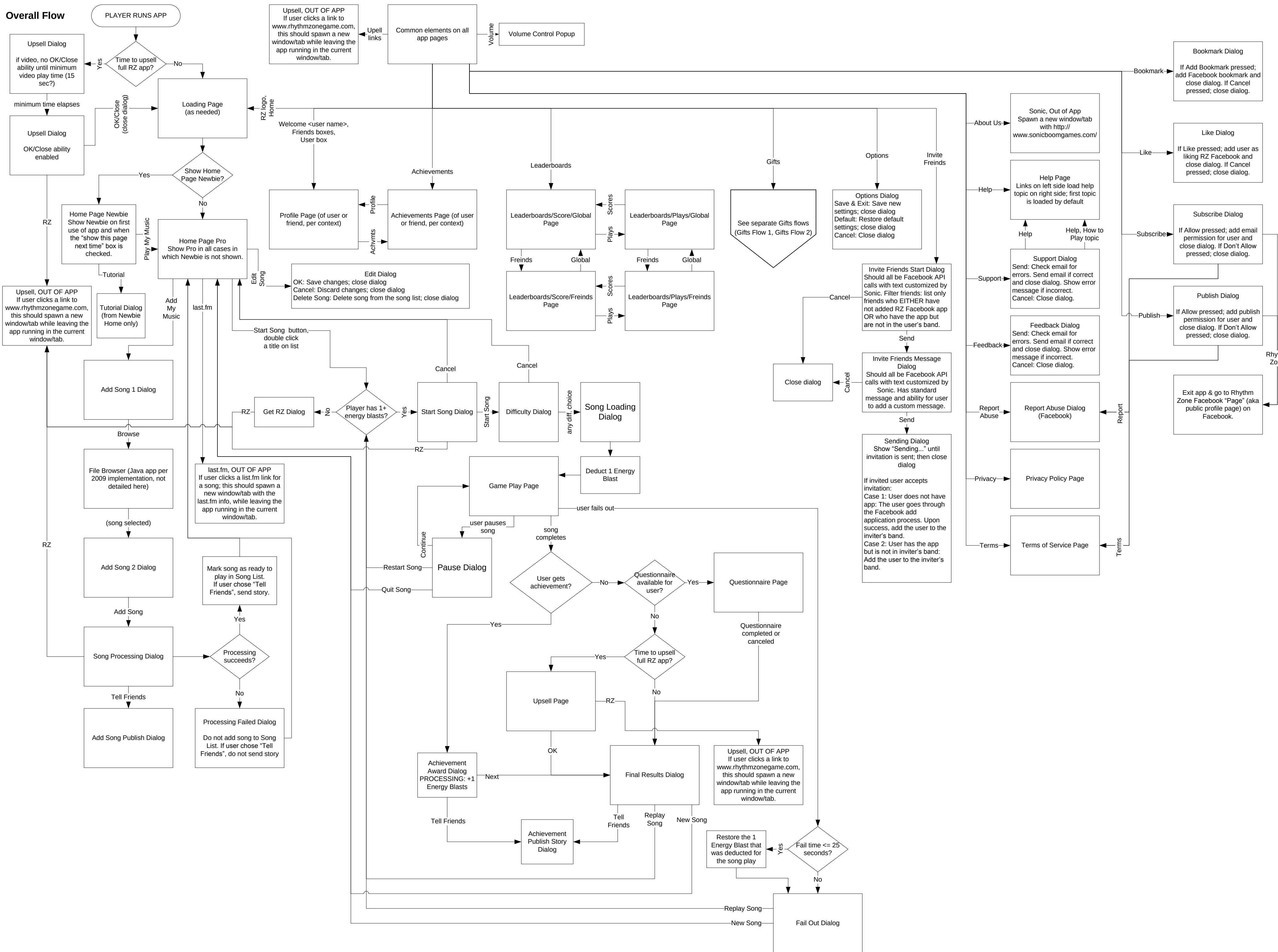


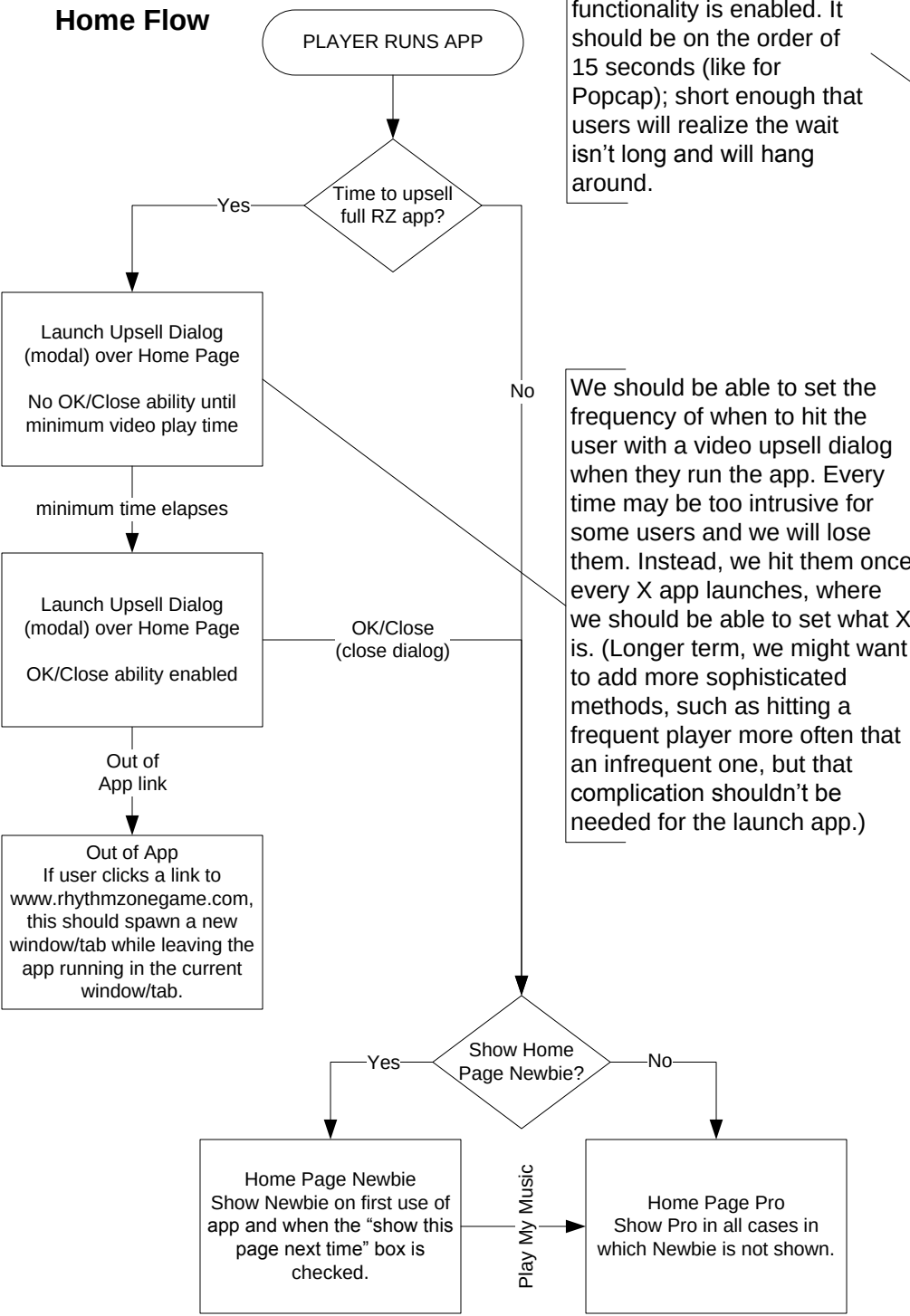
Table of Contents

1	Contents
2	Overall Flow
3	Home Flow
4	Home, Pro
5	Home, Newbie
6	Home Navigaton
7	Home Notes & More
8	Setup Bar
9	Setup Dialogs 1
10	Setup Dialogs 2
11	Setup Dialogs 3
12	Loading
13	Add Song 1
14	Add Song 2
15	Start Song
16	Game Play
17	Results Flow
18	Results Dialogs
19	Failout Dialog
20	Upsell
21	Questionaire
22	Lbds/Score/Global
23	Lbds/Score/Friends
24	Lbds/Plays/Global
25	Lbds/Plays/Friends
26	Invites 1
27	Invites 2
28	Profile
29	Achievements
30	Options
31	Help
32	Feedback
33	Support
34	Privacy
35	Terms
36	Gifts Flow 1
37	Gifts Flow 2
38	Gifts
39	Select Friends
40	Gift Message
41	Get Gifts
42	Sandbox

Overall Flow



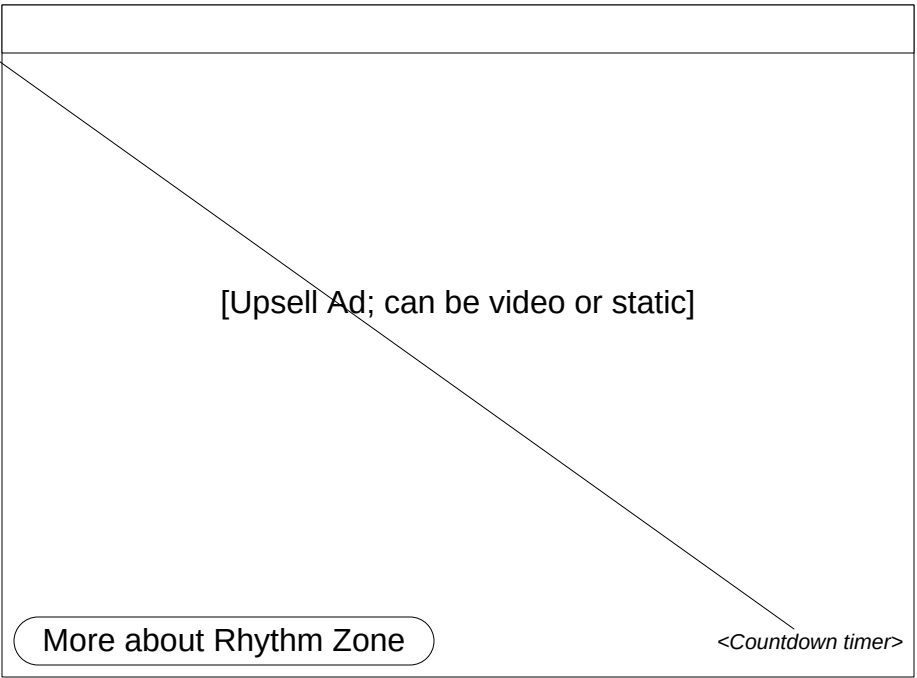
Home Flow



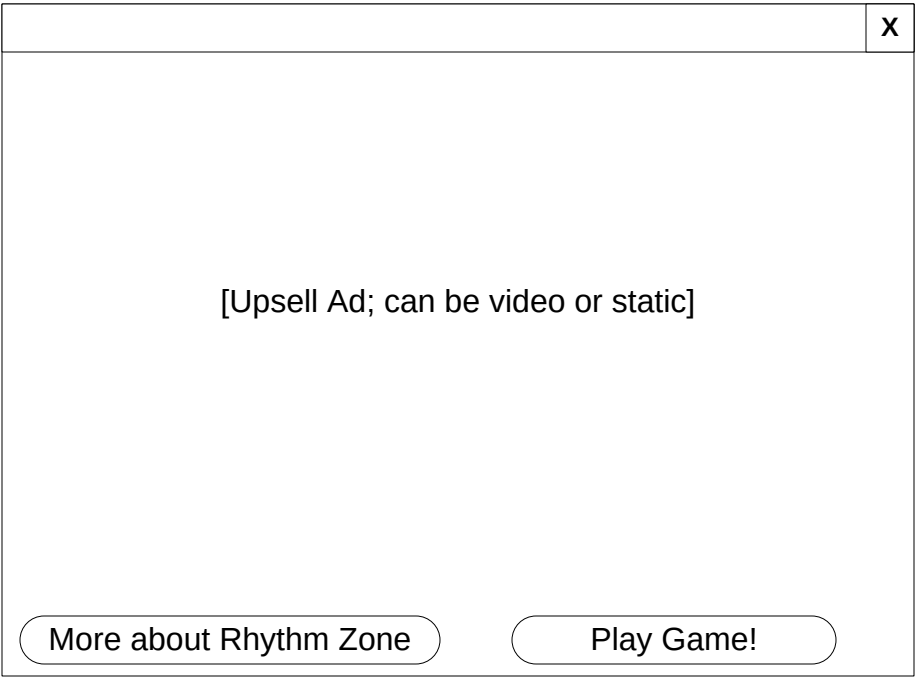
The Countdown Timer counts down the number of seconds until the OK/Close functionality is enabled. It should be on the order of 15 seconds (like for Popcap); short enough that users will realize the wait isn't long and will hang around.

We should be able to set the frequency of when to hit the user with a video upsell dialog when they run the app. Every time may be too intrusive for some users and we will lose them. Instead, we hit them once every X app launches, where we should be able to set what X is. (Longer term, we might want to add more sophisticated methods, such as hitting a frequent player more often than an infrequent one, but that complication shouldn't be needed for the launch app.)

Launch Upsell Dialog (OK/Close disabled)



Launch Upsell Dialog (OK/Close enabled)



Home Page, Pro

Be a Rhythm Zone Star!

20% Complete

2

3

4

5

Install RZ

Add Bookmark

Like

Subscribe

Publish

Rhythm Zone [logo/subtitle]

[message/upsell link TBD]

Welcome, <user name>

[<energy blast info>]

<currency>Coming Soon!<currency 2>

Add My Music

TAG

ARTIST

TITLE

ALL

Featured Songs

My Songs

Unknown

Soul

Reggae

Industrial

Fake French

Tom Sawyer

Discipline

Disturbia

ABC

Boom Boom Pow

Le Tigre

Rush

NIN

Rihanna

Jackson Five

Black Eyed Peas

CS

CS

CS

CS

CS

CS

EDIT

CS

Watch Tutorial

<play song info>

START

My Band

Your band currently gives you <#> bonus energy blasts. Build your band to get more blasts!

Invite Friends

<fbk name>

<fbk name>

<fbk name>

<fbk name>

<fbk name>

<user fbk name>

Play Songs

Versus

Store

Options

Achievements

Leaderboards

Gifts

Volume

Help

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See Setup Bar for details

<energy blast info>:
Case: User has 1+ blasts.
Display:
 <#> Energy Blasts
where <#> is the number of blasts.

Case: User has 0 blasts.
Display:
 0 Energy Blasts. Get more tomorrow!

It is requested that the Add My Music button be animated by default to draw attention to this feature.

The Pro Home page is shown at all time EXCEPT when the user first runs the app or if the “Show this screen next time” box is checked, in which cases the Newbie Home page is shown.

The icon bar area navigates to major pages. If the app is on one of these pages, its/button here is specially marked.

Versus and Store are inactive, Coming Soon! items.

Play Song Info

Case: User has 1+ Energy Blasts
Start button is active.
<play song info> is: Playing a song costs 1 Energy Blast.

Case: User has 0 Energy Blasts
Start button is inactive and grayed out.
<Play song info> is: Playing a song costs 1 Energy Blast but you have 0 Energy Blasts. Get more tomorrow! Better, [get the Rhythm Zone app](#) and unlimited song plays!

[get the Rhythm Zone app](#) links to [www.rhythmzonegame.com](#)

Tooltip Text

With this design, we will want to have tooltip text for most or all links on each page. The text is TBD.

My Band

<#> is the number of bonus energy blasts the player gets from the size of his/her band.

Home Page, Newbie

Be a Rhythm Zone Star!

20% Complete

2

3

4

5

Install RZ

Add Bookmark

Like

Subscribe

Publish

RHYTHM ZONE

BETA

PLAY THE FULL VERSION OF RHYTHM ZONE!

Stunning 3D Visualizers! Unlimited Gameplay!

Welcome PsonicPsycho

COMING SOON

12

11:32

Rhythm Zone - Game Your Music Trailer

0:00 / 1:12

PLAY MY MUSIC

TUTORIAL

Show this screen next time

Reserved Space

GAME YOUR MUSIC!

Rhythm Zone is the future of real music gaming. Pick any song from your music library and experience the exciting falling-note beat-matching gameplay.

Highlights:

* Game Your Music: Add and play your favorite songs from every genre of music! From pop to rock to hip hop and more, Rhythm Zone supports a wide variety of music files and will identify most common songs against our database.

* Leaderboards: Compare your scores to your friends and check out who is the best in the world.

My Band

Your band currently gives you <#> bonus energy blasts. Build your band to get more blasts!

Invite Friends

<fbk name>

-fb profile pic-

<fbk name>

-fb profile pic-

<fbk name>

-fb profile pic-

<fbk name>

-fb profile pic-

<fbk name>

-fb profile pic-

<user fbk name>

-fb profile pic-

Play Songs

Versus

Store

Achievements

Leaderboards

Gifts

Options

Volume

Help

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See Setup Bar for details

<energy blast info>:
Case: User has 1+ blasts.
Display:
 <#> Energy Blasts
where <#> is the number of blasts.

Case: User has 0 blasts.
Display:
 0 Energy Blasts. Get more tomorrow!

(Note that the screen diagram is taken from the concept art and the enerby blast area does not correspond to the actual design. See Home, Pro for the design.)

The Newbie Home page is shown when the user first runs the app or if the “Show this screen next time” box is checked.

The Game Your Music! area should link to or have links to www.rhythmzonegame.com, which would spawn in a separate tab/window.

The Play My Music button goes to Home Page, Pro.

The Tutorial button opens a dialog where the Tutorial plays.

Home Page Navigation

Item	Location	Navigation
Add Bookmark	Setup bar	Bookmark dialog
Like	Setup bar	Like dialog
Subscribe	Setup bar	Subscribe dialog
Publish	Setup bar	Publish dialog
RZ logo graphic	Top area	Home page
Message/upsell graphic	Top area	Dynamic per message/upsell link
Welcome <user name>	Top area	Open Profile page for the user
<energy blast info>	Top area	Just a readout at present (will link to the Store later)
<currency 1>	Top area	Inactive at present; a "Coming Soon!" feature
<currency 2>	Top area	Inactive at present; a "Coming Soon!" feature
Play My Music	Button, Newbie Home only	Go to the Home Page, Pro
Tutorial	Button, Newbie Home only	Open the Tutorial dialog
Show this screen next time	Button, Newbie Home only	Toggle check box state
Add My Music	Song List area	Start Add Song process; open first Add Song dialog
Start	Song List area	Start song play process; open Start Song dialog
Tag A/Z	Song List area	Toggle alphabetical/reverse alphabetical sorting of tag list
Artist A/Z	Song List area	Toggle alphabetical/reverse alphabetical sorting of artist list
Title A/Z	Song List area	Toggle alphabetical/reverse alphabetical sorting of title list
Tag	Song List area	Load artist and title lists with that tag's info
Artist	Song List area	Load title list with that artist's titles
Title	Song List area	Start song play process; open Start Song dialog
Edit	Song List area	Open Edit dialog
last.fm	Song List area	Spawn new window/tab with last.fm info for the selected title
Invite Friends	Friend/Icon bar	Open Invite Friends Start dialog
Friend Boxes	Friend/Icon bar	Go to the Profile page for the selected friend
User Box	Friend/Icon bar	Go to the Profile page for the user
◀	Friend/Icon bar	Scroll Friends listing one box left
◀◀	Friend/Icon bar	Scroll Friends listing one set of boxes left
◀	Friend/Icon bar	Scroll Friends listing to first set of boxes
▶	Friend/Icon bar	Scroll Friends listing one box right
▶▶	Friend/Icon bar	Scroll Friends listing one set of boxes right
▶	Friend/Icon bar	Scroll Friends listing to last set of boxes
Home	Friend/Icon bar	Reload the Home page
Versus	Friend/Icon bar	Inactive at present; a "Coming Soon!" feature
Store	Friend/Icon bar	Inactive at present; a "Coming Soon!" feature
Achievements	Friend/Icon bar	Go to the Achievements page for the user
Leaderboards	Friend/Icon bar	Go to the Leaderboards/Score/Global page
Gifts	Friend/Icon bar	Go to the Gifts page
Options	Friend/Icon bar	Go to the Options page
Volume	Friend/Icon bar	Open the Volume dialog
Help	Friend/Icon bar	Go to the Help page
About Us	Footer link	Spawn a new window/tab with http://www.sonicboomgames.com/
Help	Footer link	Go to the Help page
Support	Footer link	Open the Contact Support dialog
Feedback	Footer link	Open the Feedback dialog
Report Abuse	Footer link	Spawn a report-abuse popup (Facebook feature)
Privacy	Footer link	Go to the Privacy Policy page
Terms	Footer link	Go to the Terms of Service page

NOTE

The Setup Bar dialogs have additional navigational items, see their pages in this doc.

Notes

Energy Blasts

“Energy Blast” is our term for our energy drink mechanism. The player gets 3 energy blasts when they add the game to the Facebook profile. The energy blasts the player gets in a day can only be used that day. If not used, they’re lost at the end of the day and a new set is generated. If we phrase the game text right, this becomes an incentive for some players to play daily to use all their blasts.

On the start of each new day (midnight Pacific time), the player’s existing energy blasts are zeroed out and the new day’s blasts are given out: 3 blasts plus any bonus blasts based on the number of friends in the player’s band.

Case	Energy Blasts	Total Energy Blasts for Day
Player has app	3	3
1 Friend in Band	1	4
5 Friends in Band	2	5
11 Friends in Band	3	6
19 Friends in Band	4	7
30 Friends in Band	5	8
44 Friends in Band	6	9
58 Friends in Band	7	10
72 Friends in Band	8	11
86 Friends in Band	9	12
100+ Friends in Band	10	13

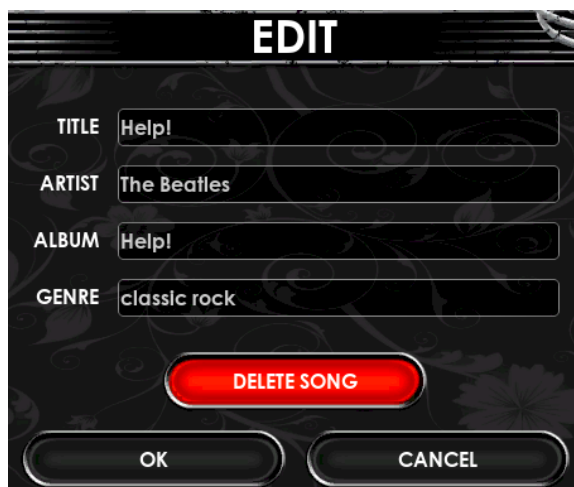
An energy blast is used up each time the user plays a song and doesn’t fail out within the first 25 seconds. (25 seconds is selected to coordinate with the time of the Show Down achievement (fail a song within 25 seconds). One energy blast is deducted for the play if the user plays more than 25 seconds of the song (even if they subsequently fail out). Note: Many users would like view the app as being unfair if they spent a blast but failed out quickly. However, some time limit is needed, as otherwise some players would deliberately fail out late in a song to preserve the blast and thus play repeatedly.

The player also gets bonus blasts for the band immediately when the number of friends qualifies for a bonus. That is, when the friends **join** the player’s band. We will build in a feedback mechanism to let the player know their bonus blasts go up.

Upselling the Full RZ App

There are multiple upsell points in the app to push the user to www.rhythmzonegame.com. If a user clicks a link to www.rhythmzonegame.com, this should always spawn a new window/tab while leaving the app running in the current window/tab.

Edit Song Modal Dialog



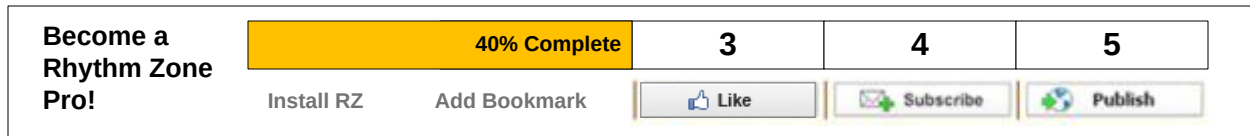
Tutorial Dialog

[video tutorial of how to play the game, with standard video controls. When video ends, close dialog.]

Setup Bar



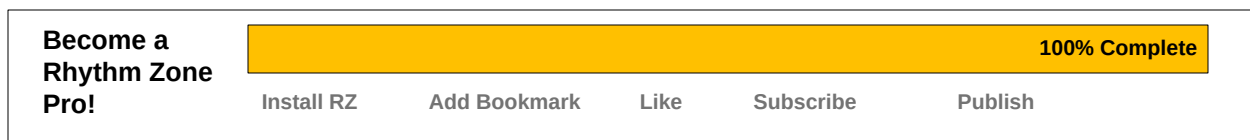
Initial State



Example 1: Sequential Fill



Example 2: Non-Sequential Fill



Final State (temporary, then Setup Bar closes)

The Setup Bar only appears when the user has one or more setup steps that has not been done. If all are done, the bar is not shown.

The Setup Bar encourages the player to take advantage of all the connection points to the app – various items that Facebook requires users to proactively choose by pressing a button and then opting in. It uses a “5 steps” metaphor, like how Zoo World does it.

The initial state is what appears when the user runs the app after installing it, so the first step is ALWAYS accomplished. (We show it to create the impression that the user would want to finish taking the other steps.) Each of the other steps has a button, which when pressed calls up a modal dialog:

Add Bookmark	Bookmark dialog
Like	Like dialog
Subscribe	Subscribe dialog
Publish	Publish dialog

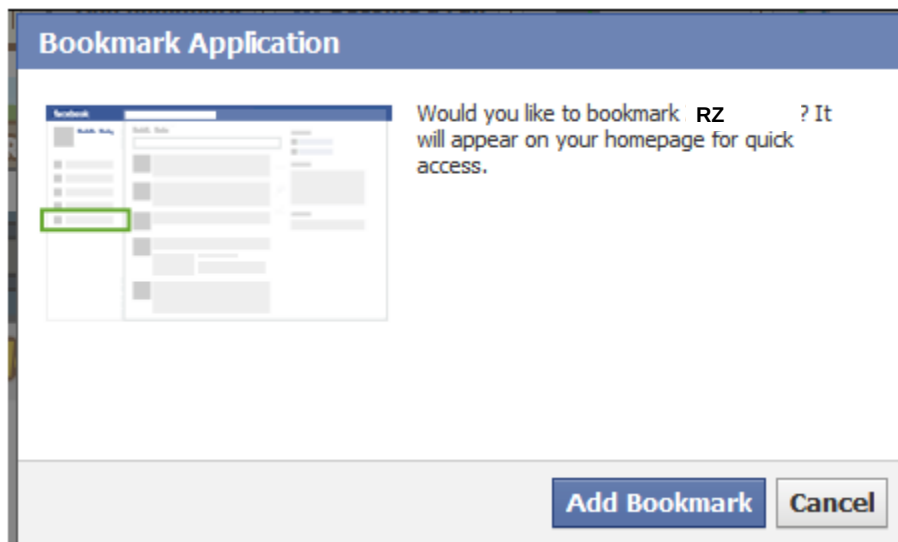
As the user takes steps, the fill bar fills and notes the percentage of the steps the user has accomplished. The first example above show the user having completed the Add Bookmark step. Also, when a step is done, its button is replaced with text.

The user, however, can take the steps in any order and some will. The fill bar always fills from left to right. The tasks under the fill bar are rearranged if the user does not proceed in sequential order, so that the unfulfilled tasks are always on the right. See the second example: The user chose to like the app instead of adding a bookmark. The bar fills to 40%, and tasks are sorted accordingly

When the user completes all five steps, the final state is shown for 5 seconds, then the entire Setup Bar closes. If time permits, some sort of sparkle or animation should occur in the 5 seconds to reward the user for completing the steps.

Setup Bar Dialogs 1

Bookmark Dialog (modal)



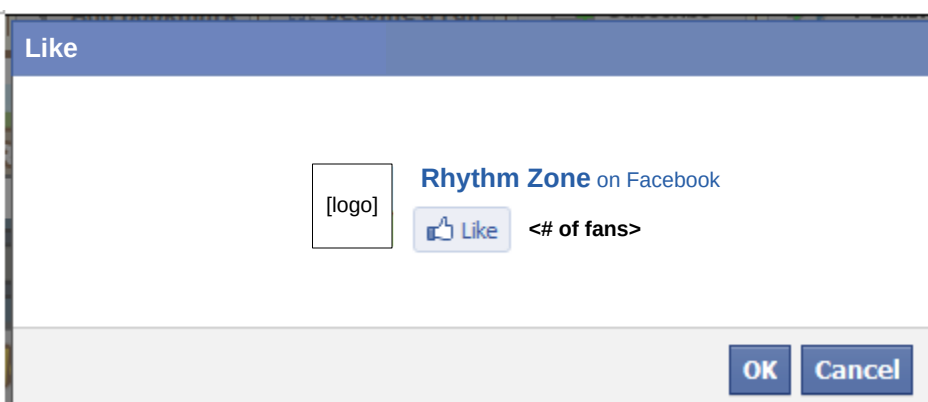
RZ = Rhythm Zone

Check how much we can tap existing Facebook APIs/UI/graphics for this dialog.

Add Bookmark: Bookmark Rhythm Zone, close dialog, increment step in Setup Bar.

Cancel: Close dialog.

Like Dialog (modal)



Check how much we can tap existing Facebook APIs/UI/graphics for this dialog.

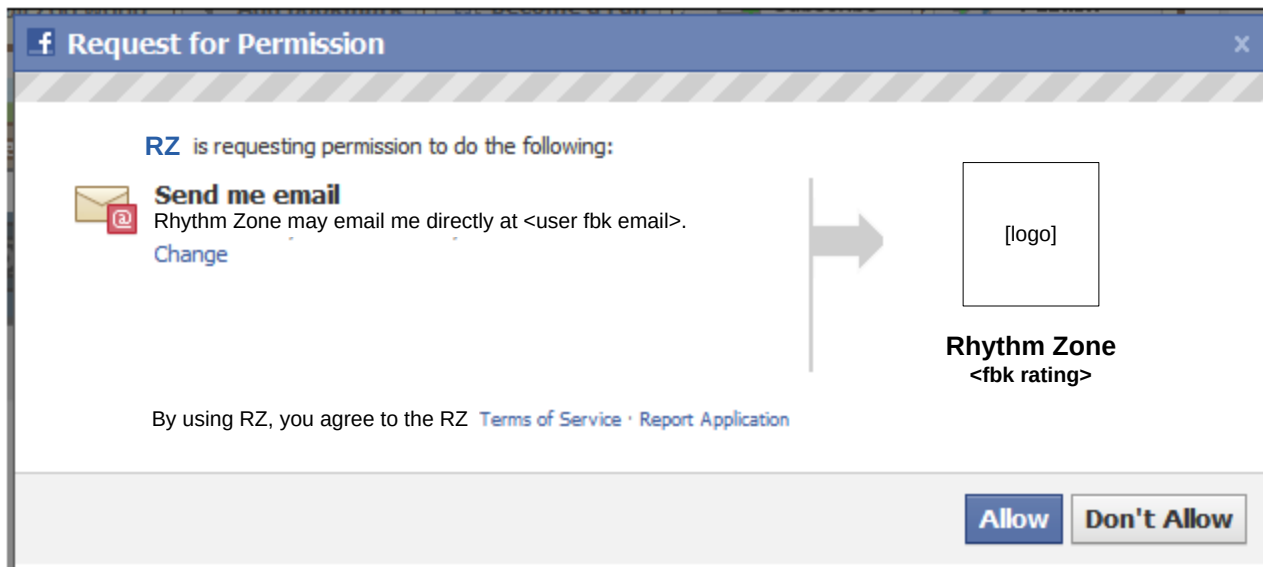
Rhythm Zone on Facebook: Go to the Rhythm Zone Facebook "Page".

Like, OK: Set user as liking Rhythm Zone, close dialog, increment step in Setup Bar.

Cancel: Close dialog.

Setup Bar Dialogs 2

Subscribe Dialog (modal)



RZ = Rhythm Zone

Check how much we can tap existing Facebook APIs/UI/graphics for this dialog.

Rhythm Zone: Go to the Rhythm Zone Facebook “Page”.

Change: Replace Change link with email drop down (see below). The default email is the user’s email Facebook uses. The anonymous email is Facebook’s proxy email.

<fbk rating>: This is the rating Rhythm Zone has on Facebook (1-5 stars)

Terms of Service: Go to the Terms of Service page.

Report Application: Trigger the Facebook Report Application functionality.

Allow: Add email to our Rhythm Zone email list; close dialog; increment step in Setup Bar.

Don’t Allow: Close dialog.

Facebook Contact Email (eshrudlu@gmail.com) ▼

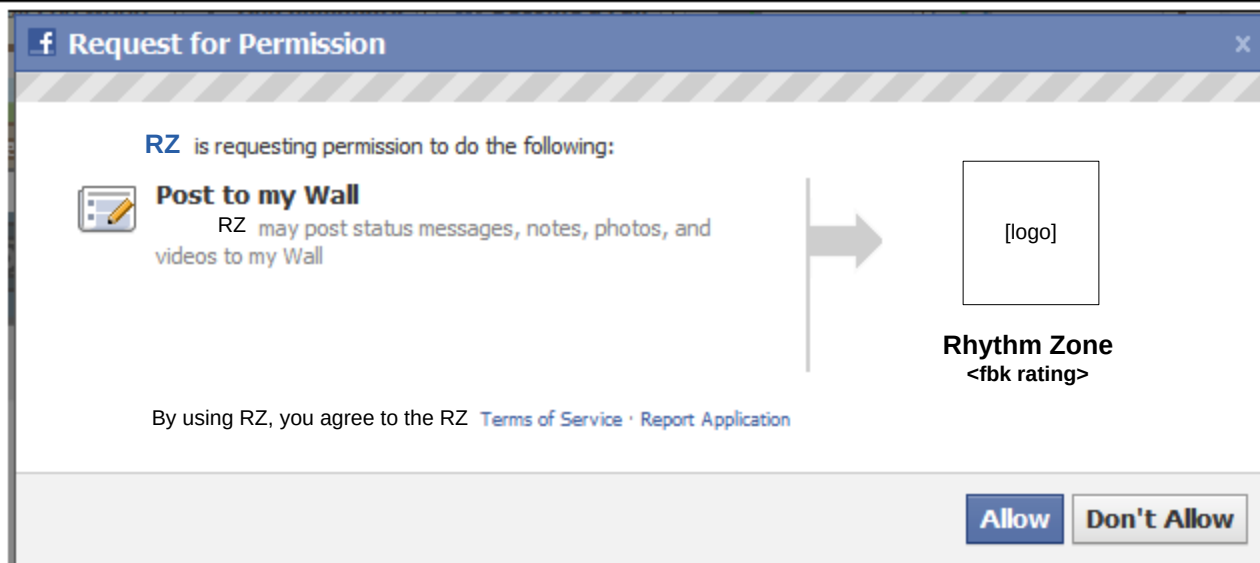
Change Email Drop Down (default)

Facebook Contact Email (eshrudlu@gmail.com) ▼
Facebook Contact Email (eshrudlu@gmail.com)
An Anonymous email address (xxxx@proxymail.facebook.com)

Change Email Drop Down (opened)

Setup Bar Dialogs 3

Publish Dialog (modal)



RZ = Rhythm Zone

Check how much we can tap existing Facebook APIs/UI/graphics for this dialog.

Rhythm Zone: Go to the Rhythm Zone Facebook "Page".

<fbk rating>: This is the rating Rhythm Zone has on Facebook (1-5 stars)

Terms of Service: Go to the Terms of Service page.

Report Application: Trigger the Facebook Report Application functionality.

Allow: Enable Rhythm Zone to post to the user's wall; close dialog; increment step in Setup Bar.

Don't Allow: Close dialog.

Loading Page

Be a Rhythm Zone Star!

20% Complete

2

3

4

5

Install RZ

Add Bookmark

Like

Subscribe

Publish

Rhythm Zone
[logo/subtitle]

[message/upsell link TBD]

Welcome, <user name>

[<energy blast info>]

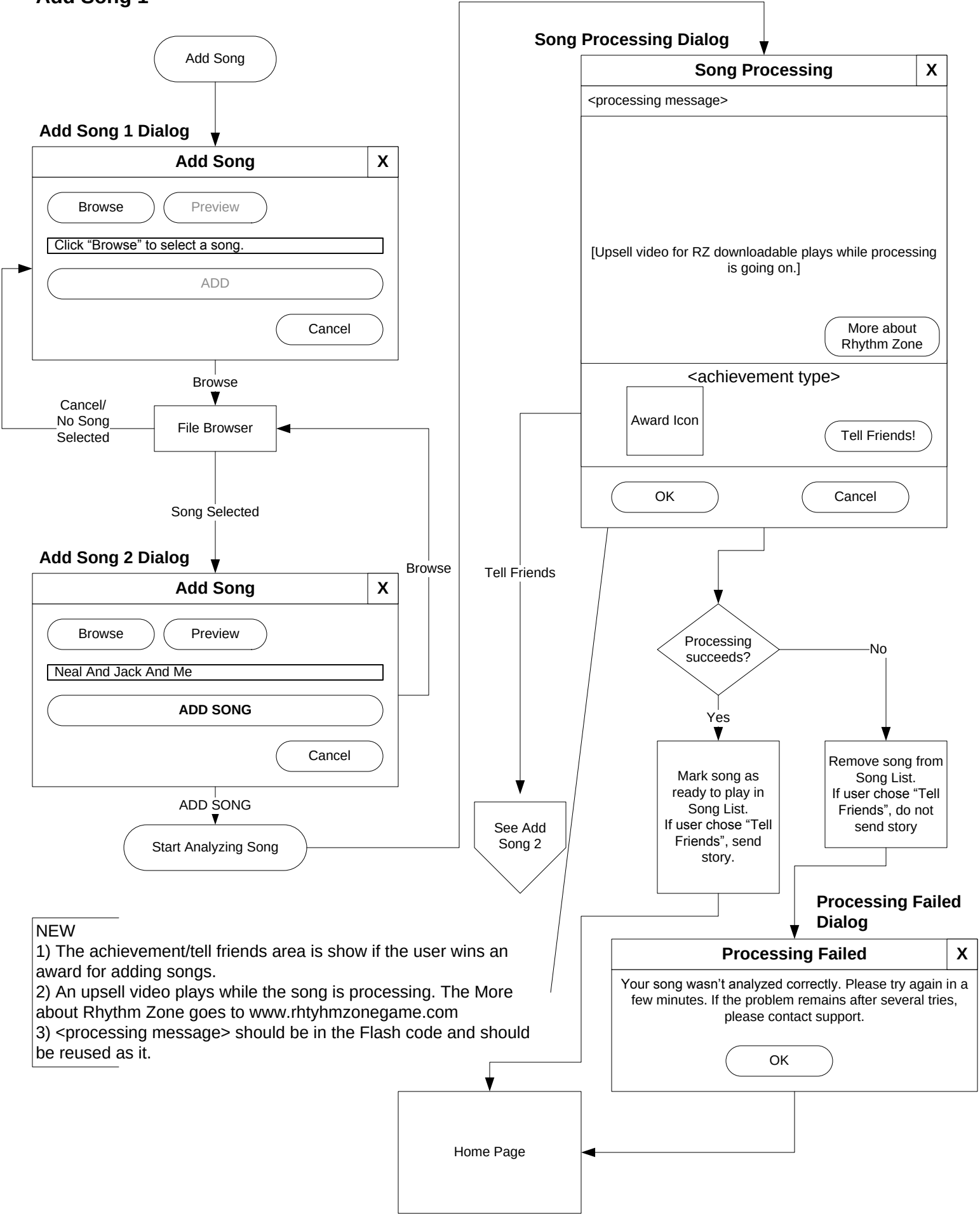
<currency>Coming Soon!<currency 2>



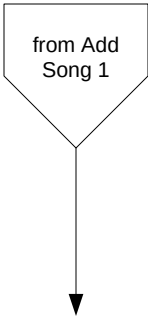
[Friends/Navigation Bar; see Home Page for details]
[No nav button has highlight]

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Add Song 1

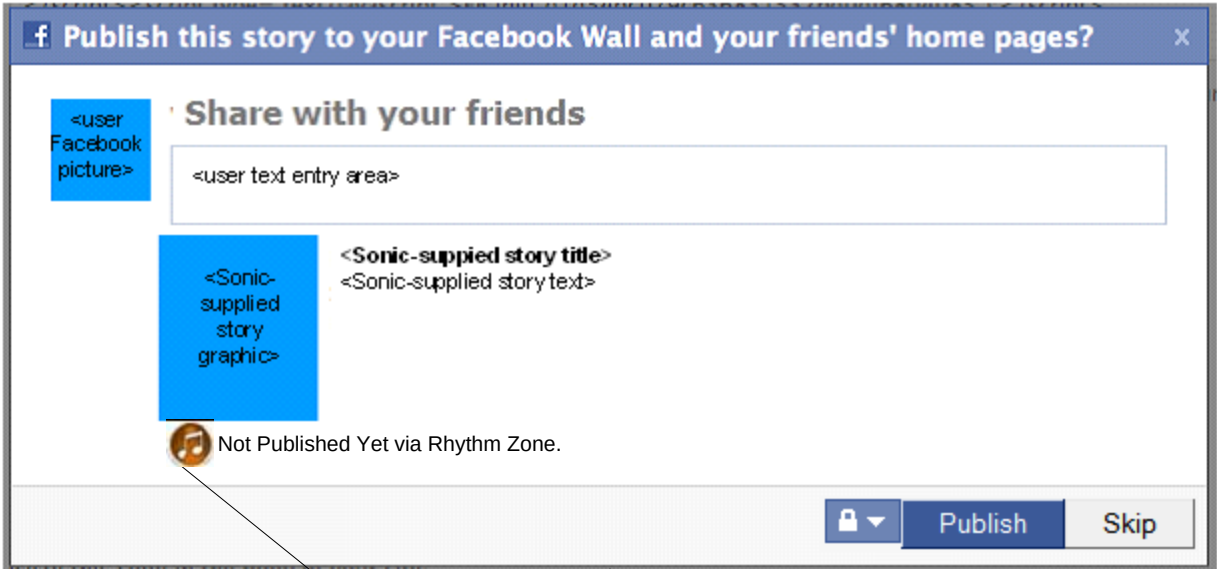


Add Song 2



This shows the template for publishing a story when the player wins an achievement when adding a song.

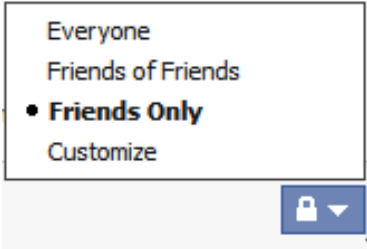
Achievement Add Song Publish Dialog



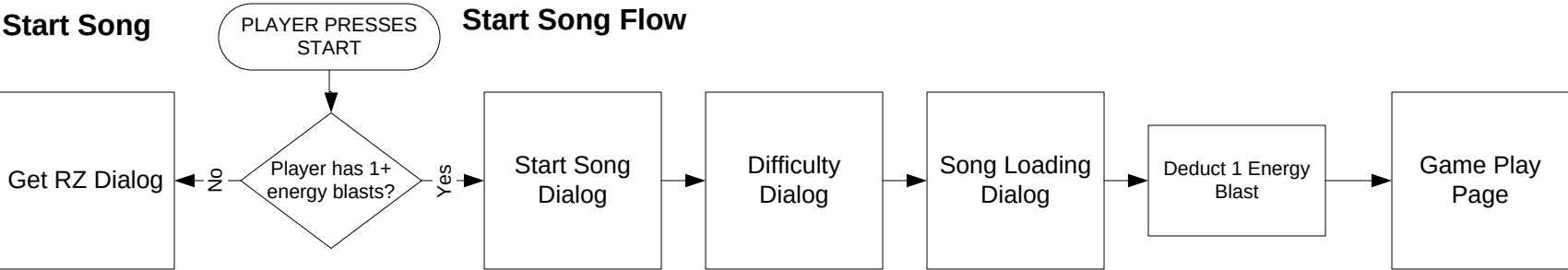
RZ icon

Publish,
Skip

Process song (go to Process
song decision om Add Song
1)



Start Song



Get RZ Dialog

No Energy Blasts	X
<upsell message: Message should: 1) Tell user they have no blasts left, but it costs 1 Energy Blast to play a song in RZ Facebook. 2) Tell user unlimited numbers of songs can be played in the full RZ app. 3) Provide link to www.rhythmzonegame.com to get more info. More about Rhythm Zone Cancel	

Start Song Dialog

Start Song	X
<song> <artist> <upsell message: Message should: 1) Tell user it costs 1 Energy Blast to play a song in RZ Facebook. 2) Tell user unlimited numbers of songs can be played in the full RZ app. 3) Provide link to www.rhythmzonegame.com to get more info. Start Song Cancel	

Difficulty Dialog

Difficulty	X
<song> <artist> Novice Easy Medium Hard Expert Cancel	

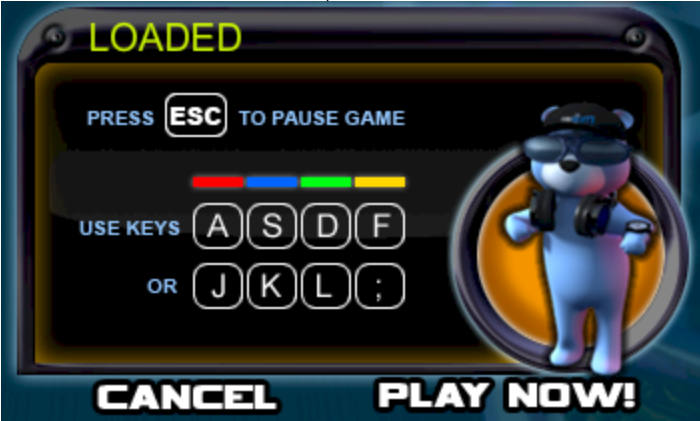
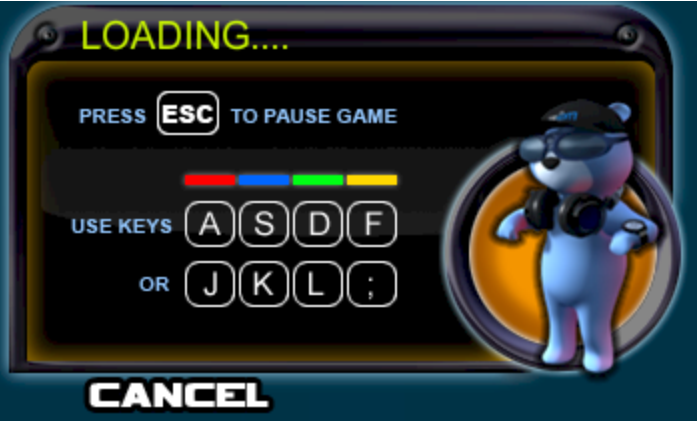
Reskin.

Rework dialog to include song info in area below the LOADING/LOADED label.

<song title> <artist>
(Have artist smaller than title)

<LOD>

Song Loading Dialog



Game Play Page

Be a Rhythm Zone Star!

20% Complete

2

3

4

5

Install RZ

Add Bookmark

Like

Subscribe

Publish

Rhythm Zone
[logo/subtitle]

[message/upsell link TBD]

Welcome, <user name>

[<energy blast info>]

<currency>Coming Soon!<currency 2>

[Friends/Navigation Bar; see Home Page for details]
[No nav button has highlight]

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We need to reskin the Flash app to use the HUD/gameplay graphics of the full RZ app.

We will use static background from the full RZ app, not animated ones.

The Steam user icon needs to be replaced with the Facebook picture of user. Note that this will require a rectangular treatment here, not a circle.

Pause Dialog

Pause

X

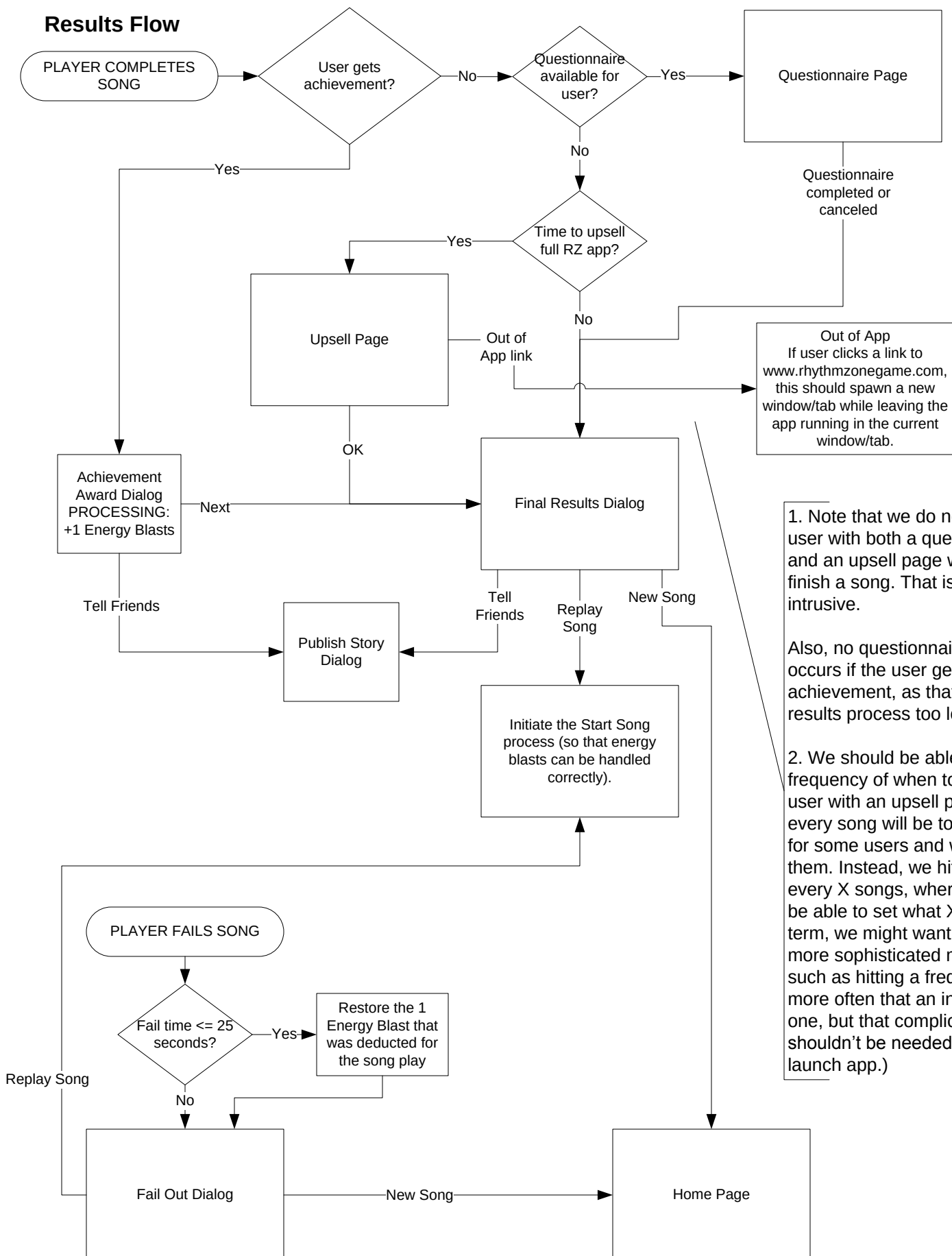
Continue

Replay Song

Quit Song

Game play is paused if the user press Esc or does any action that takes the focus away from RZ Facebook. (The Flash code should already handle this.)
Continue – Resume play of song. (Resume functionality should already be in the Flash code.)
Replay Song – Do the start song flow, same as if the user pressed Start on a song on the Home page.
Quit Song – Quit play of the song and go to the Failout dialog. Handle a quit song the same as a failout, including energy blast refund if the song was quit soon enough.

Results Flow



1. Note that we do not hit the user with both a questionnaire and an upsell page when they finish a song. That is too intrusive.

Also, no questionnaire or upsell occurs if the user gets an achievement, as that makes the results process too long.

2. We should be able to set the frequency of when to hit the user with an upsell page. After every song will be too intrusive for some users and we will lose them. Instead, we hit them once every X songs, where we should be able to set what X is. (Longer term, we might want to add more sophisticated methods, such as hitting a frequent player more often than an infrequent one, but that complication shouldn't be needed for the launch app.)

Results Dialogs

Final Results Dialog

RESULTS

<User Name>

<song title><artist><LOD>

SCORE

<SCORE>

<%> ACCURACY<#> NOTES HIT

<#> LONGEST STREAK<#> TOTAL NOTES

New SongReplay Song

Achievement Awarded Dialog

AWARD!

<User Name>

<song title><artist><LOD>

Achieve-ment icon<achievement name><achievement text>

You get a bonus Energy Blast to celebrate your achievement!

NextTell Friends!

Achievement Publish Story Dialog

Facebook icon

Publish this story to your Facebook Wall and your friends' home pages?

Close icon

<user Facebook picture>

Share with your friends

<user text entry area>

<Sonic-supplied story graphic>

<Sonic-supplied story title><Sonic-supplied story text>

Not Published Yet via Rhythm Zone.

Lock icon

Publish

Skip

This shows the template for publishing a story when the player wins an achievement for playing a song. Achievements can be won and stories initiated from the Results Dialogs.

Everyone

Friends of Friends

• Friends Only

Customize

Lock icon

Alternate Results Dialog

RESULTS

<User Name>

<song title><artist><LOD>

SCORE

<SCORE>

<%> ACCURACY<#> NOTES HIT

<#> LONGEST STREAK<#> TOTAL NOTES

Achieve-ment icon

<achievement name><achievement text>

Tell Friends!

You get a bonus Energy Blast to celebrate your achievement!

New Song

Replay Song

It's been suggested to return to the combined results/achievement dialog. Here's a diagram in case this method is chosen.

Failout Dialog

RESULTS

<User Name>

<song title>

<LOD>

FAILED SONG

<energy blast credit message, if any>

<%> OF SONG COMPLETED

<%> ACCURACY

<#> LONGEST STREAK

New Song

Replay Song

X

<energy blast credit message, if any>

If the user failed out in 25 seconds or less, show this message:

Sorry you failed out so quickly! We won't charge you 1 energy blast for the song play. Please try again, and good luck!

Upsell Page

Be a Rhythm Zone Star!

20% Complete

2

3

4

5

Install RZ

Add Bookmark

Like

Subscribe

Publish

Rhythm Zone

[logo/subtitle]

[message/upsell link TBD]

Welcome, <user name>

[<energy blast info>]

<currency>Coming Soon!<currency 2>

[nice big sell pitch for the full RZ app, with links to www.rhythmzonegame.com]]

OK

[Friends/Navigation Bar; see Home Page for details]

[No nav button has highlight]

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Questionnaire Page

Be a Rhythm Zone Star!		20% Complete	2	3	4	5
Install RZ		Add Bookmark	Like	Subscribe	Publish	

Rhythm Zone
[logo/subtitle]

[message/upsell link TBD]

Welcome, <user name>

[<energy blast info>]

<currency>Coming Soon!<currency 2>

<Questionnaire Title>

<questionnaire intro text>

<1-X multi-choice questions>

<0-X questions with free-form text entry>

OKCancel

[Friends/Navigation Bar; see Home Page for details]
[No nav button has highlight]

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Leaderboards Page, Top Scorers, Global

Be a Rhythm Zone Star!

20% Complete

2

3

4

5

Install RZ

Add Bookmark

Like

Subscribe

Publish

Rhythm Zone
[logo/subtitle]

[message/upsell link TBD]

Welcome, <user name>

[<energy blast info>]

<currency 1>Coming Soon!<currency 2>

Top Scorers

Most Plays

Global

Friends

-fb profile pic-

#<rank>
SCORE
<score>

<facebook name>

-fb profile pic-

#<rank>
SCORE
<score>

<user fbk name>

Rank	Score	Name
1	<score>	<facebook name>
2	<score>	<facebook name>
3	<score>	<facebook name>
4	<score>	<facebook name>
5	<score>	<facebook name>
6	<score>	<facebook name>
7	<score>	<facebook name>
8	<score>	<facebook name>
9	<score>	<facebook name>
10	<score>	<facebook name>
11	<score>	<facebook name>
12	<score>	<facebook name>
13	<score>	<facebook name>
14	<score>	<facebook name>
15	<score>	<facebook name>
16	<score>	<facebook name>
17	<score>	<facebook name>
18	<score>	<facebook name>
19	<score>	<facebook name>
20	<score>	<facebook name>
<rank>	<score>	<user facebook name>

[Friends/Navigation Bar; see Home Page for details]
[Leaderboards button has highlight]

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NOTES

The list shows the top 20 users by global score, scrolling if needed (probably not). Under the list is the player's ranking info for score. The highlight can be moved in the list, which changes the info in the top box next to the list. The bottom box next to the list is always the player's info. User pictures are retain in these boxes as Facebook users are extremely used to seeing people's pictures and the app may look wrong to them if everyone is always faceless.

Leaderboards Page, Top Scorers, Friends

Be a Rhythm Zone Star!

20% Complete

2

3

4

5

Install RZ

Add Bookmark

Like

Subscribe

Publish

Rhythm Zone
[logo/subtitle]

[message/upsell link TBD]

Welcome, <user name>

[<energy blast info>]

<currency 1>Coming Soon!<currency 2>

Top Scorers

Most Plays

Gifts

Friends

Global

-fb profile pic-

#<rank>
SCORE
<score>

<facebook name>

-fb profile pic-

#<rank>
SCORE
<score>

<user fbk name>

Rank

Score

Name

1<score><facebook name>

2<score><facebook name>

3<score><facebook name>

4<score><facebook name>

5<score><facebook name>

6<score><facebook name>

7<score><facebook name>

8<score><facebook name>

9<score><facebook name>

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13<score><facebook name>

14<score><facebook name>

15<score><facebook name>

INVITE<facebook name>

INVITE<facebook name>

INVITE<facebook name>

INVITE<facebook name>

INVITE<facebook name>

<rank> <score><user facebook name>

[Friends/Navigation Bar; see Home Page for details]

[Leaderboards button has highlight]

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NOTES

The list shows all the user’s friends scrolling if needed. The top of the list is populated by friends who have RZ Facebook, sorted by their score rankings. The rest of the list is populated by friends who have not added RZ Facebook, sorted alphabetically and with an invite button to start the invitation procedure. Under the list is the player’s ranking info for score. The highlight can be moved in the list, which changes the info in the top box next to the list. The bottom box next to the list is always the player’s info. User pictures are retain in these boxes as Facebook users are extremely used to seeing people’s pictures and the app may look wrong to them if everyone is always faceless.

Leaderboards Page, Most Plays, Global

Be a Rhythm Zone Star!

20% Complete

2

3

4

5

Install RZ

Add Bookmark

Like

Subscribe

Publish

Rhythm Zone
[logo/subtitle]

[message/upsell link TBD]

Welcome, <user name>

[<energy blast info>]

<currency 1>Coming Soon!<currency 2>

Most Plays

Top Scorers

Global

Friends

-fb profile pic-

#<rank>
PLAYS
<plays>

<facebook name>

-fb profile pic-

#<rank>
PLAYS
<plays>

<user fbk name>

Rank	Plays	Name
1	<plays>	<facebook name>
2	<plays>	<facebook name>
3	<plays>	<facebook name>
4	<plays>	<facebook name>
5	<plays>	<facebook name>
6	<plays>	<facebook name>
7	<plays>	<facebook name>
8	<plays>	<facebook name>
9	<plays>	<facebook name>
10	<plays>	<facebook name>
11	<plays>	<facebook name>
12	<plays>	<facebook name>
13	<plays>	<facebook name>
14	<plays>	<facebook name>
15	<plays>	<facebook name>
16	<plays>	<facebook name>
17	<plays>	<facebook name>
18	<plays>	<facebook name>
19	<plays>	<facebook name>
20	<plays>	<facebook name>
<rank>	<plays>	<user facebook name>

[Friends/Navigation Bar; see Home Page for details]
[Leaderboards button has highlight]

ABOUT US | HELP | SUPPORT | FEEDBACK | REPORT ABUSE | PRIVACY | TERMS :: COPYRIGHT 2010, SONIC BOOM, INC. ALL RIGHTS RESERVED

NOTES

The list shows the top 20 users by global number of plays, scrolling if needed (probably not). Under the list is the player’s ranking info for score. The highlight can be moved in the list, which changes the info in the top box next to the list. The bottom box next to the list is always the player’s info. User pictures are retain in these boxes as Facebook users are extremely used to seeing people’s pictures and the app may look wrong to them if everyone is always faceless.

Leaderboards Page, Most Plays, Friends

Be a Rhythm Zone Star!

20% Complete

2

3

4

5

Install RZ

Add Bookmark

Like

Subscribe

Publish

Rhythm Zone
[logo/subtitle]

[message/upsell link TBD]

Welcome, <user name>

[<energy blast info>]

<currency 1>Coming Soon!<currency 2>

Most Plays

Top Scorers

Gifts

Friends

Global

-fb profile pic-

#<rank>
PLAYS
<plays>

<facebook name>

-fb profile pic-

#<rank>
PLAYS
<plays>

<user fbk name>

Rank	Score	Name
1	<plays>	<facebook name>
2	<plays>	<facebook name>
3	<plays>	<facebook name>
4	<plays>	<facebook name>
5	<plays>	<facebook name>
6	<plays>	<facebook name>
7	<plays>	<facebook name>
8	<plays>	<facebook name>
9	<plays>	<facebook name>
10	<plays>	<facebook name>
11	<plays>	<facebook name>
12	<plays>	<facebook name>
13	<plays>	<facebook name>
14	<plays>	<facebook name>
15	<plays>	<facebook name>
	INVITE	<facebook name>
	INVITE	<facebook name>
	INVITE	<facebook name>
	INVITE	<facebook name>
	INVITE	<facebook name>
<rank>	<plays>	<user facebook name>

[Friends/Navigation Bar; see Home Page for details]

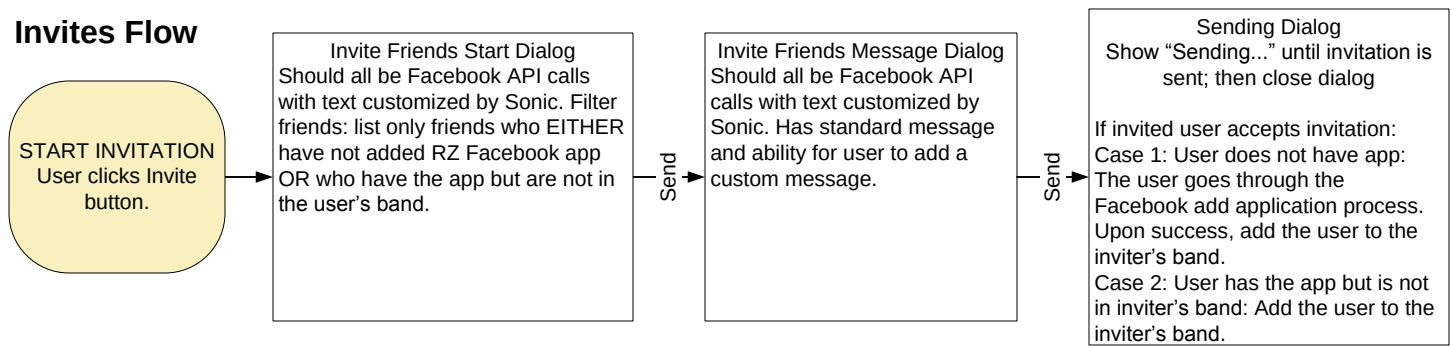
[Leaderboards button has highlight]

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NOTES
The list shows all the user’s friends scrolling if needed. The top of the list is populated by friends who have RZ Facebook, sorted by their plays rankings. The rest of the list is populated by friends who have not added RZ Facebook, sorted alphabetically and with an invite button to start the invitation procedure. Under the list is the player’s ranking info for score. The highlight can be moved in the list, which changes the info in the top box next to the list. The bottom box next to the list is always the player’s info. User pictures are retain in these boxes as Facebook users are extremely used to seeing people’s pictures and the app may look wrong to them if everyone is always faceless.

Invites TBD

Invites Flow



 Invite Friends! ×

Cancel

Invite your friends to join your band on Rhythm Zone!

Add up to 15 of your friends by clicking on their pictures below.

Find Friends:

Filter Friends ▼

All Selected (0)

 Sarni Shrudlu
<facebook name>

 Send Rhythm Zone Invitation

Cancel

On Cancel, discard the invitation and return to the page from which the invitation process was started.

Invite Friends Message Dialog

No personal message added.

On Send, put up a Sending... modal until the invitation has been sent. Return to the page from which the invitation process was started.

On Cancel, discard the invitation and return to the page from which the invitation process was started.

Send this Rhythm Zone invitation?

To:

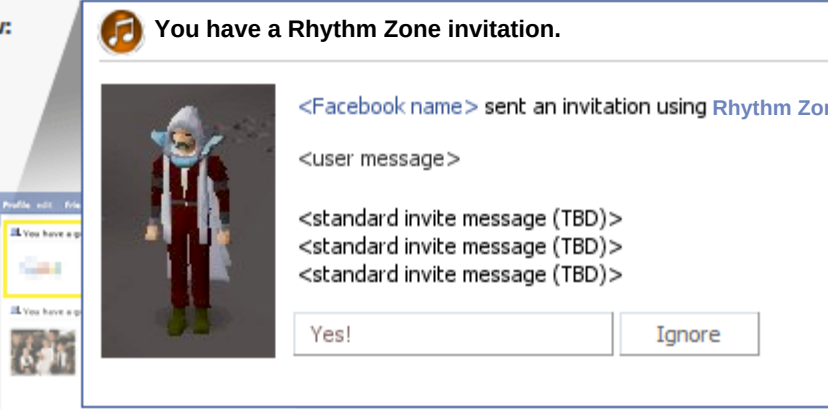
Sarni Shrudlu x

Message:

<user message>

Cancel

Preview:



You have a Rhythm Zone invitation.

<Facebook name> sent an invitation using Rhythm Zone:

<user message>

<standard invite message (TBD)>

<standard invite message (TBD)>

<standard invite message (TBD)>

Yes! Ignore

Personal message
added/being added.

On Send, put up a Sending... modal until the invitation has been sent. Return to the page from which the invitation process was started.

On Cancel, discard the invitation and return to the page from which the invitation process was started.

Profile Page

Be a Rhythm Zone Star!

20% Complete

2

3

4

5

Install RZ

Add Bookmark

Like

Subscribe

Publish

Rhythm Zone
[logo/subtitle]

[message/upsell link TBD]

Welcome, <user name>

[<energy blast info>]

<currency 1> **Coming Soon!** <currency 2>

Profile

Achievements

-fb profile pic-

<player facebook name>

Total Score: <score> Global Rank: <#>

Total Plays: <plays> Global Rank: <#>

Songs Added to Library: <#>

Songs Completed: <#>



<upsell message: Message should: 1) Tell user there's Experience and Levels in the full RZ app but not RZ Facebook. 2) Provide link to www.rhythmzonegame.com to get more info.

[Friends/Navigation Bar; see Home Page for details]
[No nav button has highlight]

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“This format is used when the user views either his/her own profile or a friend’s profile.

An "Achievements" button is added, to allow the user to switch to the achievements page for the profile being viewed.

Songs Added to Library” may not be tracked by the current Flash app but should be easily computable. All other profile stats are already tracked by the Flash app.

Unlike the full RZ app, we do not track Levels/ Experience. The Flash app is not programmed for this and, as a major feature addition, may be impractical to add in the development timeframe we have. We should instead use Levels/Experience as an upsell point for the full RZ app.

Achievements Page

Be a Rhythm
Zone Star!

20% Complete

2

3

4

5

Install RZ

Add Bookmark

Like

Subscribe

Publish

Rhythm Zone
[logo/subtitle]

[message/upsell link TBD]

Welcome, <user name>

[<energy blast info>]

<currency 1>Coming Soon!<currency 2>

Achievements

-fb profile pic-

<player facebook name>

Profile

-icon-

<Achievement Name>
<achievement text>

-icon-

<Achievement Name>
<achievement text>

-icon-

<Achievement Name>
<achievement text>

-icon-

<Achievement Name>
<achievement text>

-icon-

<Achievement Name>
<achievement text>

-icon-

<Achievement Name>
<achievement text>

[Friends/Navigation Bar; see Home Page for details]
[Achievements button has highlight]

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This format is used when the user views either his/her own achievements or a friend's achievements.

A "Profile" button is added, to allow the user to switch to the profile page for the user being viewed.

Options Dialog

Options

X

Sound

☒ Crowd background
(cheering and booing)

☒ Shout-outs
(encouragement, derision, and more from the audience)

☒ Sound effects
(missed notes, mix power, streaks, etc.)

Graphics

☒ Text feedback
(streaks, mix power available, etc.)

☐ Accuracy feedback
(on levels other than Novice)

Controls

RED

BLUE

GREEN

YELLOW

FOCUS POWER

A

S

D

F

Space

J

K

L

Semicolon

Save & Exit

Default

Cancel

Options retains the Flash app options, as I doubt we will want to or have time to reprogram the Flash app to the somewhat different options in the full RZ version

Help Page

Be a Rhythm Zone Star!

20% Complete

2

3

4

5

Install RZ

Add Bookmark

Like

Subscribe

Publish

Rhythm Zone
[logo/subtitle]

[message/upsell link TBD]

Welcome, <user name>

[<energy blast info>]

<currency 1>**Coming Soon!**<currency 2>

Help

<Topic>
<Topic>
<Topic>
<Topic>
<Topic>

<Headers>
<Body text>
<images>

[Friends/Navigation Bar; see Home Page for details]
[No nav button has highlight]

ABOUT US | [HELP](#) | [SUPPORT](#) | [FEEDBACK](#) | [REPORT ABUSE](#) | [PRIVACY](#) | [TERMS](#) :: COPYRIGHT 2010, SONIC BOOM, INC. ALL RIGHTS RESERVED

Take the full RZ app help and rewrite sections that need to be changed for the Facebook app.

One help section should be upsell info about the full RZ app with a link to www.rhythmzonegame.com.

Feedback Dialog

Feedback

X

Send Message

Items marked with an asterisk are required.

* Subject

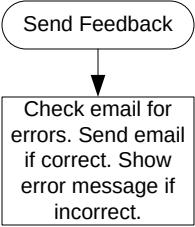
* Your
Comment

Send

Cancel

Error States/Messages

- ERROR: No subject. Your message must include a subject line.
- ERROR: No text. Your message must include a question or issue.



Support Dialog

Support

X

How to Play

Help

Contact Support

Items marked with an asterisk are required.

* Subject

* Question/
Issue

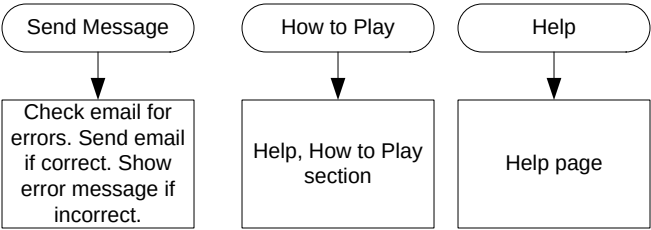
Send

Cancel

Error States/Messages

ERROR: No subject. Your message must include a subject line.

ERROR: No text. Your message must include a question or issue.



Privacy Policy Page

Be a Rhythm Zone Star!		20% Complete	2	3	4	5
Install RZ		Add Bookmark	Like		Subscribe	Publish
Rhythm Zone [logo/subtitle]	[message/upsell link TBD]				Welcome, <user name>	
					[<energy blast info>]	
					<currency>Coming Soon!<currency 2>	
Privacy Policy						
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1) Need to compose per Facebook policies.
2) Consult with/provide info for Bill on this.

Terms of Service Page

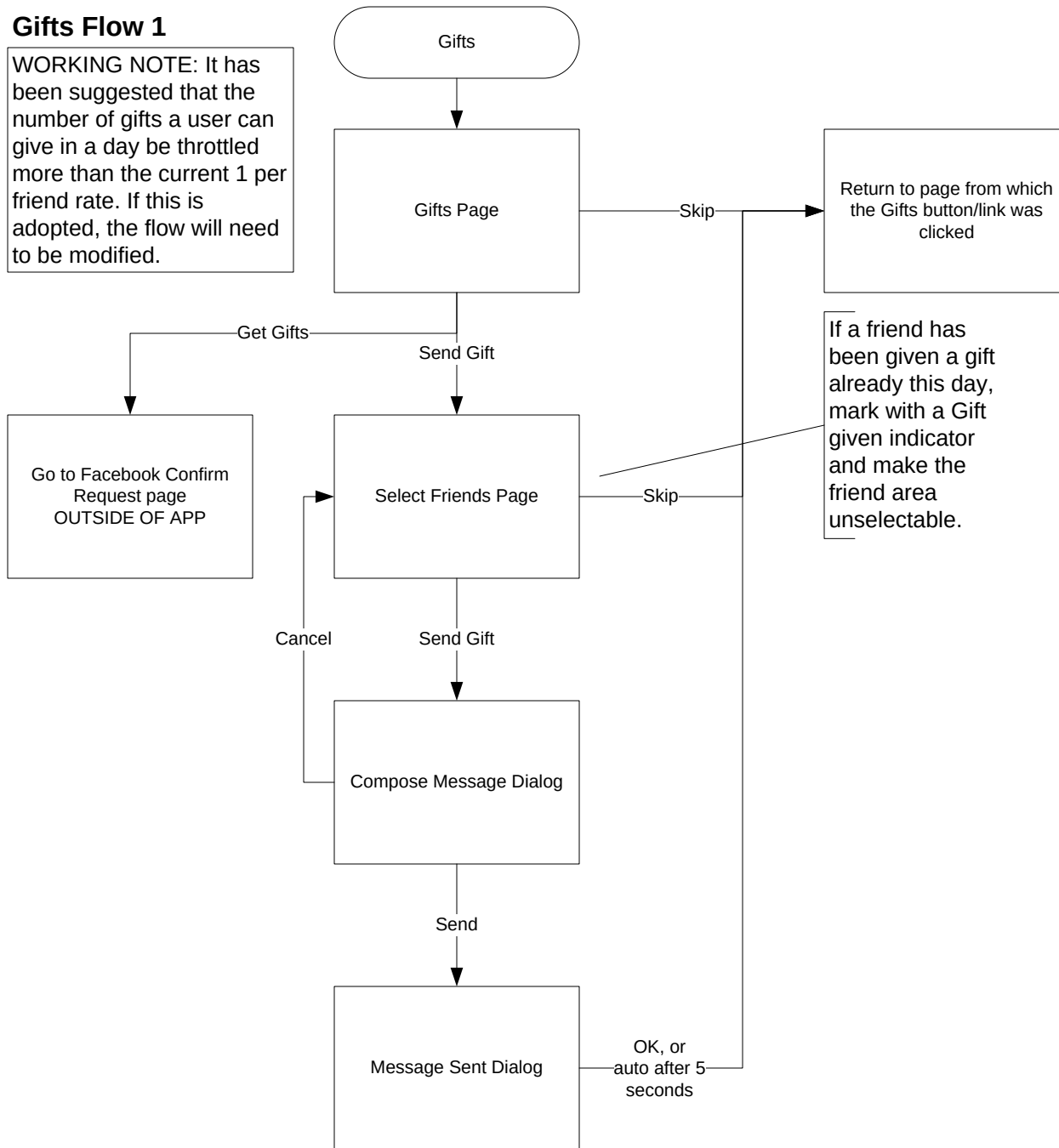
Be a Rhythm Zone Star!		20% Complete	2	3	4	5
Install RZ		Add Bookmark	Like		Subscribe	Publish
Rhythm Zone [logo/subtitle]	[message/upsell link TBD]				Welcome, <user name>	
					[<energy blast info>]	
					<currency>Coming Soon!<currency 2>	
Terms of Service						
<Headers> <body text> <Headers> <body text> <Headers> <body text> <Headers> <body text> <Headers> <body text> <Headers> <body text> <Headers> <body text> <Headers> <body text> <Headers> <body text>						
[Friends/Navigation Bar; see Home Page for details] [No nav button has highlight]						
ABOUT US HELP SUPPORT FEEDBACK REPORT ABUSE PRIVACY TERMS :: COPYRIGHT 2010, SONIC BOOM, INC. ALL RIGHTS RESERVED						

Add Rules of Conduct section.

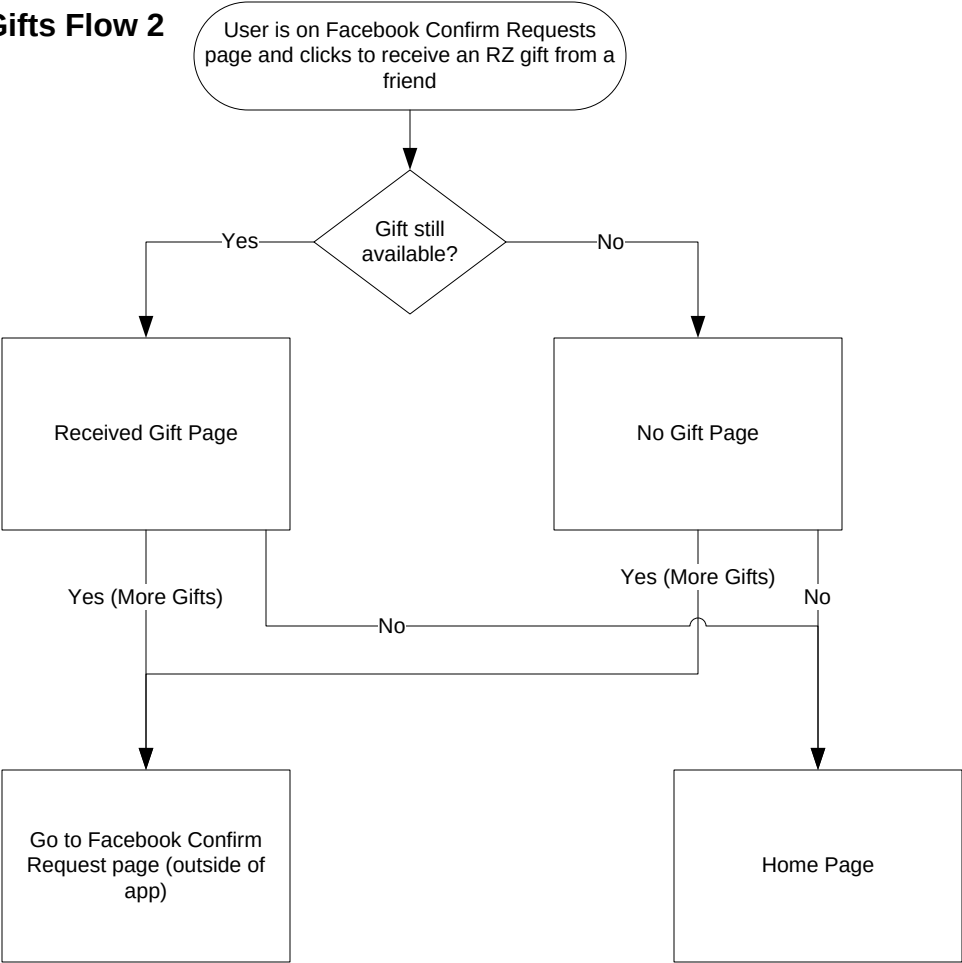
Need to see if terms need revising per Facebook policies; consult with/provide info for Bill on this.

Gifts Flow 1

WORKING NOTE: It has been suggested that the number of gifts a user can give in a day be throttled more than the current 1 per friend rate. If this is adopted, the flow will need to be modified.



Gifts Flow 2



Gifts Page

Be a Rhythm Zone Star!

20% Complete

2

3

4

5

Install RZ

Add Bookmark

Like

Subscribe

Publish

Rhythm Zone
[logo/subtitle]

[message/upsell link TBD]

Welcome, <user name>

[<energy blast info>]

<currency 1>Coming Soon!<currency 2>

Give Gifts



Proceed To Send Gift >>

Skip

My Gifts

You have Rhythm Zone gifts from your friends.

Get Gifts

[Friends/Navigation Bar; see Home Page for details]
[Gifts button has highlight]

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WORKING NOTE: It has been suggested that the number of gifts a user can give in a day be throttled more than the current 1 per friend rate. If this is adopted, the screen diagram will need to be modified.

Gift receipt is handled in the user's Facebook profile, via notifications/requests.

QUESTION: Can we detect if the user has RZ gifts pending in notifications/requests? If not, we will need to change the UI here.

Select Friends Page

Be a Rhythm Zone Star!

20% Complete

2

3

4

5

Install RZ

Add Bookmark

Like

Subscribe

Publish

Rhythm Zone
[logo/subtitle]

[message/upsell link TBD]

Welcome, <user name>

[<energy blast info>]

<currency>Coming Soon!<currency 2>

Send your gift below by selecting your friends and clicking Send!

All FriendsRhythm Zone Friends

Select Your Friends Below

Add up to 26 of your friends by clicking on their pictures below.
Each day, you can send each of your friends 1 gift.

Find Friends:Start Typing a Name

Filter Friends

AllSelected (0)

Cori Ryan



Deborah J Bowman



Etayion Shrudlu



James Seetal Advancin...



John Burkhardt Microsoft



Damon Branch



Dennis Wang



Frank Watson



Jay Astell



Joshua McHugh



Dave Konieczny



Edward P. Robert



Garrett Olinde



John Beauchemin Gift given



Karen Astell



Send Rhythm Zone Gift Request

Skip

Energy Blast



[Friends/Navigation Bar; see Home Page for details]
[No nav button has highlight]

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Notes

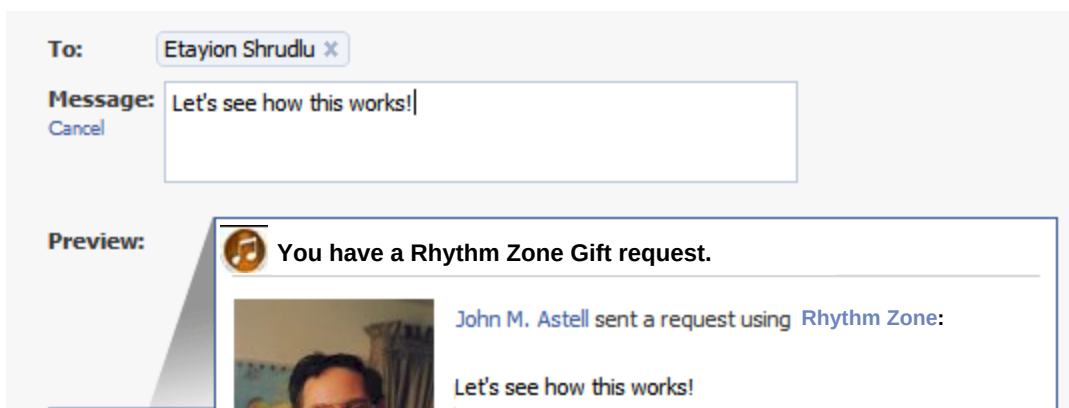
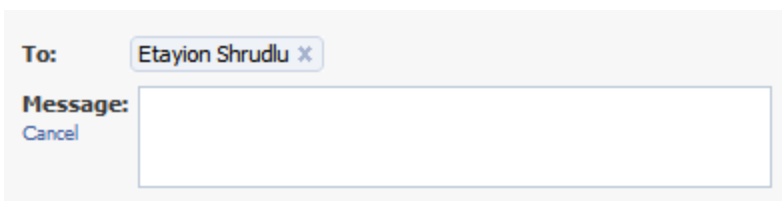
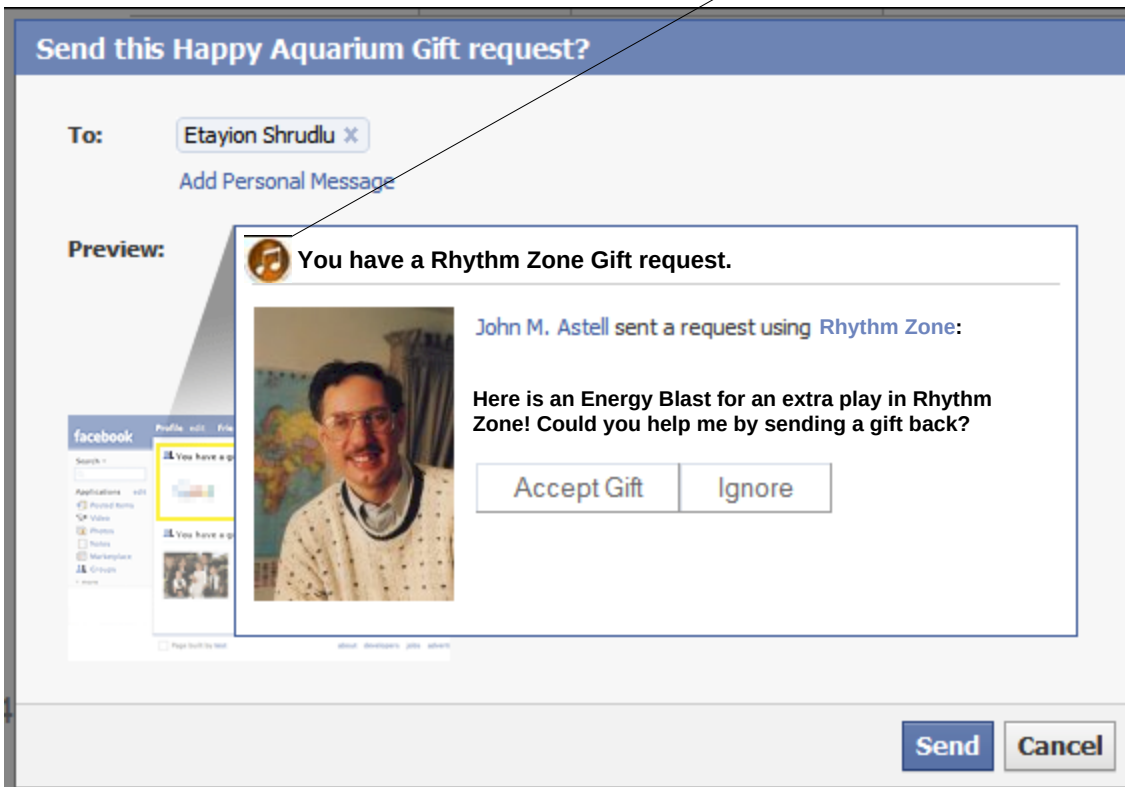
1) Filter this page per the tab: All Friends (of the user) and 2_ Rhythm Zone Friends (those friends who also are RS users).

2) Gift Limits: If a friend has been given a gift already this day, mark with a Gift given indicator and make the friend area unselectable.

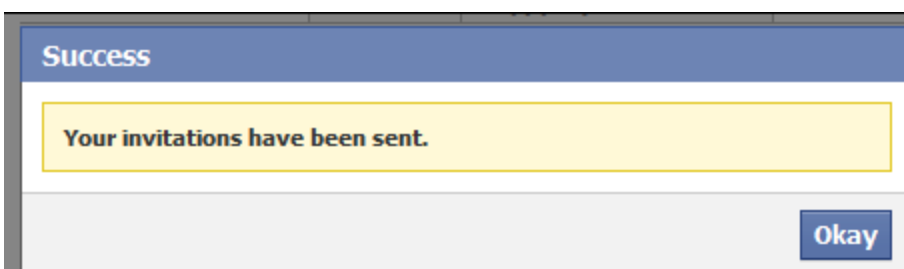
Gift Message Dialogs

Compose Message Dialog

RZ icon



Message Sent Dialog



Get Gifts

Received Gift Dialog

Received Gift		X
You received one energy blast!  Do you have more pending gifts to receive? Yes No Please remember to get each gift right away!		

No Gift Dialog

Oops		X
It looks like you have already accepted that gift. Do you have more pending gifts to receive? Yes No Please remember to get each gift right away!		

XXX Page

Be a Rhythm Zone Star!	20% Complete	2	3	4	5
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