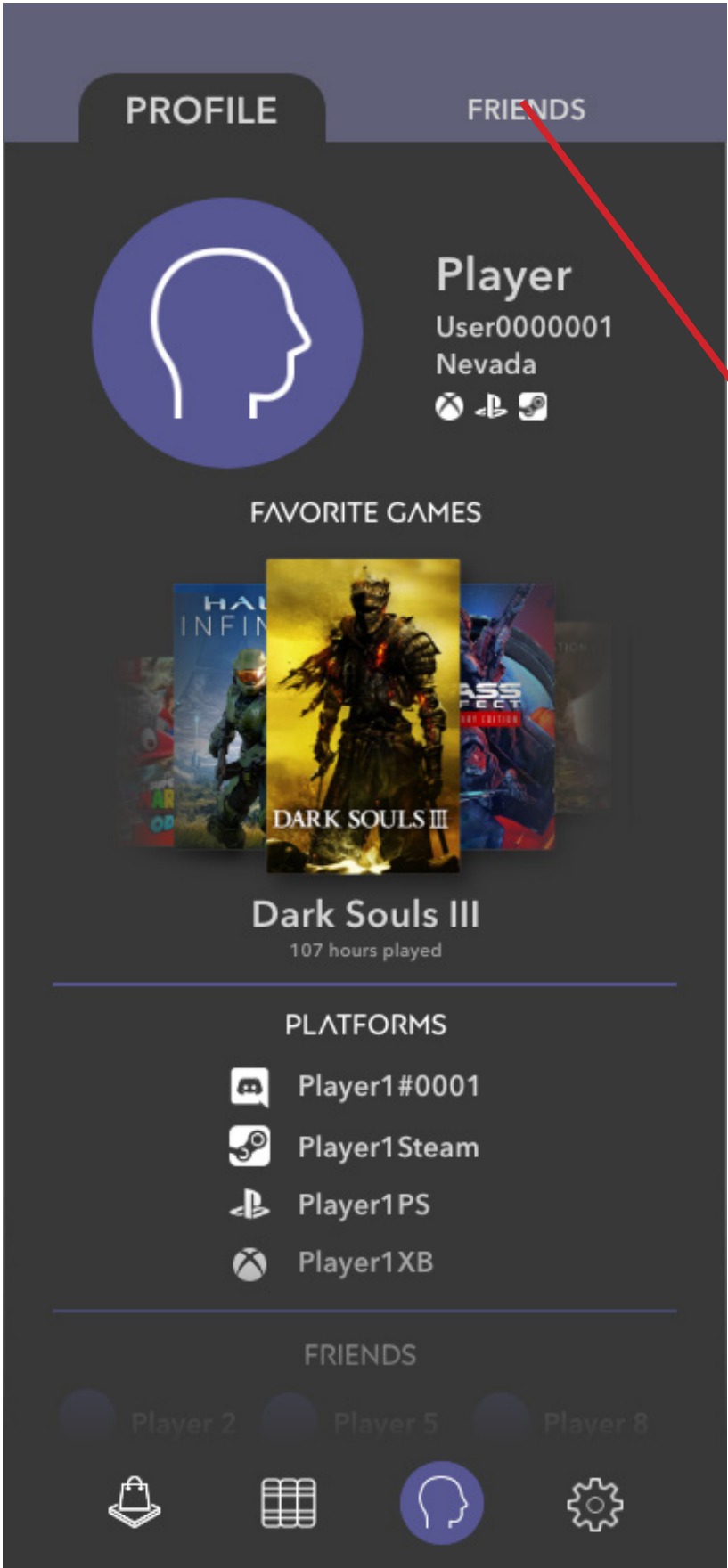


# PROFILE

The profile will display the user's player icon, profile name, user name, location and platforms unless the user specifies differently in the settings. It will also feature their most played games, the platform user names they use for easier adding on alternate platforms, and a friendslist.

The friendslist will feature friends' profile name, the platforms they use, their online status, and allow the user to send game invites or messages.

Profile



Friends List

