

Autotelic Games – Mobile App

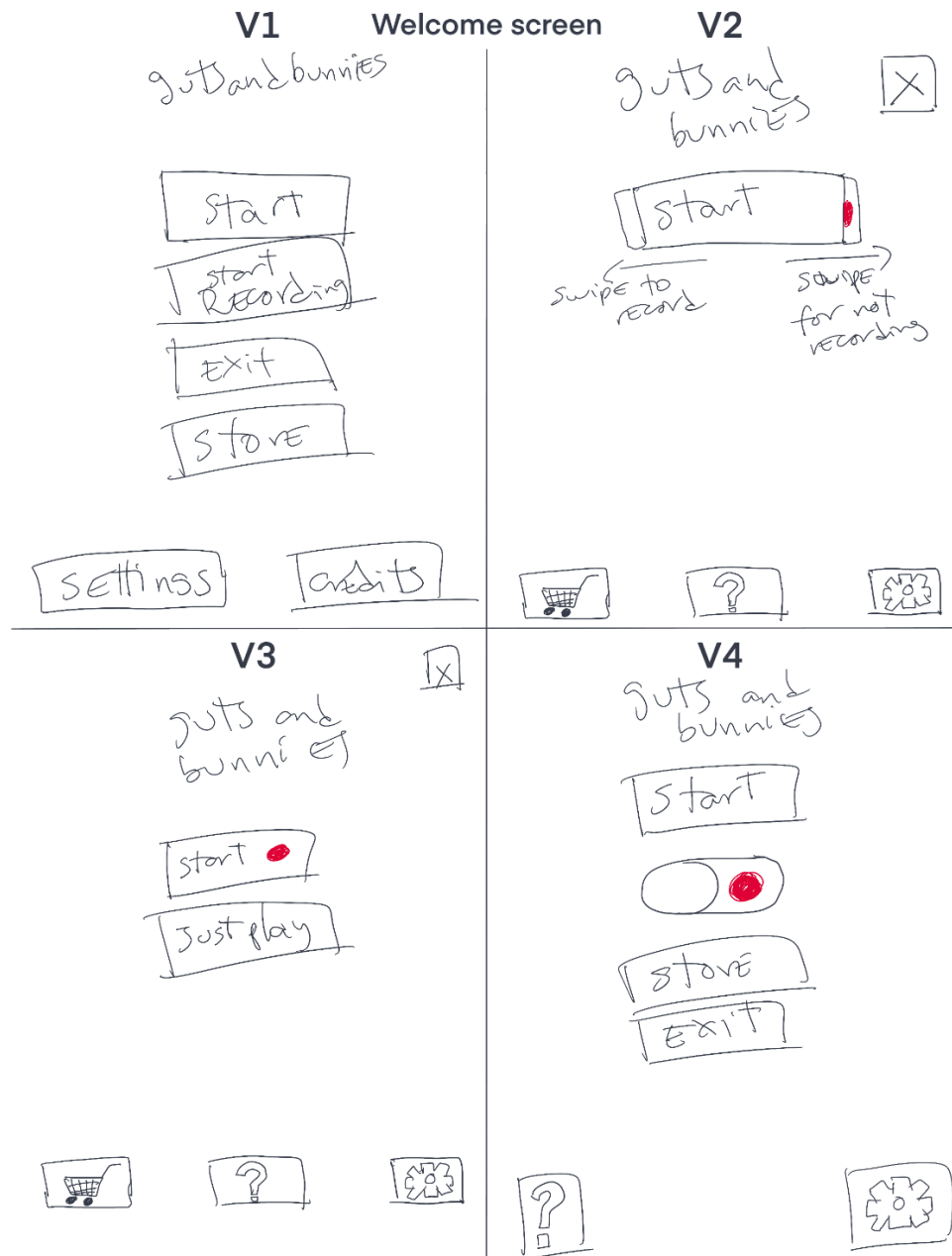
Wireframing Process:

- 1) Create a list of information you want to get across to your users
 - List all screens you want
 - List details of each screen (i.e. functionality to be found on login page)
- 2) Information architecture
 - Think about how your end user is going to navigate through your product
 - Draw four versions of each screen (sketches, don't get stuck in the details)
 - Don't make your users think
- 3) Create an interactive prototype for high fidelity wireframing
 - [Suggested wireframing tools](#)
 - [Beginner's Guide to Wireframing](#)

SCREENS

Welcome screen

- Start button
- Exit button
- Settings button
- Credits button
- Store button
- Record for TikTok button (opens TikTok record functionality)



Settings

- Voices toggle on/off
- Music toggle on/off
- Gore level slider a little-a lot
- Back to Welcome Screen button

V1

Settings

V2

SETTINGS
game sounds low hi
music low hi
gore
record my voice
 yes no
record my video
 yes no

Settings
the same
sounds on off
music on off
gore a little a lot!
record my voice
 yes no
record my video
 yes no

V3

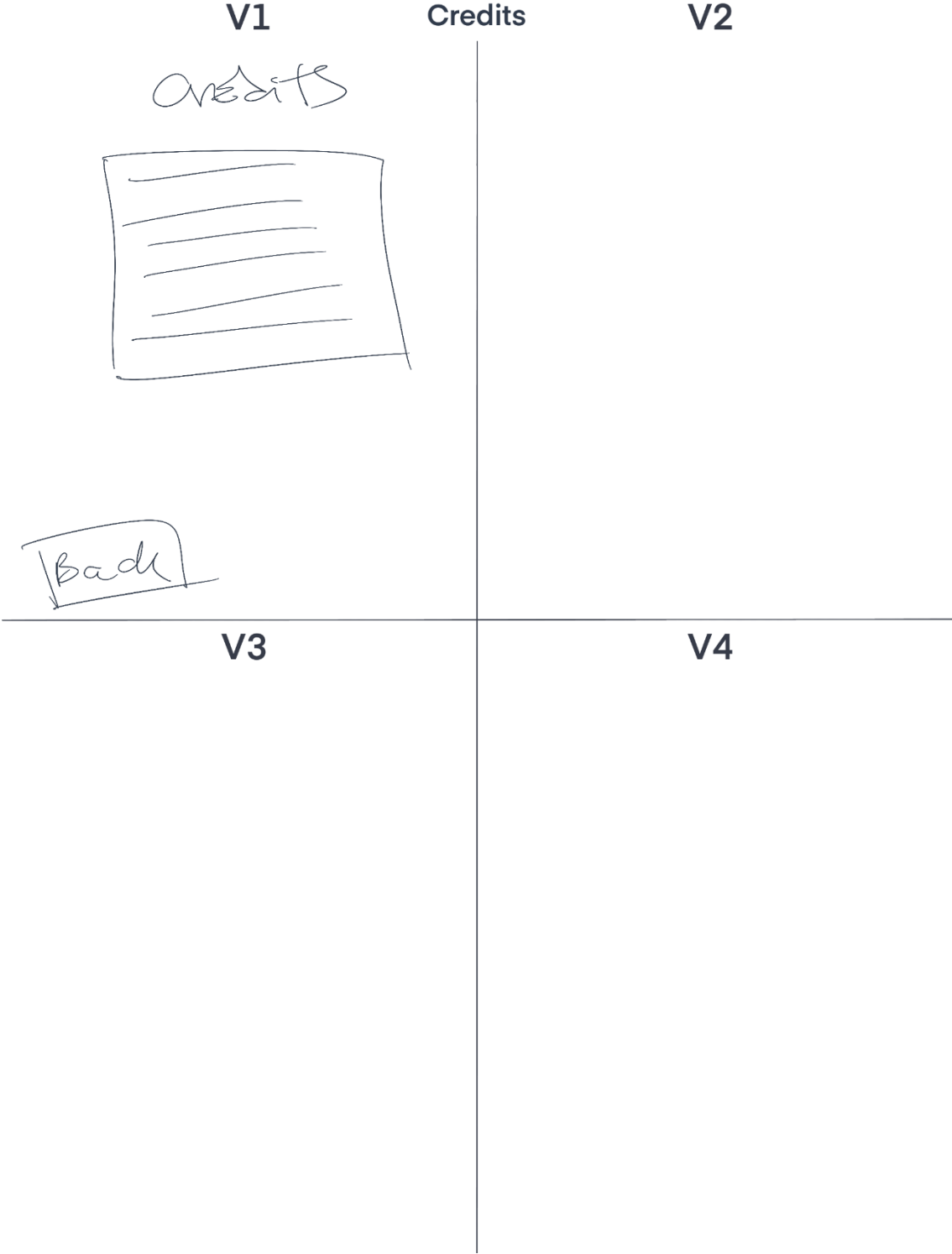
V4

SETTINGS
gore yes no
mute game
 yes no
Record my
voice? y n
video? y n

SETTINGS
game sounds low hi
music low hi
gore a little a lot!
Record my
voice? y n
video? y n

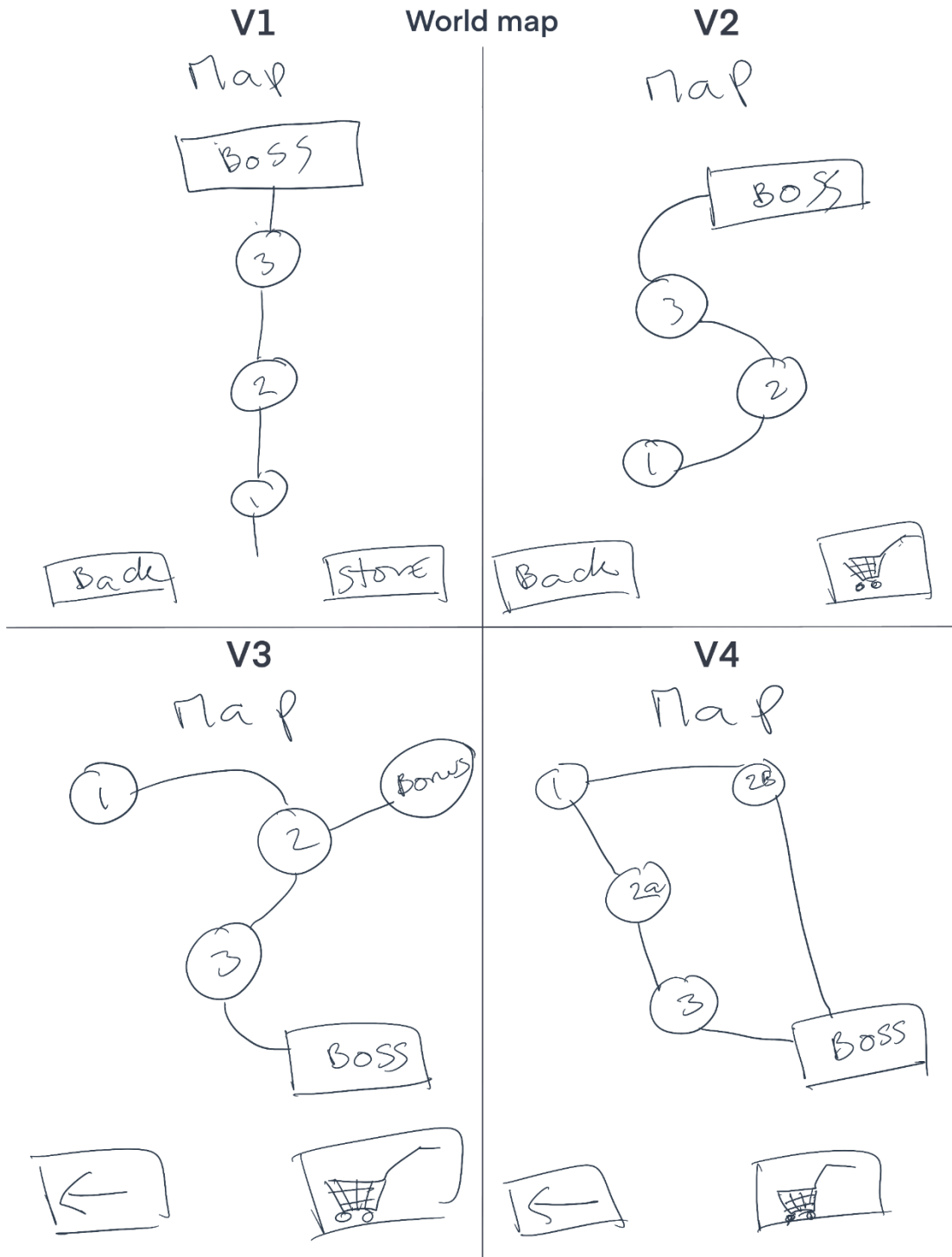
Credits screen

- Text block with credits for design, art, music, sounds
- Back to Welcome Screen button



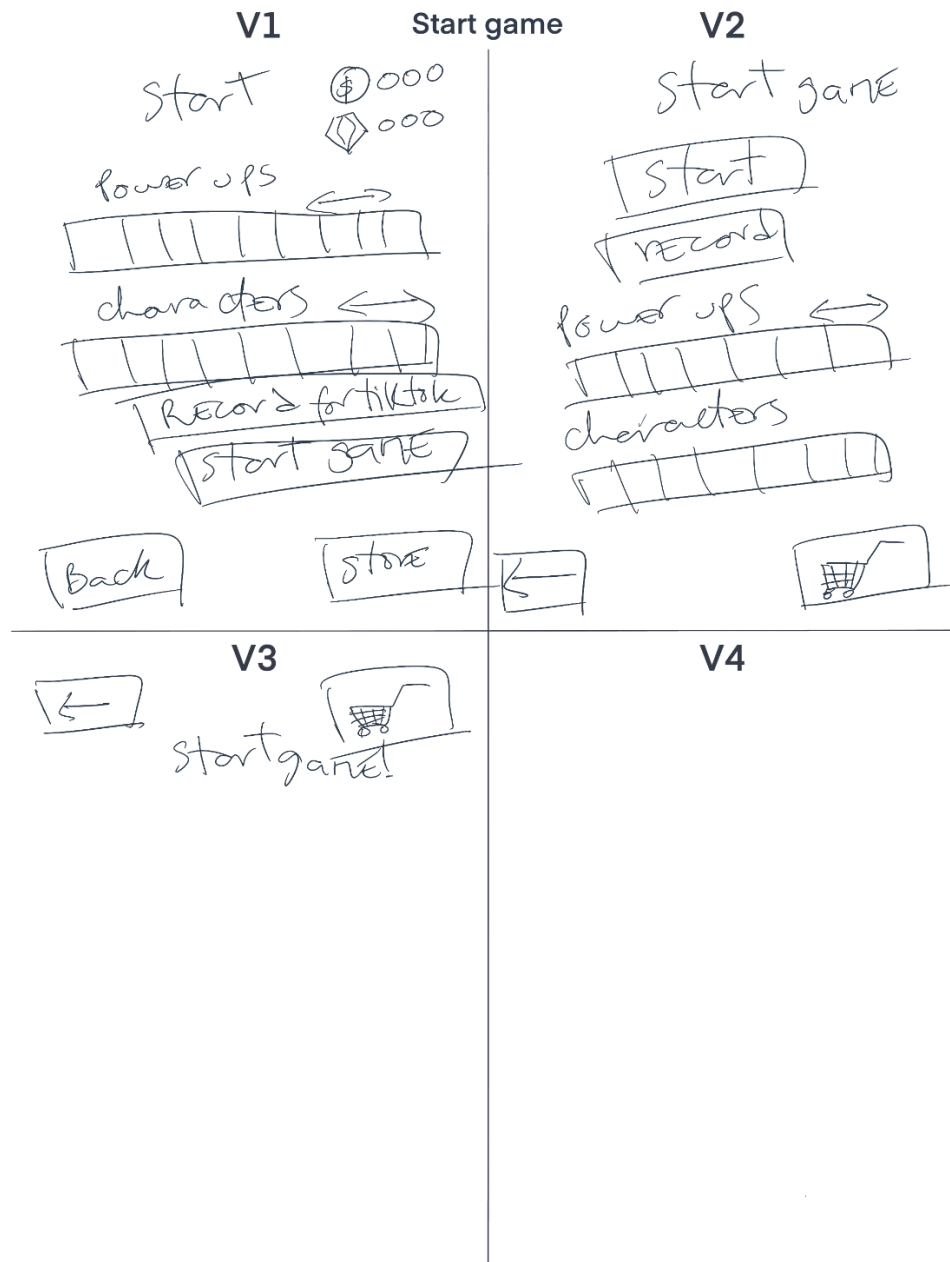
World map (select a level)

- Winding road as background image
- Buttons for each level on the winding road
- Back to Welcome Screen button
- Store button



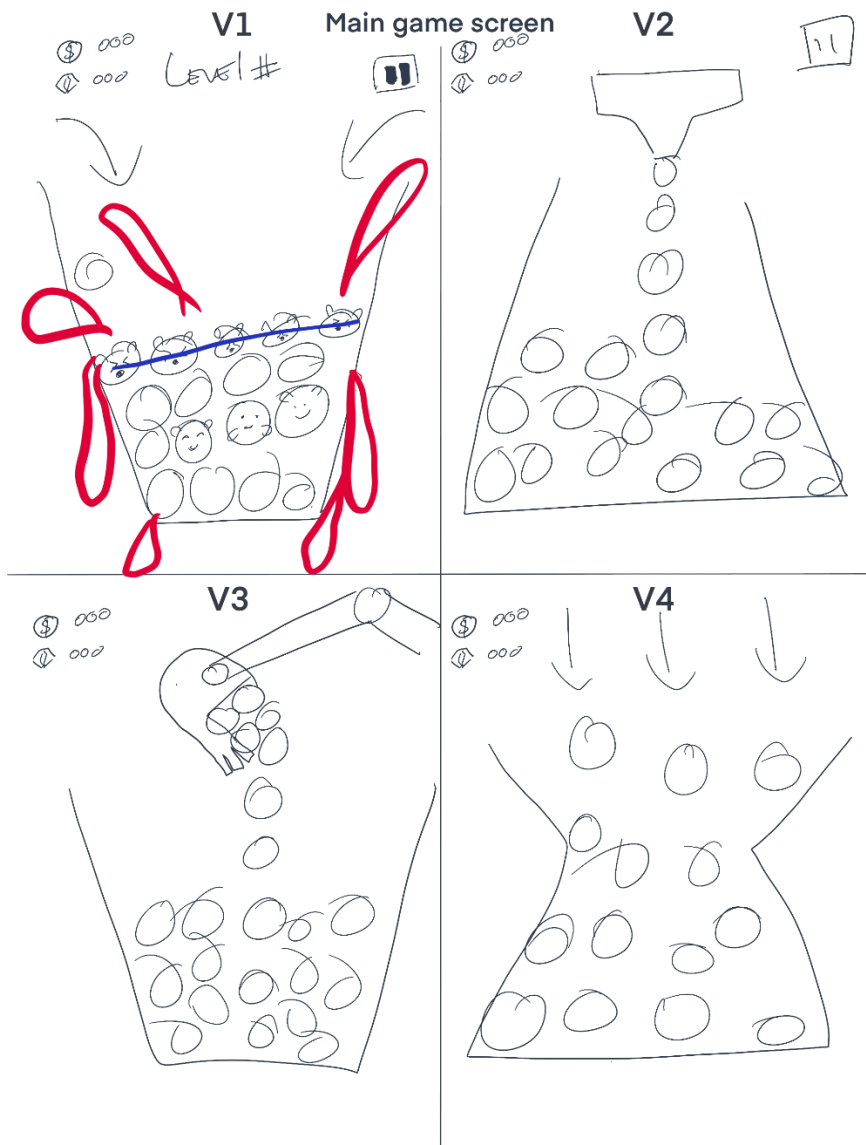
Start game (Select power ups and special characters) (future)

- Start game button
- Back to map button
- Record for TikTok button (opens TikTok record functionality)
- Store button
- Coins counter
- Gems counter
- Select power up horizontal scroll
- Select special character horizontal scroll



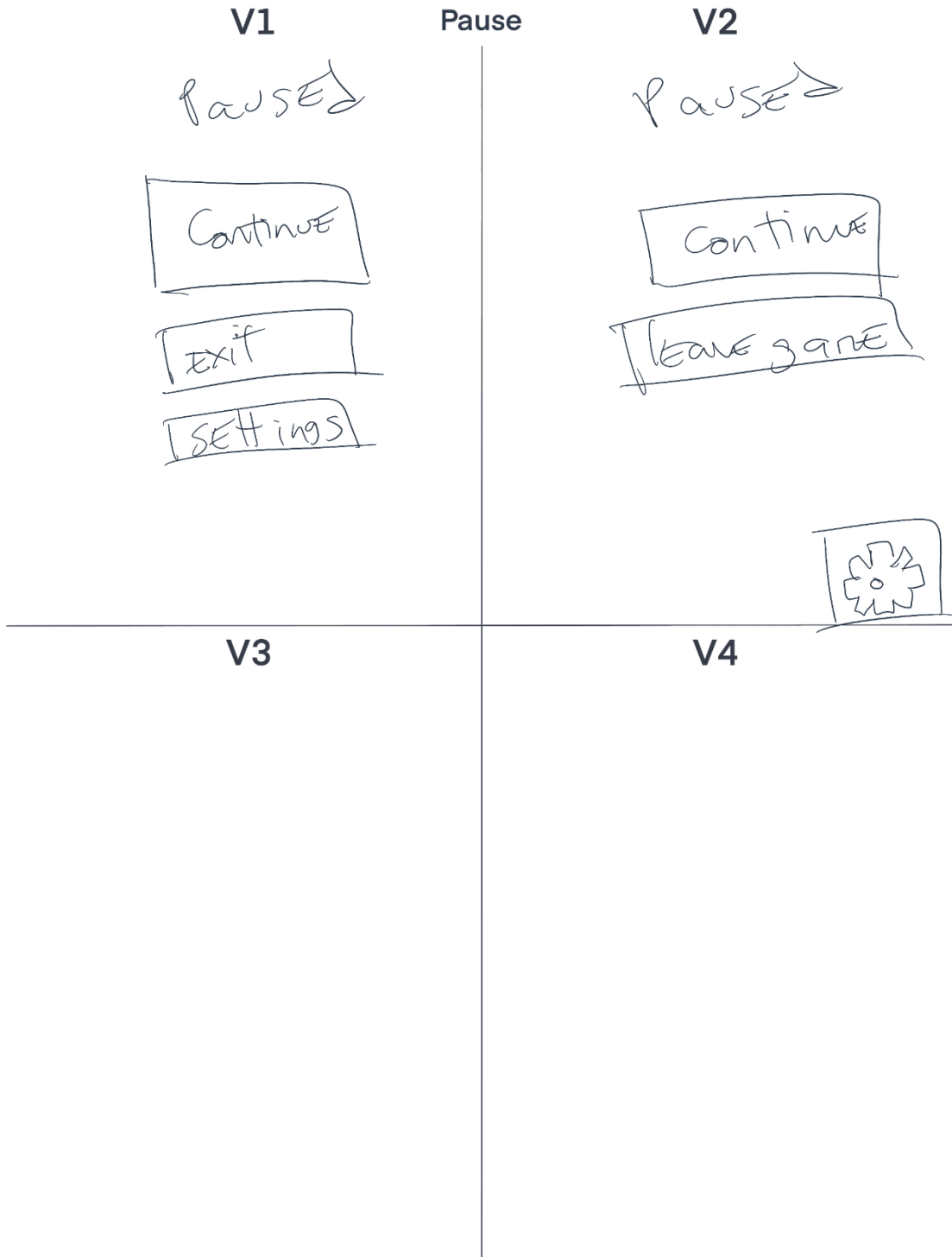
Main game screen

- Pause button
- Container of characters
- Characters drop, special characters drop if selected
- Characters bounce around
- User draws a pattern
- Characters laugh if moved gently
- Characters laugh if others nearby explode
- Characters make owie faces if jostled around
- Characters make owie faces if about to explode
- Cartoon blood and explosions
- Power ups get activated as game progresses
- Progress bar or timer



Pause

- Continue game button
- Back to map button
- Settings pop-up window



Level complete!

- Try level again button
- Back to map button
- Post to social media button

V1

Level complete

V2

You win!
play again
Back to map
post my video

Level complete!
Replay
Map
video

V3

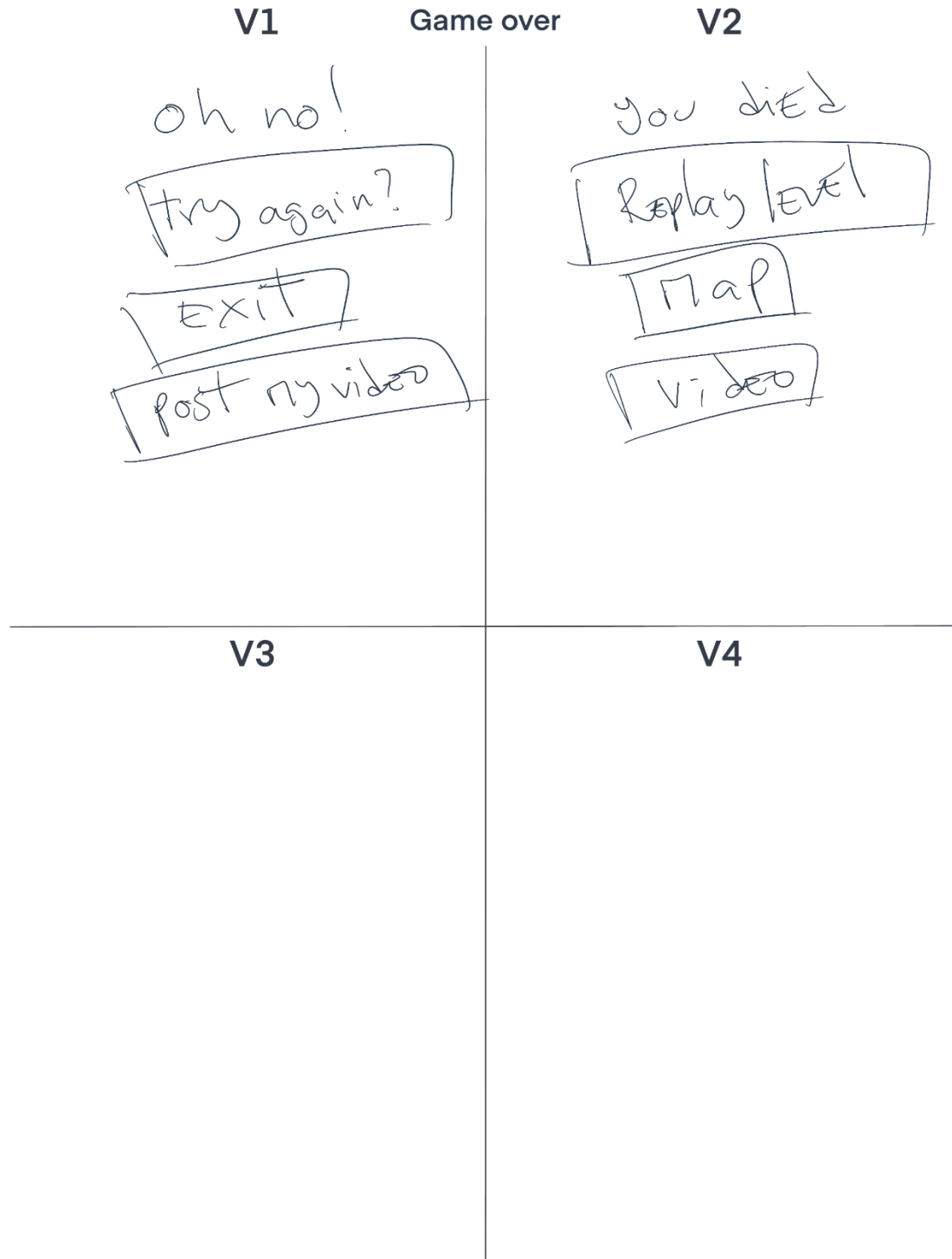
Good job!

V4

(Kids "yay" sound
from FNAF)
You made it!

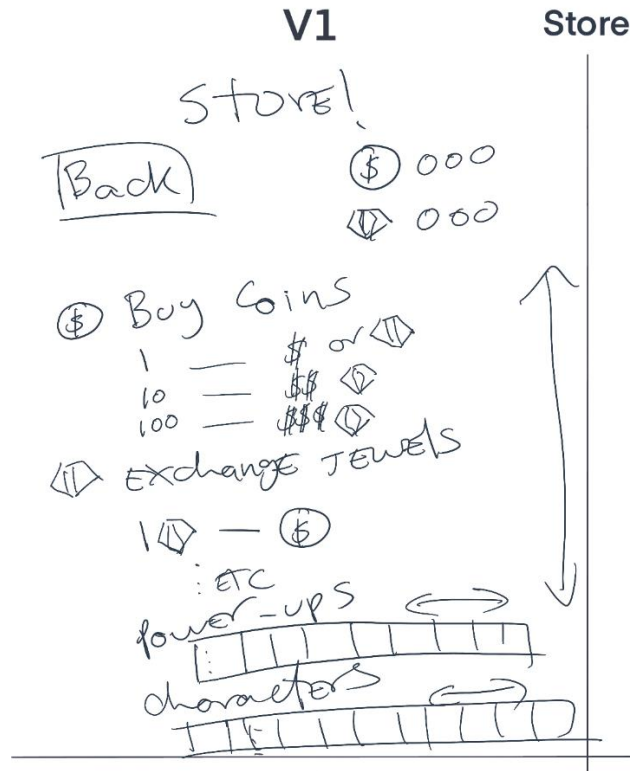
Game over

- Try level again button
- Back to map button
- Post to social media button



Store (future)

- Buy coins
- Exchange gems
- Get power ups
- Get special characters
- Go to previous screen button



Coins
Buy with money
Buy with jewels

Jewels
win jewels in game

power ups
Expendable

special characters
permanent
buy with jewels

Buy with coins
or jewels for
extra special stuff