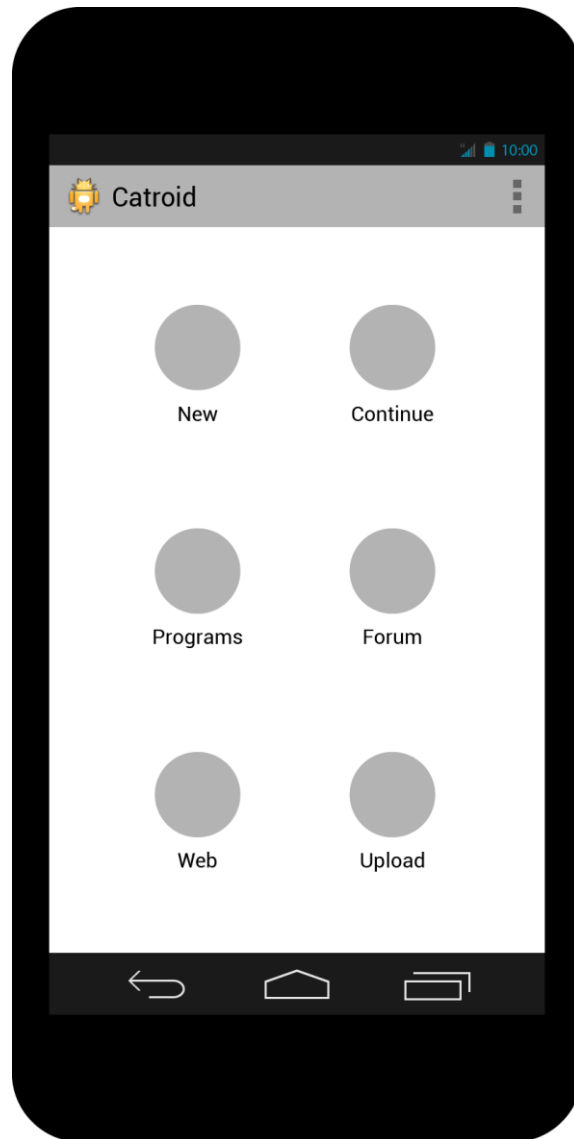
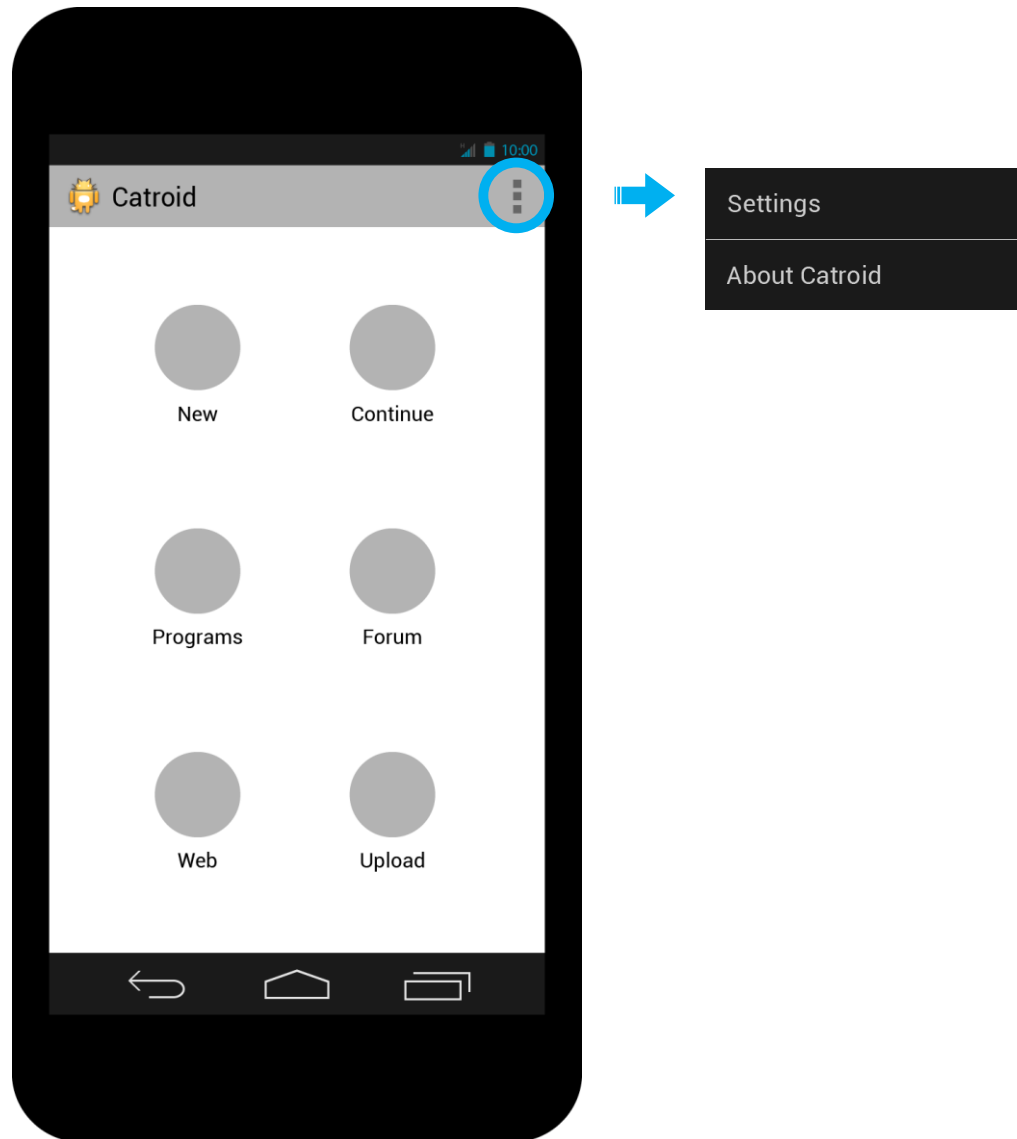


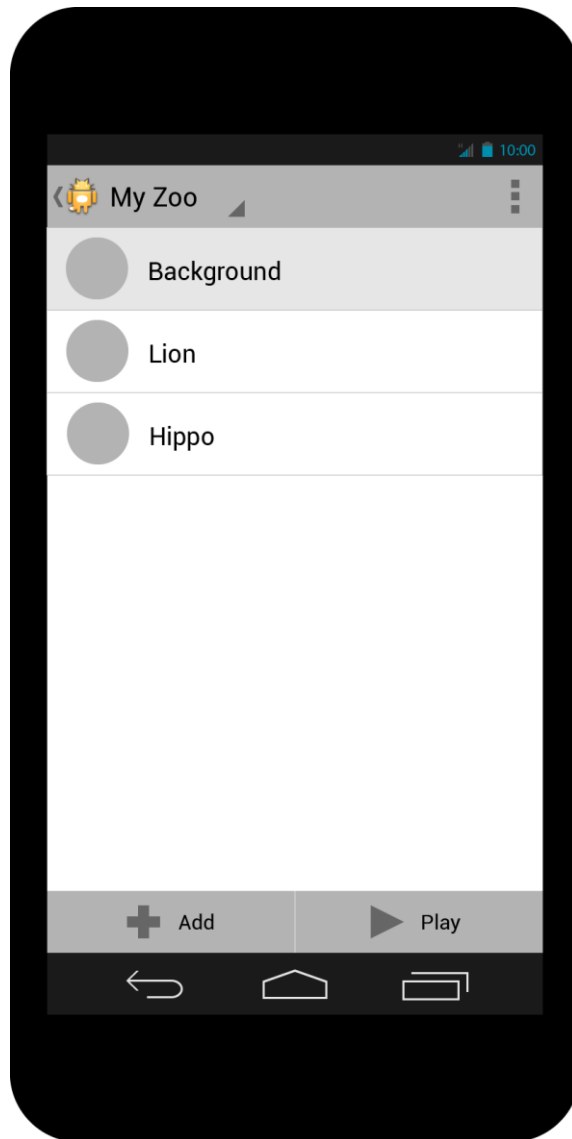
Startscreen



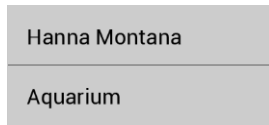
Startscreen



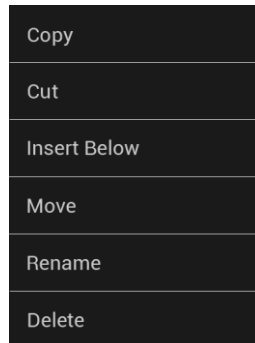
Program



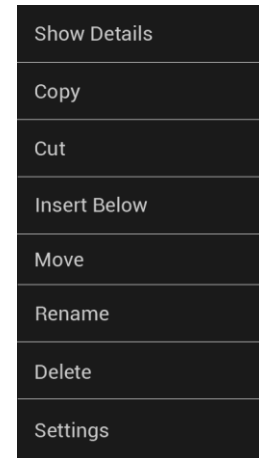
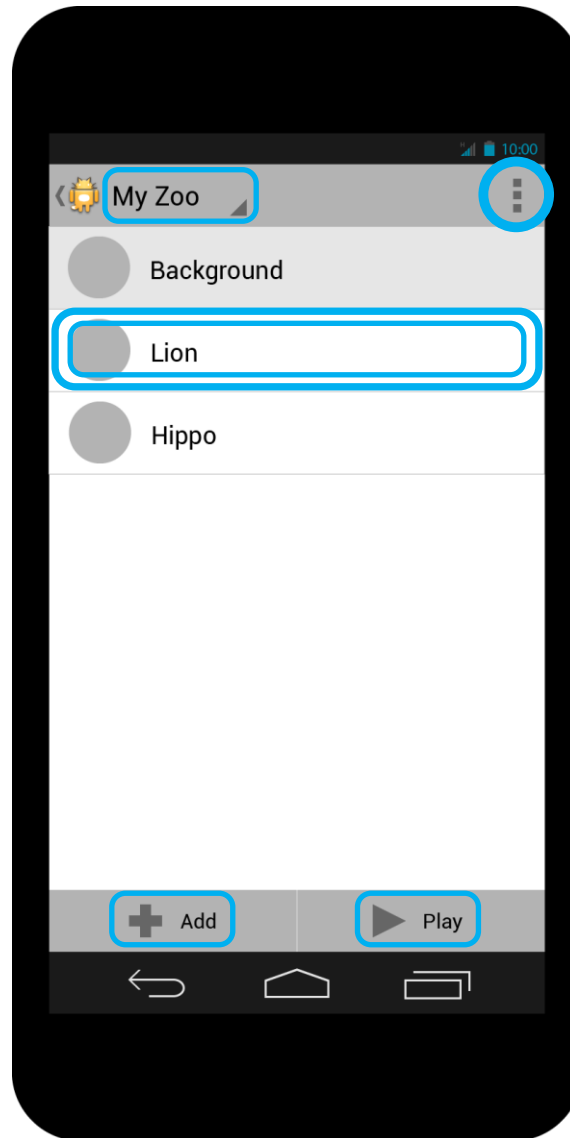
Program



(Longpress)



Add object



Play project

Project

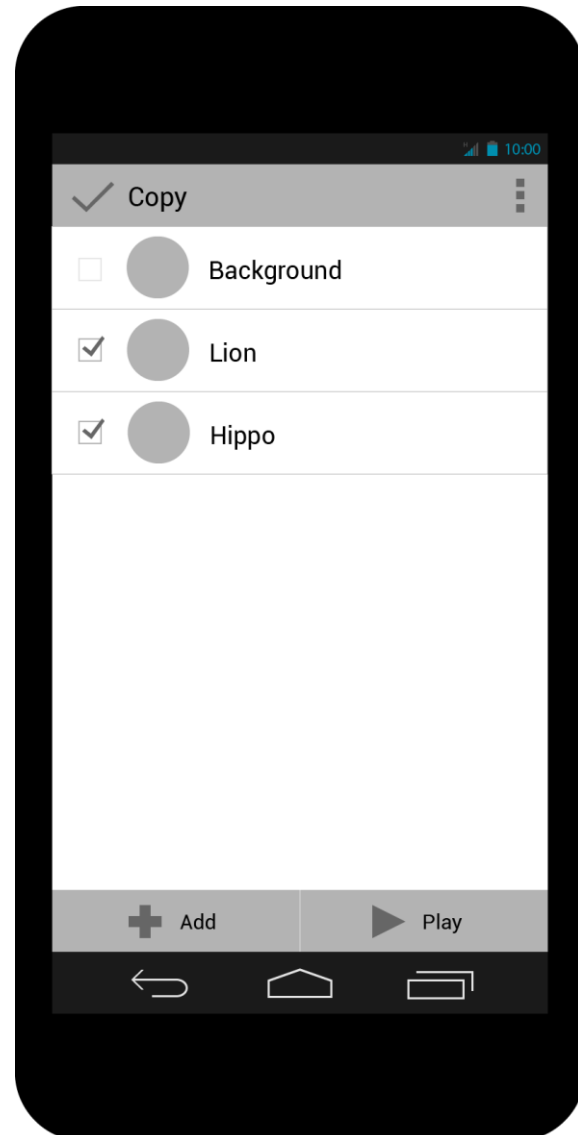
Multiple Selection

Appears if one of

- Copy
- Cut
- Move
- Delete

has been selected via Overflow.

Disappears if operation is carried out, or if 'back' button is pressed.

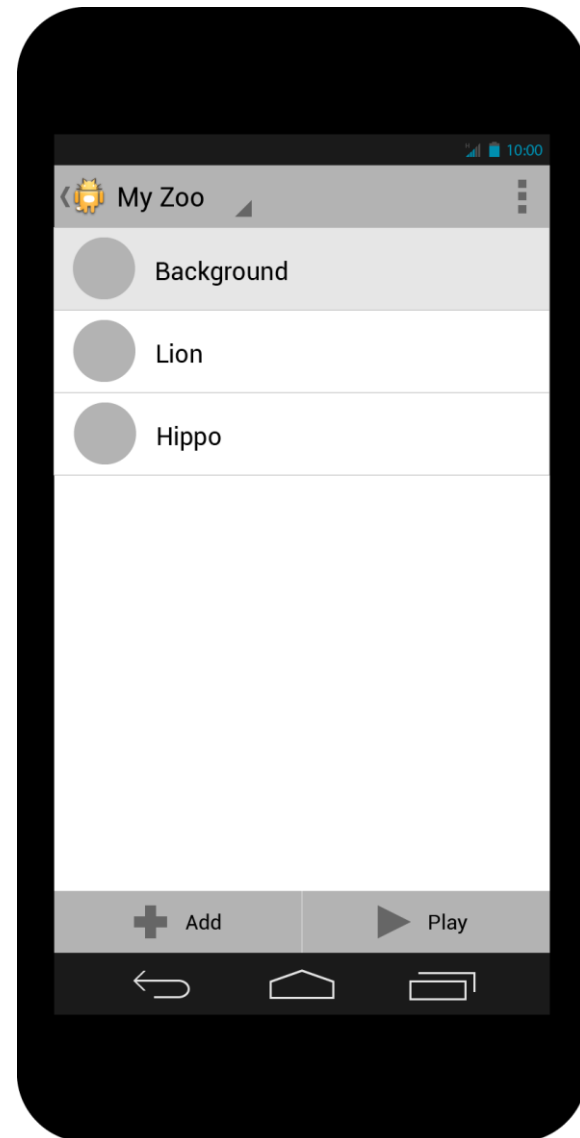


Program

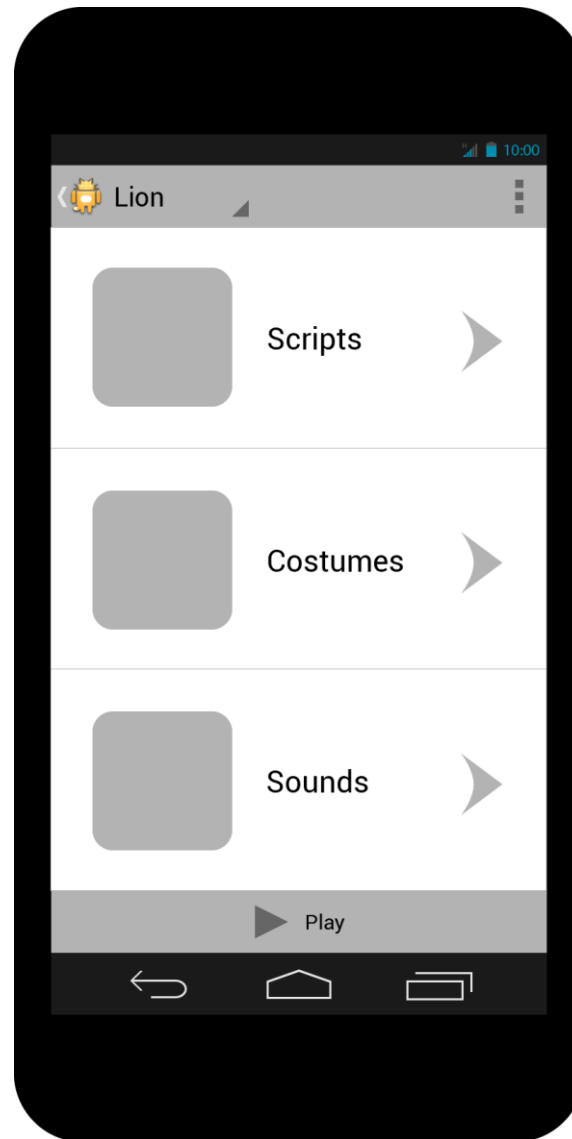
Show Details

Shows detailed information of a list item.

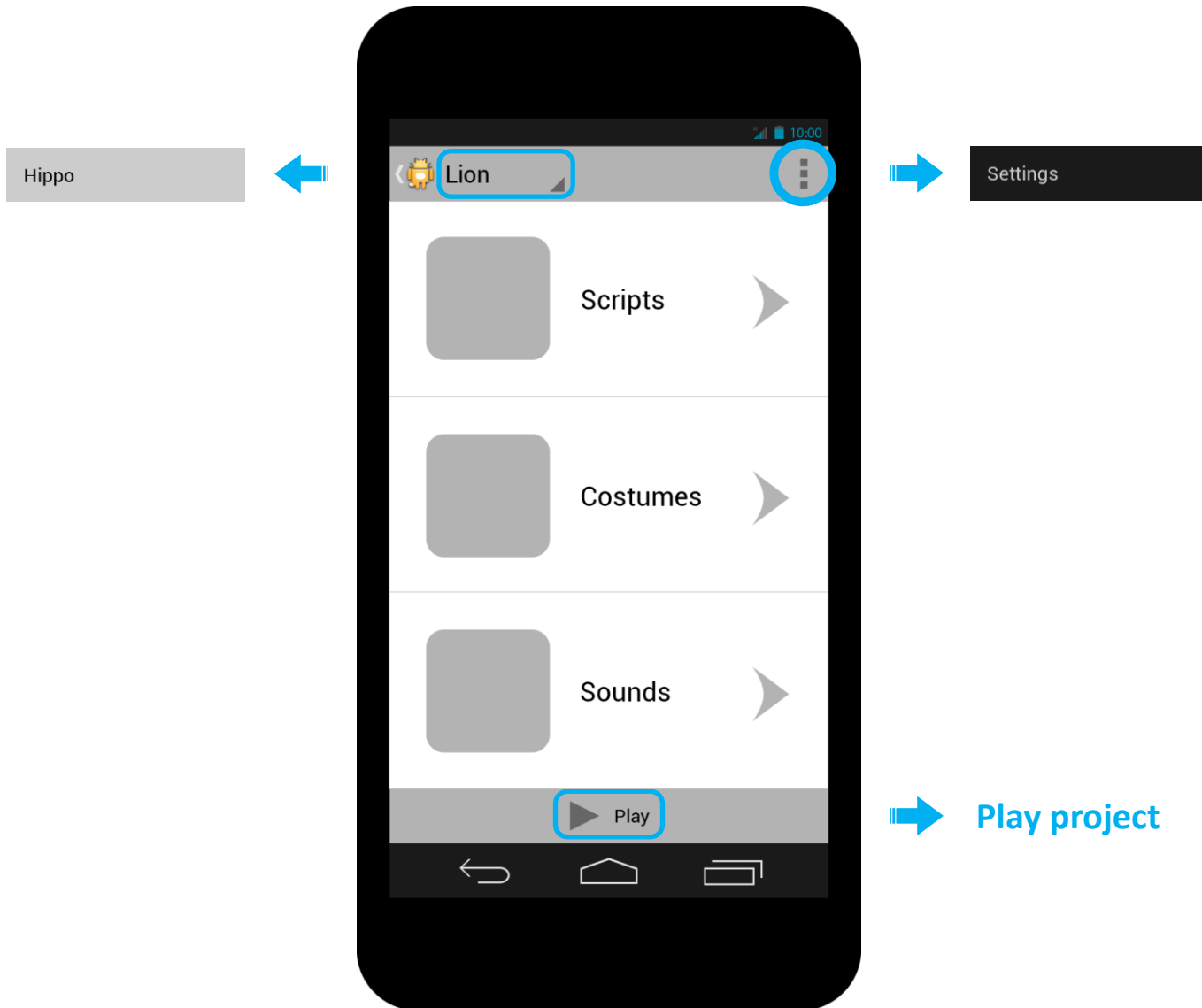
To reduce complexity, details are hidden by default.



Tap on an object



Tap on an object



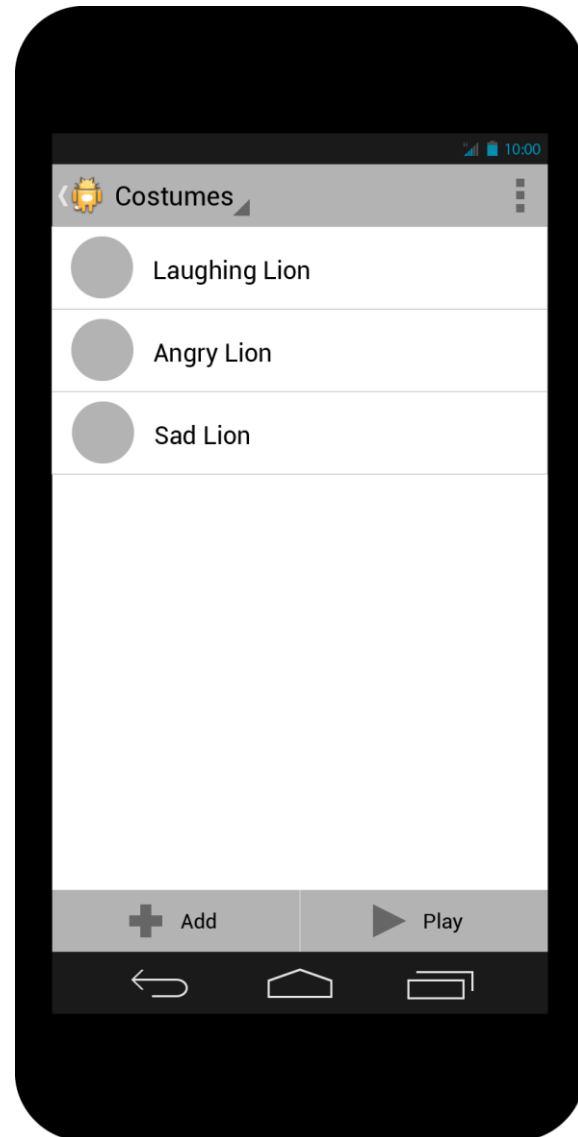
Costumes

Interface Functionality

- **Overflow**
- **Spinner**
- **Longpress**
- **Add**
- **Play**
- **Multiple selection**

work exactly like on program screen

A tap on a costume opens a context menu for selection of graphics apps (Paintroid, etc.)



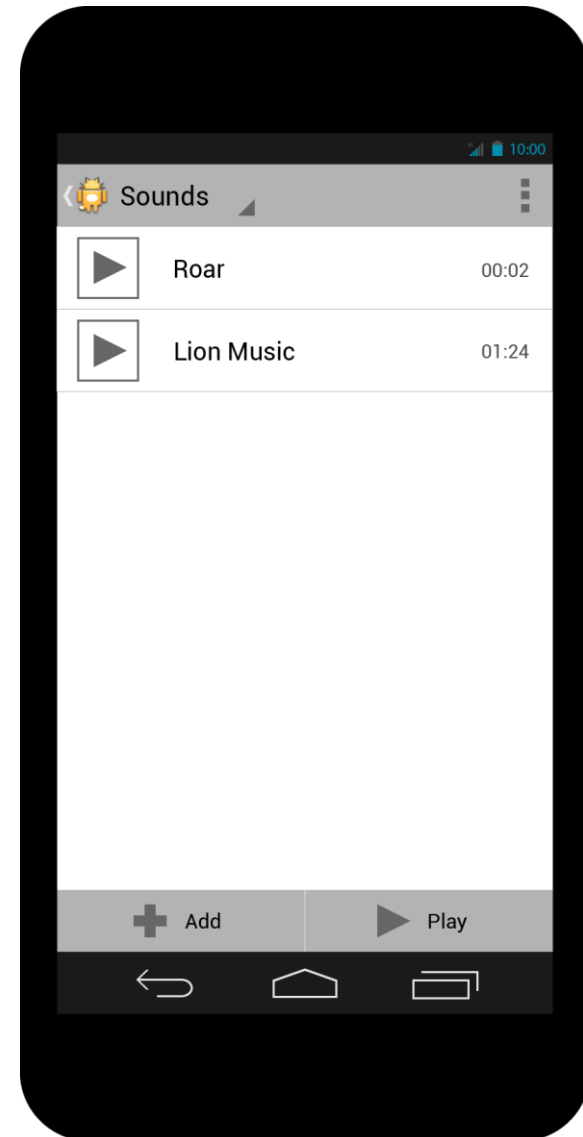
Sounds

Interface Functionality

- **Overflow**
- **Spinner**
- **Longpress**
- **Add**
- **Play**
- **Multiple selection**

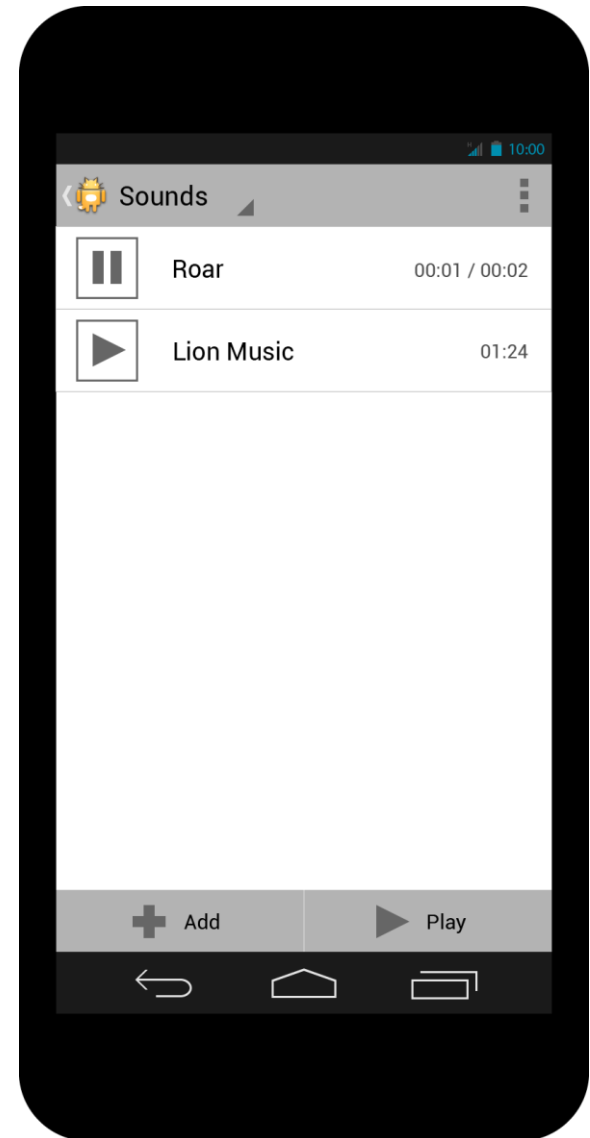
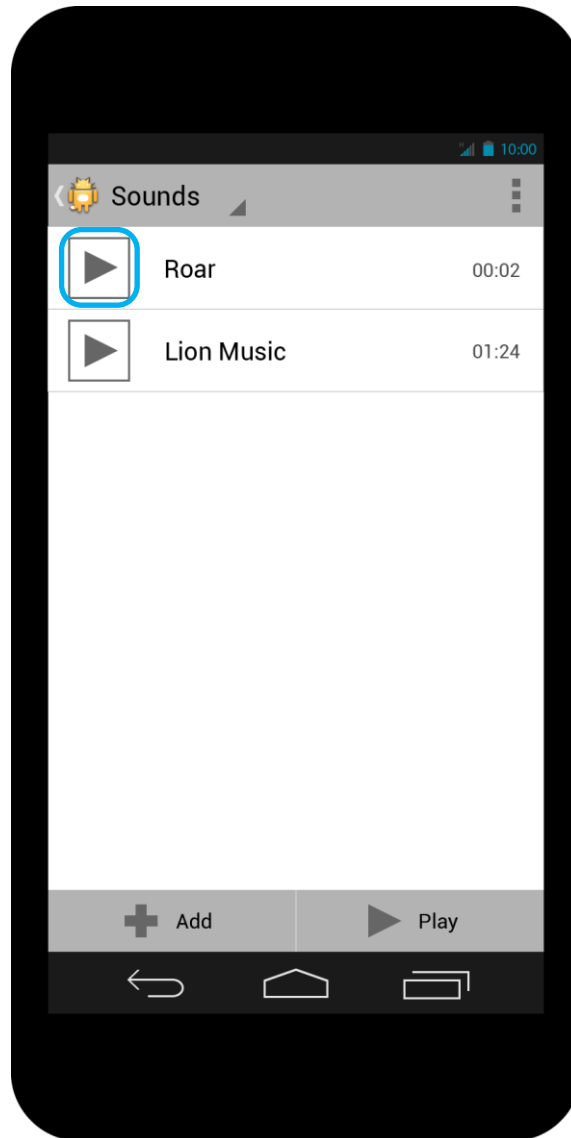
work exactly like on program screen

A tap on a sound starts the sound player.



Sounds (Play/Pause)

Play sound ←



Scripts

Interface Functionality

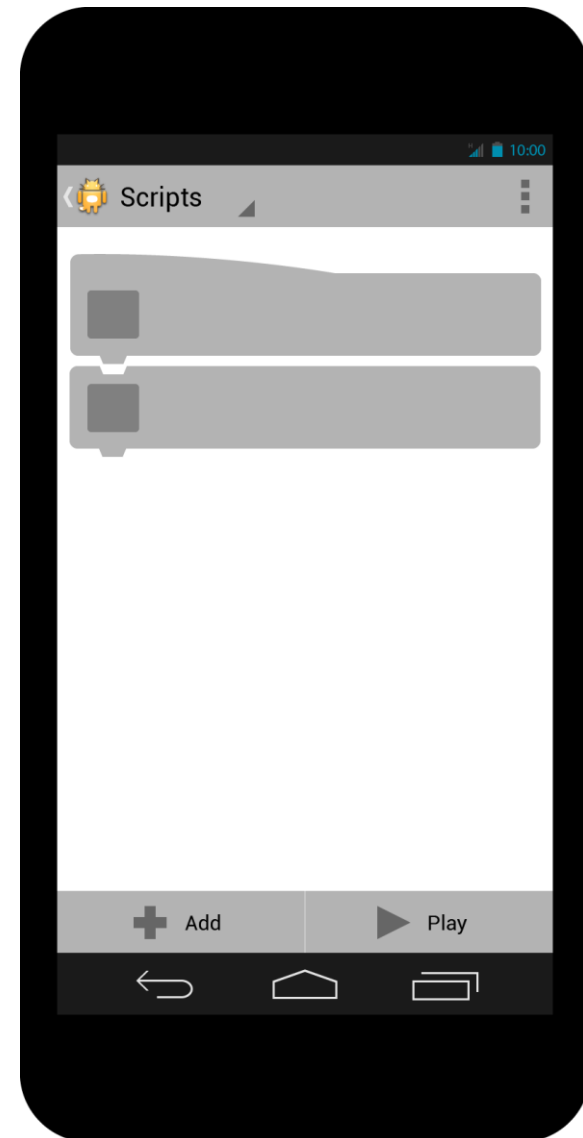
- Overflow
- Spinner
- Add
- Play

work exactly like on program screen

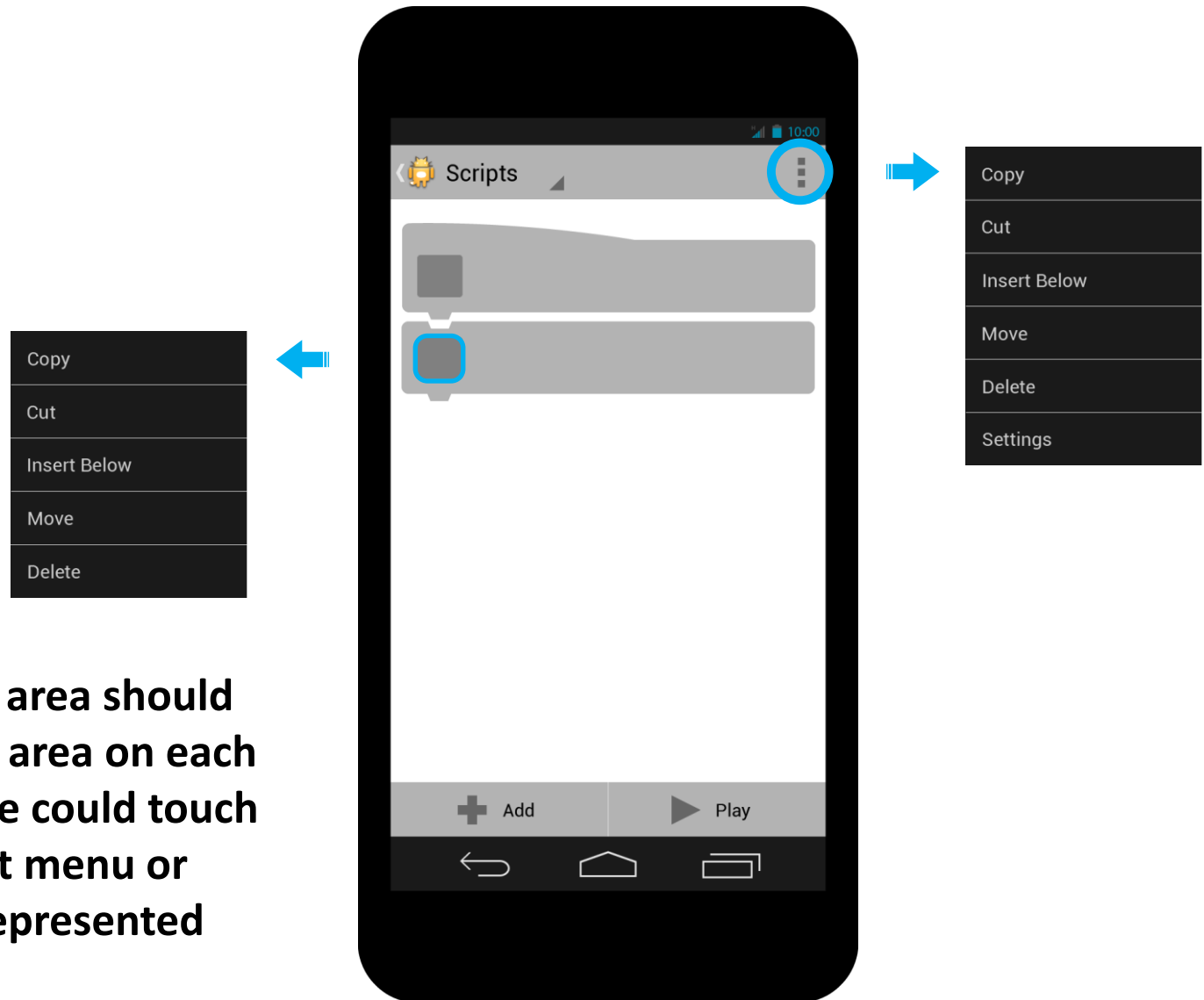
Multiple selection of bricks works smarter. After first item is selected, illogical combinations are disabled.

A tap on a brick opens its context menu.

Longpress on a brick activates moving functionality.



Scripts (Interactive Area)



The interactive area should be a consistent area on each brick where one could touch to open context menu or move brick. (Represented by a texture)