Gecko Feet Spec Sheet 10/19/13

**Purpose:** To outline the actions associated with CCC Gecko Feet (GF). These specifications will be called if the user taps the “Gecko Feet” icon in the “Superpower Drawer”.

**Graphics Definitions:** This section will define general terms for graphics and UI. These terms will be used in tables containing specs for individual graphics.

**Stop/Wait Graphics (SWG):** These graphics will be used when waiting for the user to interact with the game or in specific cases (wait for instructions, fell down, etc).

**Action Graphics (AG):** These graphics will be objects that have a short, looping animation associated with them (running, jumping) that are called with a specific UI gesture.

**Transition Animations (TA):** If a transition animation is called (between superpowers, stand to crawl, etc), the right hand regions should stop listening for finger contact until the end of the transition animation. If at the end of the animation there is no finger, the “stop” or “waiting” graphic will be called.

**User Interface**: The screen will be split into regions 1-6, see Figure 1:

**Region 1 (left hand region)**- To be controlled with the left thumb or finger. The region will listen for taps or swipes that will control specific actions and or call specific animations (jumping, crawling, transition animations, etc). The specific call action associated with each graphic can be found in Table 1.

**Region 3 an 4 (right hand regions):** These regions will be used to control the direction of CCC-GF by the right thumb or finger. There is only one speed associated with this superpower. If the user’s thumb is in region 3, CCC will move left. If their thumb is in region 4, CCC will move right. If they REMOVE their thumb, CCC will stop.

**Region 2:** This region is meant to provide a buffer between the left side and the right side of the screen. If their right finger crosses the line between 2 and 3 CCC will continue running left. In the event their right thumb crosses into region 1, ideally, the “stop” animation will be called. I’m not really sure the best way to use region 2 to prevent confusing right hand and left hand actions.

**Buttons:** The actions associated with the red “Main Menu” button in the bottom left corner and the purple and gray “Superpower Drawer” button in the top right should only be called when tapped. There may need to be boundaries around these buttons to separate the region they occupy from action regions 1-4.

