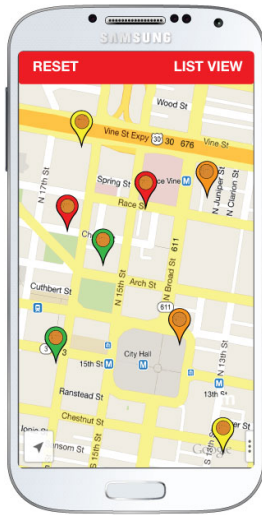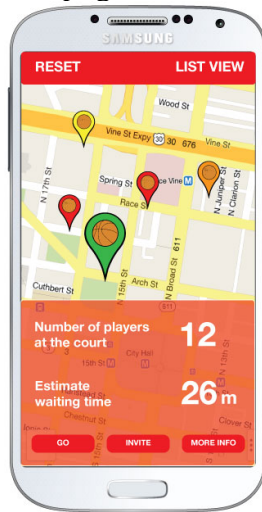Landon Paik

Instructions for PickupGame:

- The screen is intended for mobile devices.
    - Mouse click = Touching the screen
    - Dragging mouse = Moving the finger while touching the screen
    - Releasing mouse = Taking the finger off of the screen
- This screen comes right after the flash screen.
- Pick(Up Arrow)Game is a logo.
- Text right below the logo prompts users what actions to take.

- When users click on one of the balls (Hide all of the irrelevant information and only show relevant information)
    - Text below the logo changes
    - The size of the clicked ball increase
    - Unclicked balls disappear
    - Relevant droppable image appears with visual feedback (shake).
        - Intended to shake two times only once, but sometimes shake function repeats itself
- When users click on one of the balls and fails to drop it in droppable image (Error prevention – in case users mistakenly choose an option, lets users to undo and choose another option)
    - Text below the logo changes back to original
    - The size of the ball returns back to original size
    - Unclicked balls reappear
    - The droppable image disappear
    - Text appear in the center giving user a feedback ("Missed!") and disappears after 450 milliseconds
        - Please do not click on a different ball before the text, "Missed!", disappears. It doesn't break, but it fails to provide adequate feedback at the right time.
- When users successfully drop a ball into a droppable image (Selection successful and redirects to the next screen – screenshots at the end of this document)
    - Text below the logo changes to loading message
    - The size of the ball returns back to original size
    - Text appear in the center giving user a feedback ("Loading!") and disappears after 450 milliseconds
    - The droppable image makes bouncing motion to provide users a feedback that the drop was successful
        - Please do not drop the ball at the edge of the droppable image, because the system would break. Please overlap at least 50% of the draggable image with the droppable image.

After users make a selection of sports, it would redirect them to this page that shows different location of the courts.

When users click on one of the locations, the information box would appear that shows the number of players at the court and the estimate waiting time.