

1. Gifting and Requests

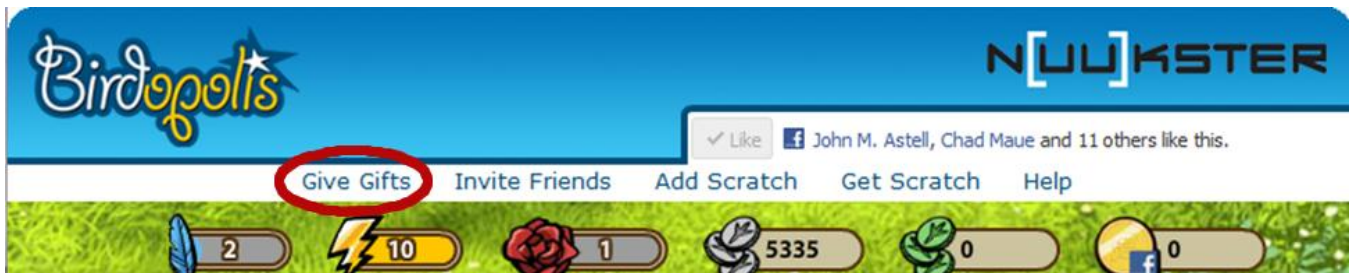
Gifting Overview

The Give Gifts dialog is called when the user (the gift initiator) clicks:

- The Give Gifts link on the Main Menu. There is no default gift recipient in this case.
- The Give Gift button that appears when the mouse is over a friend's icon in the control block. The friend of the friend's icon is the default gift recipient in this case, although the user can add more friends when the Select Friends for Gifts dialog is reached.

The user can proactively give each friend (the gift recipient) one gift per day. Limits are handled as follows:

- The Give Gifts link on the Main Menu is always active, even if the user has given a gift to every friend. We handle the lack of friends later in the process. (We always want Main Menu links to be active.)



- The Give Gift button that appears when the mouse is over a friend's icon in the control block shows mouseover text if the user has already given that friend a gift that day. Text: "You have already given your friend a gift today. Give your friend another gift tomorrow!"



We use the Facebook request systems handle gifts from a player (the gift initiator) to his/her friends (the "recipients"). We also track gifts internally and handle them through our own gift/request resolution system, via user interaction with our Receive Gifts/Requests dialog. (We will use the same systems for handling non-gift requests, if and when we add such requests. This aspect is ignored for now.)

The user can also give a gift back to the initiator when accepting a gift. The same gift as given is given back. **This does not count as proactively giving a gift to that user in that day.**

Procedure:

- When a gift initiator sends a gift to recipients, the gift notifications are dispatched via the Facebook requests system. We also track it internally in our gift/request resolution system.
- See <http://developers.facebook.com/docs/requests/> for documentation on the requests system.
- For our gift use, recipients will always be Facebook friends of the initiator. There are two cases to handle.

- CASE 1: The recipient has installed our game. Facebook sends the request as normal. If the recipient clicks the request, the recipient is taken to our game. If the recipient has finished the tutorial, the Receive Gifts/Requests dialog is shown once the recipient enters the game. If the recipient has not finished the tutorial, the tutorial resumes and the Receive Gifts/Requests dialog is shown when the tutorial is completed.
- CASE 2: The recipient has not installed our game. Facebook sends the request as an invitation. Invitations do not contain the message field of the request dialog, so all the recipient in effect sees is that the initiator sent an invitation, not a gift. We still track the gift via our gift/request resolution system. If the recipient installs the game, the Receive Gifts/Requests dialog is shown once the recipient completes the tutorial.
- The Facebook requests dialog is used; see <http://developers.facebook.com/docs/reference/dialogs/requests/>.
- The Receive Gifts/Requests dialog is shown:
 - When the user clicks through a Facebook request for a gift. This is displayed as described above.
 - When the user runs the game normally (such as clicking the game's bookmark on the user's Facebook home page) and the user has any gifts outstanding. It appears per these conditions:
 - CASE 1: The user has installed our game. If the user has completed the initial tutorial, the Receive Gifts/Requests dialog appears as soon as the game loads. If the user has not completed the initial tutorial, the Receive Gifts/Requests dialog appears after user completes the tutorial.
 - CASE 2: The user has not installed our game. (This case can occur, for one example, if the non-Birdopolis user installs our game independently but has earlier received a Birdopolis gift from a Birdopolis friend). The user goes through game authorization/installation and starts playing the tutorial. The Receive Gifts/Requests dialog appears after user completes the tutorial.
- For each gift, controls will allow the user to accept it. When a gift is accepted, it is removed from our gift/request resolution system, and, if necessary, we delete the associated request from the Facebook request system:
 - If the request was **not** treated by an invitation by Facebook, it is **our responsibility** to delete a request in the Facebook system once it has been accepted. For more information on how to delete a request, see <http://developers.facebook.com/docs/requests/#deleting>.
 - If the request was treated by an invitation by Facebook, then no action concerning deletion on Facebook is required on our part. If the recipients install the game, these invitations are automatically deleted. Also, these invitations automatically timeout and are deleted by Facebook if the recipients do not install the game within some period of time.
- Per initiator, for each recipient, multiple pending gifts from the initiator expire if they are not accepted in the game in a limited amount of time. When a gift expires, remove it from both the Facebook request system and the in-game gift/request resolution system. As long as there are two or more pending gifts, expire gifts when the gift request is 7 days old. (This counts for proactively given gifts and give-back thank-you gifts.) **Note that when there is only one pending gift for a recipient from an initiator, the gift does not expire. This ensures that gifts remain in the system and thus a lapsing player will still receive gifts (and hopefully further reengage with the game) when the player does play again.**

- From the Receive Gifts/Requests dialog, a recipient can just accept a gift or can accept it and give a gift back (the same gift) to initiator (only). (The recipient can also delete the gift, which removes it from the gift system without giving it to the recipient.) The send-a-gift-back action is the default and calls the Send Gift Dialog (Facebook Request Dialog), which appears over the Receive Gifts/Requests dialog, with the fields filled out to send the same gift back to the initiator. (If this sounds confusing, it will be clearer after you go through the dialogs themselves.)

Birdopolis Requests Overview

In this section, **yellow highlight text** indicates functionality or features that are the same as in the Gifts Overview, ignoring nominal things like using "request" instead of "gift." **Green highlight text** indicates functionality or features that differ to some significant degree from the Gifts Overview.

Our requests use the Facebook requests system for communicating to users via Facebook. When the term "request" is not clear from context, the document uses "Birdopolis request" to refer to such as "Facebook request" to refer to use of their requests system or dialog.

A customized Select Friends for Request dialog is called when the user (the request initiator) clicks:

- A link or button that initiates the request process from the user.

Select Friends for Request dialog is very similar to the Select Friends for Gifts dialog, with just a few elements changed. Select Friends for Request dialog itself is a template, as the text for the Gift/Requests Guide character changed based on the specific request.

One specific Select Friends for Request dialog we will use is for an energy request. The Select Friends for Request dialog template is composed with the specific content for the energy request and is displayed when the user clicks:

- The Ask Friend link on the Out of Energy dialog.

The user is limited to the amount of request he/she can make. However, these limits depend upon the specific request being made and thus are covered in the individual request specifications.

We use the Facebook request systems handle requests from a player (the request initiator) to his/her friends (the request recipients). We also track requests internally and handle them through our own gift/request resolution system, via user interaction with our Receive Gifts/Requests dialog.

We handle requests via our gift/request resolution system. Overall, a request is slightly different from a gift:

- The request is not called a gift.
- The Give Gifts dialog is not used. Each request will have its specific item art, which is determined by the request and not chosen by the user.
- The request recipient can take two actions: fulfill the request or delete the request, unlike the three a gift recipient can do (accept gift and send back, accept only, delete gift).
- A fulfilled request involves the request initiator getting the item or feature requested and the request recipient getting some rewards.

Procedure:

- The Give Gifts dialog is not used. Each request will have its specific item art, which is determined by the request and not chosen by the user.

- When a request initiator sends a request to recipients, the request notifications are dispatched via the Facebook requests system. We also track it internally in our gift/request resolution system.
- See <http://developers.facebook.com/docs/requests/> for documentation on the requests system.
- For our request use, recipients will always be Facebook friends of the initiator. There are two cases to handle.
 - CASE 1: The recipient has installed our game. Facebook sends the request as normal. If the recipient clicks the request, the recipient is taken to our game. If the recipient has finished the tutorial, the Receive Gifts/Requests dialog is shown once the recipient enters the game. If the recipient has not finished the tutorial, the tutorial resumes and the Receive Gifts/Requests dialog is shown when the tutorial is completed.
 - CASE 2: The recipient has not installed our game. Facebook sends the request as an invitation. Invitations do not contain the message field of the request dialog, so all the recipient in effect sees is that the initiator sent an invitation, not a gift. We still track the gift via our gift/request resolution system. If the recipient installs the game, the Receive Gifts/Requests dialog is shown once the recipient completes the tutorial.
- The Facebook requests dialog is used; see <http://developers.facebook.com/docs/reference/dialogs/requests/>.
- The Receive Gifts/Requests dialog is shown:
 - When the user clicks through a Facebook request for a Birdopolis request. This is displayed as described above.
 - When the user runs the game normally (such as clicking the game's bookmark on the user's Facebook home page) and the user has any request s outstanding. It appears per these conditions:
 - CASE 1: The user has installed our game. If the user has completed the initial tutorial, the Receive Gifts/Requests dialog appears as soon as the game loads. If the user has not completed the initial tutorial, the Receive Gifts/Requests dialog appears after user completes the tutorial.
 - CASE 2: The user has not installed our game. (This case can occur, for one example, if the non-Birdopolis user installs our game independently but has earlier received a Birdopolis request from a Birdopolis friend). The user goes through game authorization/installation and starts playing the tutorial. The Receive Gifts/Requests dialog appears after user completes the tutorial.
- For each request, controls will allow the user to fulfill it. When a request is fulfilled, it is removed from our gift/request resolution system, and, if necessary, we delete the associated request from the Facebook request system:
 - If the request was **not** treated by an invitation by Facebook, it is **our responsibility** to delete a request in the Facebook system once it has been accepted. For more information on how to delete a request, see <http://developers.facebook.com/docs/requests/#deleting>.
 - If the request was treated by an invitation by Facebook, then no action concerning deletion on Facebook is required on our part. If the recipients install the game, these invitations are automatically deleted. Also, these invitations automatically timeout and are deleted by Facebook if the recipients do not install the game within some period of time.

- Per initiator, for each recipient, multiple pending requests from the initiator expire if they are not accepted in the game in a limited amount of time. When a request expires, remove it from both the Facebook request system and the in-game gift/request resolution system. As long as there are two or more pending requests, expire requests when the request is 7 days old. **Note that when there is only one pending request for a recipient from an initiator, the request does not expire. This ensures that requests remain in the system and thus a lapsing player will still receive requests (and hopefully further reengage with the game) when the player does play again.**
- From the Receive Gifts/Requests dialog, a recipient can fulfill the request. **Unlike gifts, there is no accept-and-give-back button.** (The recipient can also delete the request, which removes it from the gift/request system without fulfilling the request.)

When a user loads the game, the Receive Gifts/Requests dialog appears if there are any gifts or requests for the player. It appears per these conditions:

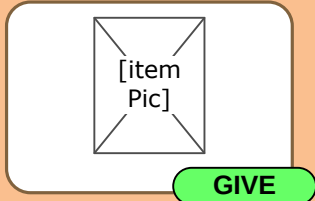
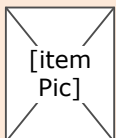
- CASE 1:** The user has installed our game. If the user has completed the initial tutorial, the Receive Gifts/Requests dialog appears as soon as the game loads. If the user has not completed the initial tutorial, the Receive Gifts/Requests dialog appears after user completes the tutorial.
- CASE 2:** The user has not installed our game. (This case can occur if the non-Birdopolis user received a Birdopolis gift from a Birdopolis friend and clicks through to accept the gift). The user goes through game authorization/installation and starts playing the tutorial. The Receive Gifts/Requests dialog appears after user completes the tutorial.

1.1. Give Gifts Dialog



Dialog Elements

Element	Description	Functionality
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GIVE FREE GIFTS!	Dialog title: GIVE FREE GIFTS!	None.
	Close dialog control.	Close dialog.
	Gifting Character.	None.
Give gifts to your friends! And get gifts back! Click an item to give it as a gift. You can give each friend one gift per day.	Gifting Character speech bubble (static text as shown).	None.
<ITEM NAME> 	Gift Item, unlocked.	See individual elements below.
<item name>	Name of the item.	None.
	Picture of the item, unlocked item.	None.
GIVE Default state. Mouseover and clicked states not illustrated.	Give button	When clicked, record this item as the gift, close the Give Gift dialog, and open the Friends Selection dialog.
<ITEM NAME> 	Gift Item, locked.	See individual elements below.
<item name>	Name of the item.	None.
	Question mark, locked item.	None.
	Locked icon, locked item. <#> is the level at which the item unlocks.	None.

Future expansion:

- More gifts.
- Mouseover text written for gifting.
- Maybe: Unlock locked gifts via premium currency.

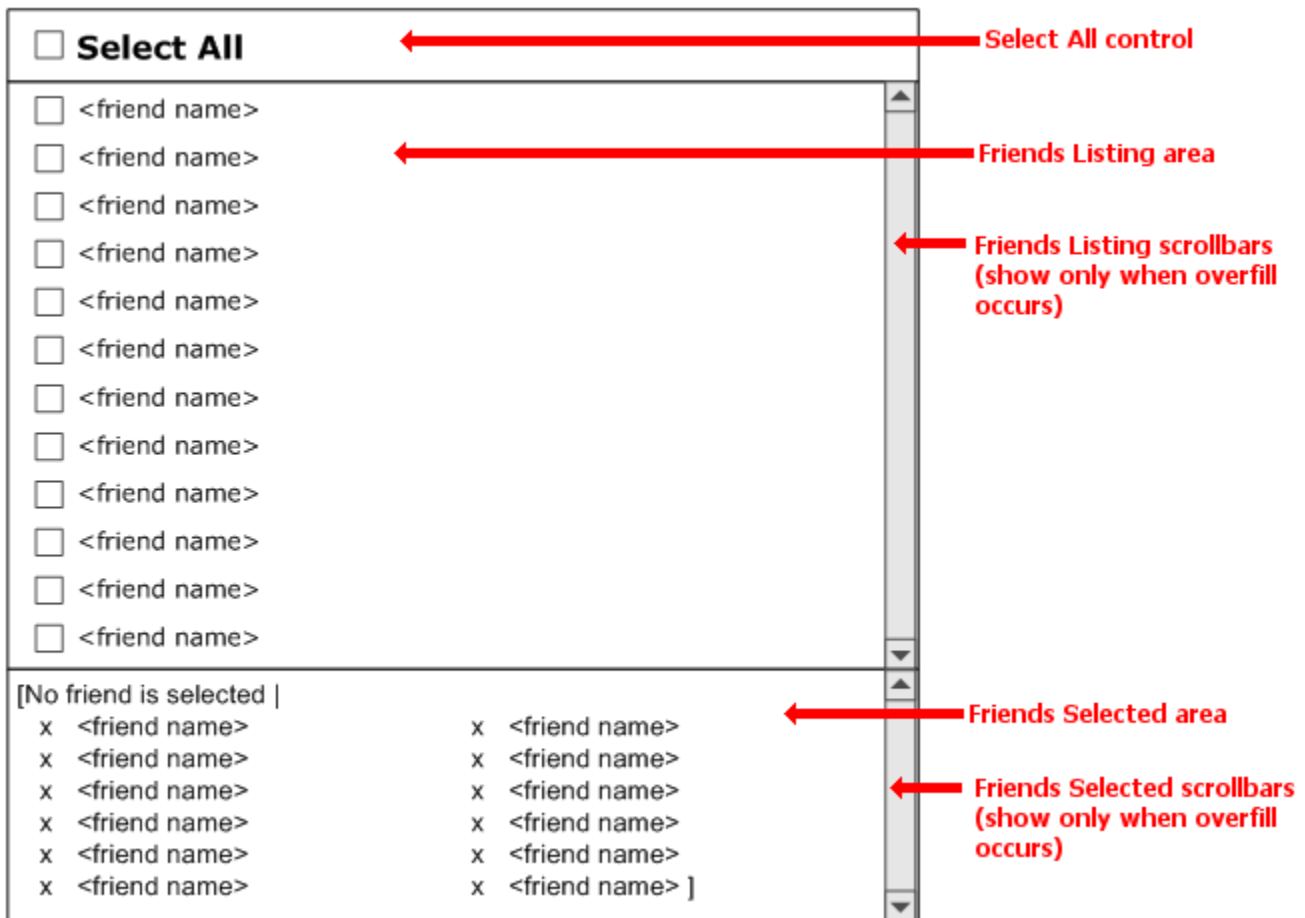
1.2. Gift Items

<i>Element</i>	<i>Item Name</i>	<i>Details, Functionality</i>
	Energy	<#> is the amount of energy. This scales based on player level: $<#> = \text{ROUNDUP}(\text{Level}/10)$
	Scratch	<#> is the amount of energy. This scales based on player level: $<#> = 100 + (10 * \text{Level})$
	Decorative Rock	Starts unlocked. Item attributes TBD.
	Wheelbarrow	Starts unlocked. Item attributes TBD.
	Blooming Clover	Starts locked. Unlocks at Level 5. Item attributes TBD.
	Daisies	Starts locked. Unlocks at Level 10. Item attributes TBD.

	Sun Dial	Starts locked. Unlocks at Level 15. Item attributes TBD.
	Paper Birch Tree	Starts locked. Unlocks at Level 20. Item attributes TBD.

1.3. Select Friends Dialogs

Friends Selection Controls (common to both dialogs):



The diagram illustrates the Friends Selection Dialog with the following components and annotations:

- Select All control:** A checkbox labeled "Select All" at the top left.
- Friends Listing area:** A list of ten unchecked checkboxes, each followed by the placeholder text "<friend name>".
- Friends Listing scrollbars:** Vertical scrollbars on the right side of the Friends Listing area, noted as showing only when overflow occurs.
- Friends Selected area:** A section at the bottom containing a status bar "[No friend is selected |" on the left and a list of ten checked checkboxes (each with an "x" in the box) followed by the placeholder text "<friend name>" on the right, ending with a closing bracket "]".
- Friends Selected scrollbars:** Vertical scrollbars on the right side of the Friends Selected area, noted as showing only when overflow occurs.

1.3.1. Select Friends for Gifts Dialog



SEND GIFTS TO FRIENDS!



Send gifts to selected friends

If you don't see a friend on this list, you've already sent them a gift this day.

You can give each friend one gift per day.

<ITEM NAME>



[item Pic]

[stateful]

☐ **[Select All | Clear All]**

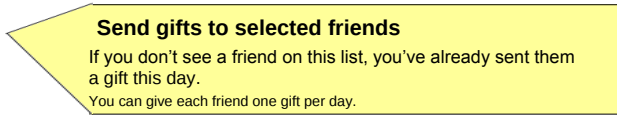
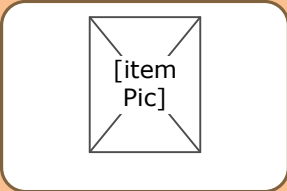
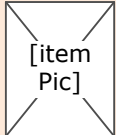
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>

[No friend is selected |

x <friend name>	x <friend name>
x <friend name>	x <friend name>
x <friend name>	x <friend name>
x <friend name>	x <friend name>
x <friend name>	x <friend name>
x <friend name>	x <friend name>]

Dialog Elements

Element	Description	Functionality
SEND GIFTS TO FRIENDS!	Dialog title: SEND GIFTS TO FRIENDS!	None.
	Close dialog control.	Close dialog.

	Gifting Character.	None.
 Send gifts to selected friends If you don't see a friend on this list, you've already sent them a gift this day. You can give each friend one gift per day.	Gifting Character speech bubble (static text as shown).	None.
<ITEM NAME> 	Gift Item, unlocked. This is the item the player selected on the Give Gifts dialog.	See individual elements below.
<item name>	Name of the item.	None.
	Picture of the item.	None.
☐ Select All Default state. ☒ Select All User checked state.	Select All checkbox.	Appears in default state. If the user clicks the checkbox when it is in the default state: 1) Display checkmark. 2) Select all friends (show checkmarks) in the Friends Listing area. 3) Add all friends to the Friends Selected area. 4) If the Send button/Select prompt is in its Select prompt state, change it to its Send button state. If the user clicks the checkbox when it is in the user clicked state: 1) Remove checkmark. 2) Clear all friends (remove checkmarks) in the Friends Listing area. 3) Remove all friends from the Friends Selected area. 4) If the Send button/Select prompt is in its Send button state, change it to its Select prompt state.

☐ <friend name> ☐ <friend name> ☐ <friend name> ☐ <friend name> ☐ <friend name> ☐ <friend name> ☐ <friend name> ☐ <friend name> ☐ <friend name> ☐ <friend name> ☐ <friend name> ☐ <friend name>	Friends Listing area.	See Friend checkbox below.
☐ <friend name> (max 12x displayed) Default state. ☒ <friend name> User checked state.	Friend checkbox in Friends Listing area.	Populate the Friends Listing are using the list of player's Facebook friends. Have the area display a max of 12 in the Friends Listing, but enable scrollbars if there are more than 12 friends. If the user clicks a friend checkbox when it is in the default state: 1) Display checkmark. 2) Add the friend to the Friends Selected area. 3) If the Send button/Select prompt is in its Select prompt state, change it to its Send button state. 4) If Select All is unchecked and all friends are added via the friend checkboxes, check Select All. If the user clicks the checkbox when it is in the user clicked state: 1) Remove checkmark. 2) Remove the friend from the Friends Selected area. 3) If the Send button/Select prompt is in its Send button state and if there are no friends selected, change it to its Select prompt state. 4) If Select All is checked and all friends are removed via the friend checkboxes, uncheck Select All.

[No friend is selected] x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> Selected Friends area. Has two states, as shown below.	Selected Friends area.	The default state is shown when the dialog is opened. When any friends is selected (via the Select All checkbox or via the friends checkboxes in the Friends Listing area), the state switches to friends selected state. If all friends are removed (via unchecking Select All, unchecking a friend checkbox in the Friends Listing, or clicking on the X remove control for a friend in the Selected Friends area), the state switches to the default state
No friend is selected Selected Friends area, Default state.	Default state is static text as shown.	None.
x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> Selected Friends area, Friends selected state.	Friends selected state has dynamic text and controls.	Clicking the X remove control for a friend in the Selected Friends area removes the friend from Friends selected state and unchecks the friend in the Friends Listing area. If Select All is checked and any friend is removed, uncheck Select All.
[stateful]	Send button/Select prompt.	If no friends are selected, show the Select prompt. If one or more friends are selected, show the Send button. Also see individual elements below.
Send Gift Default state. Mousover and Clicked states not illustrated.	Send button.	When clicked, process the selections and display the Facebook Request Dialog for the selected gift and friends.

No Friends Selected Only state.	Select prompt. Static text.	None.
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Future expansion:

- Add tabs and filter friends by All Friends, Friends Who Play Games, Birdopolis Friends.

1.3.2. Select Friends for Request Dialog Template

<DIALOG TITLE> [X]

<Message Title>
 <Message body regular>
 <Message body small>

<ITEM NAME>
 [request item pic]

[stateful]

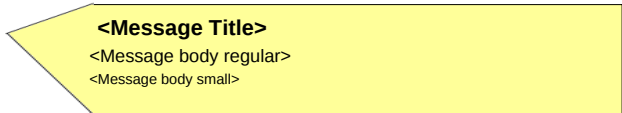
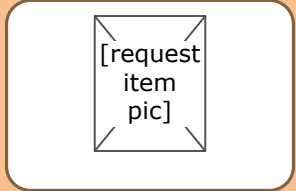
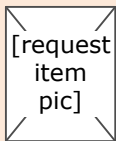
☐ **Select All**

☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>

[No friend is selected |
 x <friend name> x <friend name>
 x <friend name> x <friend name>
 x <friend name> x <friend name>
 x <friend name> x <friend name>
 x <friend name> x <friend name>
 x <friend name> x <friend name>
 x <friend name> x <friend name>]

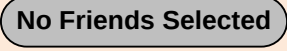
Dialog Elements

Element	Description	Functionality
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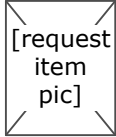
<DIALOG TITLE>	Dialog title, dynamic text, from the content for the specific dialog.	None.
	Close dialog control.	Close dialog.
	Request Guide Character.	None.
 <Message Title> <Message body regular> <Message body small>	Request Guide Character speech bubble (dynamic text, from the content for the specific dialog).	None.
<ITEM NAME> 	Request item picture.	See individual elements below.
<item name>	Name of the item.	None.
	Picture of the item.	None.
☐ Select All Default state. ☒ Select All User checked state.	Select All checkbox.	Appears in default state. If the user clicks the checkbox when it is in the default state: 1) Display checkmark. 2) Select all friends (show checkmarks) in the Friends Listing area. 3) Add all friends to the Friends Selected area. 4) If the Send button/Select prompt is in its Select prompt state, change it to its Send button state. If the user clicks the checkbox when it is in the user clicked state: 1) Remove checkmark. 2) Clear all friends (remove checkmarks) in

		the Friends Listing area. 3) Remove all friends from the Friends Selected area. 4) If the Send button/Select prompt is in its Send button state, change it to its Select prompt state.
	Friends Listing area.	See Friend checkbox below.
☐ <friend name> (max 12x displayed) Default state. ☒ <friend name> User checked state.	Friend checkbox in Friends Listing area.	Populate the Friends Listing are using the list of player's Facebook friends. Have the area display a max of 12 in the Friends Listing, but enable scrollbars if there are more than 12 friends. If the user clicks a friend checkbox when it is in the default state: 1) Display checkmark. 2) Add the friend to the Friends Selected area. 3) If the Send button/Select prompt is in its Select prompt state, change it to its Send button state. 4) If Select All is unchecked and all friends are added via the friend checkboxes, check Select All. If the user clicks the checkbox when it is in the user clicked state: 1) Remove checkmark. 2) Remove the friend from the Friends Selected area. 3) If the Send button/Select prompt is in its Send button state and

		if there are no friends selected, change it to its Select prompt state. 4) If Select All is checked and all friends are removed via the friend checkboxes, uncheck Select All.
[No friend is selected x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name>] Selected Friends area. Has two states, as shown below.	Selected Friends area.	The default state is shown when the dialog is opened. When any friends is selected (via the Select All checkbox or via the friends checkboxes in the Friends Listing area), the state switches to friends selected state. If all friends are removed (via unchecking Select All, unchecking a friend checkbox in the Friends Listing, or clicking on the X remove control for a friend in the Selected Friends area), the state switches to the default state
No friend is selected Selected Friends area, Default state.	Default state is static text as shown.	None.
x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> x <friend name> Selected Friends area, Friends selected state.	Friends selected state has dynamic text and controls.	Clicking the X remove control for a friend in the Selected Friends area removes the friend from Friends selected state and unchecks the friend in the Friends Listing area. If Select All is checked and any friend is removed, uncheck Select All.
[stateful]	Send button/Select prompt.	If no friends are selected, show the Select prompt. If one or more friends are selected, show the Send button. Also see individual

		elements below.
 Default state. Mousover and Clicked states not illustrated.	Send button.	When clicked, process the selections and display the Facebook Request Dialog for the selected gift and friends.
 Only state.	Select prompt. Static text.	None.

Request Specification Template

<i>Element</i>	<i>Content or Functionality</i>
<Dialog Title>	[[custom text]]
<Message Title>	[[custom text]]
<Message body regular>	[[custom text]]
<Message body small>	[[custom text]]
<item name>	[[custom text]]
	[[custom picture]]
If request is fulfilled.	[[fulfillment functionality]]
Request repeatability	[[repeatability functionality]]

Future expansion:

- Add tabs and filter friends by All Friends, Friends Who Play Games, Birdopolis Friends.

1.3.3. Example: Select Friends for Energy Request Dialog



ASK FRIENDS FOR ENERGY!



Select friends

If you don't see a friend on this list, you've already asked them for energy this day.

You can ask each friend for energy once per day.

Energy



[stateful]

☐ **Select All**

☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>
☐ <friend name>

[No friend is selected |

☒ <friend name>
☒ <friend name>
☒ <friend name>
☒ <friend name>
☒ <friend name>
☒ <friend name>

☒ <friend name>
☒ <friend name>
☒ <friend name>
☒ <friend name>
☒ <friend name>
☒ <friend name>]

1.3.4. Specific Select Friends for Request Dialogs

Energy Request

Element	Content or Functionality
<Dialog Title>	ASK FRIENDS FOR ENERGY!
<Message Title>	Select Friends
<Message body regular>	If you don't see a friend on this list, you've already asked them for energy this day.
<Message body small>	You can ask each friend for energy once per day.
<item name>	Energy

Gifts and Requests

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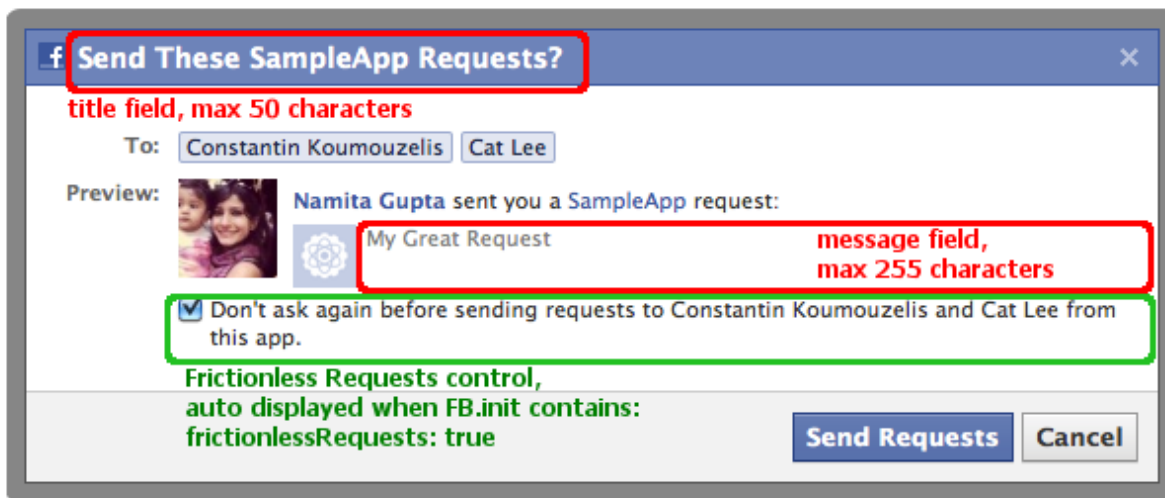
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[request item pic]	Picture of the item. Reuse the graphics from the Out of Energy dialog.
If request is fulfilled.	1) Send a 1-energy gift to the request initiator, via the gift/request system. 2) Add 1 energy to the request recipient's current energy total.
Request repeatability	The user can ask each friend for energy once per day. This limit is handled by not showing a friend's name on the Select Friends for Energy Request dialog if the user has already asked the friend for energy that day.

1.4. Send Gift/Request Dialog (Facebook Request Dialog)

Nuukster-Controlled Request Dialog Elements

Facebook Requests Dialog, elements we can control



1.4.1. Send Gift Dialog (Facebook Request Dialog)

Request Dialog fields:

Field	Facebook Description	Nuukster Notes
app_id	Your application's identifier. Required, but automatically specified by most SDKs.	SDK should handle.
redirect_uri	The URL to redirect to after the user clicks a button on the dialog. Required, but automatically	SDK should handle.

	specified by most SDKs.	
message	The Request string the receiving user will see. It appears as a request posed by the sending user. The maximum length is 255 characters. The message value is not displayed in Notifications and can only be viewed on the Apps and Games Dashboard. Invites (requests where the recipient has not installed the app) do not display this value.	We will have a message. Template: Will you please accept this <item name> in Birdopolis? You can also help me out by sending a gift back. Thank you! <item name>: The name of the item given a gift.
to	A user ID or username. This may or may not be a friend of the user. If this is specified, the user will not have a choice of recipients. If this is omitted, the user will see a Multi Friend Selector and will be able to select a maximum of 50 recipients. (Due to URL length restrictions, the maximum number of recipients is 25 in IE7/IE8 when using a non-iframe dialog.)	We specify the recipients: these are the friends selected in our Select Friends dialog.
filters	Optional, default is "", which shows a Multi Friend Selector that includes the ability for a user to browse all friends, but also filter to friends using the application and friends not using the application. Can also be all, app_users and app_non_users. This controls what set of friends the user sees if a Multi Friend Selector is shown. If all, app_users ,or app_non_users is specified, the user will only be able to see users in that list and will not be able to filter to another list. Additionally, an application can suggest custom filters as dictionaries with a name key and a user_ids key, which respectively have values that are a string and a list of user IDs. name is the name of the custom filter that will show in the selector. user_ids is the list of friends to include, in the order they are to appear.	Not used for gifting; we specify the "to" field.
exclude_ids	An array of user IDs that will be excluded from the Dialog, for example:	Not used for gifting.
max_recipients	An integer that specifies the maximum number of friends that can be chosen by the user in the friend selector. This parameter is not supported on mobile devices.	Not used for gifting.

data	Optional, additional data you may pass for tracking. This will be stored as part of the request objects created. The maximum length is 255 characters.	What should we do for this?
title	Optional, the title for the Dialog. Maximum length is 50 characters.	We will have a title, one generic one for all gifts: "A Gift for You!"

1.4.2. Send Request Dialog Template (Facebook Request Dialog)

Request Dialog fields

Field	Facebook Description	Nuukster Notes
app_id	Your application's identifier. Required, but automatically specified by most SDKs.	SDK should handle.
redirect_uri	The URL to redirect to after the user clicks a button on the dialog. Required, but automatically specified by most SDKs.	SDK should handle.
message	The Request string the receiving user will see. It appears as a request posed by the sending user. The maximum length is 255 characters. The message value is not displayed in Notifications and can only be viewed on the Apps and Games Dashboard. Invites (requests where the recipient has not installed the app) do not display this value.	Our message: <dynamic text per specific request>
to	A user ID or username. This may or may not be a friend of the user. If this is specified, the user will not have a choice of recipients. If this is omitted, the user will see a Multi Friend Selector and will be able to select a maximum of 50 recipients. (Due to URL length restrictions, the maximum number of recipients is 25 in IE7/IE8 when using a non-iframe dialog.)	We specify the recipients: these are the friends selected in our Select Friends dialog.
filters	Optional, default is "", which shows a Multi Friend Selector that includes the ability for a user to browse all friends, but also filter to friends using the application and friends not using the application. Can also be all, app_users and app_non_users. This controls what set of friends the user sees if a Multi Friend Selector is shown. If all, app_users ,or app_non_users is	Not used; we specify the "to" field.

	specified, the user will only be able to see users in that list and will not be able to filter to another list. Additionally, an application can suggest custom filters as dictionaries with a name key and a user_ids key, which respectively have values that are a string and a list of user IDs. name is the name of the custom filter that will show in the selector. user_ids is the list of friends to include, in the order they are to appear.	
exclude_ids	An array of user IDs that will be excluded from the Dialog, for example:	Not used.
max_recipients	An integer that specifies the maximum number of friends that can be chosen by the user in the friend selector. This parameter is not supported on mobile devices.	Not used.
data	Optional, additional data you may pass for tracking. This will be stored as part of the request objects created. The maximum length is 255 characters.	What should we do for this?
title	Optional, the title for the Dialog. Maximum length is 50 characters.	We will have a title: <dynamic text per specific request>

1.4.3. Specific Send Request Dialogs (Facebook Request Dialogs)

Ask for Energy Dialog (Facebook Request Dialog)

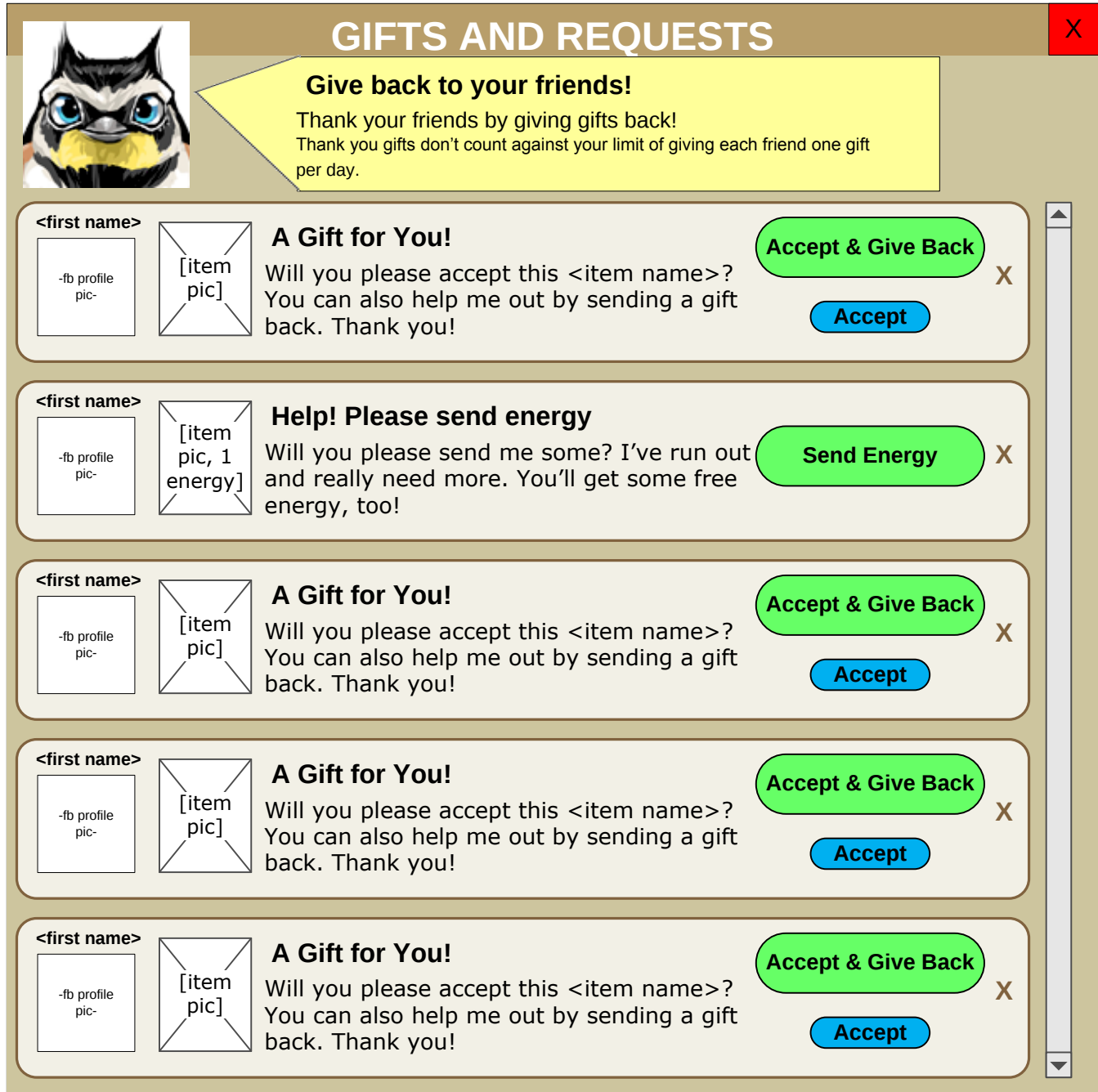
Request Dialog fields

Field	Facebook Description	Nuukster Notes
app_id	Your application's identifier. Required, but automatically specified by most SDKs.	SDK should handle.
redirect_uri	The URL to redirect to after the user clicks a button on the dialog. Required, but automatically specified by most SDKs.	SDK should handle.
message	The Request string the receiving user will see. It appears as a request posed by the sending user. The maximum length is 255 characters. The message value is not displayed in Notifications and can only be viewed on the Apps and Games Dashboard. Invites (requests where the recipient has not installed the app) do not display	Our message: Will you please send me some energy for Birdopolis? I've run out and really need more. You'll get some free energy, too!

	this value.	
to	A user ID or username. This may or may not be a friend of the user. If this is specified, the user will not have a choice of recipients. If this is omitted, the user will see a Multi Friend Selector and will be able to select a maximum of 50 recipients. (Due to URL length restrictions, the maximum number of recipients is 25 in IE7/IE8 when using a non-iframe dialog.)	We specify the recipients: these are the friends selected in our Select Friends dialog.
filters	Optional, default is "", which shows a Multi Friend Selector that includes the ability for a user to browse all friends, but also filter to friends using the application and friends not using the application. Can also be all, app_users and app_non_users. This controls what set of friends the user sees if a Multi Friend Selector is shown. If all, app_users ,or app_non_users is specified, the user will only be able to see users in that list and will not be able to filter to another list. Additionally, an application can suggest custom filters as dictionaries with a name key and a user_ids key, which respectively have values that are a string and a list of user IDs. name is the name of the custom filter that will show in the selector. user_ids is the list of friends to include, in the order they are to appear.	Not used; we specify the "to" field.
exclude_ids	An array of user IDs that will be excluded from the Dialog, for example:	Not used.
max_recipients	An integer that specifies the maximum number of friends that can be chosen by the user in the friend selector. This parameter is not supported on mobile devices.	Not used.
data	Optional, additional data you may pass for tracking. This will be stored as part of the request objects created. The maximum length is 255 characters.	What should we do for this?
title	Optional, the title for the Dialog. Maximum length is 50 characters.	We will have a title: "Help! Please send energy"

1.5. Receive Gifts/Requests Dialog

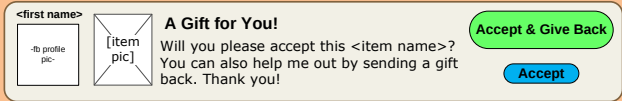
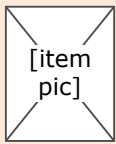
The Receive Gifts/Requests dialog



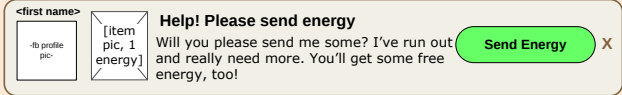
We show a max of 5 gifts on screen. If the user has more than 5 gifts pending, we display scrollbars so the user can scroll through the gifts.

Dialog Elements

Element	Description	Functionality
GIFTS AND REQUESTS	Dialog title: ACCEPT GIFTS!	None.

	Close dialog control.	Close dialog.
	Gifting Character.	None.
Give back to your friends! Thank your friends by giving gifts back! Thank you gifts don't count against your limit of giving each friend one gift per day.	Gifting Character speech bubble (static text as shown).	None.
	Gift "box".	See individual elements below.
<first name>	Facebook first name of the gift initiator.	None.
	Facebook profile picture of the gift initiator.	None.
	Picture of the gift item.	None.
A Gift for You!	Static text.	None.
Will you please accept this <item name>? You can also help me out by sending a gift back. Thank you!	Static and dynamic text. <item name>: Name of the gift item.	None.
 Default state. Mouseover and clicked states not illustrated.	Accept & Give Back button.	On click: 1) Run the correct accept-gift animation. 1.1) If Energy is accepted, flow the energy from the item picture to the isometric-view energy readout and increment the readout. 1.2) If Scratch is accepted, flow the energy from the item picture to the isometric-view scratch readout and increment the readout. 1.3) If any other item is accepted, throb the item a

		few items, display "Placed in your inventory!", shrink the item and disappear it, and fade the display text. 2) Remove the gift "box" of the accepted gift from the Receive Gifts/Requests dialog. 3) Open the Send Gift Dialog (Facebook Request Dialog), which appears over the Receive Gifts/Requests dialog. Populate the fields so that the same gift is being given back to the gift initiator.
 Default state. Mouseover and clicked states not illustrated.	Accept button.	On click: 1) Run the correct accept-gift animation. 1.1) If Energy is accepted, flow the energy from the item picture to the isometric-view energy readout and increment the readout. 1.2) If Scratch is accepted, flow the energy from the item picture to the isometric-view scratch readout and increment the readout. 1.3) If any other item is accepted, throb the item a few items, display "Placed in your inventory!", shrink the item and disappear it, and fade the display text. 2) Remove the gift "box" of the accepted gift from the Receive Gifts/Requests dialog.
 Default state. Mouseover and clicked states not illustrated.	Delete control.	THIS CONTROL IS ONLY SHOWN WHEN THE USER HAS THE MOUSE OVER THE GIFT "BOX." On click: 1) Delete this gift from our gift/request resolution system.

		2) Remove the gift "box" of the deleted gift from the Receive Gifts/Requests dialog.
	Request "box", Energy Request.	See the Energy Request doc.

Future expansion:

- Handle non-gift requests.

1.6. Accessing Gifts/Request in the Game

The user can proactively open the gift/requests dialog from the game. Other games do this via the html (not the flash), and we can do the same. Here's CastleVille's method:



The numbers on the icon are the number of gifts/requests the player has outstanding. However, the link graphic doesn't have the numbers baked on. Instead, the graphic just has a blank area for the numbers:



The numbers must be added using CSS positioning and formatting, probably via JavaScript so that they can be dynamically updated, and we can do it this way, too.

To make this scheme work, the server would have to pass the client the number of gifts/requests when the game is loaded. During a play session, it would also have to pass to the client an updated number when the number changed.

I think our icon should be a small gift package, something like this (not scaled to fit the game screen):



We display the gift box/number in the html only when there is 1+ gifts/requests for the player. When a new gift/requests arrives for the player during the session, we increment the number. (Later, we might want to further call attention to the icon when a gift/request arrives, but this will be more complex to do with JavaScript; so let's keep it simple for now.)

There are two good places to position the icon on our game screen:



The position we select will of course influence the color scheme of the icon. Overall, I tend to favor position 1, since it is easily noticed there and there's nothing else in the area.

1.7. Flowcharts

Let me know if a flow chart for the gifting system would substantially assist you. It'll take an hour or so to create, so I don't want to make one if it isn't going to be used.