
Quiet Elise
Game - iOS App
Start Screen / Flow
Wireframes
v2

Document Purpose

'Quiet Elise' is a game for iOS, meant to be played on the iPhone, and developed by *Gabe Kontrovitz Studios*.

This document is here to develop an interactive start screen for the game, one that either leads the user into a starting cinematic, or takes the user to a stage select screen.

This document should be used solely for functional descriptions and is *not intended* to depict final artwork, iconography, or typography.

Legend




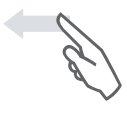







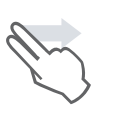

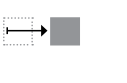
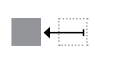

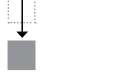






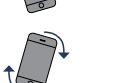






Tap / Double Tap / Press & Hold				
Flick (directional)				
Pinch				
2-Finger Swipe				
Slide				
Genie				
Fade				
Flip				
Shrink / Grow				
Rotate				
Tilt				
Shake				
Loading Indicator				

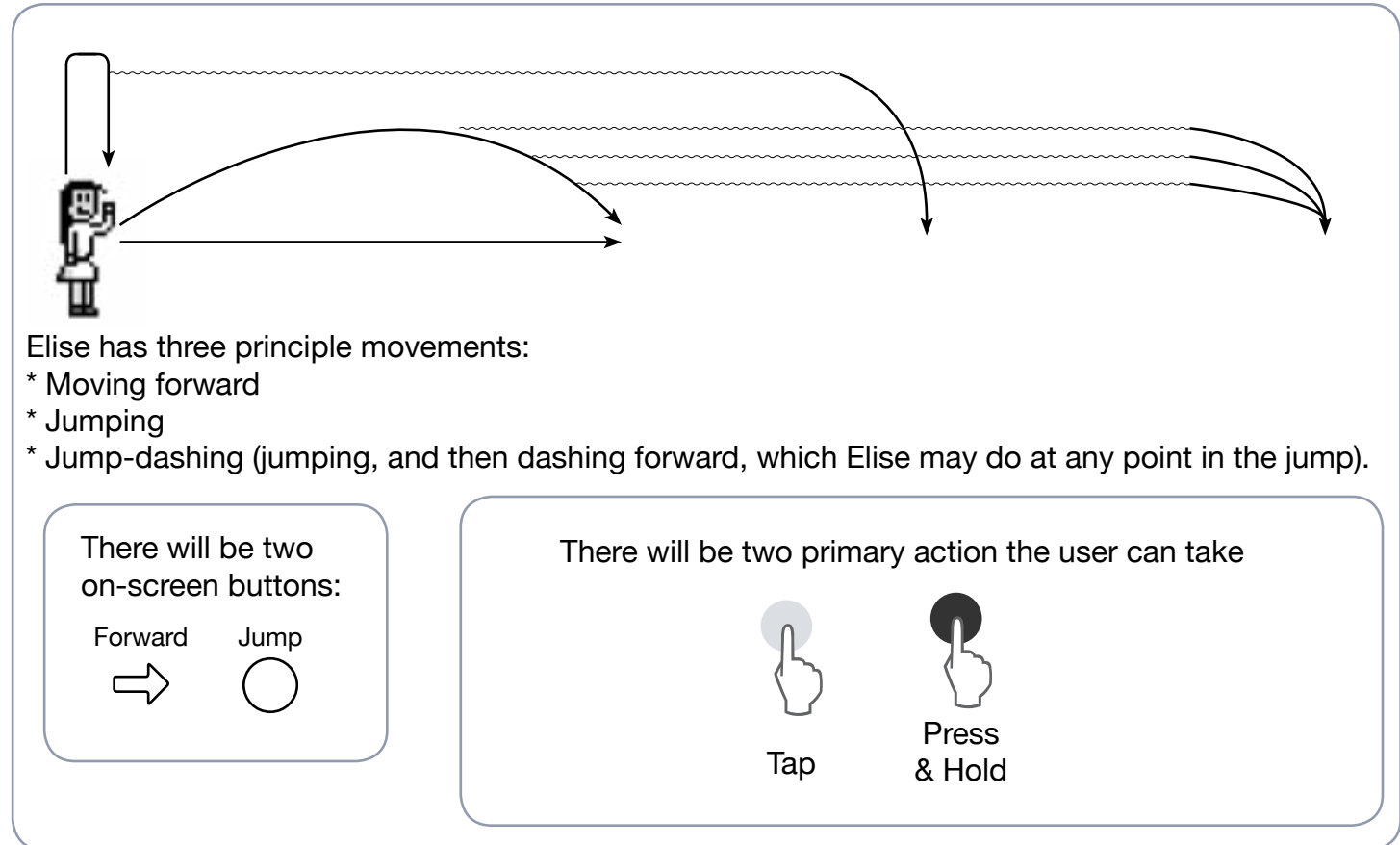
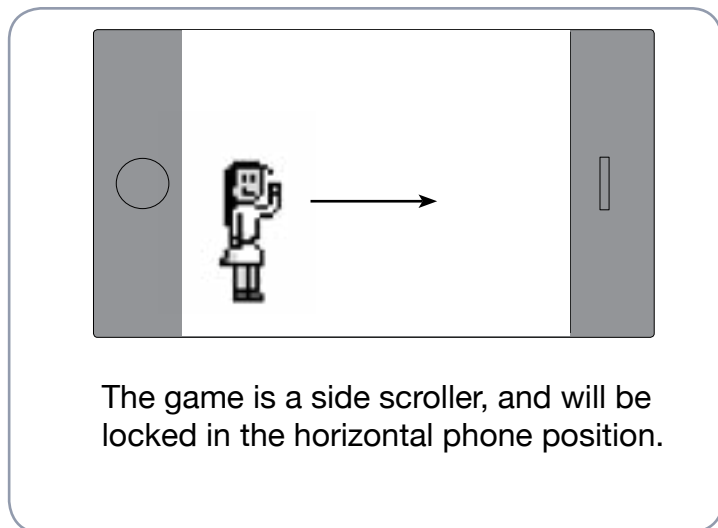
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First of all - an Overview of the Game

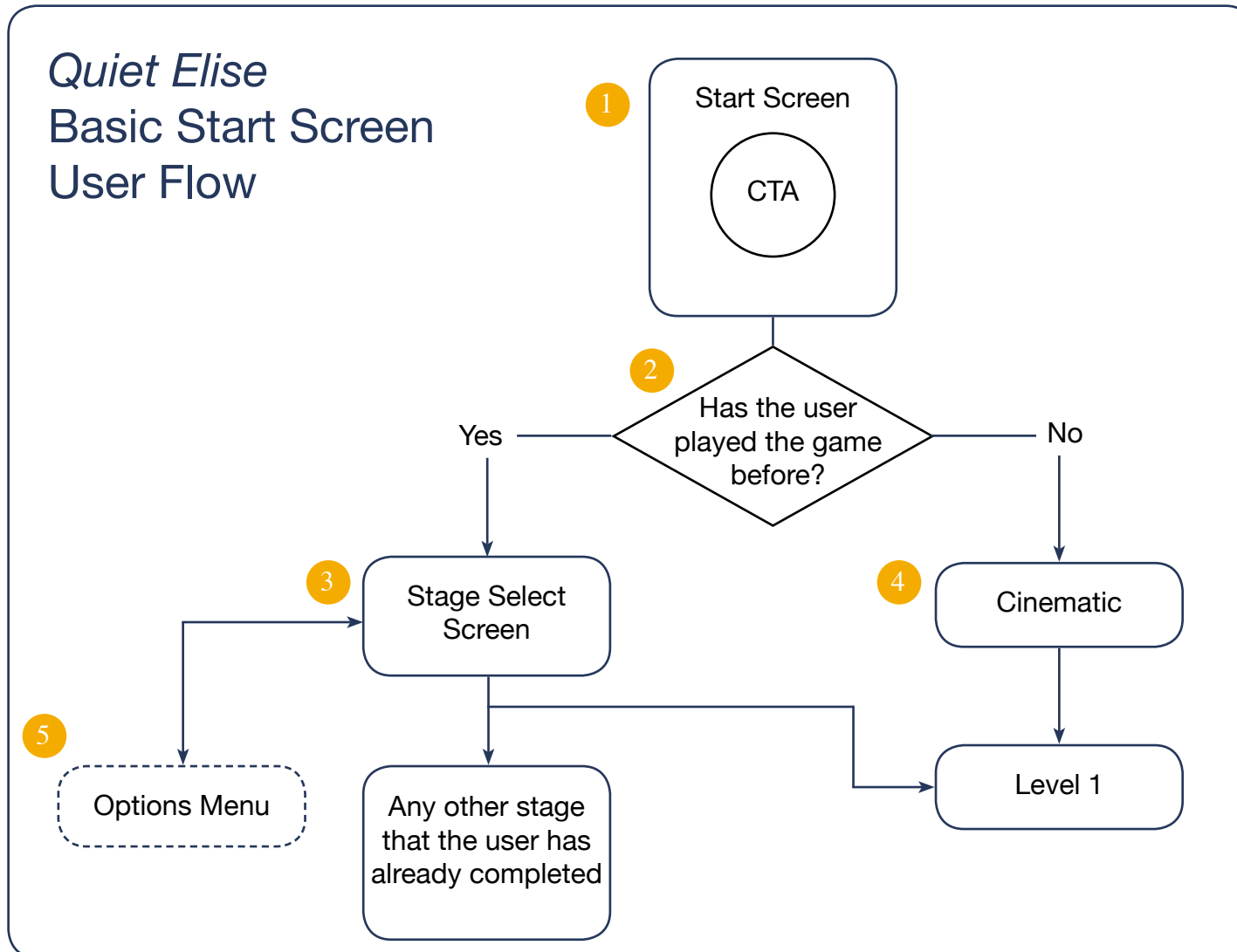
What is this game? We are in the midst of developing a game for iOS from *Gabe Kontrovitz Studios* called 'Quiet Elise.'

It will be first developed for the iPhone, and then possibly the iPad. It is a simple game in which the main protagonist, an eight-year old girl named *Elise* wakes up in a dreamland, and is forced to move forward and/or jump-dash over obstacles.



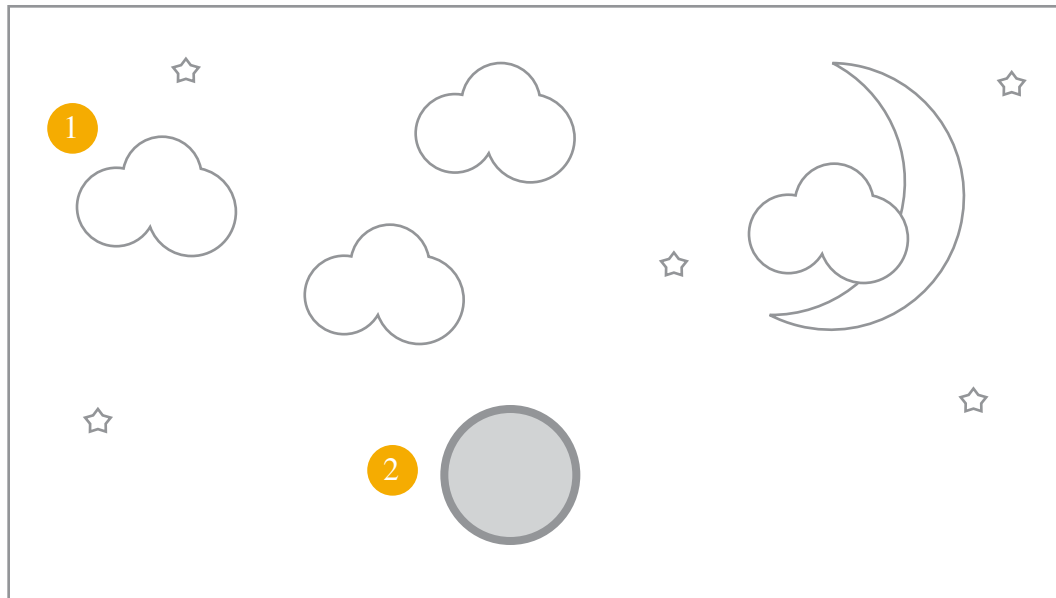
What are we trying to do here?

We want to develop the start screen + everything that follows up to when the user starts playing the game. There are currently quite a lot of moving parts to the game mechanics, but we will deal with them later. At this point, we're looking to fill in the details of the user flow here:



- 1 The start screen will convey the 'simple' nature of this game, and will only have one CTA, and it will be the same CTA, regardless if the user has played the game before or not.
- 2 This decision flow is just another way of saying 'has the user already seen the starting cinematic or not?'
- 3 The stage select screen allows the user to pick stages, up until the uncompleted stage that the user is currently on (which will also be the default selection). User will see how many stages are remaining, but will not be able to access the future stages.
- 4 The cinematic is a simple trailer showcasing the story of Elise going to sleep, and then waking up in this strange dreamland.
- 5 The specifics of the Options Menu UI are currently undecided, but regardless, the Options interface will be intuitive, clear and easy to use.

Start Screen



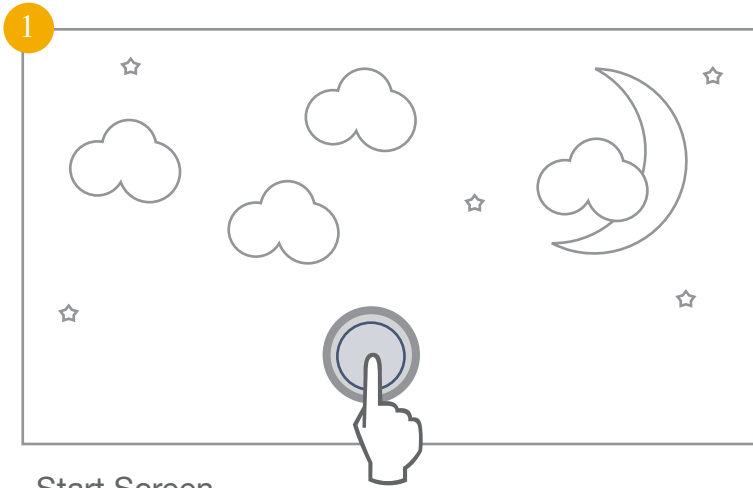
- 1 Both new users and users who have played the game before will see the same start screen.

It will be horizontally-oriented (user does not have a choice about this), and show slowly moving clouds over a nighttime starry sky.

The clouds will not move in any particular direction - they will just hover around a fixed point.

- 2 There will be one CTA on the screen. To provide a 'dreamlike' experience, the button will not even have text.

User has not played the game before - User Flow



1 Start Screen - User taps the one and only CTA.



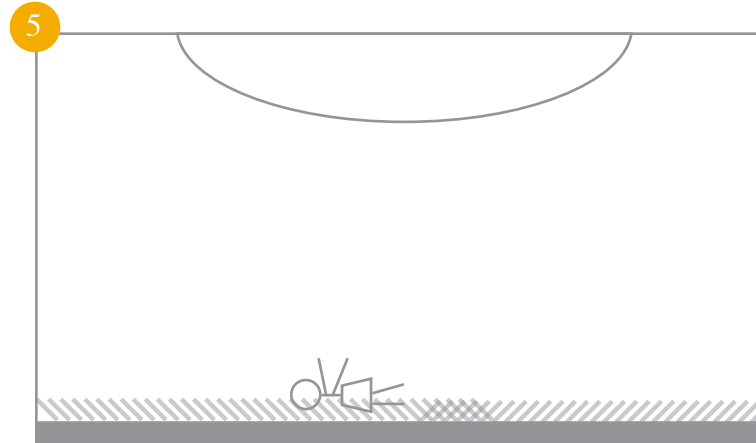
2 CTA fades away and cinematic begins. Screen elements travel horizontally to left to simulate screen movement to the right. Stars become horizontal lines to augment motion effect.



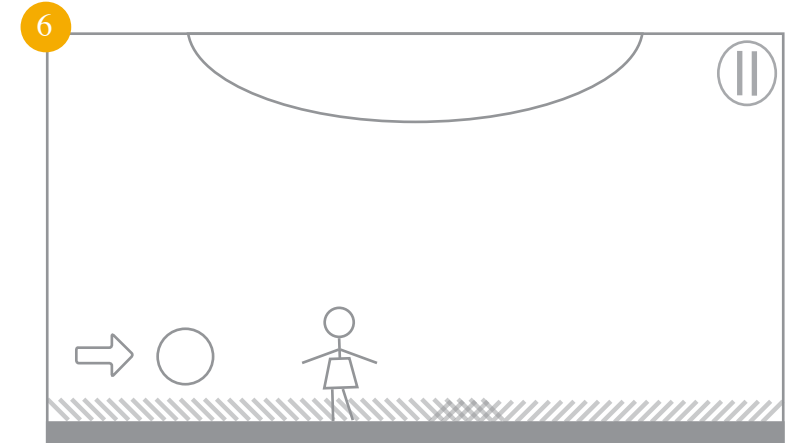
3 Elements slow down, and then stop in their left-alignment. Stripes become stars again.



4 Elise shows up, and begins to fall through the night sky.

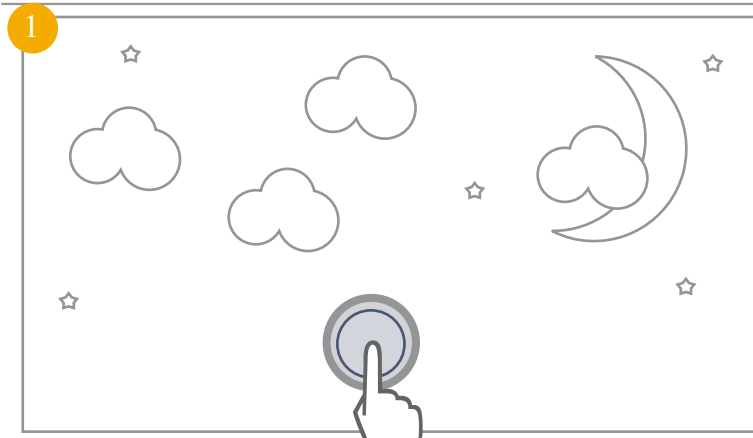


5 Elise lands in a grassy field. The night has become day, and the moon has become a sun.

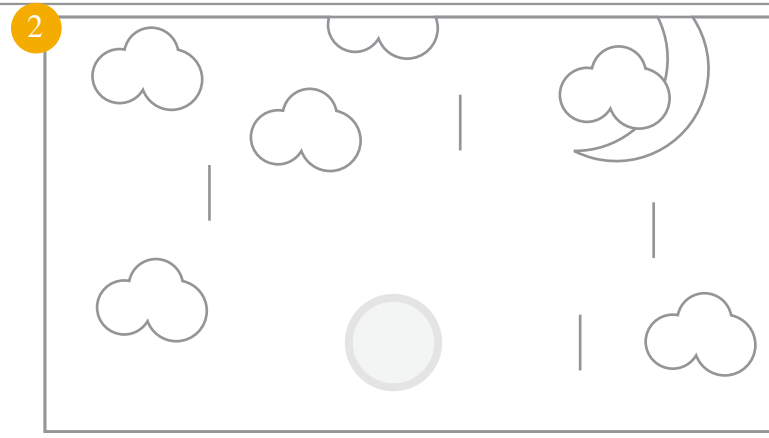


6 Elise stands up, the user controls show up, and the game begins.

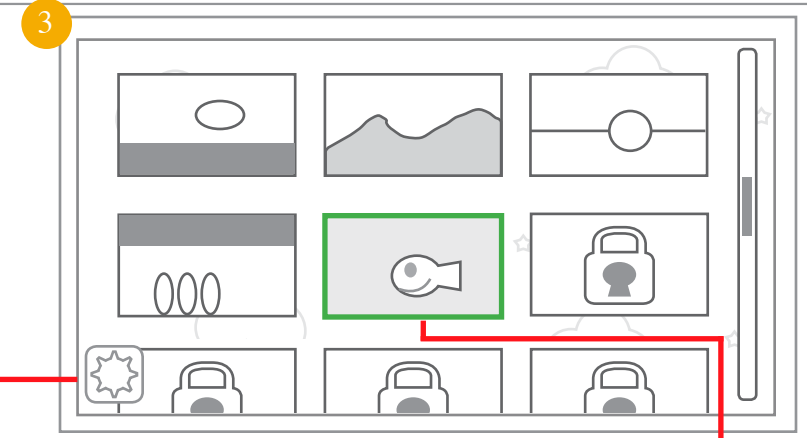
User has played the game before - User Flow



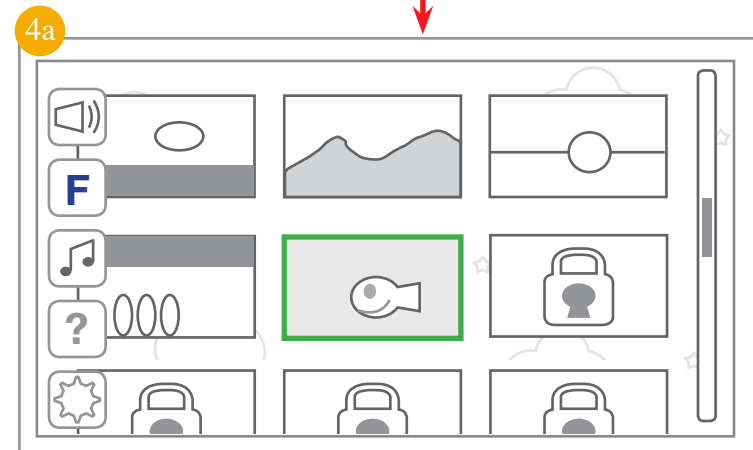
1 Start Screen - User taps the one and only CTA.



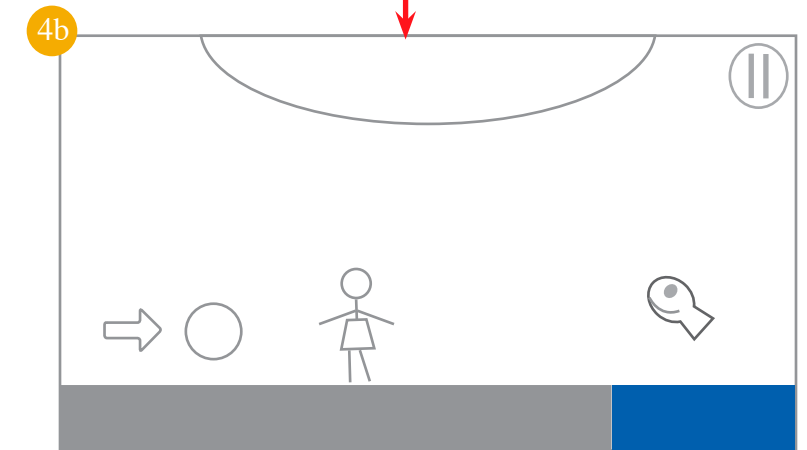
2 CTA fades away. Screen elements travel vertically upwards, to simulate downward motion of screen. Stars become vertical lines to augment motion effect.



3 Screen settles on a translucent background with levels in it. Screen caps on all previously completed levels, current level highlighted. Future levels locked, scroll bar to right implies user can scroll up or down. Options button to bottom left.



4a Clicking options buttons brings up options without taking user out of stage selection UI.



4b Clicking a stage allows user to start in level that they select.

Conclusion

That's it! Though the mechanics and specifics of 'Quiet Elise' are sure to change, we can begin to develop the Start Page UI. Though the modules are thematically linked, they can be developed separately, and we should develop this module right away.

Quiet Elise 