

# *“Pickled!” U1*

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## Preface

“Pickled!” is a mobile Pickleball arcade game that is intuitive and fast-paced. This document will provide a flow chart of the screens shown to players throughout the game, their function requirements, mock screens, and the game’s controls.

## Screen Flowcharts

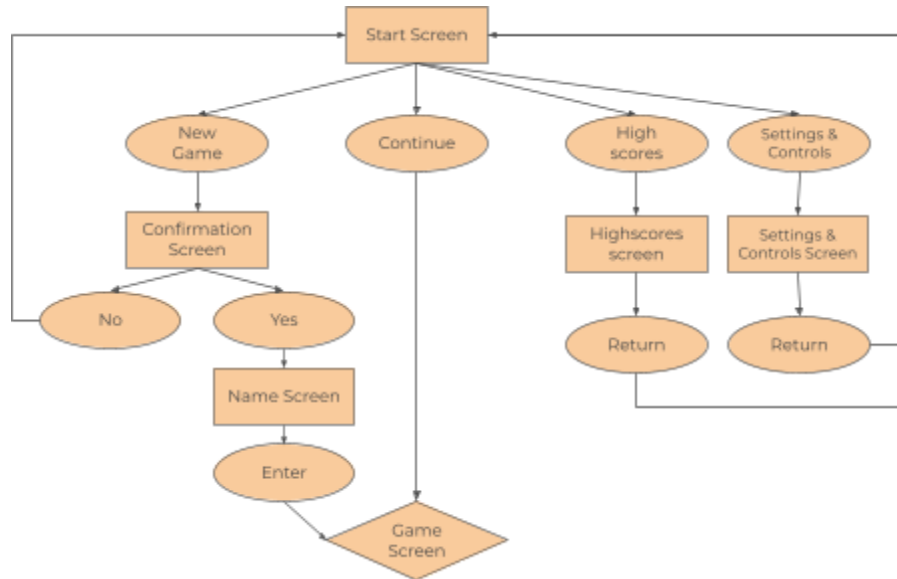


Figure 1: Flowchart showing navigation from Start Screen to Game Screen.

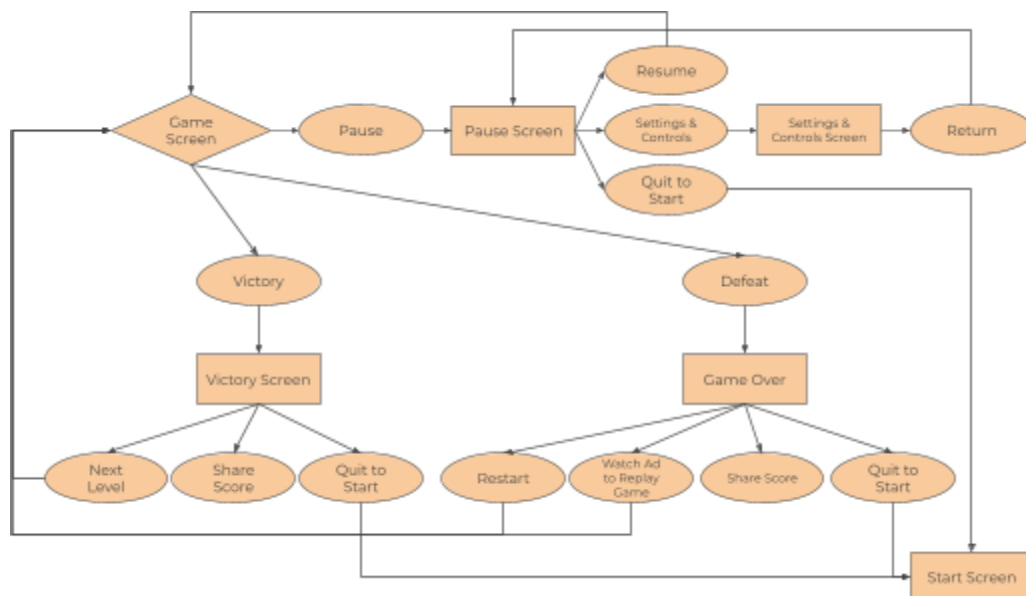


Figure 2: Flowchart showing navigation paths from Game Screen.

## Mock Screens & Functional Requirements

### Start Screen

- Displays Jules and B warming up on a simple court in the background.
- Plays the game's main theme.
- Players are able to use touch screen controls to select between:
  - New Game → New Game Confirmation Screen.
  - Continue → Enters the game at where the player left off in their last playthrough.
  - Highscores → Highscores Screen.
  - Settings & Controls → Settings & Controls Screen.

### New Game Confirmation Screen

- A pop up screen that confirms if players want to start a new game, erasing all progress and the Highscore from their last playthrough.
- Players are able to use touch screen controls to select between:
  - Yes → Name Screen.
  - No → Return to Start Screen.

### Name Screen

- A pop up screen that prompts players to enter a name which will be used to record the next Highscore.
- Players can use touch screen controls to select:
  - The textbox → brings up the device's keyboard.
  - Enter → Enters a new game.

### Highscores Screen

- Displays the top 10 Highscores achieved by the player, along with the level at which the Highscore was recorded and the name used to record them.

### Settings & Controls Screen

- Displays a diagram of the screen and the touch screen controls used to play the game.
- Players can use touch screen controls to move sliders to adjust:
  - Visual effects (on/off, default = on).
  - Movement guidelines (on/off, default = off).
  - Ball height guidelines (on/off, default = off).
  - Background music volume (off/low/med/high, default = low).
  - Sound effects volume (off/low/med/high, default = high).
  - Voice announcer volume (off/low/med/high, default = med).
  - Crowd noises volume (off/low/med/high, default = low).

### Game Screen

- Displays game and its states: active play and the tips screen between Pickleball games.
- Players can use touch screen controls to play the game.
- Displays a small Pause icon that players can select by tapping → Pause Screen.

### Pause Screen

- A pop up screen where players can use touch screen controls to select between:
  - Resume → Returns to game.
  - Settings & Controls → Settings & Controls Screen.
  - Quit to Start → Saves progress and Highscore then returns to Start Screen.

### Victory Screen

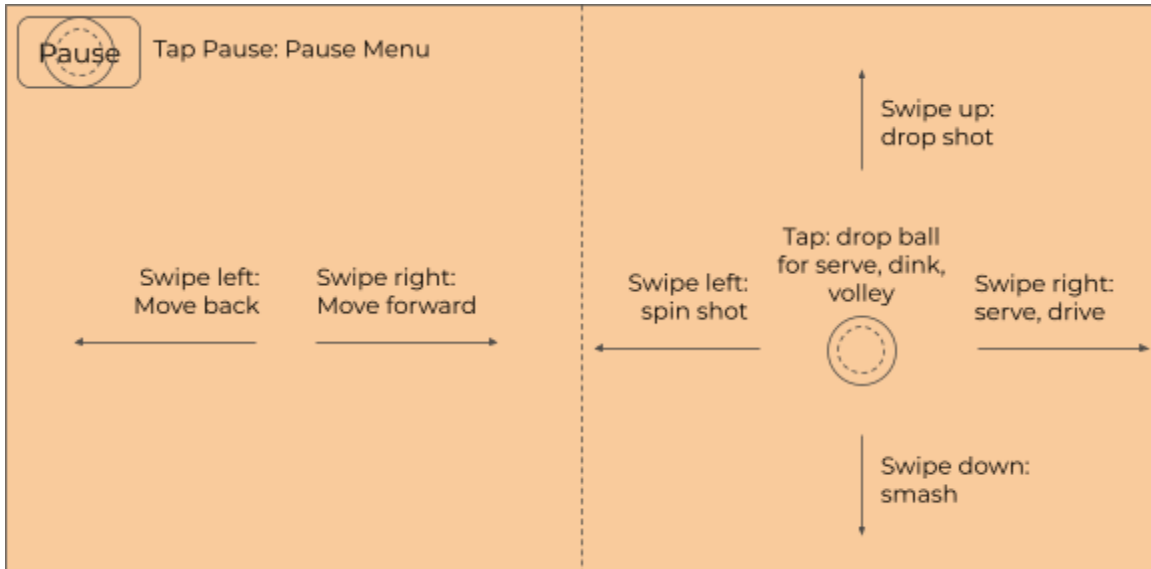
- A pop up screen that appears after each match victory which displays a victory message, the level completed, and the current Highscore.
  - Note: After victory of the last level, displays a completion message, game completed, and the final Highscore.
- Players can use touch screen controls to select between:
  - Next Level → Enters game at the next level.
  - Share Score → Takes a screenshot of the Victory Screen and brings up the device's share menu so that players can share it on social media or messaging apps.
  - Quit to Start → Saves progress and Highscore then returns to Start Screen.
    - Note: after game completion, resets progress and Highscore instead.

### Game Over Screen

- A pop up screen that appears after a match is lost which displays a Game Over message, the level that was lost, and the current Highscore.
- Players can use touch screen controls to select between:
  - Restart → Resets game progress and Highscore and enters a new game with the same name.
  - Watch Ad to Replay Game → Gives players the opportunity to watch an ad to replay the Pickleball Game that was just lost.
  - Share Score → Takes a screenshot of the Victory Screen and brings up the device's share menu so that players can share it on social media or messaging apps.
  - Quit to Start → Resets game progress and Highscore and returns to Start Screen.

## Controls

### Game Controls



### Menu Controls

- Tap icons and/or buttons to select them
- Press, hold, and move sliders to adjust them
- Tap text boxes to bring up device keyboard and type into them, tap elsewhere on screen to bring it down