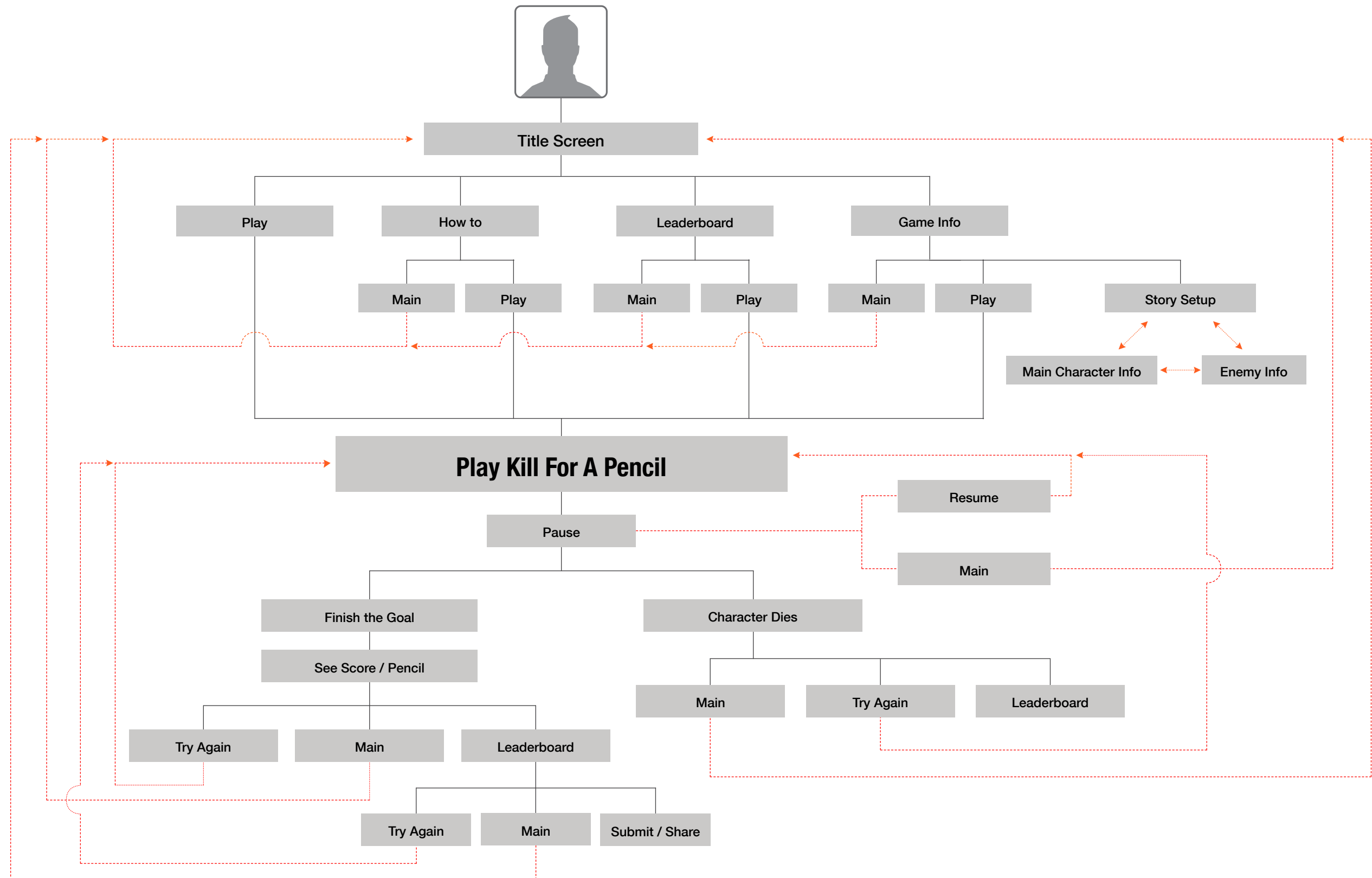


mullen
Kill For A Pencil

Version 1.4
Mar 5th, 2012

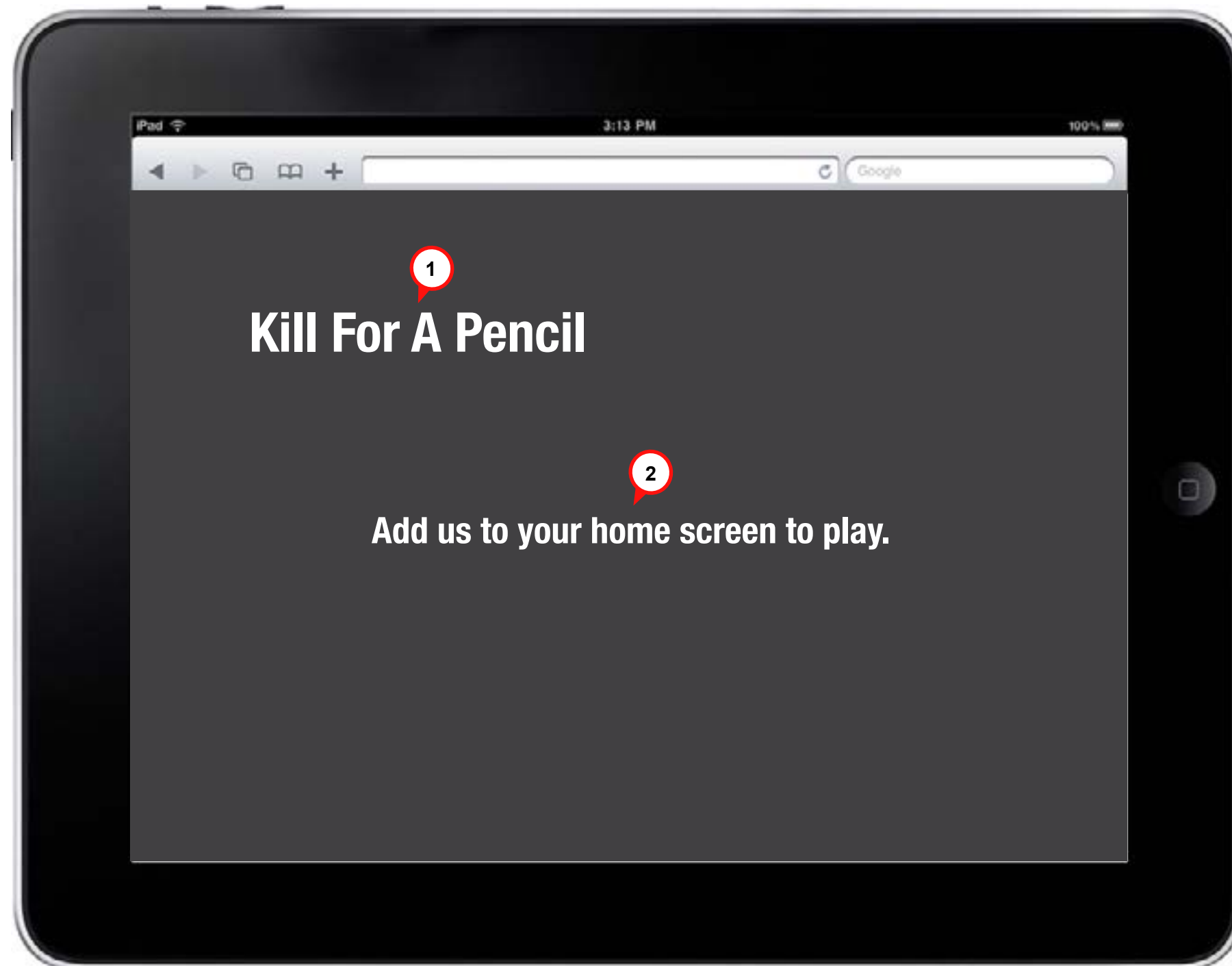
User Flow

User Flow



Wireframe

Title Screen



NOTES

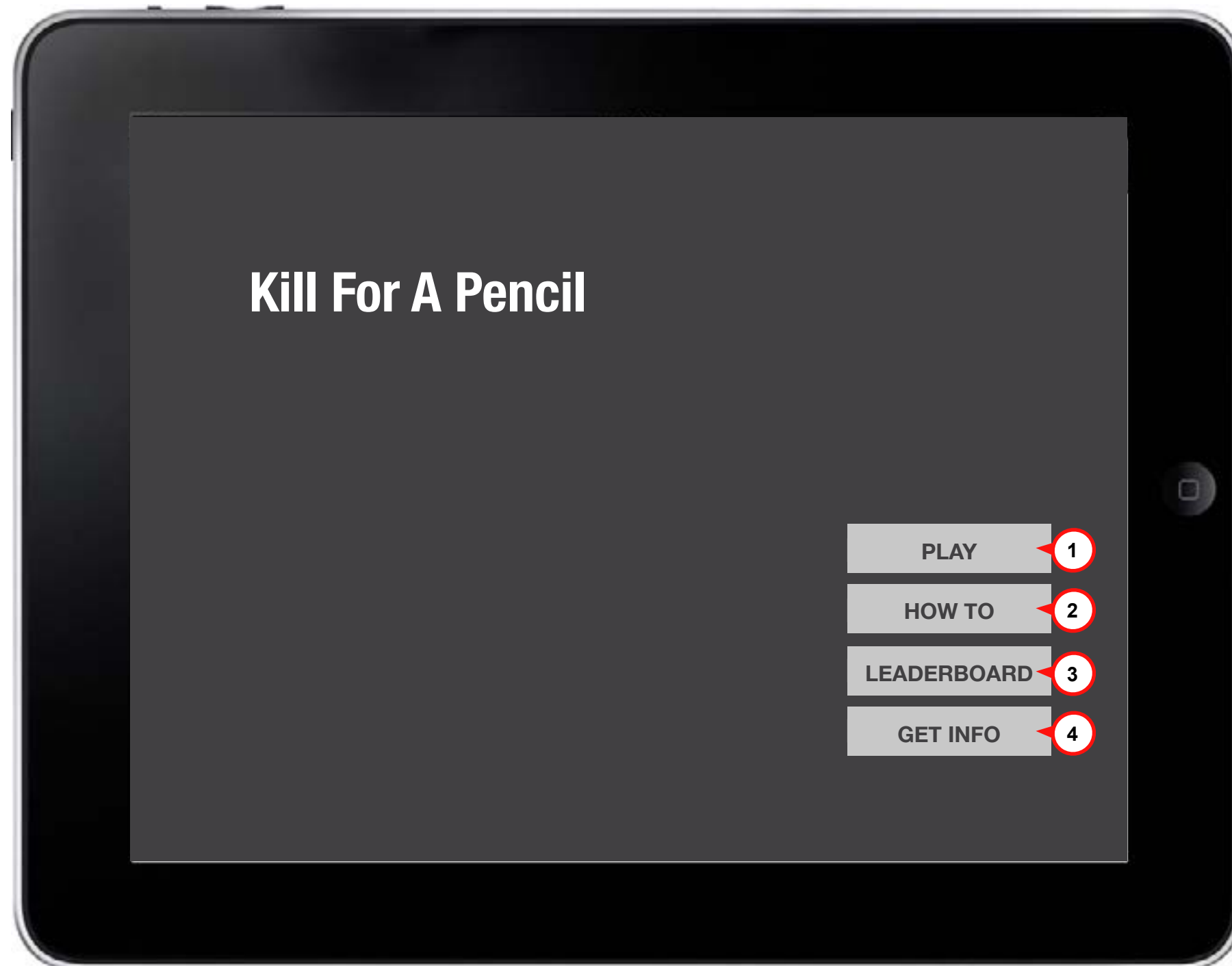
Users are informed to save Kill For A Pencil to their tablet screen otherwise the menu buttons won't appear.

1. GAME TITLE

The title of the game.

2. INSTRUCTION

Informs users to save the page to Home Screen.



NOTES

After users save Kill For A Pencil on their tablet screen, they see the menu on the title screen without URL bar.

1. PLAY BUTTON

Users can jump into the game play experience.

2. HOW TO BUTTON

Users can learn how to play the game.

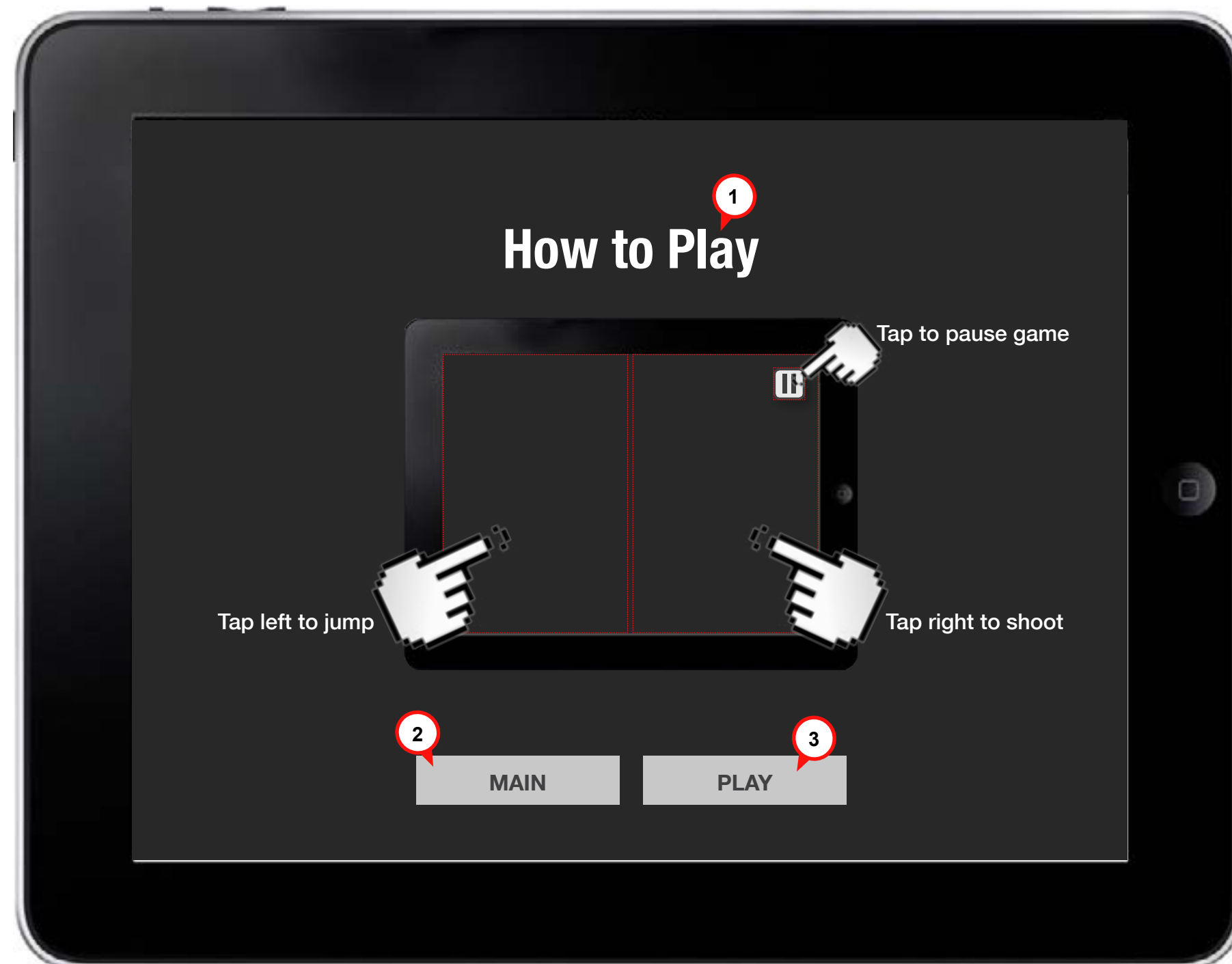
3. LEADERBOARD BUTTON

Users can see who are the top players through the rank, score and color of the pencil.

4. GAME STORY BUTTON

Users can learn backside story of the game, information of the character and enemies. Also users can learn general information about the game.

How to Play



1. PAGE NAME

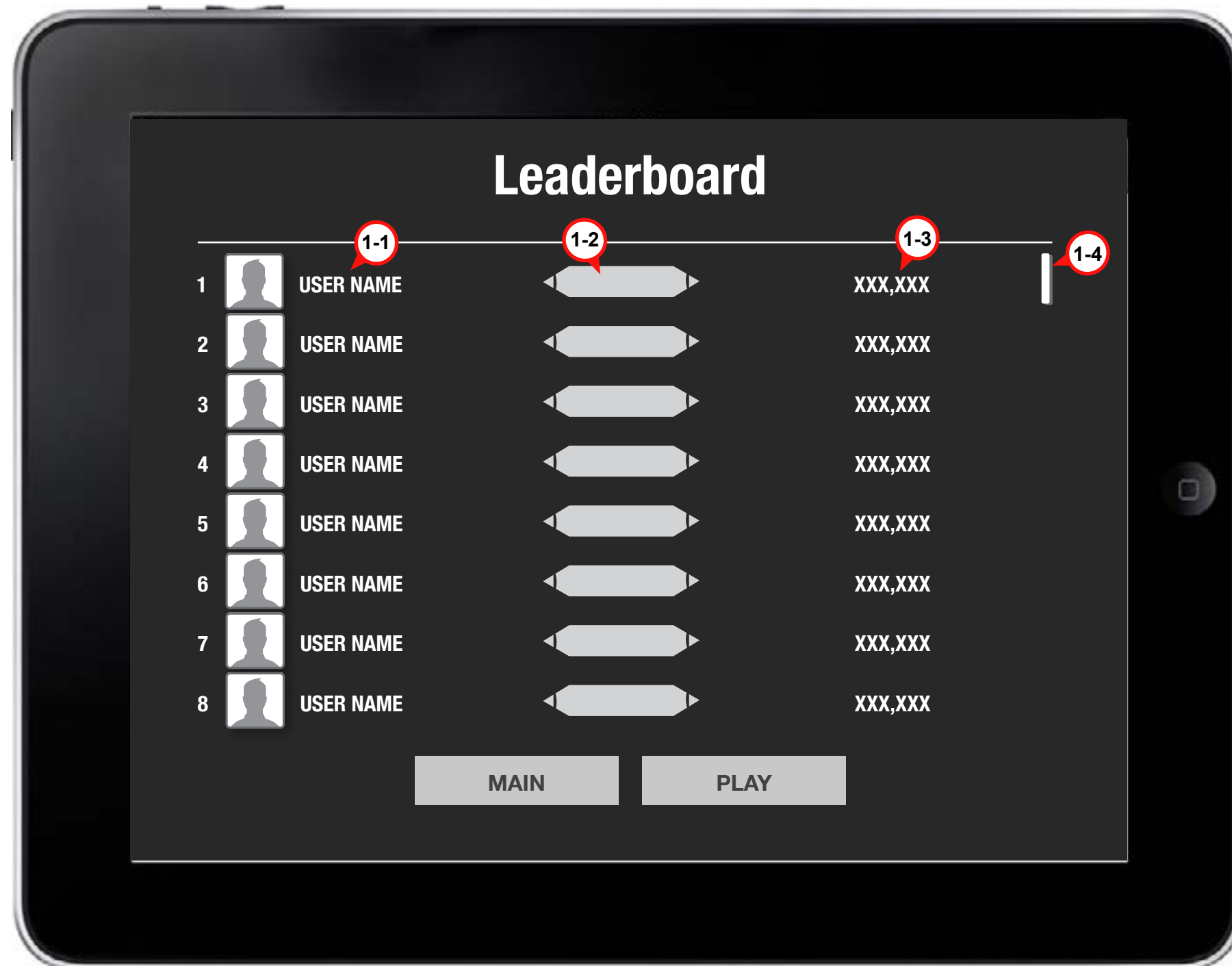
The name of the page.

2. MAIN BUTTON

Brings Users to the tile screen.

3. PLAY BUTTON

Users can jump into the game play experience.



1. LEADERBOARD

Users can see who are the top players through the rank, score and color of the pencil.

1-1. PLAYER NAME

1-2. PENCIL

1-3. SCORE

1-4. SCROLL BAR

Game Information



NOTES

In the Game Information page, Main Page button and Play Game button remain at the bottom but users can slide the information of the game, character and enemies by swiping the screen.

1. SLIDE TITLE

Brings users to character information page.

2. NAVIGATION

Brings users to enemy information page.

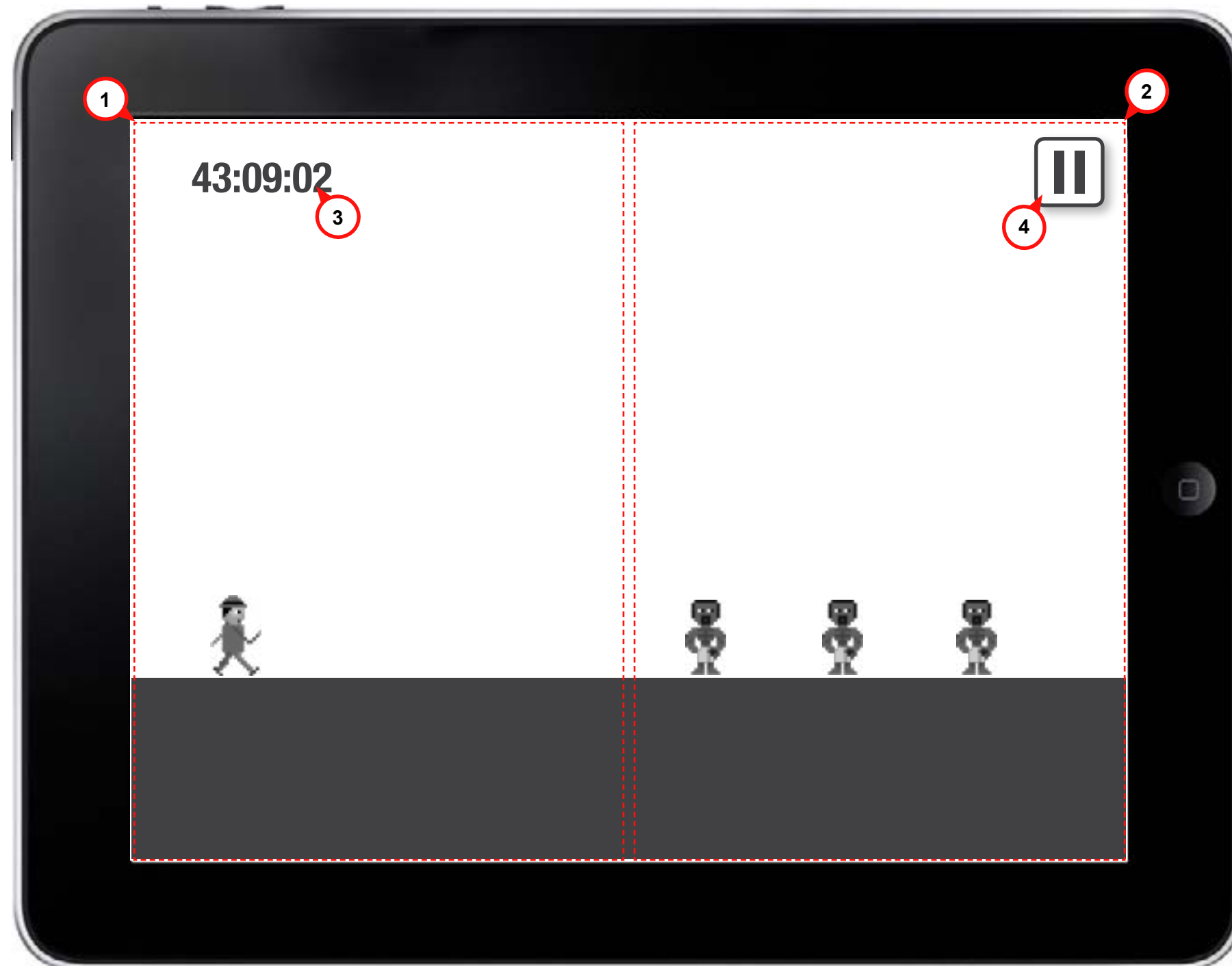
3. MAIN BUTTON

Brings Users to the tile screen.

4. PLAY BUTTON

Users can jump into the game play experience.

Game Play Screen



1. JUMP HIT BOX

The left side of the screen contains a hit box. When tapped, it results in the avatar in the game jumping. Tapping on the hit box twice will result in a double-jump.

2. FIRE/ATTACK HIT BOX

The right side of the screen contains a hit box. When tapped, it results in the firing its weapon/attacking enemies.

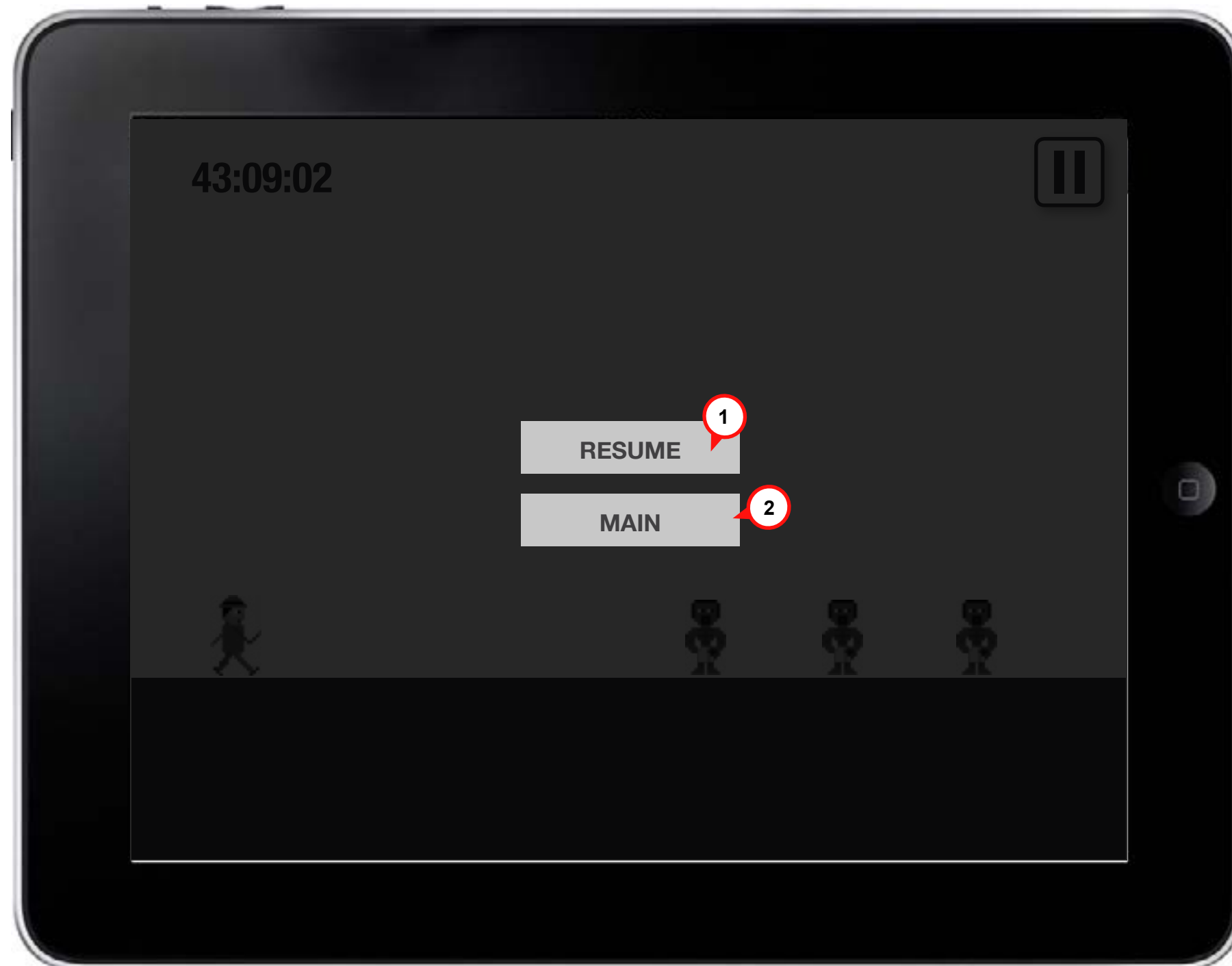
3. COUNTDOWN CLOCK

A countdown clock which represents the amount of time left for the user to reach the finish/their deadline.

4. PAUSE BUTTON

A pause button. Upon pressing the pause button, the game will pause, and the screen will be covered with a semi-opaque cover. An additional pause-menu will also be available for the user and will contain actions.

Game Play Screen_Pause Button Clicked



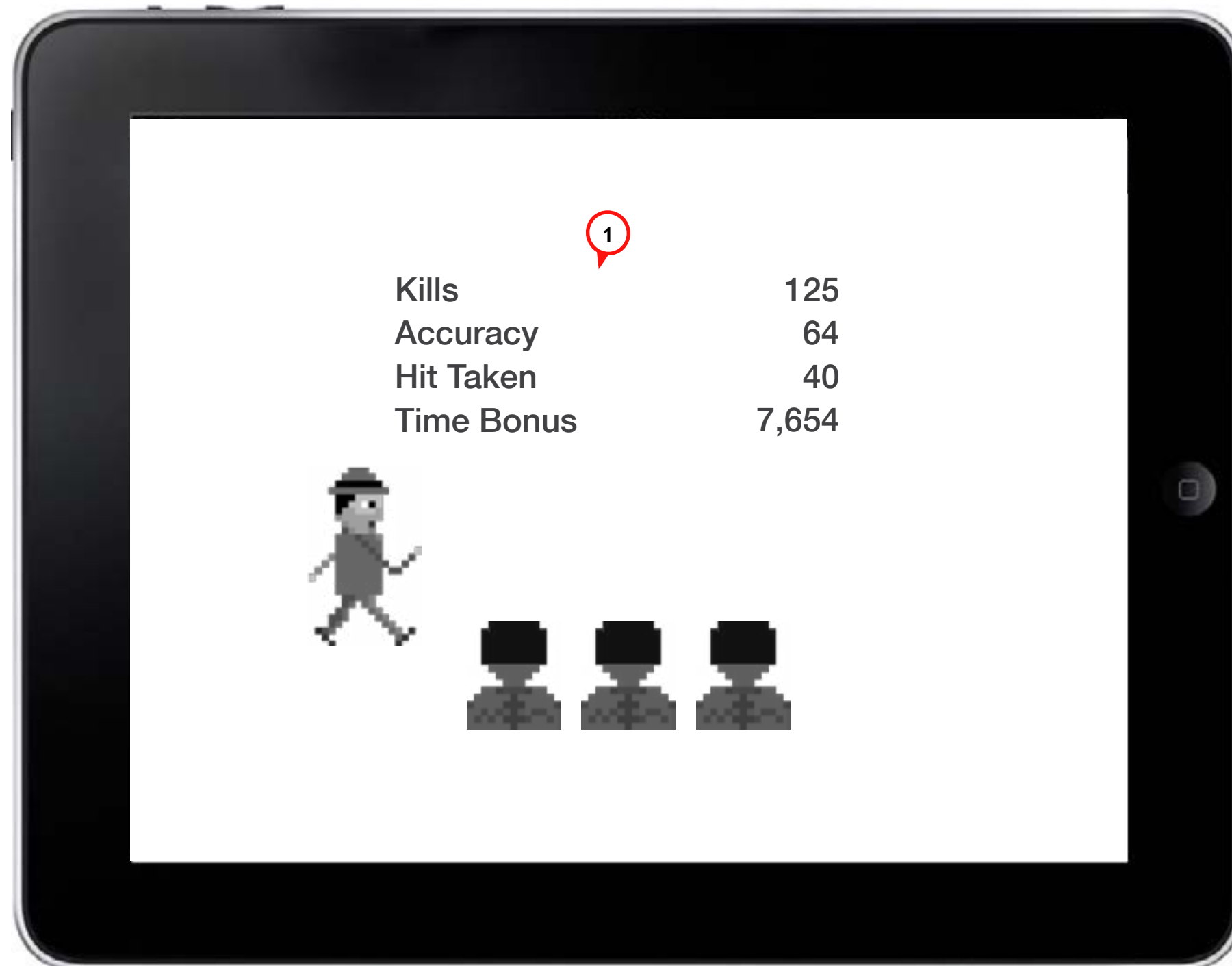
1. RESUME BUTTON

Users can go back to current stage and continue the game.

2. MAIN PAGE BUTTON

Brings users to the title screen.

Ending Screen_Walking to the Judge's Room

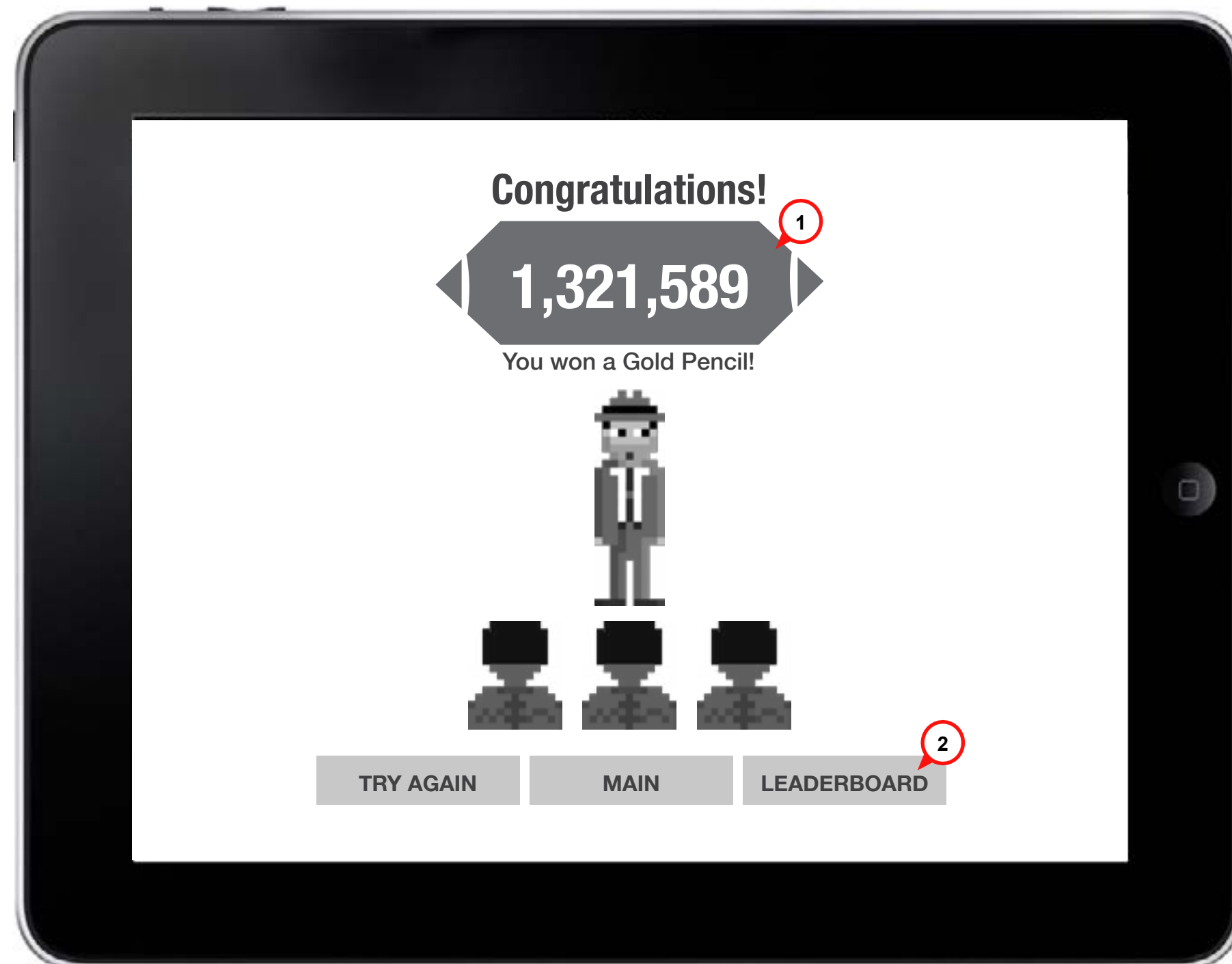


NOTES

When the avatar pass the finish line, he walks into the judge's room. While he is walking to the middle of the room, accumulated score is displayed on the screen.

1. ACCUMULATED SCORE

While he is walking to the middle of the room, accumulated score is displayed on the screen.



NOTES

In the Game Information page, Main Page button and Play Game button remain at the bottom but users can slide the information of the game, character and enemies by swiping the screen.

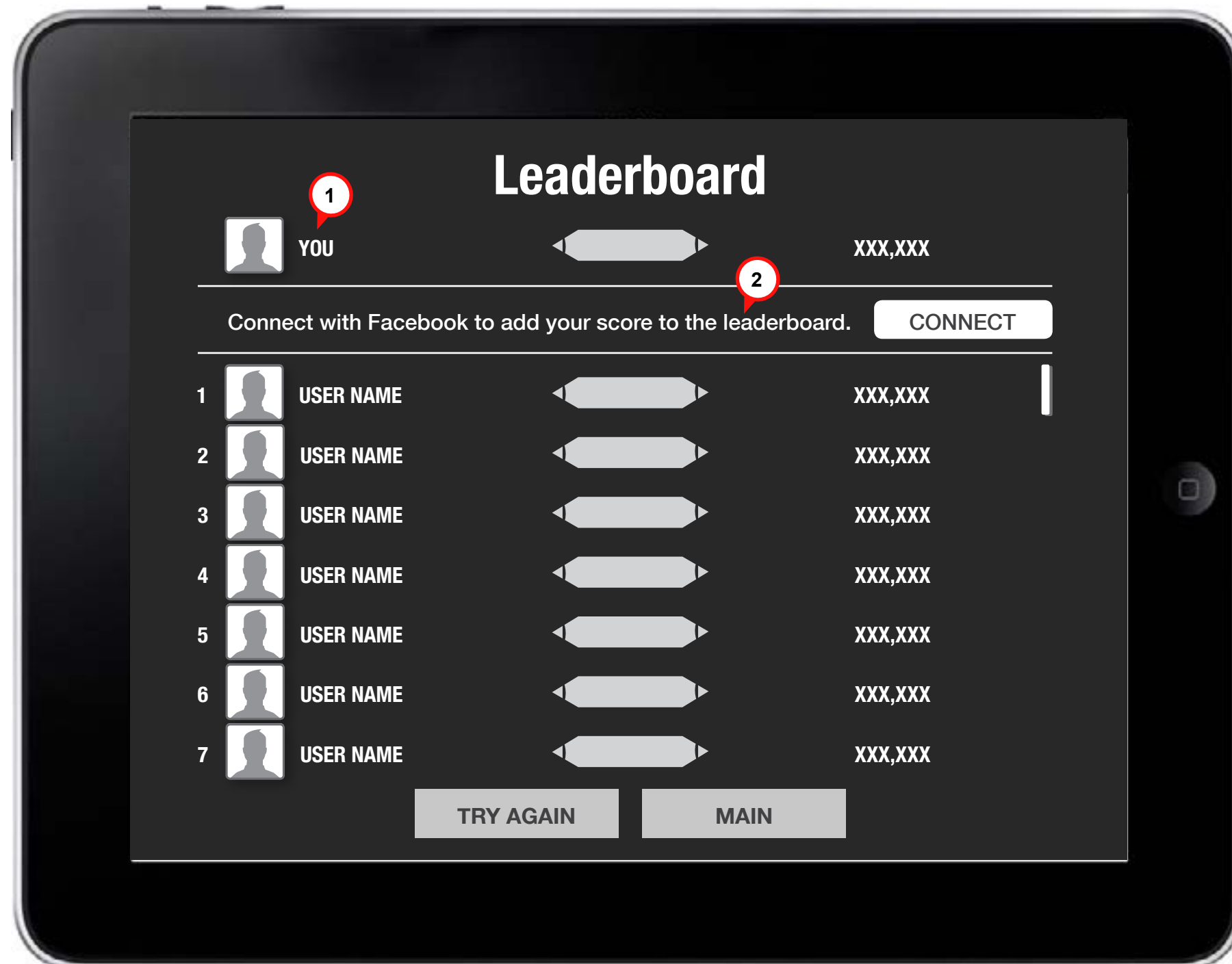
1. TALLY & COLOR OF THE PENCIL

Shows your score and color of the pencil and other players' score and rank.

2. LEADERBOARD BUTTON

Shows your score and color of the pencil and other players' score and rank.

Success_Leaderboard_Before FB Connect

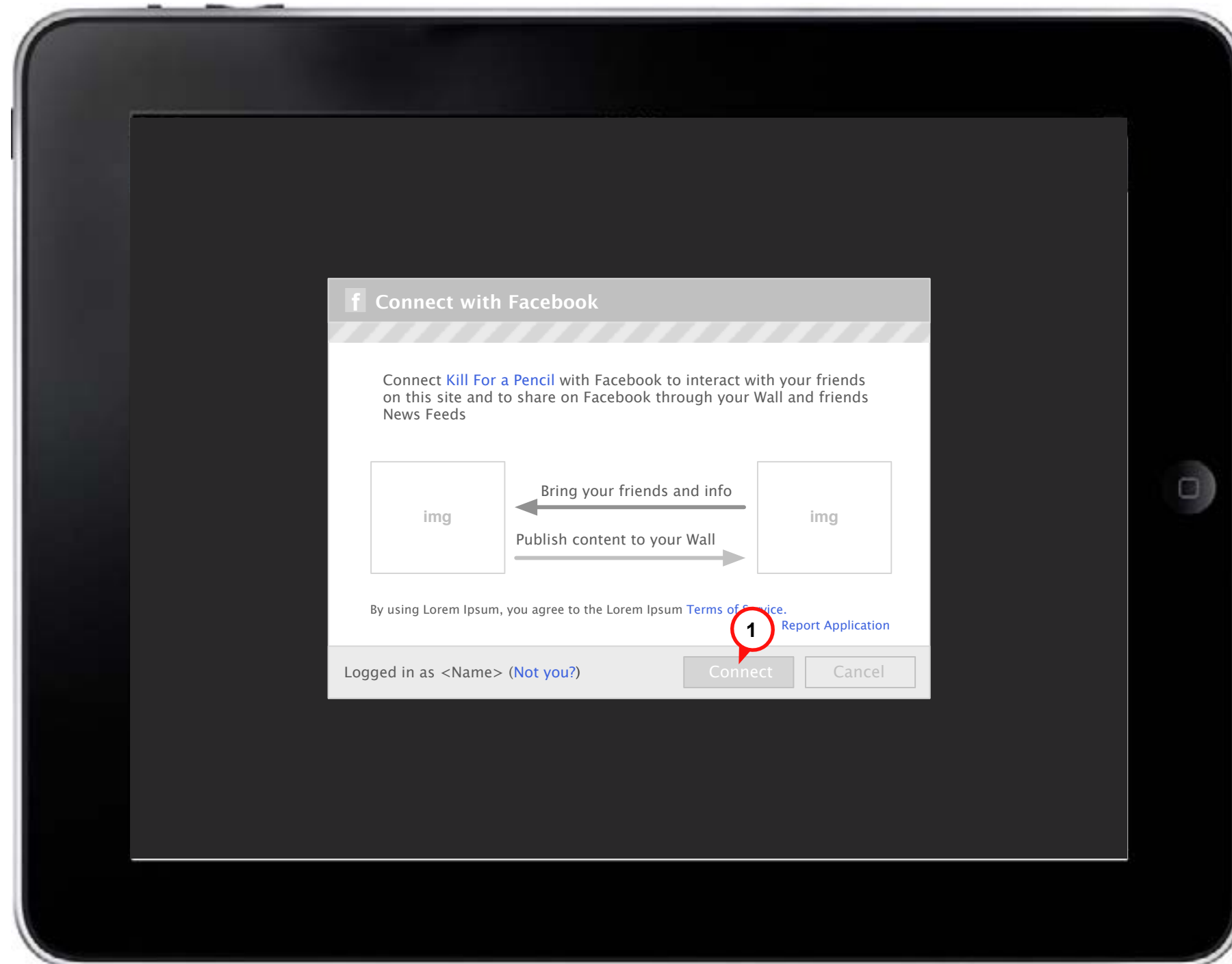


1. PLAYER'S NAME

Players' name won't be displayed until they connect to FB.

2. CONNECT TO FB

Users are informed to connect to FB to save their score on the leaderboard.



1. CONNECT FB

After connecting to FB, users are brought to the leaderboard again.

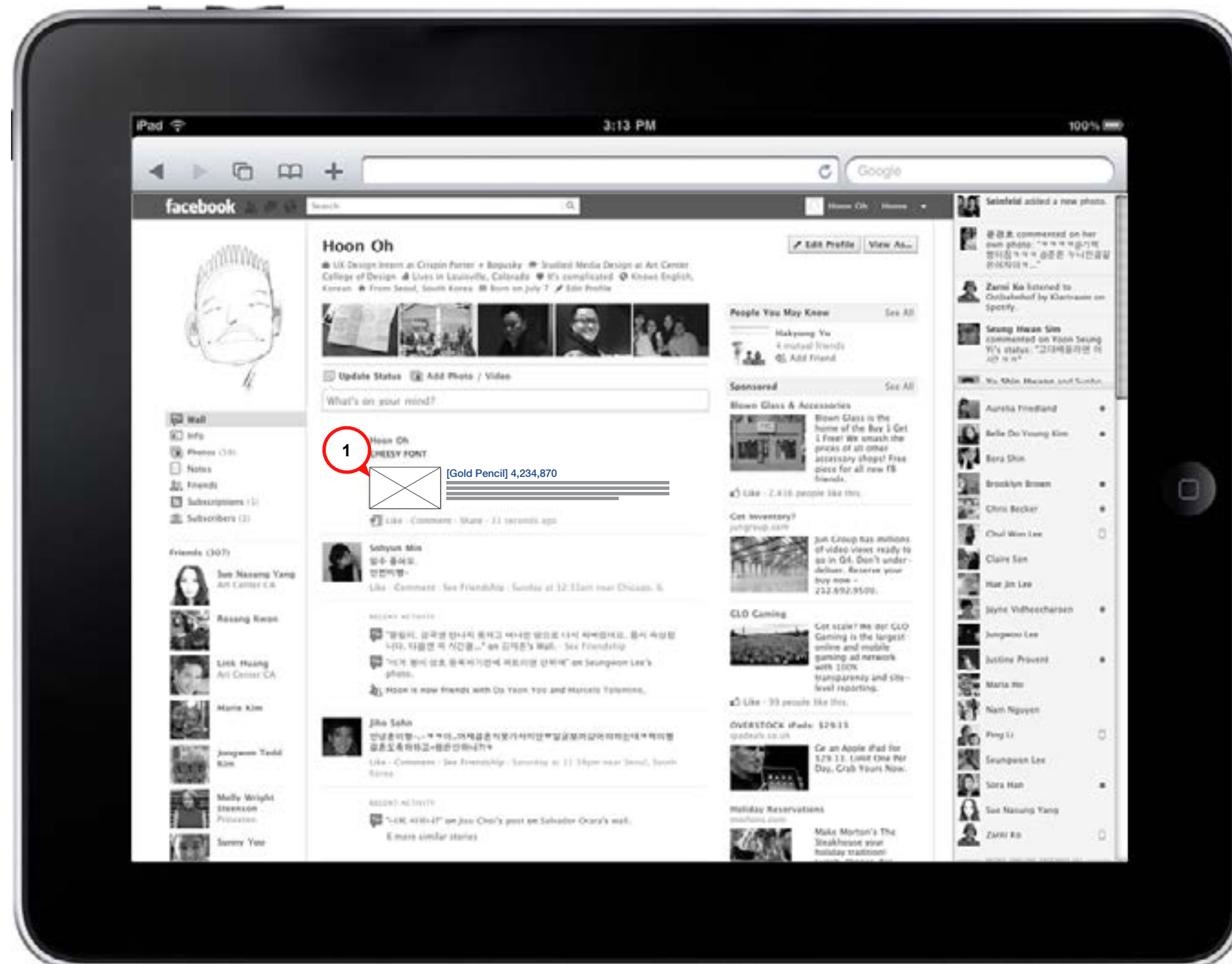
Ending Screen_Success_Leaderboard_After FB Connect



1. SHARE YOUR SCORE

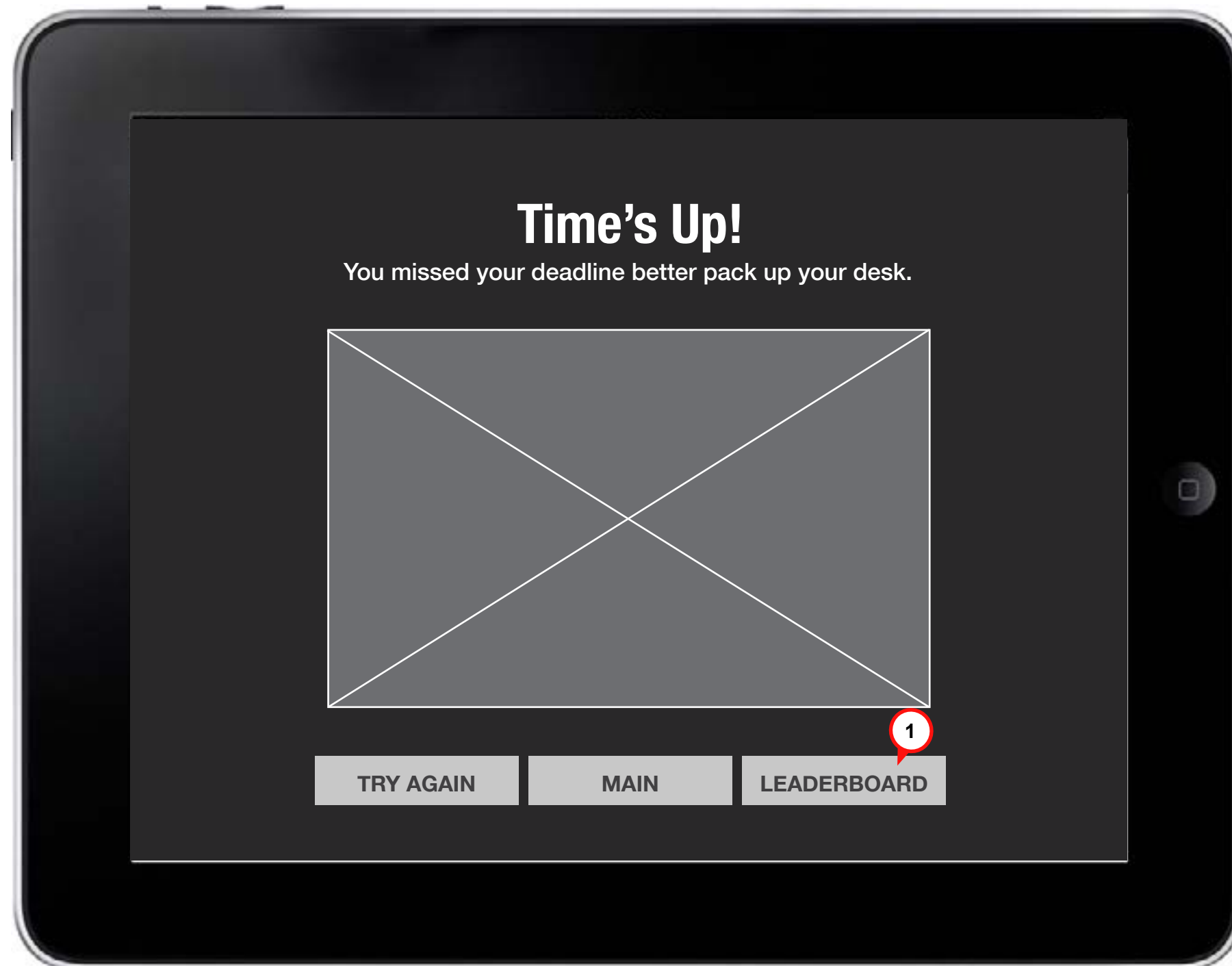
Users can share their score on FB wall.

Score Sharing on Facebook Wall



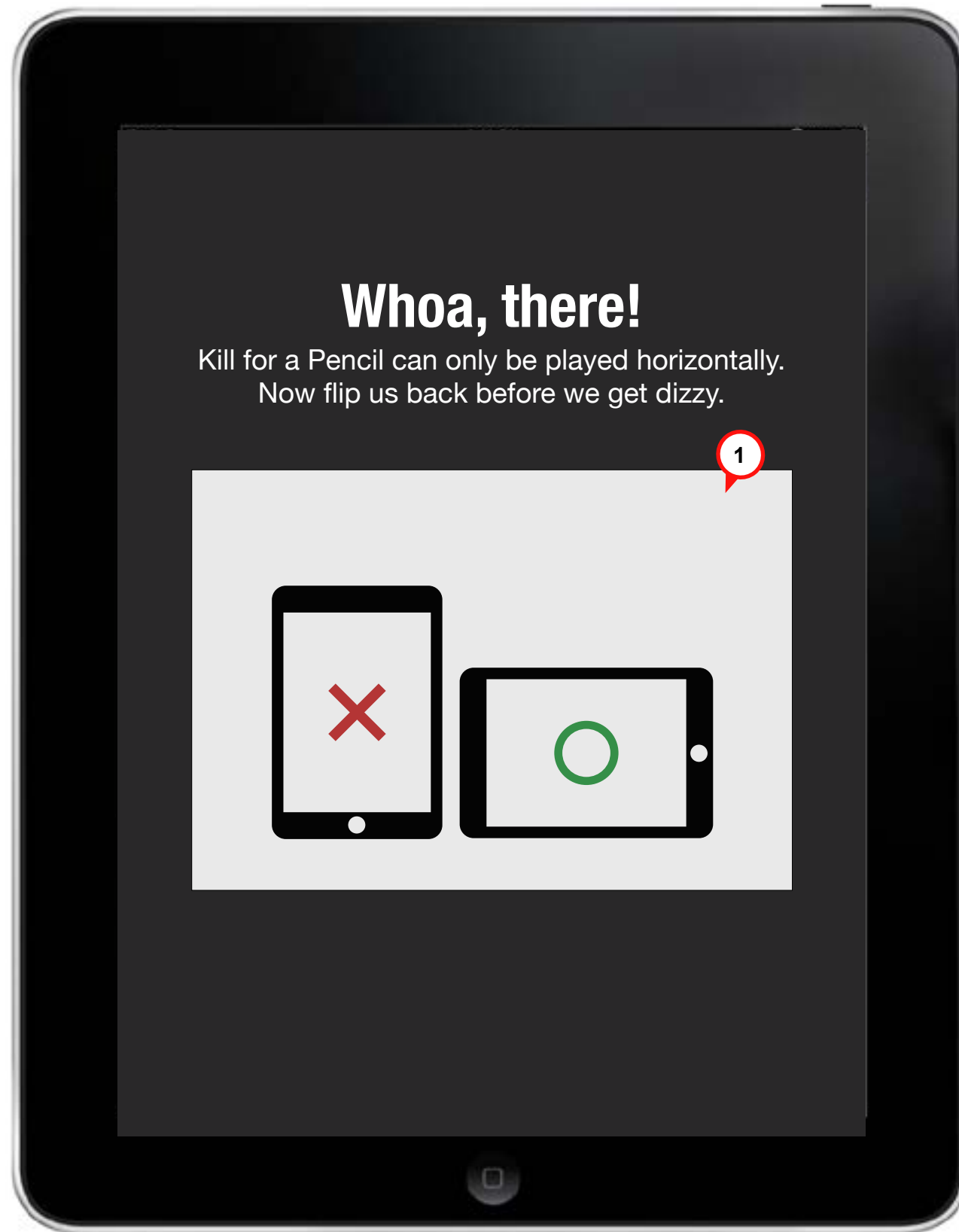
1. SHARING SCORE ON FB

After allowing to share the score, users can see the information on their FB wall.



1. LEADERBOARD

Leaderboard that users see in this stage is same with what they see in the title screen.



1. INSTRUCTION

When users rotate their mobile device to vertical, instruction appears in the lightbox.

Kill For A Pencil Promotion Kit

Kill For A Pencil Promotion Kit

Kill For A Pencil game environment

