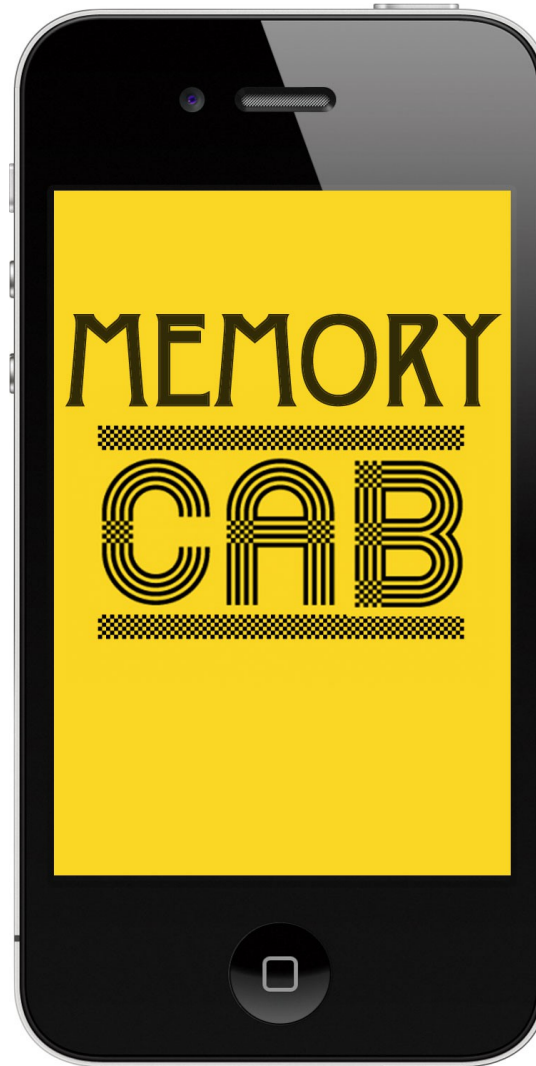


# MEMORY CAB



One Star Education  
Memory Cab Screen Shots  
6-14-13

# MAIN MENU

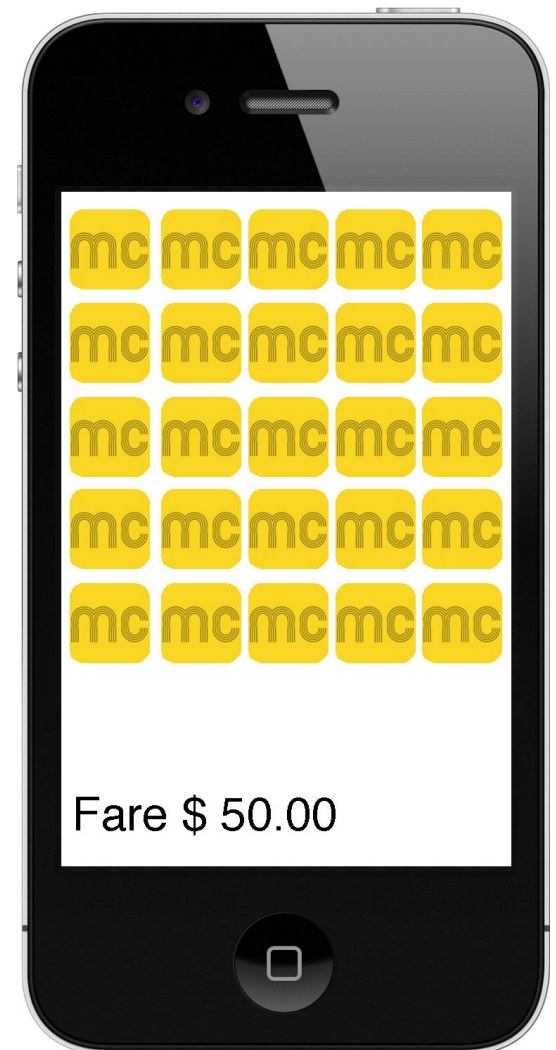
- **Profiles**
    - User can choose from an existing profile or create a new one
  - **Tiles**
    - User can choose from current tile sets or buy a new one
  - **Number**
    - User can select the number of tiles for the game
  - **Report**
    - With their profile selected, user can view the history of their gameplay
  - **Rules**
    - Will display a basic walkthrough of the game, along with rules
  - **Begin Game**
    - Once the users has selected a profile, tile set and number of tiles, they can press the begin game button to start the round
- (Game Options and in-app purchase buttons should also be available. Use of Apple picker instead of scroll bar?)



# GAME PLAY - FARE ROUND

- **New Game - Fare**
  - The game begins with the selected number of tiles face down.
- **Fare**
  - The fare acts as a timer, it counts down once the game begins, encouraging players to finish the game sooner.

(An actual timer that counts down with the fare going up as matches are made is another option for scoring)



# FARE ROUND — FIRST MOVE

- **First Move**
  - Player taps a tile, it flips over and the name of the tile is spelled at the bottom of the screen.
- **Fare**
  - The fare counts down.



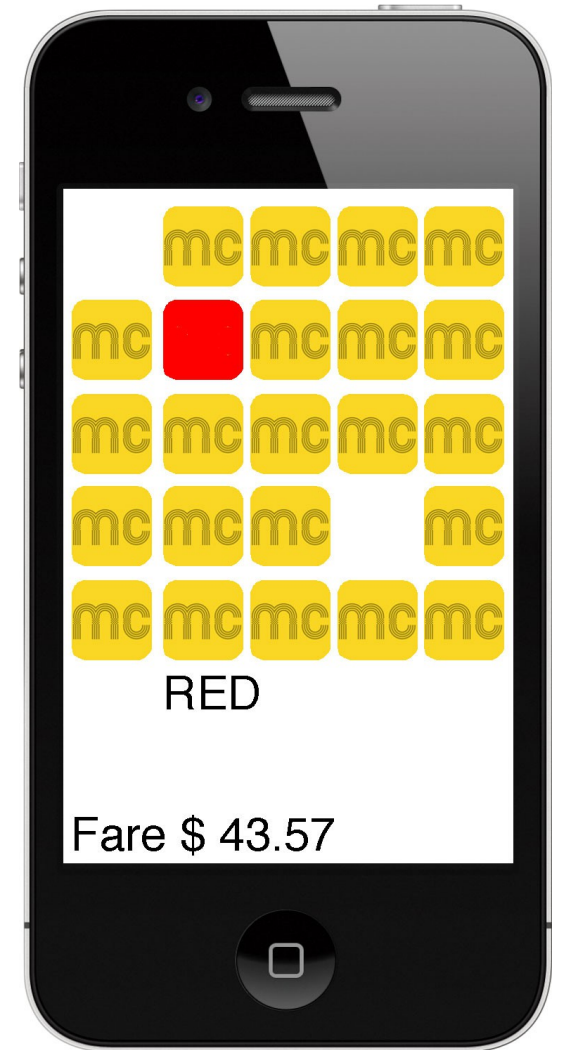
# FARE ROUND — SECOND MOVE

- **Second Move**
  - Player taps a second tile, it flips over and the name of the tile is spelled at the bottom of the screen.
- **Match**
  - The second move matches the first, “Good Job” message is displayed.
- **Fare**
  - The fare counts down more slowly after a match is made. The fare counts down more quickly after a set amount of time.



# FARE ROUND — THIRD MOVE

- **Third Move**
  - The previously matched tiles are removed. The player selects a new tile. Just as before, it flips over and the word is spelled at the bottom of the screen
- **Fare**
  - The fare continues to count down.



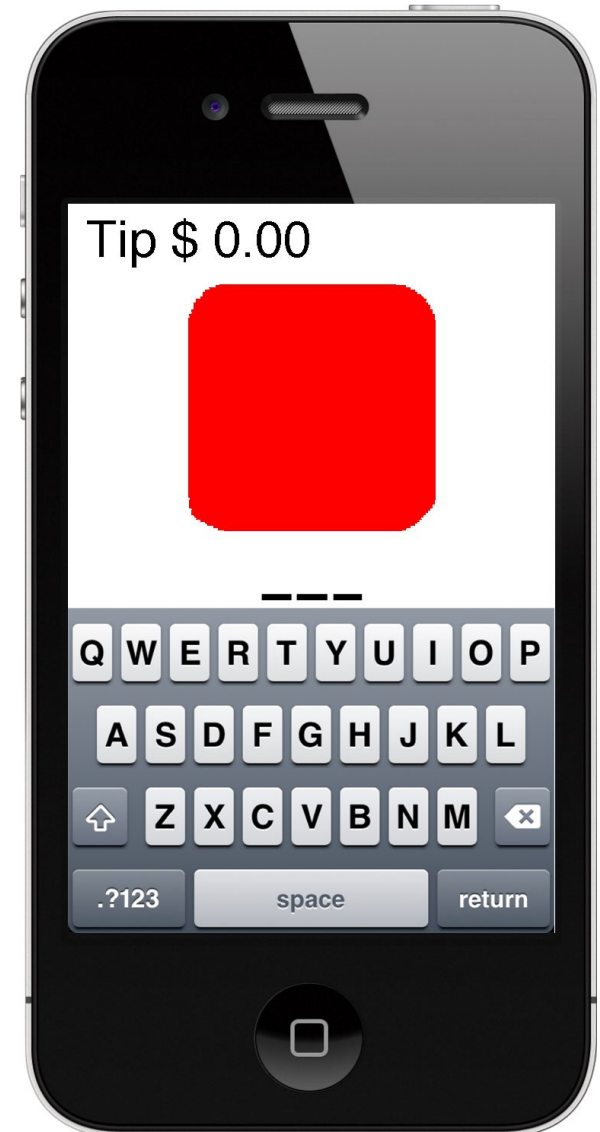
# FARE ROUND — FOURTH MOVE

- **Fourth Move**
  - The player selects a new tile, it flips over and the word is displayed at the bottom of the screen. This time, it's not a match and the message, "Try Again" is displayed.
- **Reset**
  - The two displayed tiles flip back over and the player is allowed another turn.
- **Fare**
  - The fare continues to count down.  
(This process continues until all tiles are matched or the fare reaches zero. Once either of these happens, the "Fare" round is over.)



# GAME PLAY — TIP ROUND

- **Tip Round**
  - The “Tip” round begins with the tiles from the matching or “fare” round being displayed one at a time. Players are prompted to spell the name of the tile as shown.





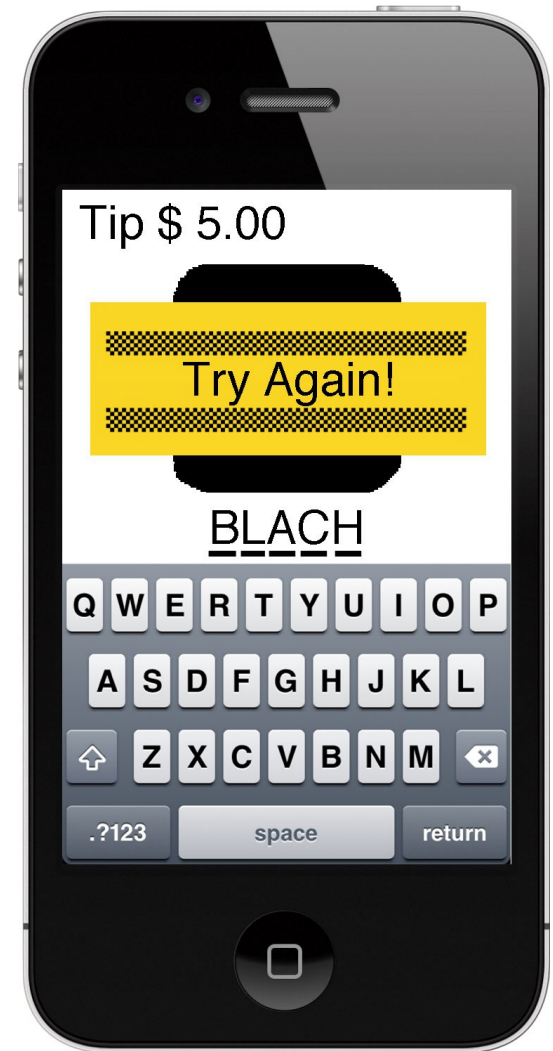
# GAME PLAY — TIP ROUND

- **Spelling**
  - Once the tile is spelled correctly, a “Good Job!” message is displayed.
- **Tip Amount**
  - The tip will increase by \$5 each time a word is spelled correctly.



# GAME PLAY — TIP ROUND

- **Spelling**
  - The next tile is displayed. This time, it's spelled incorrectly and the “Try Again!” message is displayed.
- **Tip Amount**
  - The tip will not decrease because of a misspelled word. Players keep monies from any words spelled correctly. (This will continue until all words from the “fare” round are displayed)



# SUMMARY

- **Summary**
  - The summary from the game is displayed.
  - The total from the fare and tips rounds are summed.
  - The tiles and percentage spelled correctly is displayed.  
(This is the same screen users will see when the select “report” from the main menu).

