MelodyJams

Application Launch Screen

This is an image required by Apple. It should automatically show up on launch.

James Splash Screen

James Splash Screen

Fades in and out.

Arbitrary Splash Screen

Arbitrary Splash Screen

Fades in and out.

Melody Jams

Loading Game

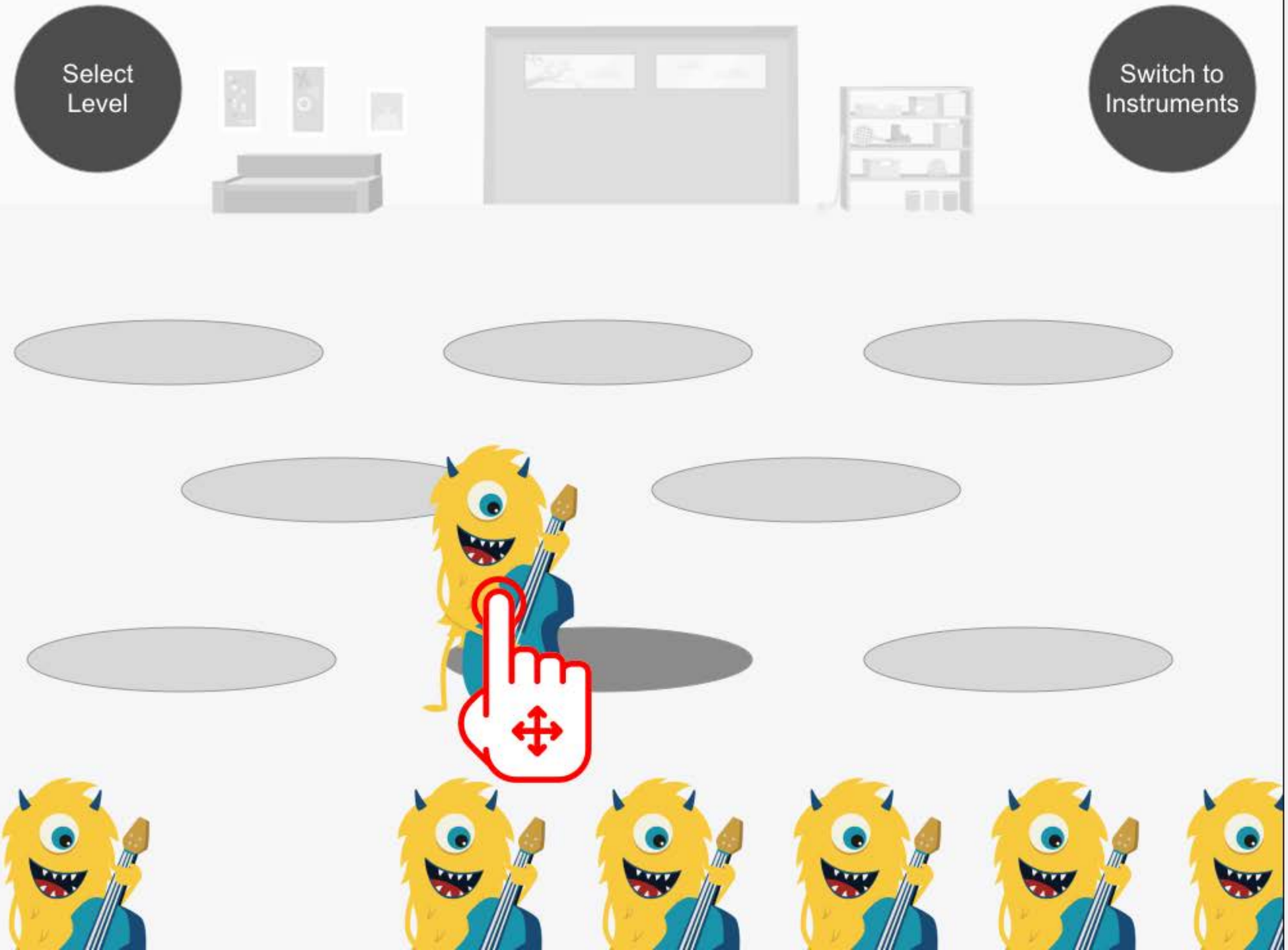
Animate to a Melody Jams Screen with a loading spinner on it. We'll use this to load the initial game.

Select Level

Switch to Instruments

Game Screen

Immediately drop the user into the Garage. **Repeat users will automatically drop into whatever level they last played.**



Tutorial, Game Mechanics

FIRST TIME PLAYING ONLY.

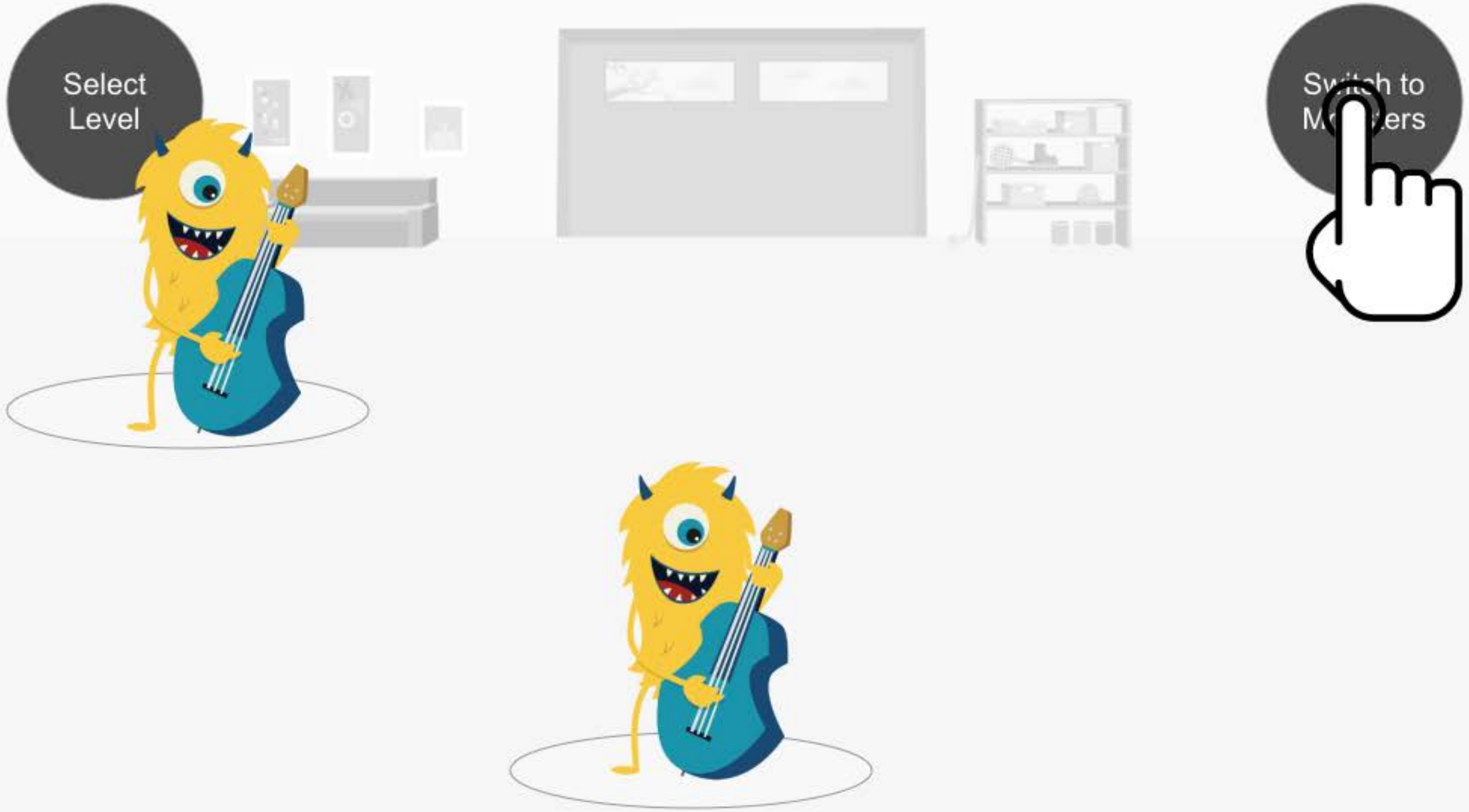
A hand appears and automatically drags a monster out onto the stage to show the user how it works.

NOTABLE UX

- Drop areas appear when drag begins

- Nearest drag area highlights

- The frontmost drag area plays the alternate animation. These monsters are “front and center”.



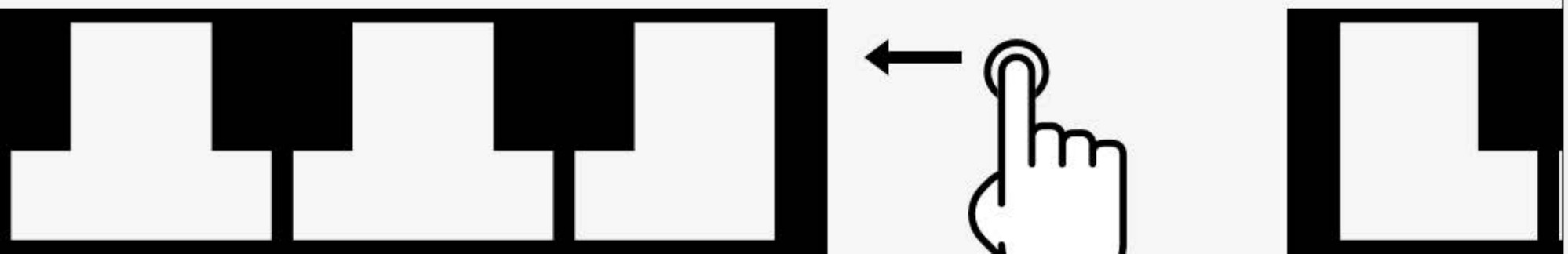
Instruments Screen

Tap the toggle button at the top to view Instruments. The button switches to allow you to toggle between instruments and monsters.

Instruments do not exist on iPhone due to screen real estate.

Select Level

Switch to Monsters



Instruments Swipe

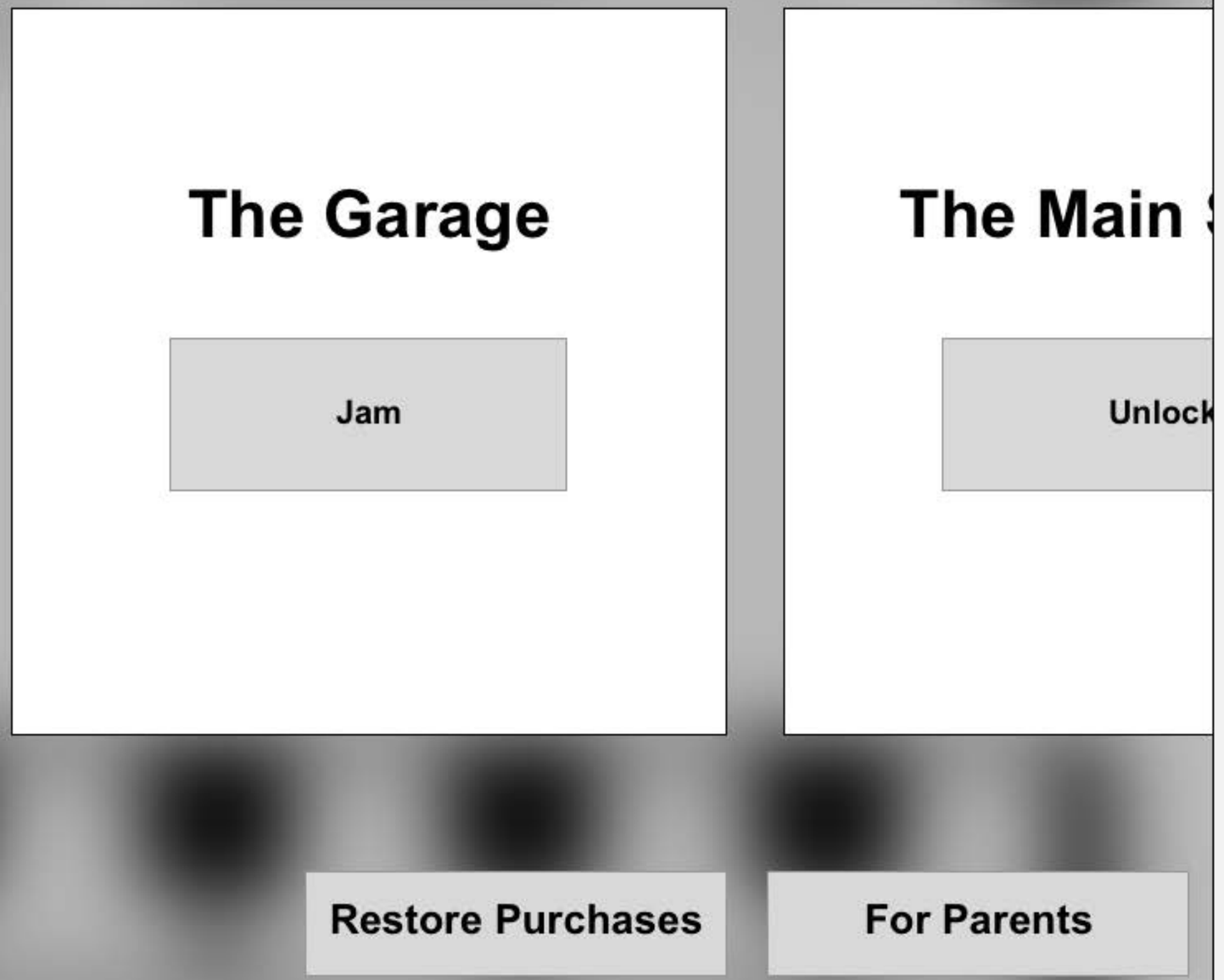
Swipe to change Instruments

Select Level

Switch to Monsters

Select Level

Tap select level to bring up the select level screen.



Select Level Screen

The main stage does one of a few possible things:

- Fades out to a solid color entirely.

- Darkens down / blurs out

- Pauses

Sound may also fade down 75% (or whatever sounds good, TBD).

From there, “cards” appear for each level. Each card is a thumbnail image and a play button.

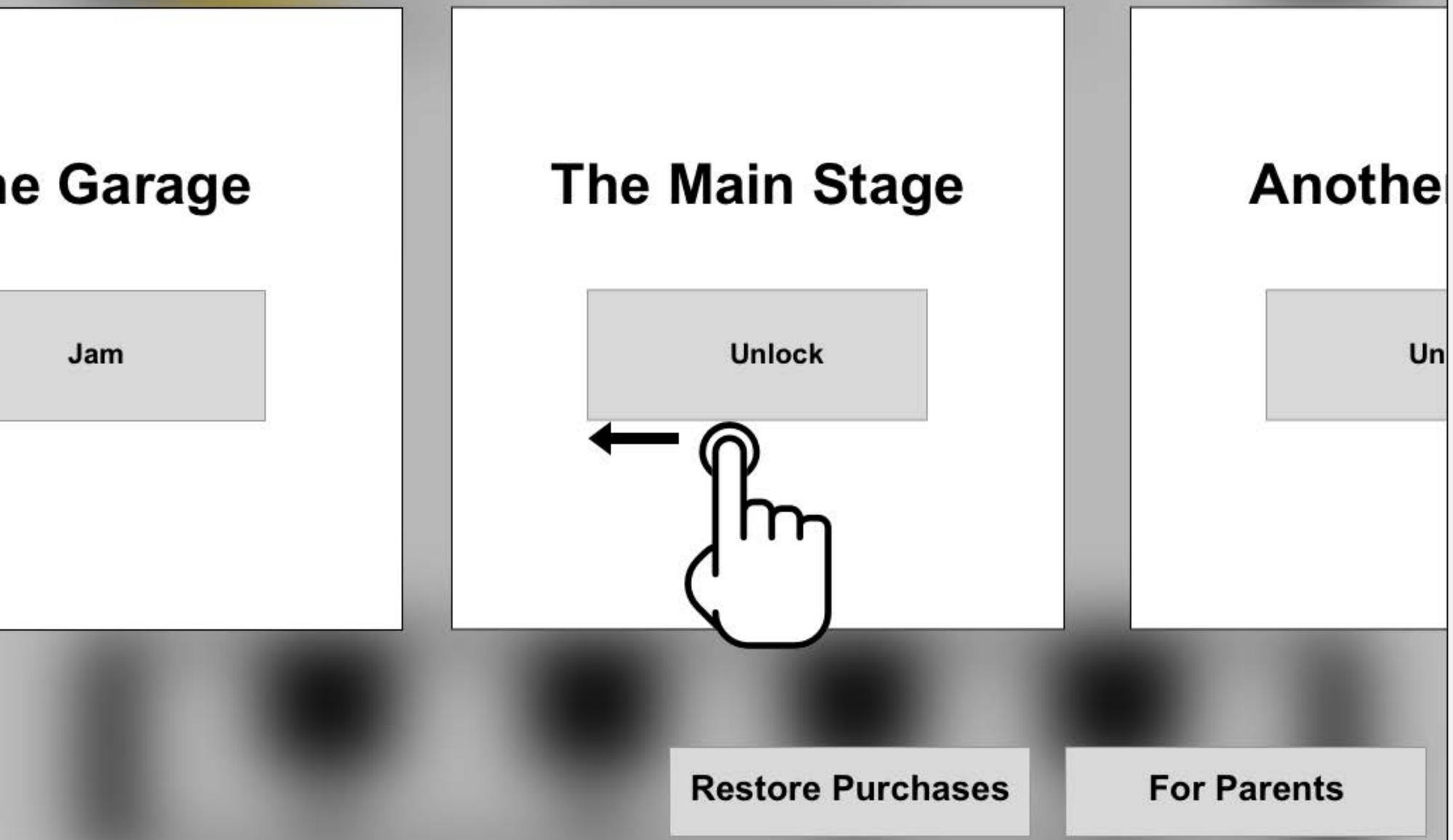
Tap anywhere to return to the game.

Select Level Swipe

You can drag level and right to explore other levels.

Levels can have one of three states:

- Unlocked
- Locked
- Coming Soon



Purchase

Tapping this button will start the iOS purchase funnel. An alert will automatically show up asking for username and password and confirming purchase. **We can't design that**.

he Garage

Jam

The Main Stage

Unlock

Anothe

Un

Restore Purchases

For Parents

ne Garage

Jam

The Main Stage

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Restore Purchases

For Parents

Load Level

After purchase we'll download the level data. This may take awhile. Once it's finished we'll convert that spinner into a Jam icon. A user will have to tap it to play.

Should we create a local notification when this finishes? Can we background download this?

Start Jam

Tap a purchased or unlocked jam to start playing it. This will exist the level selection screen and go to the **Loading Game** screen already drawn.

If the game is in the background, we will need to totally fade it out or otherwise make it go away so we can seamlessly load the next screen.

ne Garage

Jam

The Main Stage

Jam

Anothe

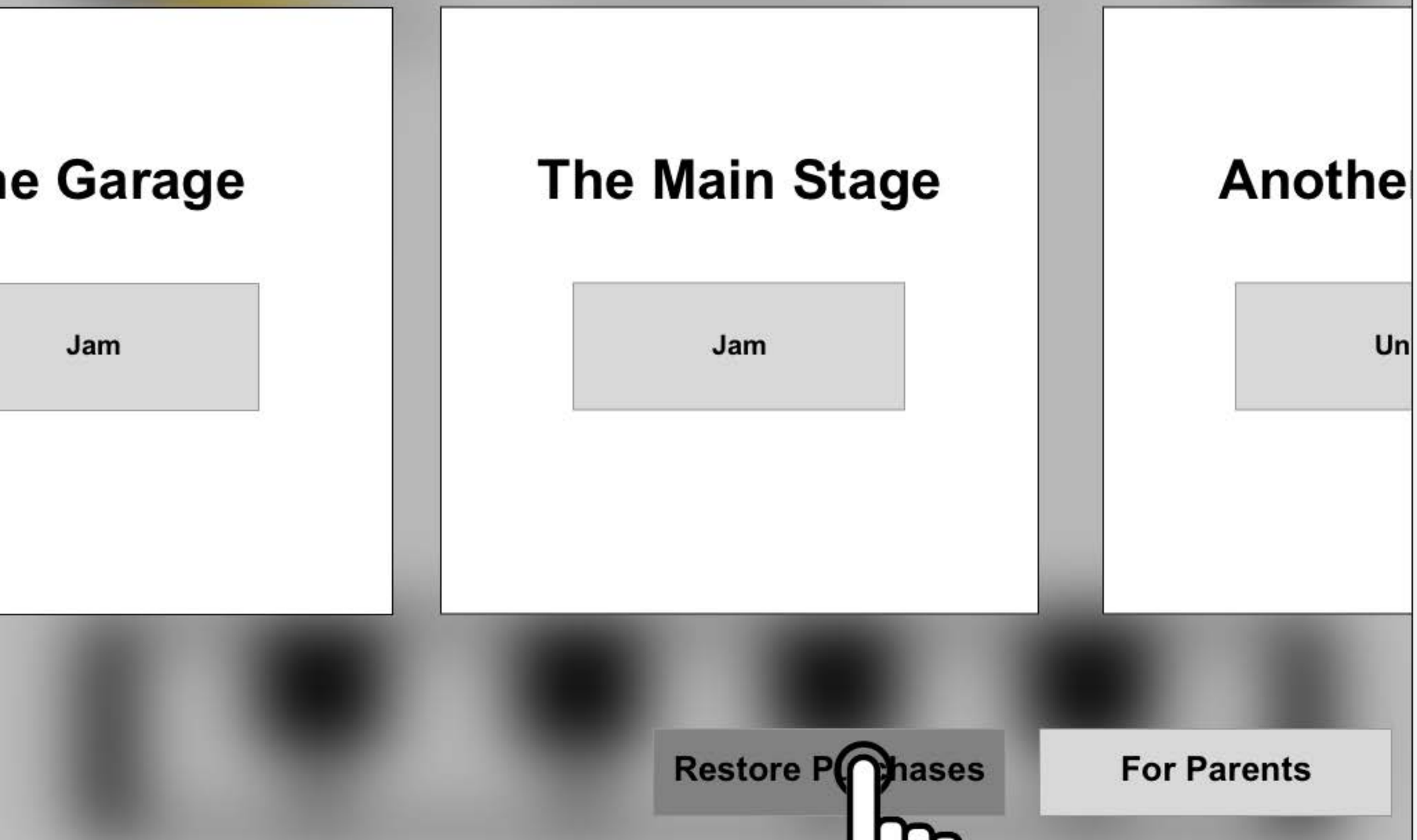
Un

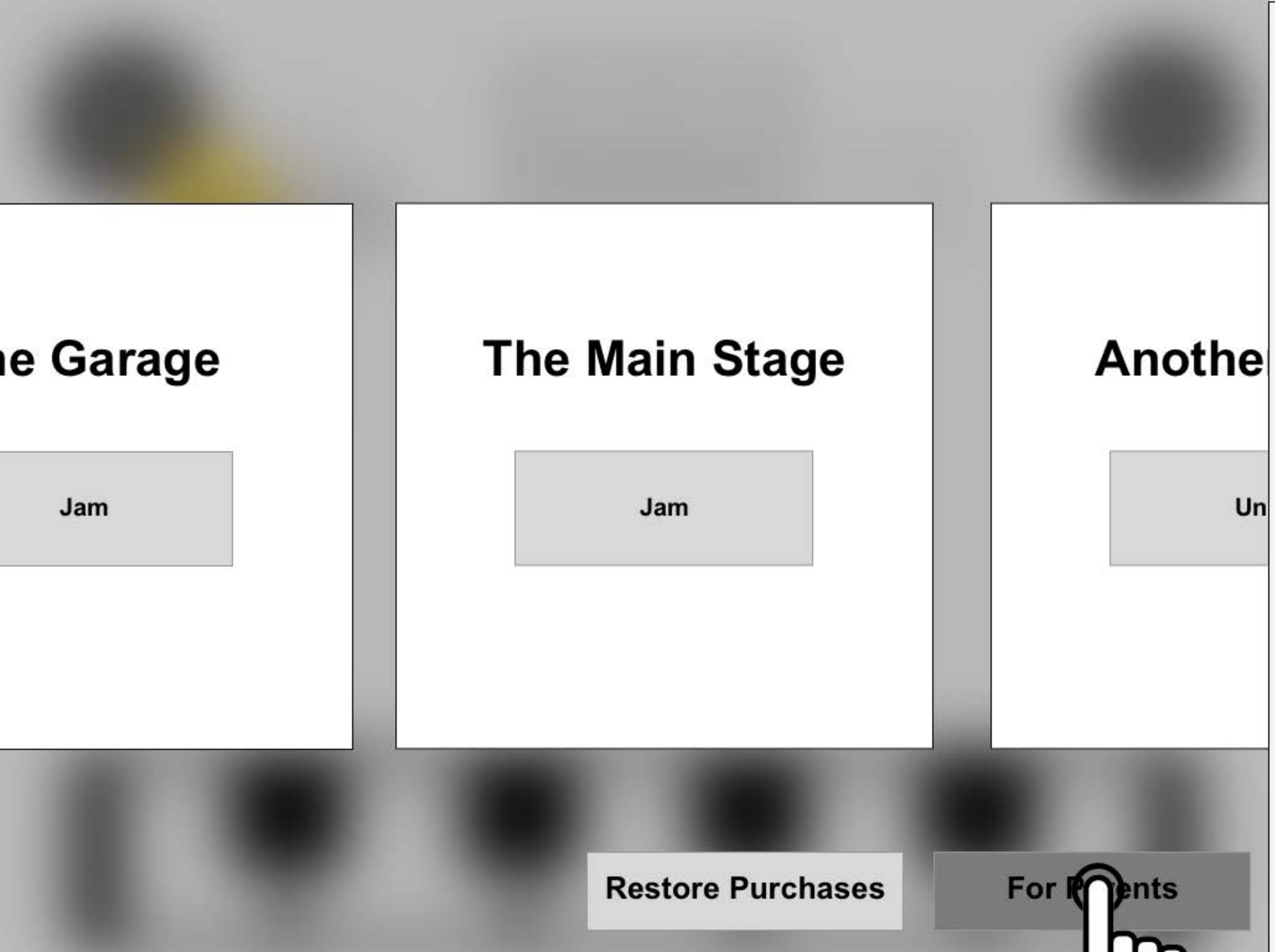
Restore Purchases

For Parents

Restore Purchases

Required by iOS. This will start the Restore Purchases flow, which will display a login window followed by asking a user if they want to restore purchases. All previously purchased levels will then proceed to start downloading automatically.





For Parents

The For Parents button will open up a window that provides parents with information relevant to them. See next screen for more.

Privacy Policy | Credits | Licenses

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Privacy Policy

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Privacy Policy

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Privacy Policy | Credits | Licenses

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Credits

James Bartley

Jamie Kosoy

Matt Cook

Georg Fischer

etc

etc

Credits

About us, of course.

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Licenses

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Licenses

Displays information about open source licenses. Will provide screenshot later of this.

Notes

We may also need to display error messages for the following:

- **Failure to purchase.** If a user enters their username/ password incorrectly, or pushes “Cancel” before completing a purchse.

- Failure to download. If, after a purchase is completed, our server times out or they have a bad internet connection. We should provide a retry button.

- Failure to restore. Similar to failure to purchase.