

“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

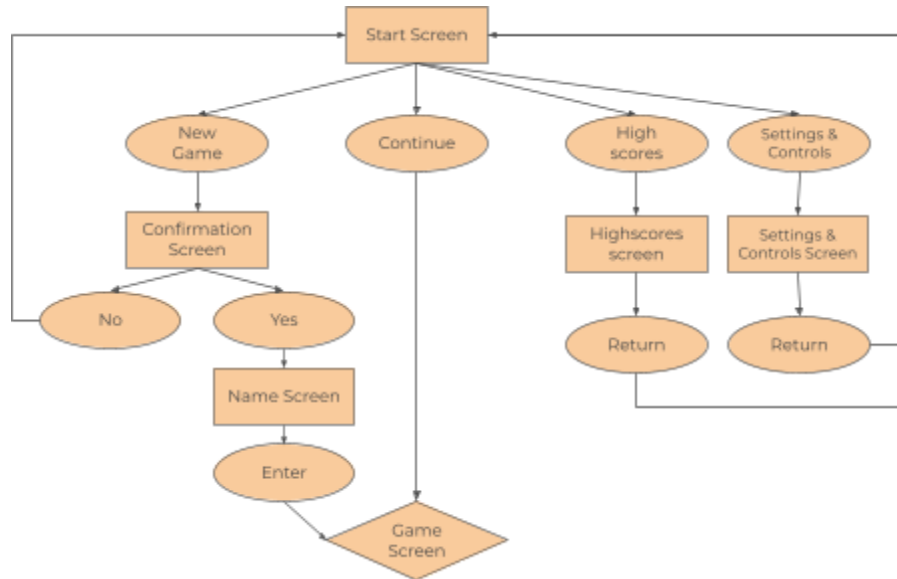


Figure 1: Flowchart showing navigation from Start Screen to Game Screen.

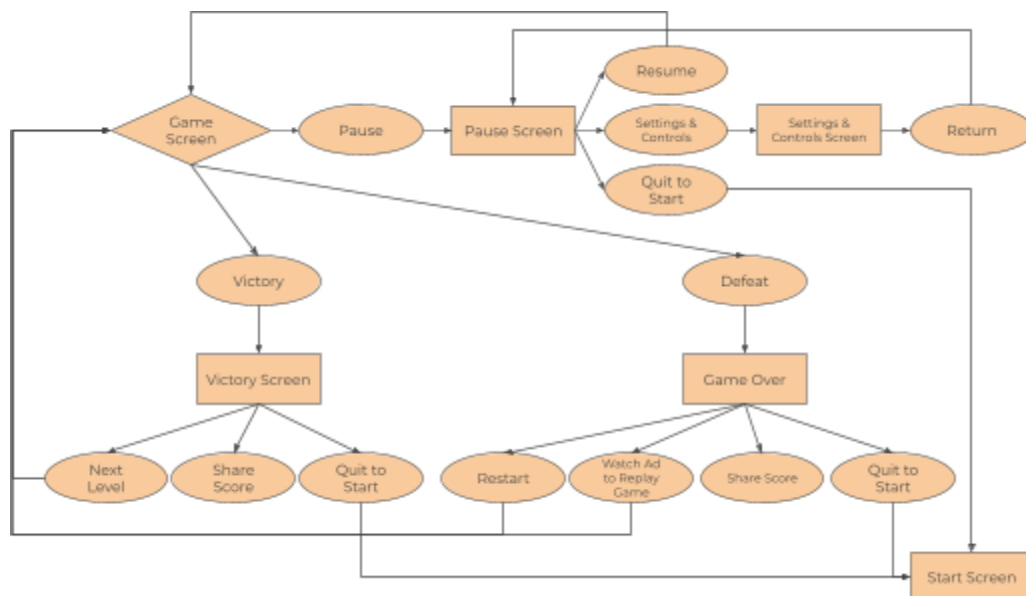
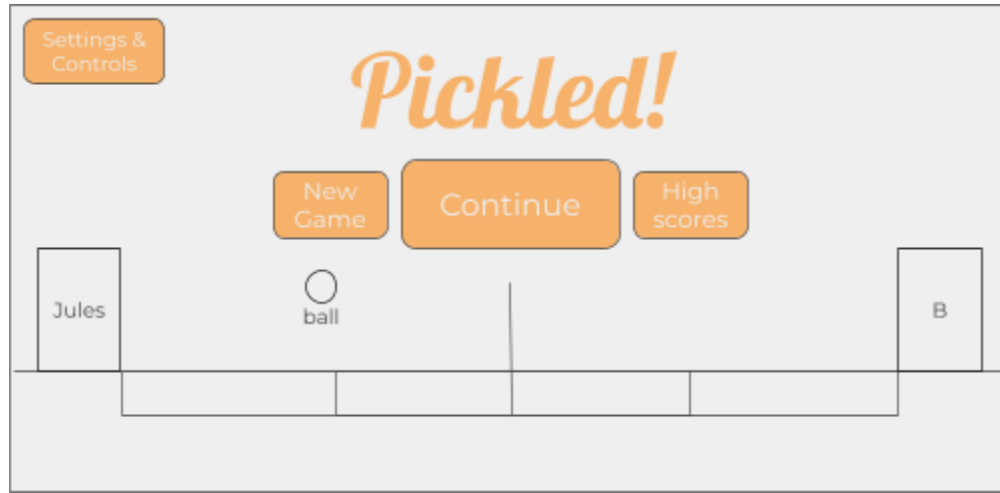


Figure 2: Flowchart showing navigation paths from Game Screen.

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.

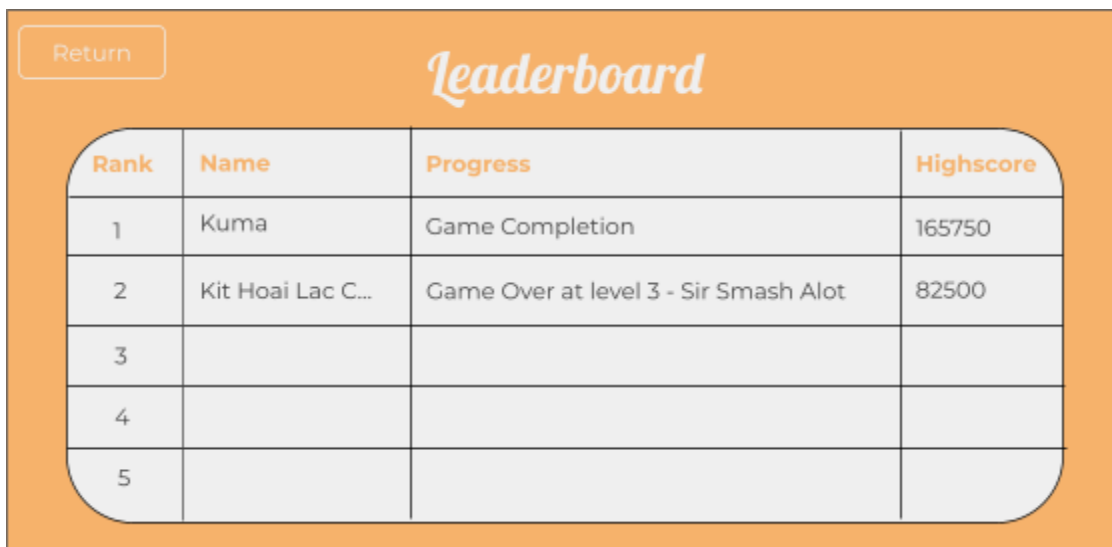
Name Screen



The Name Screen UI features a light gray background. In the top left corner, there is an orange button labeled "Settings & Controls". The title "Pickled!" is displayed in a large, orange, cursive font at the top center. Below the title, a large orange rounded rectangle contains the text "Please enter a name for this playthrough:" followed by a white text input field. Below the input field is an orange button labeled "Enter". On the left side of the screen, there is a vertical orange bar with the name "Jules" in white. On the right side, there is a vertical orange bar with the letter "B" in white. At the bottom of the screen, there are four empty rectangular slots for player names.

- 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

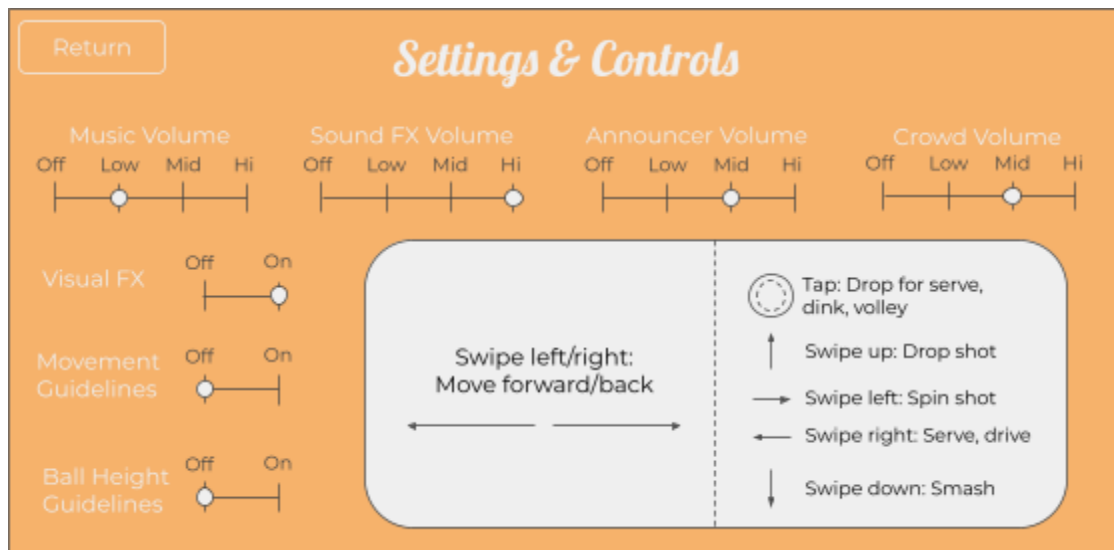


The Highscores Screen UI has an orange background. In the top left corner, there is an orange button labeled "Return". The title "Leaderboard" is displayed in a white, cursive font at the top center. Below the title is a table with four columns: Rank, Name, Progress, and Highscore. The table contains five rows of data, with the first two rows filled and the last three rows empty.

Rank	Name	Progress	Highscore
1	Kuma	Game Completion	165750
2	Kit Hoai Lac C...	Game Over at level 3 - Sir Smash Alot	82500
3			
4			
5			

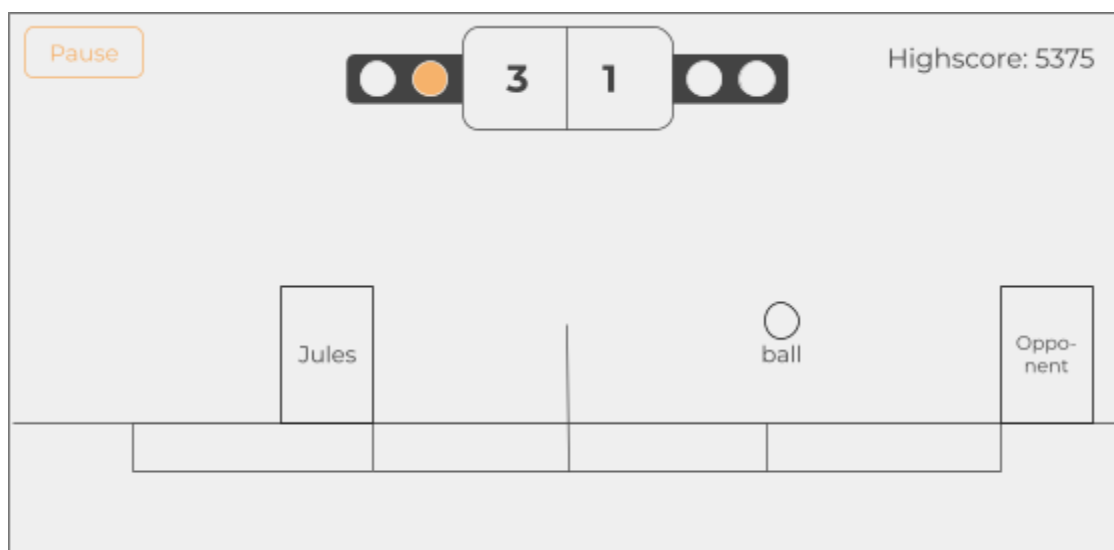
- Displays the top 5 Highscores achieved by the player, along with the level at which the Highscore was recorded and the name used to record them.

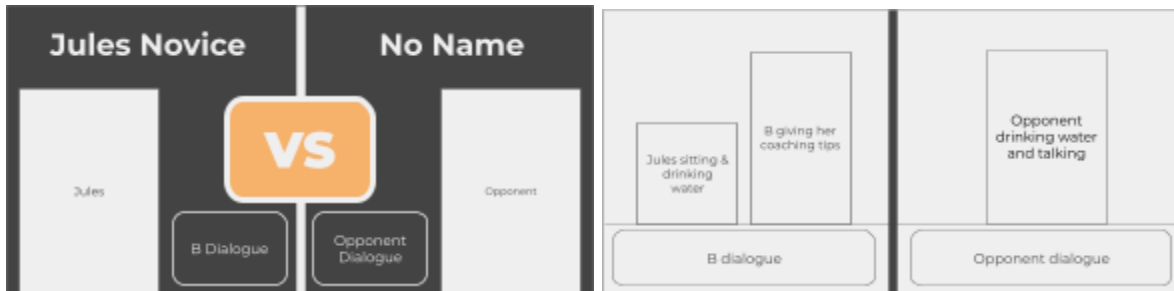
Settings & Controls Screen



- 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





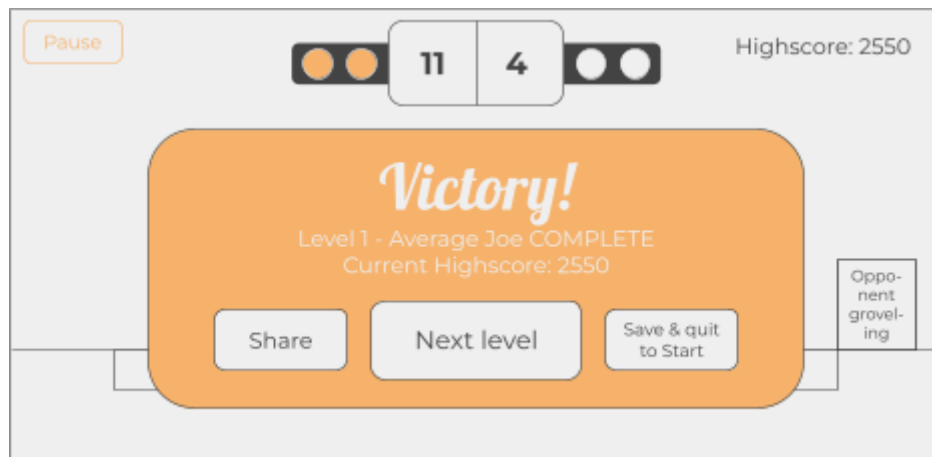
- Displays game and its states: active play and the tips screen between Pickleball games.
- Players can use touch screen controls to play the game.
- Displays a small Pause icon that players can select by tapping → Pause Screen.

Pause Screen



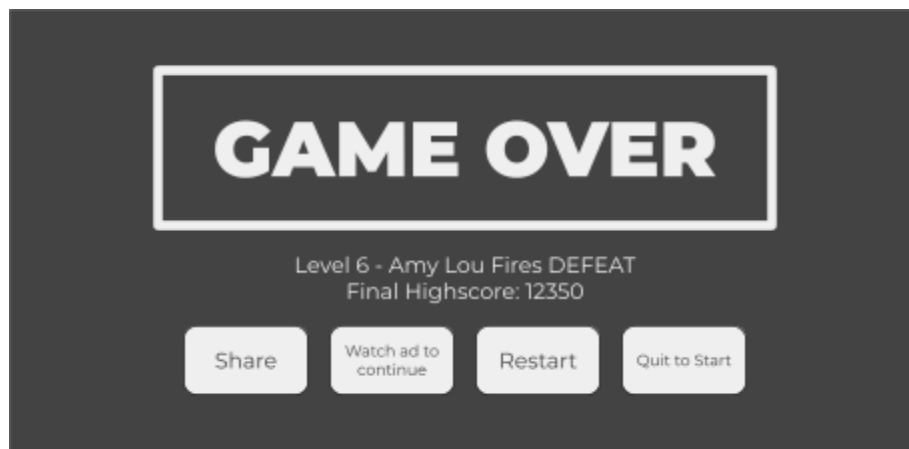
- A pop up screen where players can use touch screen controls to select between:
 - Resume → Returns to game.
 - Settings & Controls → Settings & Controls Screen.
 - Quit to Start → Saves progress and Highscore then returns to Start Screen.

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

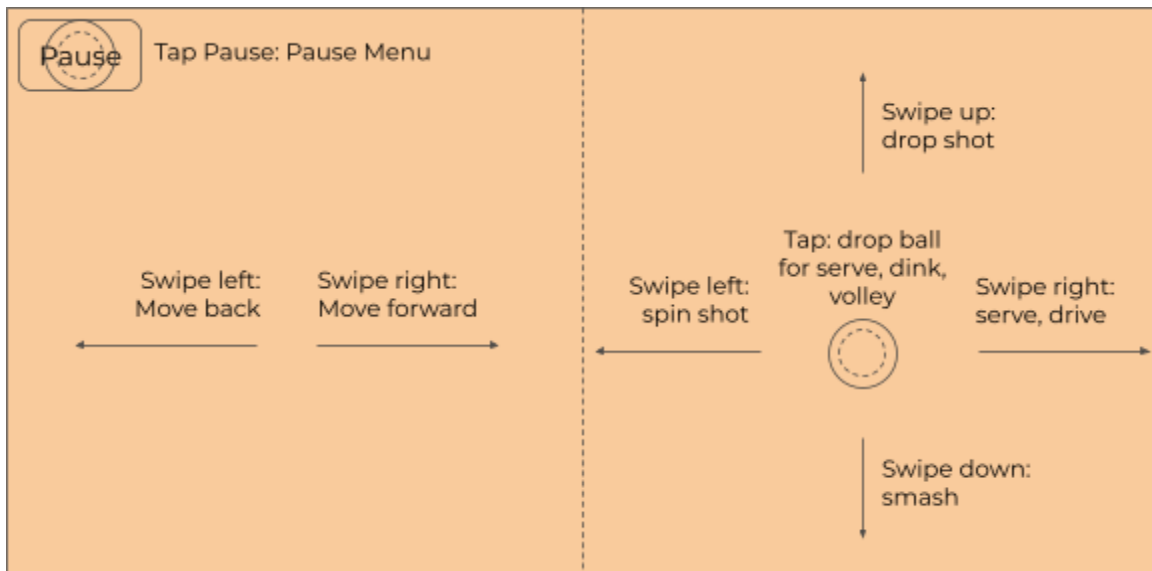


- A pop up screen that appears after a match is lost which displays a Game Over message, the level that was lost, and the current Highscore.
- Players can use touch screen controls to select between:

- 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