

Name That Tune! Deluxe

Functional Specification V1.2.1



Name That Tune! Deluxe
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2 Revision History

Date	Revision	Description
04.30.08	1.0	Took last NTM/MV functional specification and renamed it and started updating with NTTD screens and flow.
05.12.08	1.1	Functional specification updated to NTTD.
05.14.08	1.2	Various corrections and refinements to the content and formatting made. Minor corrections are not noted here, such as cut-and-paste errors for the Left Soft Key label. To see all the changes, use Word's Compare Documents feature with the previous version of this spec. Context: The solo game, multiplayer game, and tournament game have a number of screens that have very similar UI and functionality. These screens are specified together, with the contexts and the differences (if any) in functionality being indicated. For example, both solo and multiplayer games use a genre menu screen, where the only difference is whether a solo or a multiplayer game is being played. Game Paused Screen name is changed to Quit Game Prompt (as the timer is not paused on this screen). Solo and Multiplayer contexts have slightly different screens (previous version showed one screen for both). Tournament Played Screen: 1) "Back to Tournaments" menu item change to "Tournament Menu" (for brevity and clarity). 2) Screen text shortened. 3) Screen Elements specifications corrected (cut-and-paste error repeated specs of another screen). BREW Download Success/Fail Screen: 1) Screen name shortened to "BREW Download Result Screen". 2) "blah blah" text replaced with more informative text. Create Player Screen: 1) "Create Name" text changed to "Choose a Name". 2) UI specs for using the text entry area added. High Score Menu Screen: Menu now has options for daily, monthly, and all-time "all players" high scores, instead of just a single "all players" high scores. All Players Screen: This is changed to All Players Daily Screen. All Players Monthly Screen: This is a new screen. All Players All Time Screen: This is a new screen. Send Challenge Screen: UI specs for using the text entry areas added. Suggestion Screen: 1) UI specs for using the text entry areas added. 2) Screen revised to add optional email entry area. Suggestion Sent Screen: Screen simplified.
05.20.08	1.2.1	Overall: Minor corrections made. Score Screen: Screen elements now note that the # key is active only for solo and tournament and is inactive for multiplayer. Wrapup Screen: 1) Tournament does not have the same choices as Solo or Multiplayer (as the screen diagrams showed but the screen

Date	Revision	Description
		elements did not specify). 2) Tournament's "Play Again" changed to "Play Another Tournament" (since a player cannot play the same tournament twice).

3 Overview

Name That Tune! Deluxe (NTTD) is a re-design of the original Name That Tune! Version 3 design concept, to deliver a new NTT product in a shorter timeframe than originally envisioned.

The core changes of the original Name That Tune! Version 3 concept remain: New look, new scoring, and new client and server codebase to ease porting and eventual internationalization of the product. A new feature—Web challenges—has been added, but overall the scope of the product has greatly decreased. The original three (3) round solo gameplay and unique multiplayer gameplay have been replaced by a single (1) round format for both solo and multiplayer. In addition, the "Classic" gameplay which allowed users to play the previous version of NTT has been removed.

On the technical side, rather than creating a wholly new client codebase in AGE, the existing BREW and J2ME codebases for Name That Movie/Music Video will be used. Similarly, no new server will be created. Instead, a new NTTD product will be added to the existing Name That Movie/Music Video server, with the absolute minimum updates made to that server's CMS and other functionality to support NTTD. One important difference with NTM/MV, however, is NTTD will not utilize the UDT, so some functionality that relies on the UDT will have to be controlled by the client.

4 Application Flowcharts

A navigational flowchart of NTTD (Visio and HTML format) and all other docs are available on the wiki at:

<http://wiki.mh2onyc.com/tiki-index.php?page=NTT+Deluxe+Docs>

NOTES:

We need to send-up user confirms on WAP Exit Screen for advertising tracking.

5 Text Entry Handling

NOTE: If possible, we want to do the text entry handling per our new AGE Application guidelines, below:

The requirement that the Back key and a soft key (the Left Soft Key in xShop Applications) have the same functionality has created a UI problem for data entry boxes. This problem is acute in screens in which the only focusable items are data entry boxes.

In a data entry box, the Back key is needed for the deletion of characters. However, in our previous designs, when a screen only has text entry boxes, the focus always stays in the boxes. With Back and the Left Soft Key having the same functionality, this would lose access to the former function of the Left Soft Key. Since this is unacceptable in almost all cases, data entry boxes now use the following UI functionality:

- When a data entry box receives the focus, it is put into one of two states: *active* or *inactive*. Active state is indicated by the presence of a blinking cursor in the box. Inactive state is indicated by the absence of a cursor in the box.

A box with no data in it is automatically inactive.

A box with data in it is automatically active, and the cursor is placed after the last character of data in the box.

- For an **inactive box**, the Back and Left Soft Keys do not have delete-character functionality. Instead, they have whatever functionality is specified for the Left Soft Key for the overall screen. For Dream Shots, this is typically (perhaps always) to navigate back to a previous screen. The label for the Left Soft Key indicates this functionality (for phones that support contextual soft key labels).

An inactive box automatically becomes active if the user presses the OK key or presses any key that enters data in the box.

- For an **active box**, the Back and Left Soft Keys have delete-character functionality whenever the cursor is not in the left-most position of the box (i.e., there are no characters of data to the left of the cursor). The label for the Left Soft Key indicates this delete-character functionality (for phones that support contextual soft key labels).

When the cursor is in the left-most position of the box (i.e., the user has delete characters and/or moved the cursor so that it is now in the left-most position), the Back and Left Soft Keys have whatever functionality is specified for the Left Soft Key for the overall screen (same as the inactive box above).

- Pressing Back/Left Soft Key in a data entry box never moves the focus to another item on the screen.
- When pressing Back/Left Soft Key navigates to a previous screen, any data in any of the data entry boxes is discarded. The users are not prompted about this—they will figure it out the first time they do this and can use this feature as a way to quickly clear the boxes of data.
- **Other Keys:** Unless otherwise specified for a screen, these keys work as follows:

The Left and Right keys move the cursor in a data entry box, as normal.

The Up and Down keys move the focus between focusable items, as normal.

The OK key accepts the content of the data entry box. The actual functionality is specified in the individual screen specifications. This overall functionality should be typical: If the screen has only one box and no other focusable item on it, pressing OK causes the application to

process the contents of the box (such as sending it to the server) and navigating to another screen. If the screen has only one box and another focusable item on it, pressing OK moves the focus to the next focusable item on the screen.

- For phones that have both hard-coded Back **and** Clear keys (like Sony Ericsson phones) only the Clear key is dedicated to character deletions. The Back and Left Soft Keys are dedicated to the overall screen's Left Soft Key functionality.

6 UI Specifications

This section provides functional specifications for the UI presentation and navigation elements of the NTTD application.

When a list of items that can have the focus is displayed, the list always wrap: pressing Up on the first item moves to the last item; pressing Up on the last item moves to the first item.

Context: The solo game, multiplayer game, and tournament game have a number of screens that have very similar UI and functionality. These screens are specified together, with the various contexts and the differences (if any) in functionality being indicated. For example, both solo and multiplayer games use a genre menu screen, where the only difference is whether a solo or a multiplayer game is being played.

Game Play Timer: The various questions use a countdown timer. In cases when a midi clip is shorter than the timer, loop the clip.

When transitioning between game play question and answer screens, it takes too long to have the timer continuously running. Instead, the timer pauses (with a blink or something to clue in the user) until the answers are in place.

6.1. Sonic Branding Splash Screen

Screen Overview

Screen Diagram	Description
 Sonic Branding Splash Screen	<i>Flow Chart: Top Menus</i> Application splash screen. Graphics/animation to be determined. Might include a loader animation or some other soft of screen animation. No sound is played.

Screen Elements

Keys	Usage
Right Soft Key (no label), OK, Up, Down, Left, Right, 1, 2, 3, 4, 5, 6, 7, 8, 9, 0, *, #	Go to the Application Splash Screen. <i>(Note key handling difference with NTM/MV; Left Soft Key causes app to exit as with new AGE apps.)</i>
Left Soft Key (no label), Clr/Back, Power	Exit the application (no prompt).
Other	Usage
Timer, 5 seconds (or after animation build)	Go to the Application Splash Screen

Server Interactions

Action	Description
First Use: RegisterApp	RegisterApp tasks—get userID, etc.

6.2. Application Splash Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Top Menus Full screen animated "splash" screen; low-end handsets may have a static or less-involved animation Theme music plays when displayed. (EXCEPTION: No theme music on Sprint!) Theme music DOES NOT LOOP; it plays only once.

Screen Elements

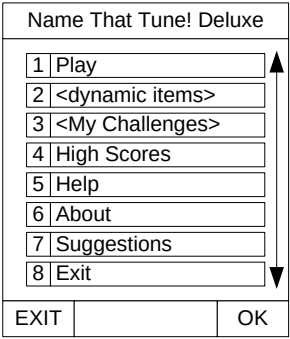
Keys	Usage
Right Soft Key (no label), OK, Up, Down, Left, Right, 1, 2, 3, 4, 5, 6, 7, 8, 9, 0, *, #	Stop music; go to the Main Menu Screen. <i>(Note key handling difference with NTM/MV; Left Soft Key causes app to exit as with new AGE apps.)</i>
Left Soft Key (no label), Clr/Back, Power	Exit the application (no prompt).
Other	Usage
Timer, 5 seconds (or after animation and theme music completes)	Go to the Main Menu Screen.

Server Interactions

Action	Description
TBD	

6.3. Main Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Top Menus Application header. Scrolling menu. Soft key labels. Numbered menu; Play has default focus. <i>Note difference with NTM/MV: "Play" is always the first menu item, followed by all dynamic items, followed by the "My Challenges" item (if enabled) and the remaining static menu items.</i> <i>The menu items are numbered in the order they are listed, from 1 through 9. If there are more than nine items, the items after #9 are not numbered.</i> <i>The NTM/MV Wallpaper, Ringtone, and Trailer dynamic menu items are not available in NTTD.</i>

Screen Elements

Focusable Items (Links)	Usage
Play	Go to the Game Menu Screen.
Dynamic Tournament Item	If user has played the tournament, go to the Tournament Played Screen. If user has not played the tournament, go to the Tournament Game Start Screen.
Dynamic Text Item	Go to the Text Screen.
Dynamic WAP Item	Go to the WAP Warning Screen.
My Challenges	Go to the My Challenges Menu Screen.
Help	Go to the Help Menu Screen.
About	Go to the About Screen.
Suggestions	Go to the Suggestions Screen.
Exit	Go to the Exit Confirm Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("EXIT"), Clr/Back	Go to the Exit Confirm Screen.
1, 2, 3, ... N	Take the appropriate action for the associated item (see Focusable Items above).
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Description
CheckMRC	Any MRC checks are performed; if fails go to Bad MRC Screen.
AppStart	Get main menu items, what else?

6.4. Bad MRC Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Top Menu Application header. Scrolling text message. Numbered menu; fixed menu choices; No has default focus. Soft key labels. Message text: You are no longer subscribed to Name That Tune! Deluxe. Please contact your carrier to renew your subscription.

Screen Elements

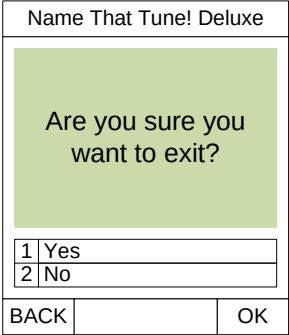
Focusable Items (Links)	Usage
No, Exit Game	Exit application (no prompt).
Yes, Try Again	Retry MRC Check.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("EXIT"), Clr/Back	Exit application (no prompt).
1	Exit application (no prompt).
2	Retry MRC Check.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Description
CheckMRC	Any MRC checks are performed; if fails go to Bad MRC Screen, if succeeds go to the Main Menu Screen.

6.5. Exit Confirm Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Exit Confirm Application header. Scrolling text message. Numbered menu; fixed menu choices; Yes has default focus. Soft key labels.

Screen Elements

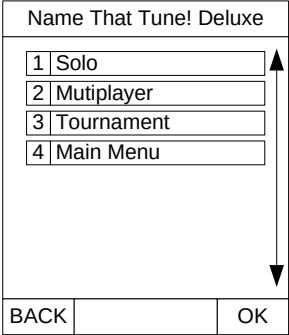
Focusable Items (Links)	Usage
Yes	Exit application (no prompt).
No	Return to previous screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("BACK"), Clr/Back	Go to the Main Menu Screen. (The Exit Confirm Screen is only called from the Main Menu Screen in the current design.)
1	Exit application (no prompt).
2	Return to previous screen.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Description
None	

6.6. Game Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Game Menu Application header. Scrolling menu items. Numbered menu; fixed menu choices; Solo has default focus. Soft key labels.

Screen Elements

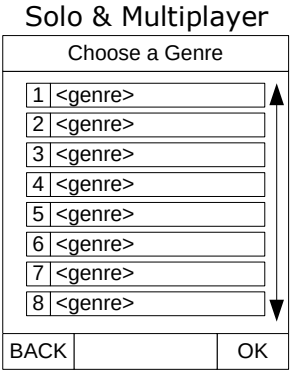
Focusable Items (Links)	Usage
Solo	Go to the Genre Menu Screen (Solo).
Multiplayer	Go to the Genre Menu Screen (Multiplayer).
Tournament	Go to the Tournament Menu Screen.
Main Menu	Go to the Main Menu Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("BACK"), Clr/Back	Go to the Main Menu Screen.
1	Go to the Genre Menu Screen (Solo).
2	Go to the Genre Menu Screen (Multiplayer).
3	Go to the Tournament Menu Screen.
4	Go to the Main Menu Screen.
Up, Down	Move focus one item in indicated direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Description
None	

6.7. Genre Menu Screen

Screen Overview

Screen Diagram	Description
 Solo & Multiplayer Choose a Genre 1 <genre> 2 <genre> 3 <genre> 4 <genre> 5 <genre> 6 <genre> 7 <genre> 8 <genre> BACK OK	<i>Flow Chart:</i> Solo Play, Multiplayer Play Title header with "Choose a Genre". Scrolling menu items. Soft key labels. Numbered menu; first listed genre has default focus. The menu items are numbered in the order they are listed, from 1 through 9. If there are more than nine items, the items after #9 are not numbered.

Screen Elements

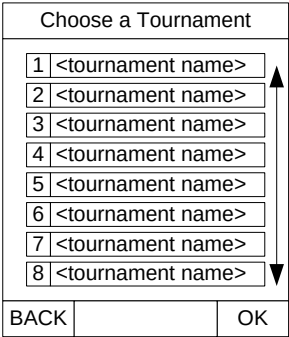
Focusable Items (Links)	Usage
<genre>	Go to Game Start Screen (Solo or Multiplayer per context) for the selected genre.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("BACK"), Clr/Back	Go to the Game Menu Screen.
1, 2, 3, ... N	Go to Game Start Screen (Solo or Multiplayer per context) for the selected genre.
Up, Down	Move focus in corresponding direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Description
GetGenres	Get the list of genres.

6.8. Tournament Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Tournament Play Title header with "Choose a Tournament". Scrolling menu items. Soft key labels. Numbered menu; first listed tournament has default focus. The menu items are numbered in the order they are listed, from 1 through 9. If there are more than nine items, the items after #9 are not numbered.

Screen Elements

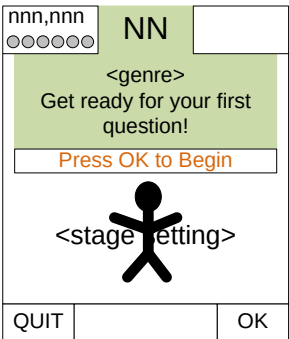
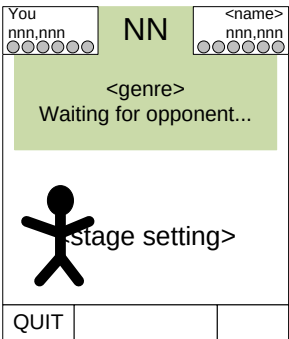
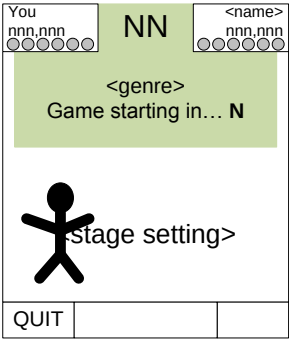
Focusable Items (Links)	Usage
<tournament name>	If user played tournament, go to the Tournament Played Screen. If user has not played tournament, go to the Game Start Screen (Tournament).
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("BACK"), Clr/Back	Go to the Game Menu Screen.
1, 2, 3, ... N	If user played tournament, go to the Tournament Played Screen. If user has not played tournament, go to the Game Start Screen (Tournament).
Up, Down	Move focus one item in indicated direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Description
GetTournaments	Get the list of active tournaments.

6.9. Game Start Screen

Screen Overview

Screen Diagram	Description
Solo  Multiplayer  Tournament 	Flow Chart: Solo Play, Multiplayer Play, Tournament Play Score (5-6 digits, TBD); 2 scores in multiplayer. Player names (multiplayer only). Question indicators (6 indicators; 4 states: correct, incorrect, in progress, null). Scrolling text prompt area (see text strings below). Auto scrolling prompt text. Stage setting w/animations. Soft key labels. Question Indicator ○○○○○○ ●●○○○○ The question indicator has six circles, one for each question in the game (ordered left to right). Each circle is colored in as follows: - Gray (null state): Question has not occurred yet. (All circles are gray at the start of a game). - Blue (in progress state): Question is currently being played but has not yet been answered. - Green (correct state): Question has been answered correctly. - Red (incorrect state): Question has been answered incorrectly. Prompts in Multiplayer The multiplayer game start works as in NTM/MV with some minor client changes. The "Press OK to Begin" prompt does not appear. The user first gets a "waiting" message. Once an opponent is found, the message changes to a "game starting" message with a countdown. The game begins when the countdown is finished. Stage and Animation How the stage and avatars are presented and animated is being determined by Hector. Solo and Tournament will be the same; multiplayer will be slightly different. This document won't get into the final screen layouts and animation.



Screen Elements

Focusable Items (Links)	Usage
None	
Keys	Usage
Right Soft Key ("OK"), OK	Solo, Tournament: Go to the Question Screen (Solo or Tournament per context). Multiplayer: Not applicable.
Left Soft Key ("QUIT"), Clr/Back	Go to the Quit Game Prompt Screen (Solo, Multiplayer, or Tournament per context).
Power	Exit the application (no prompt).

Prompt Text Strings

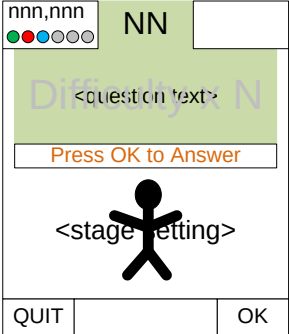
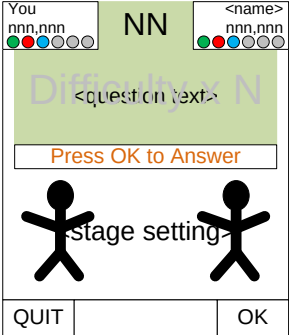
Action	Description
Solo	<Genre Selected> Get ready for your first question! PROMPT: Press OK to Begin
Multiplayer (no opponent)	<Genre Selected> Waiting for an opponent... PROMPT: none
Multiplayer (opponent found)	<Genre Selected> Game beginning in... <n> seconds. Prompt: none
Tournament	<Tournament Name> Get ready for your first question! PROMPT: Press OK to Begin

Server Interactions

Action	Description
GetOpponent (multiplayer)	Get opponent name from server.
GetQuestions	Unlike in NTM/MV, the client will fetch content for all 6 questions (in addition to the questions) before the game begins.

6.10. Question Screen

Screen Overview

Screen Diagram	Description
Solo & Tournament  The diagram shows a screen layout for Solo and Tournament play. At the top left is a score display 'nnn,nnn' with five colored circles (green, red, blue, yellow, grey) below it. To its right is a difficulty display 'NN' in a green box. Below these is a large green box containing '<question text>' and a watermark 'Difficulty N'. Below the green box is a red button labeled 'Press OK to Answer'. At the bottom is a stick figure icon with '<stage setting>' text. At the very bottom are 'QUIT' and 'OK' buttons. Multiplayer  The diagram shows a screen layout for Multiplayer play. At the top left is a score display 'You nnn,nnn' with five colored circles below it. To its right is a difficulty display 'NN' in a green box. Further right is a player name display '<name>' with 'nnn,nnn' below it. Below these is a large green box containing '<question text>' and a watermark 'Difficulty N'. Below the green box is a red button labeled 'Press OK to Answer'. At the bottom are two stick figure icons with '<stage setting>' text between them. At the very bottom are 'QUIT' and 'OK' buttons.	Flow Chart: Solo Play, Multiplayer Play, Tournament Play Same elements as Game Start Screen. Text: "Difficulty" draws; then is replaced by "x N" where N is the difficulty modifier; then "x N" becomes a watermark; then question text appears, music starts, and timer starts. Prompt: Press OK to Answer Gameplay Description/Timers/Flow Gameplay in NTTD is slightly different than both NTT (classic) and NTM/MV. The timer starts at 60. The following things happen at the same time: 1) The music begins playing. 2) The question is displayed 3) The timer starts counting down from 60 When the user presses the Right Soft Key or OK, the answers are displayed (music continues to play/loops).

Screen Elements

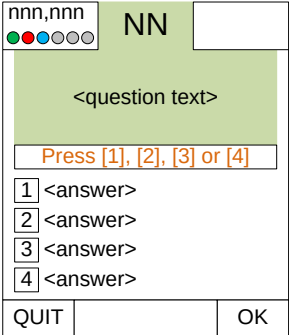
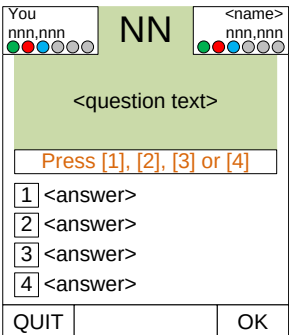
Focusable Items (Links)	Usage
None	
Keys	Usage
Right Soft Key ("OK"), OK	Go to the Answer Screen (Solo, Multiplayer, or Tournament per context).
Left Soft Key ("QUIT"), Clr/Back	Go to the Quit Game Prompt Screen (Solo, Multiplayer, or Tournament per context).
Power	Exit the application (no prompt).

Server Interactions

Action	Description
none	none

6.11. Answer Screen

Screen Overview

Screen Diagram	Description
Solo & Tournament  Multiplayer 	<i>Flow Chart:</i> Solo Play, Multiplayer Play, Tournament Play Same elements as Game Start Screen. Question text remains. Prompt: Press 1, 2, 3, or 4 (numbers are graphics to look like keys). Numbered answer menu (4 answers) is displayed over stage; first answer has default focus. Answer text marquee (scrolls horizontally) if it does not fit. Gameplay Description/Timers/Flow The timer continues to count down until the user selects an answer. The music continues playing until the user selects an answer. If the correct answer is selected, it blinks green (or something), a happy sound plays, the correct animation plays, and the user goes to the score screen. If an incorrect answer is selected, it blinks red (or something), a sad sound plays, the wrong animation plays, then the correct answer blinks green (or something), and then the user goes to the score screen. If the timer reaches 0, the user may no longer answer. The question is scored as incorrect (just no "wrong" answer is highlighted).

Screen Elements

Focusable Items (Links)	Usage
<answers>	Display correct/incorrect animation and sound and go to the Score Screen (Solo, Multiplayer, or Tournament per context).
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("QUIT"), Clr/Back	Go to the Quit Game Prompt Screen (Solo, Multiplayer, or Tournament per context).
1, 2, 3, 4	Navigate per associated item.
Up, Down	Move focus one item in indicated direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Description
SendScore (multiplayer)	Send score for question to server.

6.12. Score Screen

Screen Overview

Screen Diagram	Description																									
Solo & Tournament nnn,nnn ●●●●●● NN Correct/Wrong <table><tr><td>Correct Answer</td><td>N,NNN</td></tr><tr><td>+ Time Bonus</td><td>NN x 10</td></tr><tr><td>Base Score</td><td></td></tr><tr><td>Difficulty</td><td>x N</td></tr><tr><td>Total Score</td><td>N,NNN</td></tr></table> Press # to Challenge a Friend Press OK to Continue QUIT OK Multiplayer You nnn,nnn ●●●●●● NN <name> nnn,nnn ●●●●●● Correct/Wrong Correct/Wrong <table><tr><td>N,NNN</td><td>Correct</td><td>N,NNN</td></tr><tr><td>NN x 10</td><td>Time</td><td>NN x 10</td></tr><tr><td>N,NNN</td><td>Base</td><td>N,NNN</td></tr><tr><td>x N</td><td>Difficulty</td><td>x N</td></tr><tr><td>N,NNN</td><td>Total</td><td>N,NNN</td></tr></table> Press OK to Continue QUIT OK Waiting for <name> to answer...	Correct Answer	N,NNN	+ Time Bonus	NN x 10	Base Score		Difficulty	x N	Total Score	N,NNN	N,NNN	Correct	N,NNN	NN x 10	Time	NN x 10	N,NNN	Base	N,NNN	x N	Difficulty	x N	N,NNN	Total	N,NNN	<i>Flow Chart:</i> Solo Play, Multiplayer Play, Tournament Play Same elements as Game Start Screen. Question and answers are replaced by a Score Tabulation area. Hector will specify animations for how this area is drawn. The area includes: • Correct/Incorrect text. • Base Score. • Time Bonus. • Difficulty Multiplier. • Total Score. See the scoring summary section in this document for how scoring works. In multiplayer, if the opponent's score has not yet been received a "Waiting" message appears in place of their score until it is received. There are two prompts: Press # to Challenge a Friend (solo and tournament only). Press OK to Continue (all game types; does not appear until the opponent's score is received and displayed). Gameplay Description/Timers/Flow The timer stays at whatever time the user answered. As noted above, Hector will specify a build sequence for the score—scrolling counters, flashing numbers, whatever. Sound will also likely accompany the scoring for certain elements. This sequence will likely be abbreviated (or missing) for opponent scores. Perhaps current game score might influence how the scores build in multiplayer as well (so if the user is correct, but scores lower than their opponent, there's still a negative sound, etc.).
Correct Answer	N,NNN																									
+ Time Bonus	NN x 10																									
Base Score																										
Difficulty	x N																									
Total Score	N,NNN																									
N,NNN	Correct	N,NNN																								
NN x 10	Time	NN x 10																								
N,NNN	Base	N,NNN																								
x N	Difficulty	x N																								
N,NNN	Total	N,NNN																								

Screen Elements

Focusable Items (Links)	Usage
none	
Keys	Usage
Right Soft Key ("OK"), OK	On Questions 1-4, go to the Question Screen (Solo, Multiplayer, or Tournament per context) for the next question. On Question 5, go to the Bid Screen (Solo, Multiplayer, or Tournament per context).
Left Soft Key ("QUIT"), Clr/Back	Go to the Quit Game Prompt Screen (Solo, Multiplayer,

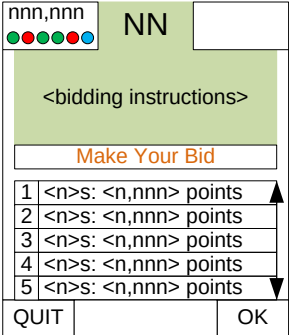
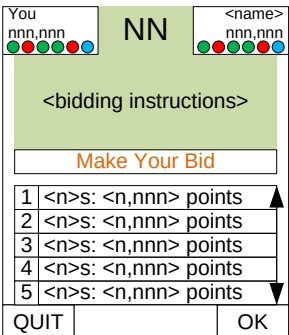
	or Tournament per context).
#	Solo, Tournament: Go to the Send Challenge Screen. Multiplayer: Inactive.
Power	Exit the application (no prompt).

Server Interactions

Action	Description
GetScore (multiplayer)	Get opponent's score from server.

6.13. Bid Screen

Screen Overview

Screen Diagram	Description
Solo & Tournament  Multiplayer 	Flow Chart: Solo Play, Multiplayer Play, Tournament Play Same elements as Game Start Screen. Question text replaced by bidding instructions. Answers replaced by scrolling menu of bidding options. Numbered menu; fixed menu choices; first item has default focus. Prompt: Make Your Bid Gameplay Description/Timers/Flow The timer resets to 60. When the user selects a bid, the timer resets to the amount of time bid. The player then proceeds to the Final Question Screen. Bidding Instructions Bid the number of seconds you will get to name that tune. You get big scores for short bids!

Screen Elements

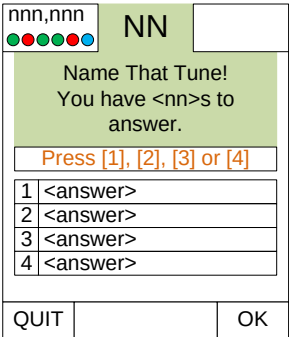
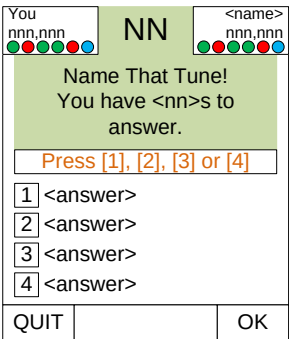
Focusable Items (Links)	Usage
<bids>	Set timer to bid; go to the Final Question Screen (Solo, Multiplayer, or Tournament per context).
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("QUIT"), Clr/Back	Go to the Quit Game Prompt Screen (Solo, Multiplayer, or Tournament per context).
1, 2, 3, 4, 5	Navigate per associated item.
Up, Down	Moves focus one item in indicated direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Description
none	

6.14. Final Question Screen

Screen Overview

Screen Diagram	Description
Solo & Tournament  Multiplayer 	Flow Chart: Solo Play, Multiplayer Play, Tournament Play Same elements as Game Start Screen. The question text is always: Name That Tune! You have <nn>s to answers. (Where nn is the number of seconds bid.) Prompt: Press 1, 2, 3, or 4 (key graphics, same as Answer Screen). Numbered answer menu (4 answers) is displayed over stage; first item has default focus. Answer text marquees (scrolls horizontally) if it does not fit. Gameplay Description/Timers/Flow When this screen appears, the following happen at the same time: 1) The music begins playing 2) The timer starts counting down. 3) The answers are displayed. Note that due to the bidding, the Timer will likely be starting below 60. If the correct answer is selected, it blinks green (or something), a happy sound plays, the correct animation plays, and the user goes to the Final Score Screen. If an incorrect answer is selected, it blinks red (or something), a sad sound plays, the wrong animation plays, then the correct answer blinks green (or something), and then the user goes to the Final Score Screen. If the timer reaches 0, the user may no longer answer. The question is scored as incorrect (just no "wrong" answer is highlighted).

Screen Elements

Focusable Items (Links)	Usage
<answers>	Display correct/incorrect animation and sound and go to the Final Score Screen (Solo, Multiplayer, or Tournament per context).
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("QUIT"), Clr/Back	Go to the Quit Game Prompt Screen (Solo, Multiplayer, or Tournament per context).
1, 2, 3, 4	Navigate per associated item.
Up, Down	Move focus one item in indicated direction. (Focus

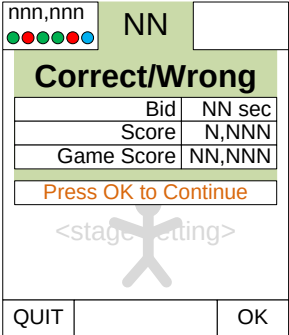
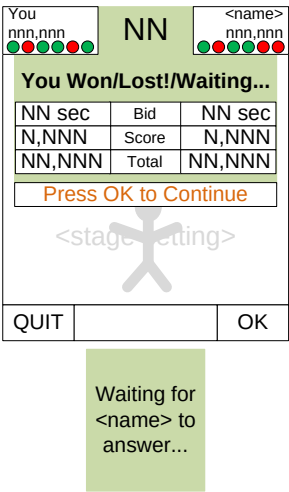
	wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Description
SendScore (multiplayer)	Send score for question to server.

6.15. Final Score Screen

Screen Overview

Screen Diagram	Description
Solo & Tournament  Multiplayer 	Flow Chart: Solo Play, Multiplayer Play, Tournament Play Same elements as Game Start Screen. Question and answers are replaced by a Score Tabulation area (somewhat different than that on the Score Screen). Hector will specify animations for how this area is drawn. The area includes: • Correct/Incorrect text. • Bid. • Question Score. • Final Game Score. See the scoring summary section in this document for how scoring works. In multiplayer, if the opponent's score has not yet been received a "Waiting" message appears in place of their score until it is received. Prompt: Press OK to Continue. (There is no #; the user cannot send a challenge on the final question). Gameplay Description/Timers/Flow The timer stays at whatever time the user answered. As noted above, Hector will specify a build sequence for the score—scrolling counters, flashing numbers, whatever. Sound will also likely accompany the scoring for certain elements. This sequence will likely be abbreviated (or missing) for opponent scores. Perhaps current game score might influence how the scores build in multiplayer as well (so if the user is correct, but scores lower than their opponent, there's still a negative sound, etc.). Sign-Off Animation TBD: When the user presses OK, before going to the Wrapup screen, the scoreboard goes away and the host avatar does his signoff animation/audio.

Screen Elements

Focusable Items (Links)	Usage
none	
Keys	Usage
Right Soft Key ("OK"), OK	Play sign-off animation (TBD); go to the Wrapup Screen
Left Soft Key ("QUIT"), Clr/Back	Go to the Quit Game Prompt Screen (Solo, Multiplayer, or Tournament per context).

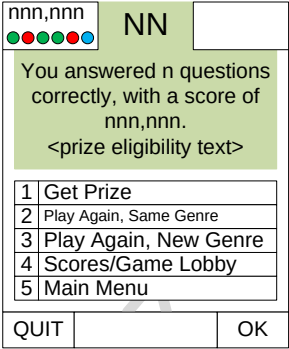
Power	Exit the application (no prompt).
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Server Interactions

Action	Description
GetScore (multiplayer)	Get opponents score from server.
SendScore (all)	Send user's score to server, by question for use in multiplayer and for High Score boards.

6.16. Wrapup Screen

Screen Overview

Screen Diagram	Description
Solo  nnn,nnn NN You answered n questions correctly, with a score of nnn,nnn. <prize eligibility text> 1 Get Prize 2 Play Again, Same Genre 3 Play Again, New Genre 4 Scores/Game Lobby 5 Main Menu QUIT OK Tournament  nnn,nnn NN You answered n questions correctly, with a score of nnn,nnn. <prize eligibility text> 1 Get Prize 2 Play Another Tournament 3 High Scores 4 Main Menu QUIT OK Multiplayer  You nnn,nnn X N <name> nnn,nnn NN NN You Won/Lost <prize eligibility text> 1 Get Prize 2 Play Again, Same Genre 3 Play Again, New Genre 4 High Scores 5 Main Menu QUIT OK	<i>Flow Chart:</i> Solo Play, Multiplayer Play, Tournament Play Same elements as Game Start Screen. Scrolling text area has wrapup text (see strings below). Numbered menu is displayed over stage; first item has default focus. Menu text marquees (scrolls horizontally) if it does not fit. The menu items are numbered in the order they are listed, from 1 through 4 or 5.

Screen Elements

Focusable Items (Links)	Usage
Get Prize (if present)	Go to the Prize Menu Screen.
Play Again, Same Genre	Solo, Multiplayer: Go to the Game Start Screen (same genre selected). Tournament: This item is not present.

Play Again, New Genre	Solo, Multiplayer: Go to the Genre Menu Screen. Tournament: This item is not present.
Play Another Tournament	Solo, Multiplayer: This item is not present. Tournament: Go to the Tournament Menu Screen.
High Scores	Go to the High Scores Menu Screen.
Main Menu	Go to the Main Menu Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigates per selected item.
Left Soft Key ("QUIT"), Clr/Back	Go to the Main Menu Screen.
1-N	Navigates per associated item.
Up, Down	Moves focus one item in indicated direction. (Focus wraps.)
Power	Exit the application (no prompt).

Text Strings

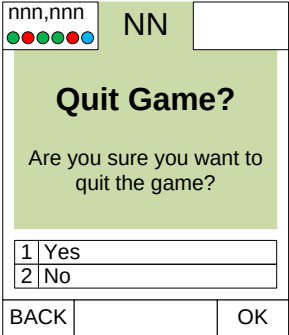
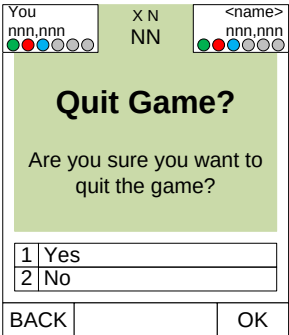
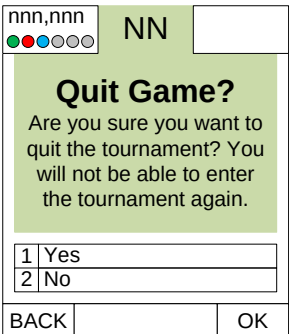
Element	Text
Prize Eligibility	You are eligible to receive a prize ringtone. Select Get Prize below.

Server Interactions

Action	Description
GetPrizes	See if user is eligible for Prize. See Prizes section for eligibility rules. Also, some carriers may not allow prizes.

6.17. Quit Game Prompt Screen

Screen Overview

Screen Diagram	Description
Solo  The diagram shows a 'Solo' screen layout. At the top, there are two player indicators: 'nnn,nnn' with four colored dots (red, green, blue, yellow) and 'NN' with two empty slots. Below this is a green box containing the text 'Quit Game?' and 'Are you sure you want to quit the game?'. Underneath the green box is a numbered menu with '1 Yes' and '2 No'. At the bottom are 'BACK' and 'OK' buttons. Multiplayer  The diagram shows a 'Multiplayer' screen layout. At the top, there are three player indicators: 'You nnn,nnn' with four colored dots, 'X N NN' with two empty slots, and '<name> nnn,nnn' with four colored dots. Below this is a green box containing the text 'Quit Game?' and 'Are you sure you want to quit the game?'. Underneath the green box is a numbered menu with '1 Yes' and '2 No'. At the bottom are 'BACK' and 'OK' buttons. Tournament  The diagram shows a 'Tournament' screen layout. At the top, there are two player indicators: 'nnn,nnn' with four colored dots and 'NN' with two empty slots. Below this is a green box containing the text 'Quit Game?' and 'Are you sure you want to quit the tournament? You will not be able to enter the tournament again.'. Underneath the green box is a numbered menu with '1 Yes' and '2 No'. At the bottom are 'BACK' and 'OK' buttons.	<i>Flow Chart:</i> Solo Play, Multiplayer Play, Tournament Play Same elements as Game Start Screen. Quit message appears. Numbered menu; fixed menu choices; Yes has default focus. Gameplay Description/Timers/Flow The timer continues to run while this screen is displayed.

Screen Elements

Focusable Items (Links)	Usage
Yes	Solo/Multiplayer: Go to the Genre Menu Screen. Tournament: Go to the Tournament Menu Screen.
No	Return to game.

Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("BACK"), Clr/Back	Return to game (Solo, Multiplayer, or Tournament per context).
1, 2	Navigate per associated item.
Up, Down	Move focus one item in indicated direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Description
none	none

6.18. Tournament Played Screen

Screen Overview

Screen Diagram	Description
	Flow Chart: Tournament Play Same elements as Game Start Screen. Tournament already played message appears. Numbered menu; fixed menu choices; Tournament Menu has default focus. When This Appears This screen may appear after the user selects a tournament from the Tournament Menu OR when selecting a tournament menu item from the Main Menu. When the user selects a tournament from either location, the client checks with the server to determine if the user has already played the selected tournament; you can only play a tournament once!

Screen Elements

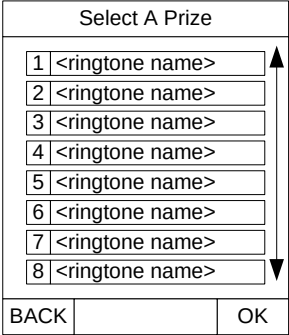
Focusable Items (Links)	Usage
Tournament Menu	Go to the Tournament Menu Screen.
Main Menu	Go to the Main Menu Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("QUIT"), Clr/Back	Go to the Tournament Menu Screen.
1, 2	Navigate per associated item.
Up, Down	Move focus one item in indicated direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Description
none	none

6.19. Prize Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Prize Menu Title header with "Select A Prize". Scrolling menu. Soft key labels. Numbered menu; first item has default focus. The menu items are numbered in the order they are listed, from 1 through 9. If there are more than nine items, the items after #9 are not numbered.

Screen Elements

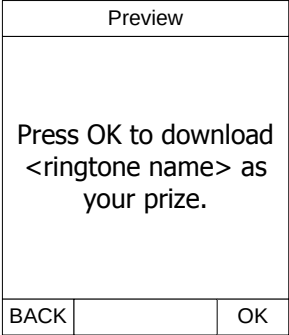
Focusable Items (Links)	Usage
<ringtone name>	Go to the Preview Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("BACK"), Clr/Back	Return to the Wrapup Screen (Solo, Multiplayer, or Tournament) from which this screen was called.
1, 2, 3, ... N	Navigate per associated item.
Up, Down	Move focus one item in indicated direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Description
GetPrizes?	Should have already been called and have prize names on Wrapup Screen.

6.20. Prize Preview Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Prize Menu Title header with "Preview". Scrolling prompt text (as indicated). Soft key labels.

Screen Elements

Focusable Items (Links)	Usage
none	
Keys	Usage
Right Soft Key ("OK"), OK	BREW: Install ringtone and go to the BREW Download Result Screen. J2ME (WAP): Go to the WAP Download Screen. J2ME (SMS): Go to the SMS Download Screen.
Left Soft Key ("BACK"), Clr/Back	Go to the Prize Menu Screen.
Power	Exit the application (no prompt).

Server Interactions

Action	Description
GetContent	If needed to get the midi ringtone file???

6.21. BREW Download Result Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Prize Menu Title header with "Install Success" or "Install Failed". Scrolling prompt text. Soft key labels.

Screen Elements

Focusable Items (Links)	Usage
none	
Keys	Usage
Right Soft Key ("OK"), OK	Success: Go to the Main Menu Screen. Fail: Attempt installation again and display appropriate new prompt on this Success/Fail Screen.
Left Soft Key ("BACK"), Clr/Back	Go to the Preview Screen.
Power	Exit the application (no prompt).

Text Strings

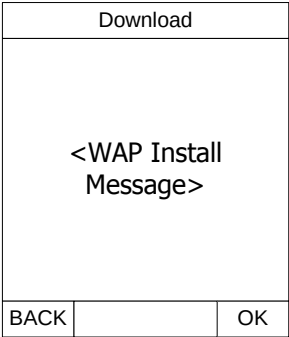
Element	Text
Install succeeded	Your ringtone has been installed on your phone. To set it as your ringtone, exit the game and go to the your phone's setup menu. Press OK to go to the Main Menu Screen.
Install failed	Your ringtone was not installed. Press OK to try again. You may have to delete a ringtone to make space for a new one. To do this, exit the game and follow your phone's instructions for deleting ringtones.

Server Interactions

Action	Description
InstallSuccess	Send client event to server noting ID of ringtone installed.

6.22. WAP Delivery Screen

Screen Overview

Screen Diagram	Description
 The diagram shows a mobile screen layout. At the top is a header box labeled 'Download'. Below it is a large rectangular area containing the text '<WAP Install Message>'. At the bottom of the screen is a row of three buttons: 'BACK', an empty box, and 'OK'.	<i>Flow Chart: Prize Menu</i> Title header with "Download". Scrolling prompt text. Soft key labels

Screen Elements

Focusable Items (Links)	Usage
none	
Keys	Usage
Right Soft Key ("OK"), OK	Exit the application (no prompt) and open the WAP browser to the URL provided by server.
Left Soft Key ("BACK"), Clr/Back	Go to the Preview Screen.
Power	Exit the application (no prompt).

Text Strings

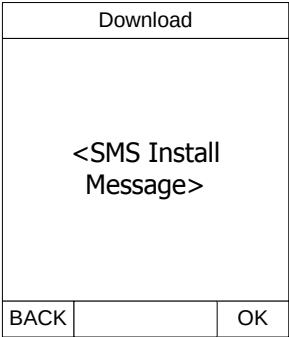
Element	Text
WAP install message	In order to download your prize ringtone, you must exit the game. Your WAP browser will then open and a link to your content will be displayed. Follow that link to download your ringtone. Press OK to continue and exit the game.

Server Interactions

Action	Description
GetUrl	Get the URL for the ringtone to be delivered.

6.23. SMS Delivery Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Prize Menu Title header with "Download" Scrolling prompt text. Soft key labels.

Screen Elements

Focusable Items (Links)	Usage
none	
Keys	Usage
Right Soft Key ("OK"), OK	Go to the Main Menu Screen.
Left Soft Key ("BACK"), Clr/Back	Go to the Preview Screen.
Power	Exit the application (no prompt).

Text Strings

Element	Text
SMS Install Message	A text message (SMS) is being sent to your phone with a link to your prize ringtone. To install your ringtone, open the message and follow the link contained therein. Press OK to return to the Main Menu Screen.

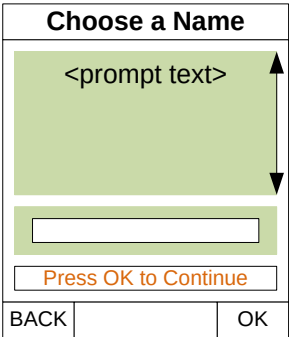
Server Interactions

Action	Description
TBD	none

QUESTION: How do we get the user's phone #; do we need to put a form here???

6.24. Create Player Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Create Player Title header with "Choose a Name" text. Scrolling prompt text. Text entry area. See the section on text entry handling above. Prompt: Press OK to Continue

Screen Elements

Focusable Items (Links)	Usage
Text Entry Area	User enters text.
Keys	Usage
Right Soft Key ("OK"), OK	Check the name entered. If the name is not acceptable, return to the Create Player Screen with the name cleared from the text entry box. If the name is acceptable, navigate as follows: - If the Create Player Screen was called when navigating from the High Score Menu Screen, go to the All Players Screen, Multiplayer Wins Screen, or Tournament Scores Menu Screen per the user's choice. - If the Create Player Screen was called when from the Game Menu Screen by the user selecting to play a multiplayer game, go to the Genre Menu Screen (Multiplayer). - If the Create Player Screen was called when from the Game Menu Screen by the user selecting to play a tournament, go to the Tournament Menu Screen.
Text Entry Box Inactive: Left Soft Key ("BACK"), Clr/Back	Return to the screen from which the Create Player Screen was called (either the Game Menu Screen or the High Score Menu Screen).
Text Entry Box Active: Left Soft Key ("DEL CHAR"), Clr/Back	Delete the character to the left of the cursor.
1, 2, 3, 4, 5, 6, 7, 8, 9, 0, *, #	Enter text in the text box in multitap mode.
Text Entry Box Active:	Move the cursor one character to the left or right.

Left, Right	
Power	Exit the application (no prompt).

Text Strings

Element	Text
First Time	Enter a name for yourself. This name is used for multiplayer player, tournaments, and high scores.
Create Failed	Sorry, an error prevented your name from being registered. Please try again.
Name Taken/Bad Name	Sorry, you cannot use that name. Please enter a different name.
Others?	TBD

Server Interactions

Action	Description
none	none

6.25. High Scores Menu Screen

Screen Overview

Screen Diagram	Description
 The diagram shows a screen titled "High Scores". Below the title is a vertical list of six menu items, each preceded by a number: 1 My Scores, 2 All Players, Today, 3 All Players, This Month, 4 All Players, All Time, 5 Multiplayer Wins, and 6 Tournaments. To the right of the list is a vertical double-headed arrow indicating scrolling. At the bottom of the screen are two buttons: "BACK" on the left and "OK" on the right.	<i>Flow Chart:</i> High Scores Title header with "High Scores". Scrolling menu. Soft key labels. Numbered menu; fixed menu choices; My Scores has default focus.

Screen Elements

Focusable Items (Links)	Usage
My Scores	Go to the My Scores Screen.
All Players, Today	If the player has a name, go to the All Players Daily Screen. If no name, go to the Create Player Screen.
All Players, This Month	If the player has a name, go to the All Players Monthly Screen. If no name, go to the Create Player Screen.
All Players, All Time	If the player has a name, go to the All Players All Time Screen. If no name, go to the Create Player Screen.
Multiplayer Wins	If the player has a name, go to the Multiplayer Wins Screen. If no name, go to the Create Player Screen.
Tournaments	If the player has a name, go to the Tournament Scores Menu Screen. If no name, go to the Create Player Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("BACK"), Clr/Back	If this screen was called from the Main Menu Screen, go to the Main Menu Screen. If this screen was called from the Wrapup Screen, go to the Wrapup Screen.
1, 2, 3, 4, 5, 6	Navigate per associated item.
Up, Down	Move focus one item in indicated direction. (Focus

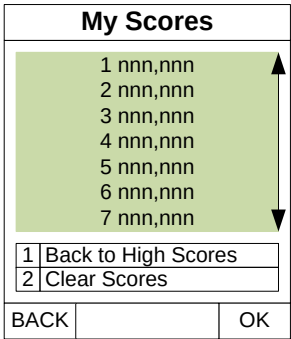
	wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Description
Client should know if user has player name???	

6.26. My Scores Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> High Scores Title header with "My Scores" Scrolling list of the user's top 10 (20?) scores. Numbered menu; fixed menu choices; Back to High Scores has default focus. Soft key labels.

Screen Elements

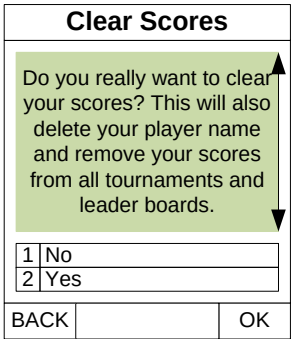
Focusable Items (Links)	Usage
Back to High Scores	Go to the High Scores Menu Screen.
Clear Scores	Go to the Clear Scores Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("BACK"), Clr/Back	Go to the High Scores Menu Screen.
1, 2	Navigate per associated item.
Up, Down	Move focus one item in indicated direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Description
Client should have all the user's scores local???	none

6.27. Clear Scores Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> High Scores Title header with "Clear Scores" Auto-scrolling text prompt area. Numbered menu; fixed menu choices; No has default focus. Soft key labels.

Screen Elements

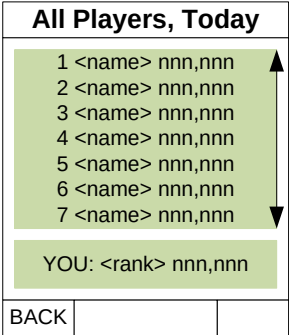
Focusable Items (Links)	Usage
No (default focus)	Go to the My Scores Screen.
Yes	Clear all of the user's scores (and user name) and go to the High Scores Menu Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("BACK"), Clr/Back	Go to the My Scores Screen.
1, 2	Navigate per associated item.
Up, Down	Move focus one item in indicated direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Description
ClearScores	Tell server to erase player name and all associated scores. If fails, need to throw up a dialog and not clear the scores local until they're cleared on the server.

6.28. All Players Daily Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> High Scores Title header with "All Players, Today". Scrolling text area with top 20 game scores (for current day) and player names. User's top score and rank. Soft key labels.

Screen Elements

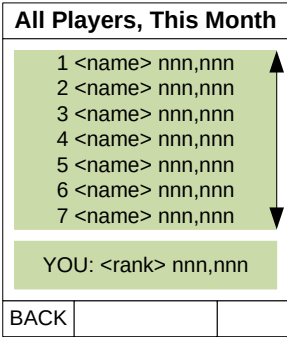
Focusable Items (Links)	Usage
none	
Keys	Usage
Right Soft Key (no label), OK	No action.
Left Soft Key ("BACK"), Clr/Back	Go to the High Scores Menu Screen.
Power	Exit the application (no prompt).

Server Interactions

Action	Description
GetScores	Get All Players high scores from server.

6.29. All Players Monthly Screen

Screen Overview

Screen Diagram	Description
 The screen diagram shows a title bar 'All Players, This Month' with a scrollable list of 7 items, each containing a rank, name, and score. Below the list is a 'YOU' section showing the user's rank and score. At the bottom is a 'BACK' button.	<i>Flow Chart:</i> High Scores Title header with "All Players, This Month". Scrolling text area with top 20 game scores (for current month) and player names. User's top score and rank. Soft key labels.

Screen Elements

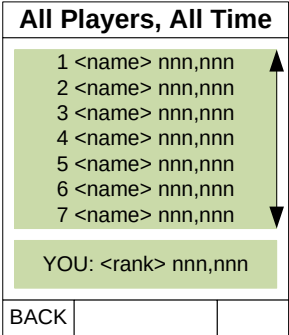
Focusable Items (Links)	Usage
none	
Keys	Usage
Right Soft Key (no label), OK	No action.
Left Soft Key ("BACK"), Clr/Back	Go to the High Scores Menu Screen.
Power	Exit the application (no prompt).

Server Interactions

Action	Description
GetScores	Get All Players high scores from server.

6.30. All Players All Time Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> High Scores Title header with "All Players, All Time". Scrolling text area with top 20 game scores (all time) and player names. User's top score and rank. Soft key labels.

Screen Elements

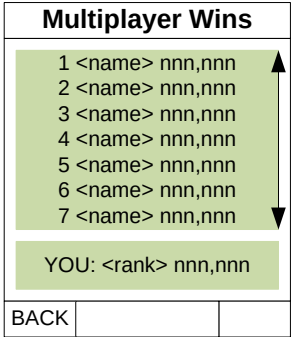
Focusable Items (Links)	Usage
none	
Keys	Usage
Right Soft Key (no label), OK	No action.
Left Soft Key ("BACK"), Clr/Back	Go to the High Scores Menu Screen.
Power	Exit the application (no prompt).

Server Interactions

Action	Description
GetScores	Get All Players high scores from server.

6.31. Multiplayer Wins Screen

Screen Overview

Screen Diagram	Description
 The diagram shows a screen titled "Multiplayer Wins". It features a list of seven entries, each consisting of a rank number (1-7), a player name in angle brackets, and a score (nnn,nnn). A vertical double-headed arrow indicates scrolling. Below the list is a section for the user's own score: "YOU: <rank> nnn,nnn". At the bottom left is a "BACK" button, and at the bottom right are two empty rectangular boxes.	<i>Flow Chart:</i> High Scores Title header with "Multiplayer Wins". Scrolling text area with top 20 (all time) multiplayer win totals and names. User's multiplayer wins and their rank. Soft key labels.

Screen Elements

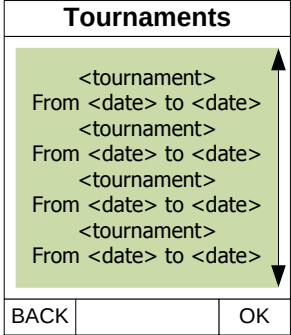
Focusable Items (Links)	Usage
none	
Keys	Usage
Right Soft Key (no label), OK	No action.
Left Soft Key ("BACK"), Clr/Back	Go to the High Scores Menu Screen.
Power	Exit the application (no prompt).

Server Interactions

Action	Description
GetScores	Get Multiplayer Wins high scores from server.

6.32. Tournament Scores Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> High Scores Title header with "Tournaments". Scrolling menu with tournament names and active dates. Soft key labels.

Screen Elements

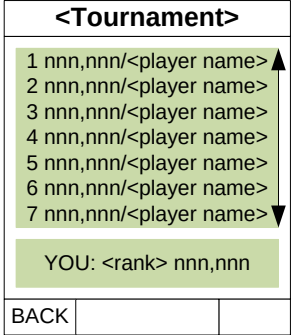
Focusable Items (Links)	Usage
<tournament>	Go to the Tournament Scores Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("BACK"), Clr/Back	Go to the High Scores Menu Screen.
Power	Exit the application (no prompt).

Server Interactions

Action	Description
GetTournamentScores	Get tournaments and dates that have scores, reverse chronological order; cap at some # of months.

6.33. Tournament Scores Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> High Scores Title header with name of selected tournament Scrolling list of high scores in tournament with player names. Player's rank and score in tournament. Soft key labels.

Screen Elements

Focusable Items (Links)	Usage
none	
Keys	Usage
Right Soft Key (no label), OK	No action.
Left Soft Key ("BACK"), Clr/Back	Go to the Tournament Scores Menu Screen.
Power	Exit the application (no prompt).

Server Interactions

Action	Description
GetTournamentScores	Get top scores, names, and player rank (and score) for selected tournament.

6.34. Send Challenge Screen

Screen Overview

Screen Diagram	Description
 The diagram shows a screen titled "Send Challenge". Inside a green box, it says "Challenge a friend to better your score on this question." Below this is a prompt "Enter your friend's email:" followed by two input fields separated by an "@" symbol. Below the input fields is a prompt "Send a Taunt:" followed by a larger text entry area. At the bottom of the green box is a button labeled "Press OK to Send". Below the green box are three soft key labels: "BACK", a blank space, and "OK".	<i>Flow Chart:</i> Send Challenge Title header with "Send Challenge" text. Three text prompts (probably make these server-side as I can see them being a bone of contention). Text entry areas for user email name, email domain, AND taunt (text message to person being challenged). See the section on text entry handling above. Send prompt. Soft key labels.

Screen Elements

Focusable Items (Links)	Usage
Email Name	User enters email name.
Email Domain	User enters email domain.
Taunt	User enters taunt/message to be displayed to person being challenged.
Keys	Usage
Right Soft Key ("OK"), OK	Send challenge. If successful, go to the Challenge Sent Screen; if not, redisplay the Send Challenge Screen with new prompt text.
Text Entry Box Inactive: Left Soft Key ("BACK"), Clr/Back	Go to the Score Screen (Solo or Tournament, per context).
Text Entry Box Active: Left Soft Key ("DEL CHAR"), Clr/Back	Delete the character to the left of the cursor.
1, 2, 3, 4, 5, 6, 7, 8, 9, 0, *, #	Enter text in the text box in multitap mode.
Text Entry Box Active: Left, Right	Move the cursor one character to the left or right.
Up, Down	Move focus one item in indicated direction. (Focus wraps.)
Power	Exit the application (no prompt).

Text Strings

Element	Text
Top prompt	Challenge a friend to better your score on this question.
Top prompt/bad address	The email address you entered was invalid. Enter a valid email address for the friend you wish to challenge.

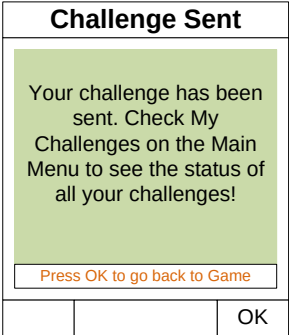
Top prompt/send failed	Do we care about this state? Do we want to do this synchronously? Do we want to just queue it and if it fails it fails. Your challenge could not be sent. Press OK to try and send again.
Email prompt	Enter your friend's email:
Taunt prompt	Send a Taunt

Server Interactions

Action	Description
SendChallenge	Send questionID, user score, email entered, and taunt. Check validity of email.

6.35. Challenge Sent Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Send Challenge Title header with "Challenge Sent" text. Text prompt. Return to game prompt. Soft key labels.

Screen Elements

Focusable Items (Links)	Usage
none	
Keys	Usage
Right Soft Key ("OK"), OK	Go to the Score Screen (Solo or Tournament, per context).
Left Soft Key (no label), Clr/Back	No action.
Power	Exit the application (no prompt).

Text Strings

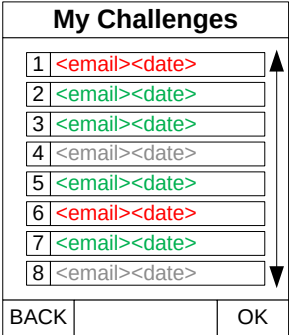
Element	Text
Prompt	Your challenge has been sent. Check My Challenges on the Main Menu to see the status of your challenges!

Server Interactions

Action	Description
none	

6.36. My Challenges Menu Screen

Screen Overview

Screen Diagram	Description
 The diagram shows a screen titled "My Challenges". It contains a scrollable list of 8 menu items, each with a number (1-8) and a placeholder "<email><date>". The items are color-coded: 1 (gray), 2 (green), 3 (green), 4 (gray), 5 (green), 6 (red), 7 (green), 8 (gray). A vertical arrow on the right indicates scrolling. At the bottom are three soft keys: "BACK", a blank key, and "OK".	<i>Flow Chart:</i> My Challenges Title header with "My Challenges" text. Scrollable menu of challenges, listed in reverse chronological order. The email sent to and date sent on are the text of the menu item. Menu items are color coded to indicate disposition: gray (or other neutral) indicates not answered yet, green indicates player won, red indicates challenged won. Soft key labels. Numbered menu; first item has default focus.

Screen Elements

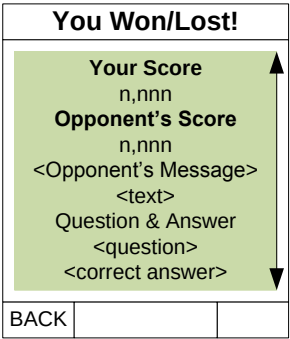
Focusable Items (Links)	Usage
Challenge (each <email><date>)	Go to the Challenge Result Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("BACK"), Clr/Back	Go to the Main Menu Screen.
Power	Exit the application (no prompt).

Server Interactions

Action	Description
GetChallenges	Get the user's (50?) most recent challenges.

6.37. Challenge Result Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> My Challenges Title header with "You Won", "You Lost" or "Challenge Unanswered" (if no response yet) text. User's score display. Opponent's score display. Opponent's message/taunt back at user. Question text. Correct answer text. Soft key labels.

Screen Elements

Focusable Items (Links)	Usage
none	
Keys	Usage
Right Soft Key (no label), OK	No action.
Left Soft Key ("BACK"), Clr/Back	Go to the My Challenges Menu Screen.
Power	Exit the application (no prompt).

Text Strings

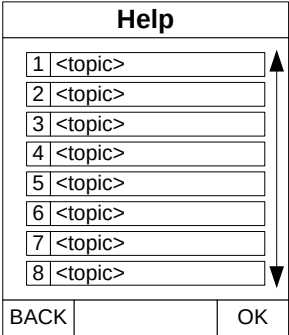
Element	Text
User's score title	Your Score
Opponent's score title	Opponent's Score
Question & Answer title	Question & Answer
Challenge not answered	<email> has not responded to your challenge yet. Press OK to return to the My Challenges menu.

Server Interactions

Action	Description
GetChallenges	Get the user's (50?) most recent challenges.

6.38. Help Menu Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Help, About, Suggestions Title header with "Help" text. Scrollable menu of help topics (from server). Soft key labels. Numbered menu; first item has default focus. The menu items are numbered in the order they are listed, from 1 through 9. If there are more than nine items, the items after #9 are not numbered.

Screen Elements

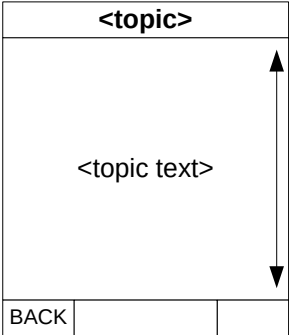
Focusable Items (Links)	Usage
<topic>	Go to the Help Topic Screen for the selected topic.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("BACK"), Clr/Back	Go to the Main Menu Screen.
1, 2, 3, ... N	Navigate per associated item.
Power	Exit the application (no prompt).

Server Interactions

Action	Description
GetHelp	Get list of help topics and accompanying text.

6.39. Help Topic Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Help, About, Suggestions Title header with the name of the topic selected. Scrollable text. Soft key labels.

Screen Elements

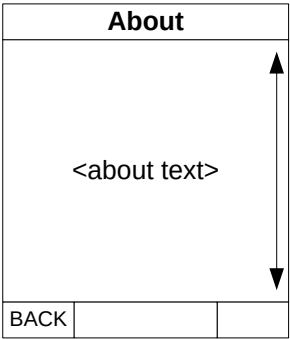
Focusable Items (Links)	Usage
none	
Keys	Usage
Right Soft Key (no label), OK	No action.
Left Soft Key ("BACK"), Clr/Back	Go to the Help Menu Screen.
Power	Exit the application (no prompt).

Server Interactions

Action	Description
???	Did the text come down with the topics?

6.40. About Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Help, About, Suggestions Title header with "About" text. Scrollable text. Soft key labels.

Screen Elements

Focusable Items (Links)	Usage
none	
Keys	Usage
Right Soft Key (no label), OK	No action.
Left Soft Key ("BACK"), Clr/Back	Go to the Main Menu Screen.
7-6-6-4-2	Display debugging info above about text.
Power	Exit the application (no prompt).

Server Interactions

Action	Description
???	Did the text come down with the Main Menu items?

6.41. Suggestion Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Help, About, Suggestions Title header with "Make a Suggestion" text. Prompts for text entry. Text entry areas for suggestion, user email name, and email domain. See the section on text entry handling above. Soft key labels. Send prompt. Soft key labels.

Screen Elements

Focusable Items (Links)	Usage
Suggestion	User enters suggestion.
Email Name	User enters email name.
Email Domain	User enters email domain.
Keys	Usage
Right Soft Key ("OK"), OK	If the suggestion text entry box contains any text: Send user's suggestion. If successful, go to the Suggestion Sent screen. If not, go to the Suggestion Failed Screen. If the suggestion does not contain text: No action.
Text Entry Box Inactive: Left Soft Key ("BACK"), Clr/Back	Go to the Main Menu Screen.
Text Entry Box Active: Left Soft Key ("DEL CHAR"), Clr/Back	Delete the character to the left of the cursor.
1, 2, 3, 4, 5, 6, 7, 8, 9, 0, *, #	Enter text in the text box in multitap mode.
Left, Right	Move the cursor one character to the left or right.
Up, Down	Move focus one item in indicated direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Description
SendSuggestion	Send suggestion with userID.

6.42. Suggestion Sent Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Help, About, Suggestions Title header with "Suggestion Sent" text. Thank you message. Soft key labels.

Screen Elements

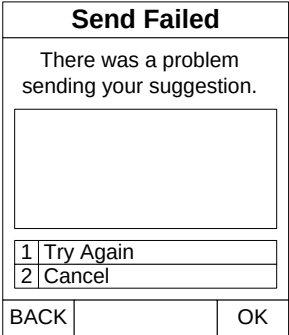
Focusable Items (Links)	Usage
None	
Keys	Usage
Right Soft Key ("OK"), OK	Go to the Main Menu Screen.
Left Soft Key (no label), Clr/Back	No action.
Power	Exit the application (no prompt).

Server Interactions

Action	Description
none	

6.43. Suggestion Failed Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Help, About, Suggestions Title header with "Send Failed" text. Trouble message. Numbered menu; fixed menu choices; Send Again has default focus. Soft key labels.

Screen Elements

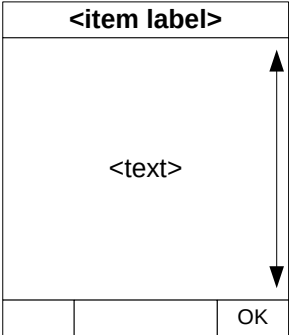
Focusable Items (Links)	Usage
Try Again	Send user's suggestion. If successful, go to the Suggestion Sent screen. If not, go to the Suggestion Failed Screen.
Cancel	Go to the Main Menu Screen.
Keys	Usage
Right Soft Key ("OK"), OK	Navigate per selected item.
Left Soft Key ("BACK"), Clr/Back	Go to the Main Menu Screen.
1, 2	Navigate per associated item.
Up, Down	Move focus one item in indicated direction. (Focus wraps.)
Power	Exit the application (no prompt).

Server Interactions

Action	Description
SendSuggestion	Send suggestion with userID.

6.44. Dynamic Text Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Dynamic Menus Title header with menu item label text. Scrollable text. Soft key labels.

Screen Elements

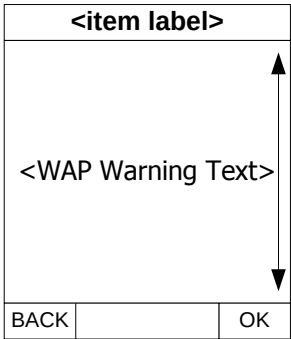
Focusable Items (Links)	Usage
none	
Keys	Usage
Right Soft Key ("OK"), OK	Go to the Main Menu Screen.
Left Soft Key (no label), Clr/Back	No action.
Power	Exit the application (no prompt).

Server Interactions

Action	Description
???	Did the text come down with the Main Menu items?

6.45. WAP Warning Screen

Screen Overview

Screen Diagram	Description
	<i>Flow Chart:</i> Dynamic Menus Title header with menu item label text. Scrollable text. Soft key labels.

Screen Elements

Focusable Items (Links)	Usage
none	
Keys	Usage
Right Soft Key ("OK"), OK	Exit the application (no prompt) and open the WAP Browser to the URL specified in the WAP Menu Item link.
Left Soft Key ("BACK"), Clr/Back	Go to the Main Menu Screen.
Power	Exit the application (no prompt).

Text Strings

Element	Text
WAP Warning	This link requires that you exit the game so we may open your phone's browser. Press OK to continue.

Server Interactions

Action	Description
???	Did the text and URL come down with the Main Menu items or AppStart?

7 Scoring Summary

Questions 1-5 in each game are scored as follows:

If the player answers correctly, the player receives a base score of 1000 points + a time bonus of the remaining clock x 10. This score is then multiplied by 1x for an easy question, 2x for a medium question and 4x for a hard question.

If the user answers incorrectly or if the clocks goes to 0, they receive NO POINTS.

Question 6 is scored based on the bid made by the player. Available bids are as follows:

- 2 seconds: 12,000 points
- 5 seconds: 8,000 points
- 10 seconds: 4,000 points
- 15 seconds: 1,000 points

We may or may not add additional bidding levels beyond these 4, TBD based on playtesting.