

1. Bird Collection Dialog

1.1. Concept Diagram

Note: The dialog is meant to be large. It's fine if it almost fills the 780x594 Flash viewport.



Note: In the actual dialog, each bird will be different.

The dialog shows "collected" (spotted at least once) birds with one background color and "uncollected" (unlocked but not spotted) birds in a different background color. The colors should be selected so that the player will want to collect all the birds and fill up their "album". Locked birds are not shown in the dialog.

The dialog automatically opens when the player closes the Bird Spotting Rewards dialog if any of the following conditions has occurred:

- The player has spotted the bird (of the Bird Spotting Rewards dialog) for the first time.
- The player has gained a level of familiarity (bronze, silver, gold) for the bird.

This dialog also opens when the player clicks the Bird Collections button on the isometric view. This replaces the former UI where a sliding menu with My Lifelist, All Birds, and Bird Stars options. The bird info section of the My Lifelist dialog is retained as the My Birds dialog, which can open over the Bird Collection dialog.

The dialog has a number of player behavior motivators, including:

- Motivation for the players to spot every bird, to get the good emblem with the bird's actual name and its full-color bird picture.
- Motivation to level up and unlock more/all the birds.
- Motivation to earn the familiarity medals, since each medal the player earns noticeably makes it emblem more impressive.

1.1.1. Bird Collection Button Changes

Element	Description	Functionality
 Default State [not illustrated] Hover State [not illustrated] Clicked State	Bird Collections button.	Open the Bird Collection dialog instead of the Bird Collections sliding menu. Mouseover Text: Change: "Click to open the bird collections menu" to: "Click to open your bird collection"

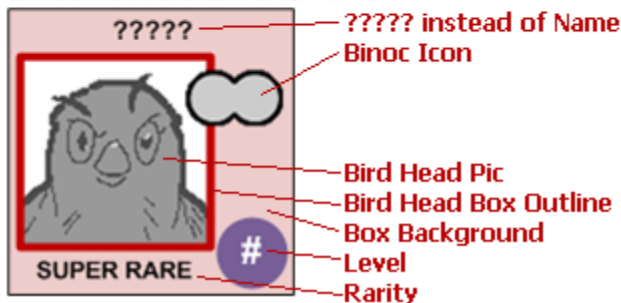
1.2. Bird Emblems

The crucial part of the dialog are the bird "emblem" that show the player's bird collection. Emblems are differentiated based on whether the player has collected (spotted) or not:

Collected Bird Emblem



Uncollected Bird Emblem



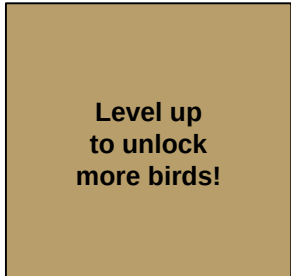
The bird name can potentially be somewhat long (our current longest is 25 characters). We can accommodate longer names by placing them on two lines:



Alternatively, we could abbreviate names that are longer than 20 characters. See the Abbreviated Names section for suggested abbreviations.

Based on spotting/familiarity and dialog room, there are six basic kinds of emblems:

Emblem	Description
	Uncollected Bird: The bird has not been spotted yet. Name: ????? Icon: Binoculars Bird Head Pic: Grayed out, lower detail Pic Outline: Red Box Background: Somewhat annoying color Rarity: Bird's actual rarity
	Collected Bird, Spotted: The bird has been spotted, but no level of familiarity has been gained. Name: Bird's actual name Icon: Medal outline Bird Head Pic: Full color and detail Pic Outline: Light green Box Background: Nice, soothing color that goes well with the various pic outlines. Rarity: Bird's actual rarity
	Collected Bird, Bronze: The bird has been spotted and bronze level of familiarity has been gained. Name: Bird's actual name Icon: Medal outline Bird Head Pic: Full color and detail Pic Outline: Bronze Box Background: Nice, soothing color that goes well with the various pic outlines. Rarity: Bird's actual rarity
	Collected Bird, Spotted: The bird has been spotted and silver level of familiarity has been gained. Name: Bird's actual name Icon: Medal outline Bird Head Pic: Full color and detail Pic Outline: Silver Box Background: Nice, soothing color that goes well with the various pic outlines. Rarity: Bird's actual rarity

	Collected Bird, Spotted: The bird has been spotted and gold level of familiarity has been gained. Name: Bird's actual name Icon: Medal outline Bird Head Pic: Full color and detail Pic Outline: Gold Box Background: Nice, soothing color that goes well with the various pic outlines. Rarity: Bird's actual rarity
	Space Filler: This is used to fill up empty emblem slots. It encourages players to level up to get more birds. Also see the Filler Emblem Management section.

The collected and uncollected bird emblems are active content elements:

- A click on a collected bird emblem opens the My Birds dialog for that bird (formerly, the My Lifelist dialog).
- A click on an uncollected bird emblem opens the Bird Guide dialog for that bird.

When the mouse is over a collected or uncollected bird emblem, the emblem has a highlight, indicating that it is clickable:



Collected bird emblem



Uncollected bird emblem

1.3. Filler Emblem Management

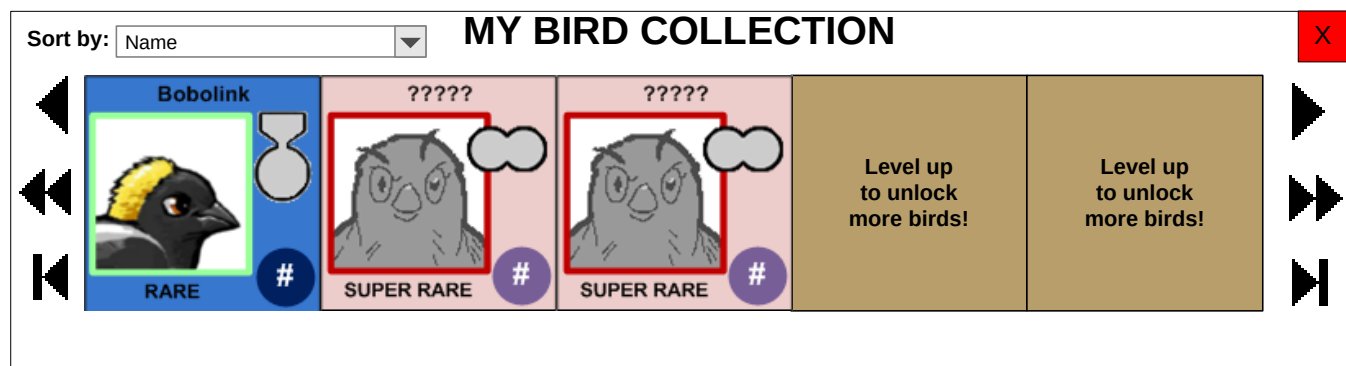
For the initial user experience, we want to avoid presenting them with a large number of filler emblems:



WRONG! A Level 1 player should not encounter this.

Instead, while we only have one page of emblems, we just show a row if it has any non-filler emblems on it:

Example: User has only three available birds:



Example: User has eight available birds:



Once we have more than one page of emblems, the users should know the drill by now, so we can fill up all empty slots on the page with the filler emblems.

1.4. Transition and Glow

Rough Concept, the Bird Spotting dialog shrinks into the target emblem and fades out:



When the Bird Collection dialog is displayed after the Bird Spotting dialog is closed, we should have a transition between the dialogs that calls attention to the bird emblem that is affected on Bird Collection dialog.

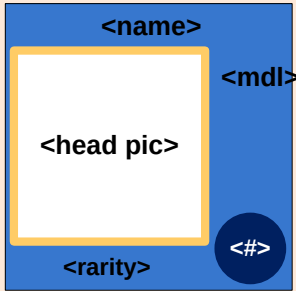
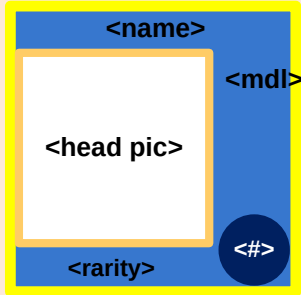
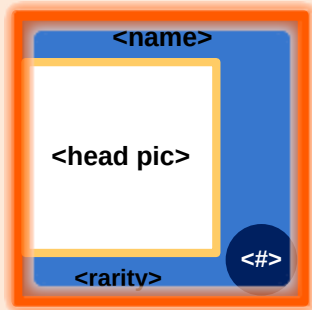
When the transition ends, the target emblem has a glow around it. The glow is present until the user clicks on any active element in the dialog (such as the emblem itself, the close button, another emblem, etc.).

1.5. Dialog UI Elements

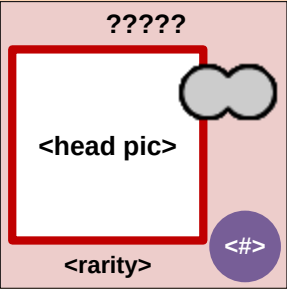
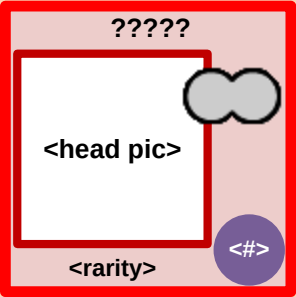
Element	Description	Functionality
MY BIRD COLLECTION	Dialog title: MY BIRD COLLECTION	None.
	Close control.	On mouseover, display "Close." On mouse click, close the dialog.
Sort by:	Static text label.	None.

Name ▼	Drop down menu. Menu options: Level (default) Name Medals Rarity	When a drop-down menu option is activated, change the drop down to that option and resort the list. If there is more than one page of emblems, the emblem having the focus must remain on the visible page. Example: The display is level-sorted, with Red-tailed Hawk (has focus) on page 1 of the pages. The user chooses a name sort. The Red-tailed Hawk now would be on page 2, so the sorted display shows page 2. If no emblem has the focus, sort as if the upper left emblem has the focus. Sort types: Level. This is the default. The emblems are sorted in increasing numerical order. Name: The emblems are sorted in increasing alphabetical order. Medals: The emblems are sorted in this order: unspotted, spotted but no medal, bronze medal, silver medal, gold medal. Rarity: The emblems are sorted in this order: common, uncommon, rare, and super-rare.
Default State Hover State Clicked State	Scroll Left 1 Columns button.	Scroll left one column of birds, if possible.
Default State Hover State Clicked State	Scroll Left 4 button.	Scroll left four columns of birds. (Note that the leftmost displayed column will thus become the rightmost displayed column). If there are fewer than four columns to scroll, scroll left the same as Scroll Left All.

 Default State  Hover State  Clicked State	Scroll Left All button.	Scroll left all columns, if possible.
 Default State  Hover State  Clicked State	Scroll Right 1 Columns button.	Scroll right one column of birds, if possible.
 Default State  Hover State  Clicked State	Scroll Right 4 button.	Scroll right four columns of birds. (Note that the right most displayed column will thus become the leftmost displayed column). If there are fewer than four columns to scroll, scroll right the same as Scroll Right All.
 Default State  Hover State  Clicked State	Scroll Right All button.	Scroll right all columns, if possible.

 Default State  Mouseover State  Glow State (see Transition and Glow section for details)	Collected Bird Emblem See following for description of individual elements in the emblem.	On click, open the [[ADD]] Mouseover Text: Click to see your bird's profile.
<name>	The name of the bird.	

<mdl>  No Medal  Bronze Familiarity  Silver Familiarity (stacked over Bronze)  Gold Familiarity (stacked over Bronze and Silver)	Familiarity Medal	
<head pic>	Picture of the bird's head, taken from the detailed art. We should not use the same pose for every bird but vary among full-face view, profile view, and partial side view.	
(Reduced Size)  Spotted, no medal  Bronze  Silver  Gold	Head Picture Border The border around the picture reflects and reinforces the familiarity level.	
<#>	Level that the bird was unlocked.	
<rarity>	Rarity of the bird.	

 Default State  Mouseover State	Uncollected Bird Emblem See following for description of individual elements.	On click, open the [[ADD]] Mouseover Text: Spot the bird to add it to your collections.
?????	"?????" is displayed instead of the name of the bird.	
	Binoculars icon to prompt the user to try to spot the bird.	
<head pic>	Picture of the bird's head, taken from the detailed art. We should not use the same pose for every bird but vary among full-face view, profile view, and partial side view.	
(Reduced Size)  Unspotted	Head Picture Border The border around the picture reflects and reinforces the fact that the user needs to spot the bird.	
< # >	Level that the bird was unlocked.	
<rarity>	Rarity of the bird.	
	Filler Emblem with static text as shown.	None.

2. My Birds Dialog



2.1.1. Dialog Changes

Element	Description	Functionality
My Birds	Dialog title: CHANGE: My Lifelist TO: My Birds	None.
My Photos Default State [not illustrated] Hover State [not illustrated] Clicked State	My Photos button	On click, open the Bird Photo Album for the bird in the My Birds dialog.
Bird Selector controls	DELETE	

3. Bird Guide Dialog

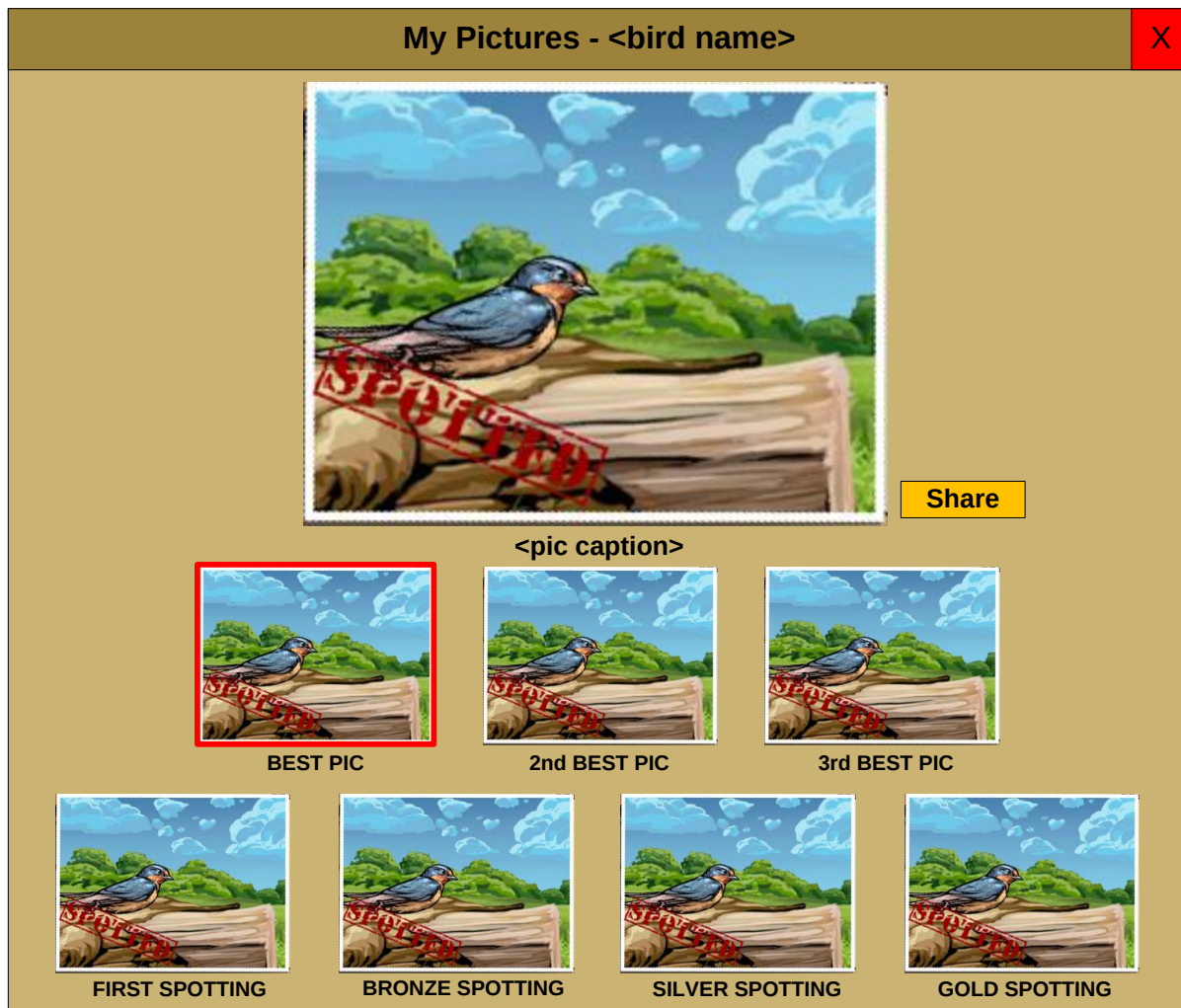
Note that we show the bird's name on this dialog, even though the name is shown as "?????" on the Bird Collection dialog. This is deliberate, as it will provide extra motivation for some players to spot the bird.



3.1.1. Dialog Changes

Element	Description	Functionality
Bird Selector controls	DELETE	

4. Bird Photo Album



When the player clicks on the bird picture in the bird's Bird Info dialog, the player's photo album for the bird opens. The album will always contain at least two photos and can contain up to seven photos.

Photos to the album are added as follows:

- **First Spotting:** The first time the user takes a photo of a bird, the photo is saved as the first spotting photo for the bird.
- **Bronze/Silver/Gold Spotting:** When the user achieves bronze/silver/gold familiarity for the bird, the photo taken is saved as the bronze/silver/gold spotting photo for the bird.
- **Best/2nd Best/3rd Best Pic:** The three highest-rated photos the user has taken of the bird are saved as the best pic, 2nd best pic, and 3rd best pic photos for the bird. Note that it is possible that a "best" photo may be the same as a first/bronze/silver/gold photo. (And, per force, when the first spotting photo is taken, it has to be the best pic photo, too.)

ISSUE 1: The same exact photo is taken several times and qualifies for "best". Should it be saved several times, such as best pic and 2nd best pic?

RESOLUTION: The rule should be we always save the highest-rated photos for the best pic photos. However, if there is an alternative photo of the same rating to use, we should not place have duplicates as best pic photos.

EXAMPLE 1-1: The user takes a 5-star photo, which is saved as the best pic. The user later takes the same photo again. 2nd best pic is currently a 4-star photo, so it is replaced with

the 5-star photo.

EXAMPLE 1-2: Best and 2nd best are the same 5-star photos. The user takes a different 5-star photo, which replaces one of the duplicate 5-star photos. (For which one is replaced, see the next issue.)

ISSUE 2: When several photos of the same rating qualify for "best" status, how do we determine which ones to keep? For example, if the user has four different 5-star photos, which ones are selected for best, 2nd best, and 3rd best:

RESOLUTION: Use a FIFO queue so that the most recently taken photo is used for the highest available slot.

EXAMPLE 2-1: The user has three different 5-star photos in the best slots and takes a new, different 5-star photo. The new photo is saved as the best pic, the former best is now 2nd best, the former 2nd best is now 3rd best, and the former 3rd is discarded.

EXAMPLE 2-2: The user has one 5-star photo as best pic and two 4-star photos as 2nd and 3rd best. The user takes a new, different 4-star photo. The best pic, 5-star photo is unaffected, as it is better rated than the new photo. The new photo becomes 2nd best, the former 2nd best is now 3rd best, and the former 3rd is discarded.

Note: For a future update, we can add a button that allows the picture to be placed in the user's Facebook photo album.

Element	Description	Functionality
My Pictures - <bird name>	Dialog title: My Pictures - <bird name> <bird name> is the name of the bird	None.
	Close control.	On mouseover, display "Close." On mouse click, close the dialog.
	Main Picture Area Default is the best pic photo.	See individual elements below.
	Main Picture Default is the best pic photo.	None.

<pic caption>	<pic caption>: This is the caption of the picture with the highlight and will be one of: BEST PIC 2nd BEST PIC 3rd BEST PIC FIRST SPOTTING BRONZE SPOTTING SILVER SPOTTING GOLD SPOTTING	None.
Share Default state (other states not illustrated)	Share button.	This allows the user to share the photo in a wallpost story On button press, open the Share Photo dialog for this photo.
 BEST PIC	Highlighted Thumbnail. Default is the best pic photo.	None.
 2nd BEST PIC 3rd BEST PIC FIRST SPOTTING BRONZE SPOTTING SILVER SPOTTING GOLD SPOTTING	Selectable Thumbnails.	On mouseover, change the photo in the Main Photo area to this photo. On mouseout, revert the photo in the Main Photo area to the selected photo. On click, move the highlight to this thumbnail and set it as the selected photo.

4.1. Bird Photo Wallposts

See the BirdopolisWallposts document for the full specification of wallposts.

For now, we just reuse the bird spotting photo wallposts. See BirdopolisWallposts:

4. Bird Spotting: 5-Star Picture Taken
Use this story for a 5-star photo.
5. Bird Spotting: 4-Star Picture Taken
Use this story for a 4-star photo.
6. Bird Spotting: 1-, 2-, or 3-Star Picture Taken
Use this story for a 1-, 2-, or 3-star photo.

5. Abbreviated Names

Name	ID	Name length	Abbreviated Name	Abbr. length
House Sparrow	0.0.0	13		
Northern Cardinal	0.0.1	17		
American Robin	0.0.2	14		
European Starling	0.0.3	17		
Rock Pigeon	0.0.4	11		
Barn Swallow	0.0.5	12		
Mourning Dove	0.0.6	13		
Red-tailed Hawk	0.0.7	15		
American Goldfinch	0.0.8	18		
Common Grackle	0.0.9	14		
Tufted Titmouse	0.0.10	15		
Song Sparrow	0.0.11	12		
Dark-eyed Junco	0.0.12	15		
Black-capped Chickadee	0.0.13	22	Black-cap. Chickadee	20
Blue Jay	0.0.14	8		
Painted Bunting	0.0.15	15		
Field Sparrow	0.0.16	13		
Baltimore Oriole	0.0.17	16		
Bullock's Oriole	0.0.18	16		
Horned Lark	0.0.19	11		
Cedar Waxwing	0.0.20	13		
Hooded Oriole	0.0.21	13		
American Woodcock	0.0.22	17		
Northern Flicker	0.0.23	16		
Chipping Sparrow	0.0.24	16		
Ring-billed Gull	0.0.25	16		
Sharp-shinned Hawk	0.0.26	18		
Bell's Vireo	0.0.27	12		
Yellow-breasted Chat	0.0.28	20		
White-eyed Vireo	0.0.29	16		
Cooper's Hawk	0.0.30	13		
Hermit Thrush	0.0.31	13		
Bobolink	0.0.32	8		
Turkey Vulture	0.0.33	14		
Broad-winged Hawk	0.0.34	17		
Killdeer	0.0.35	8		
Yellow Warbler	0.0.36	14		
Wild Turkey	0.0.37	11		
Blue-winged Warbler	0.0.38	19		
Lawrence's Goldfinch	0.0.39	20		
Western Meadowlark	0.0.40	18		
Prairie Warbler	0.0.41	15		

Black-capped Vireo	0.0.42	18		
Ruby-throated Hummingbird	0.0.43	25	Ruby-th. Hummingbird	20
Rufous Hummingbird	0.0.44	18		
Anna's Hummingbird	0.0.45	18		
Olive-sided Flycatcher	0.0.46	22	Olive-sd. Flycatcher	20
Juniper Titmouse	0.0.47	16		
Eastern Towhee	0.0.48	14		
Oak Titmouse	0.0.49	12		
Eastern Phoebe	0.0.50	14		
Red-headed Woodpecker	0.0.51	21		
Chestnut-sided Warbler	0.0.52	22	Chestnut-sd. Warbler	20
Veery	0.0.53	5		
Bald Eagle	0.0.54	10		
Loggerhead Shrike	0.0.55	17		
Carolina Wren	0.0.56	13		
Cassin's Finch	0.0.57	14		
Black-crested Titmouse	0.0.58	22	Black-crst. Titmouse	20
Ring-necked Pheasant	0.0.59	20		
House Finch	0.0.60	11		
Golden-winged Warbler	0.0.61	21	Golden-wng. Warbler	19