

Home Page

Octagon

Game Your Music!



LOGIN STATUS AREA

SONGS

MY PROFILE

SETTINGS

HIGH SCORES

COMMUNITY

NEWS

HELP

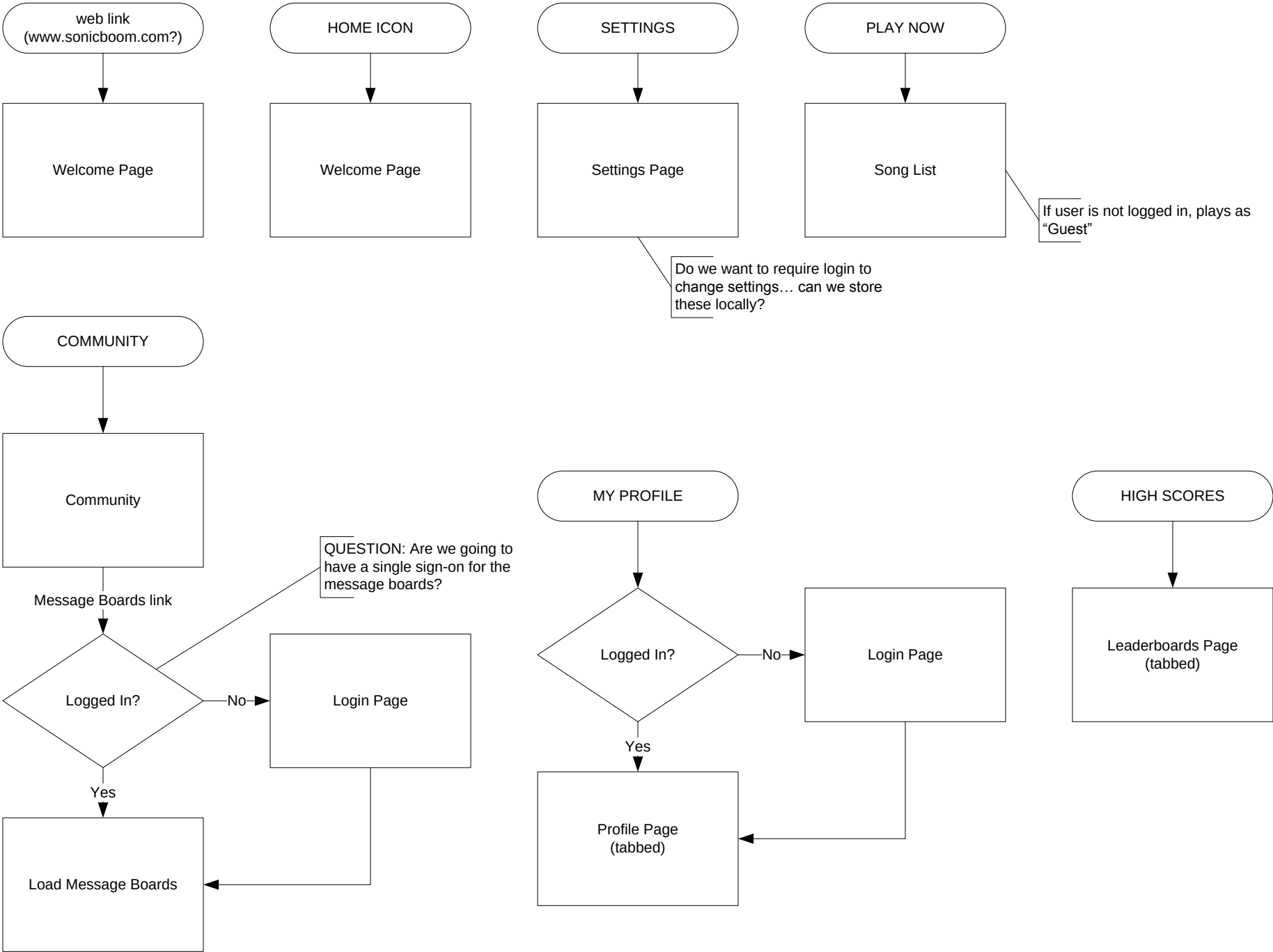
GET MORE BOOM COINS

CONTENT AREA

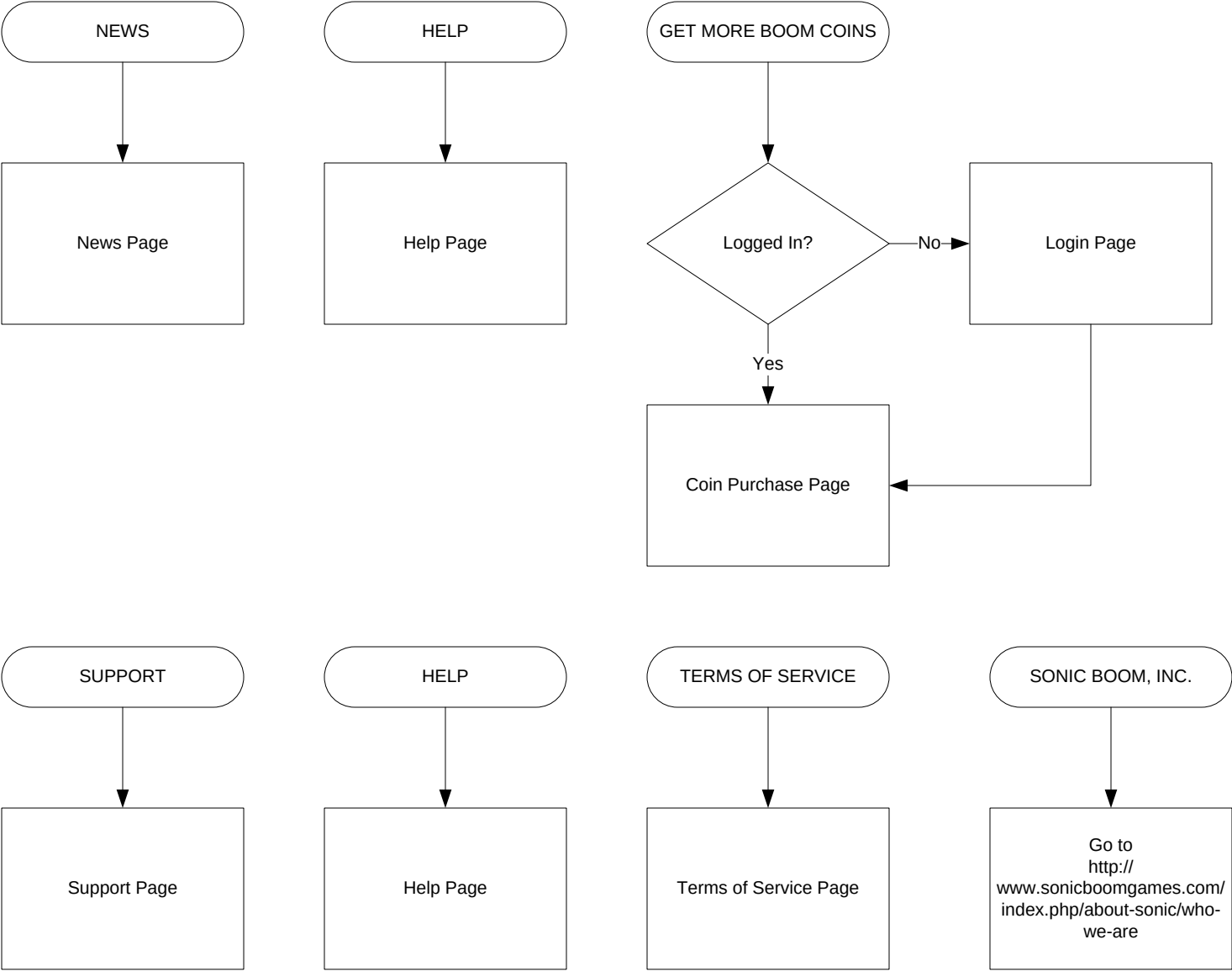
[SUPPORT](#) | [HELP](#) | [TERMS OF SERVICE](#) :: COPYRIGHT 2009, [SONIC BOOM, INC.](#) ALL RIGHTS RESERVED

Appears in 2 states;
not logged in and
logged in.
See Login Status page.
(Boom Coins info only
present when user is
logged in.)

Top Flow 1



Top Flow 2



Login Status

User Not Logged In

EMAIL/USERNAME

PASSWORD

LOGIN

Sign Up Now | Forgot Login/Password?

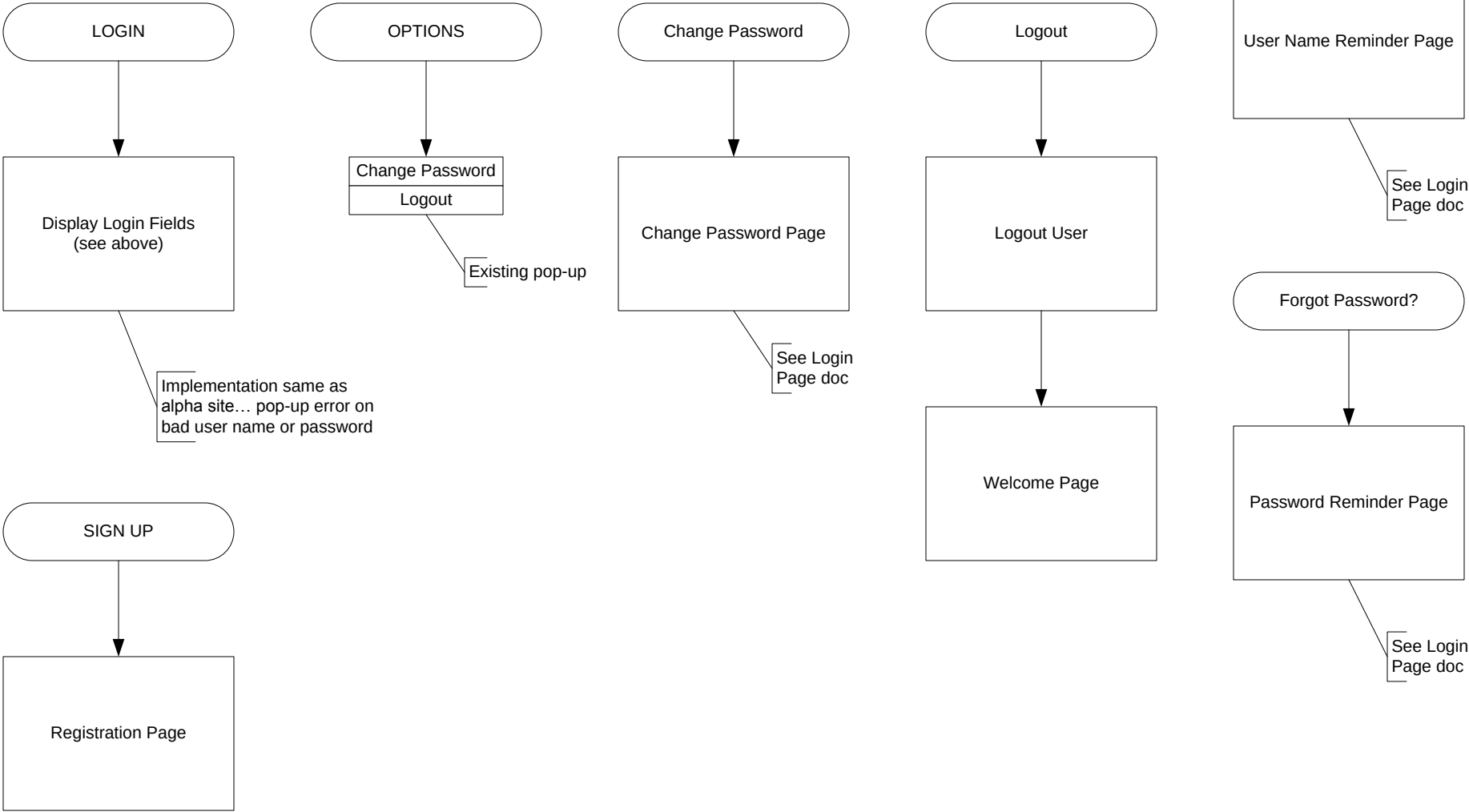
User Logged In

nn,nnn

BOOM COINS

Logged in as <user name>

OPTIONS



Welcome Page

Welcome

Game your music! Break the chains of console-based music games. Octagon lets you play the music you want, not the music they want you to play.

Tutorial

First time? The Tutorial quickly gets you playing Octagon!

Quick Play

Choose one of our featured songs and start playing now.

Play My Music

Add your own music and to play in Octagon! Login or register now; it's free!

<Tutorial>

New High Scores

<user name>
<score> on <LOD>
<song name>

<user name>
<score> on <LOD>
<song name>

<user name>
<score> on <LOD>
<song name>

<user name>
<score> on <LOD>
<song name>

<user name>
<score> on <LOD>
<song name>

Latest Plays

<song name>
<score> on <LOD>
<user name>

<song name>
<score> on <LOD>
<user name>

<song name>
<score> on <LOD>
<user name>

<song name>
<score> on <LOD>
<user name>

Top Featured Songs

<song name>
by <artist>

<song name>
by <artist>

<song name>
by <artist>

<song name>
by <artist>

News

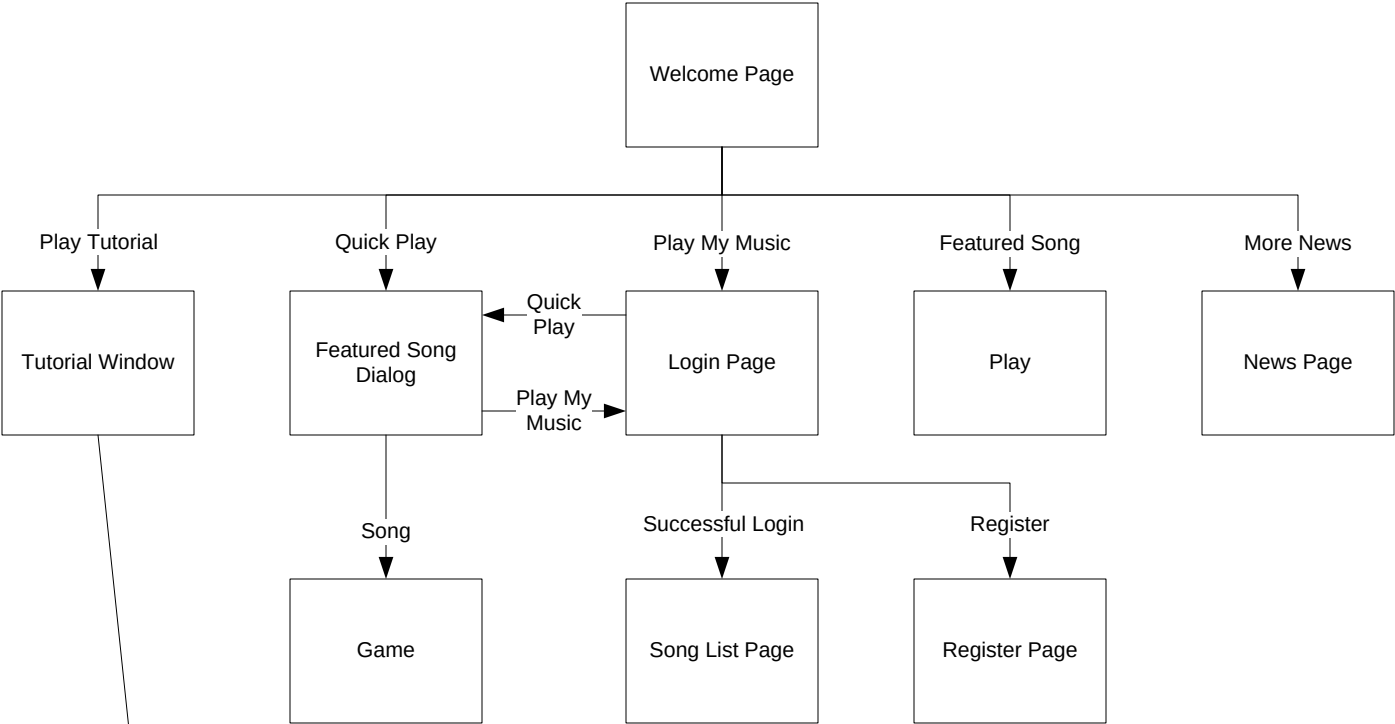
News items... annoucements

More News...

The tutorial for Beta Launch is a non-interactive YouTube video with a Play button on it. Clicking the tutorial opens a dialog over the Welcome Page in which the tutorial plays at full size. The user closes the window to return to the Welcome Page.

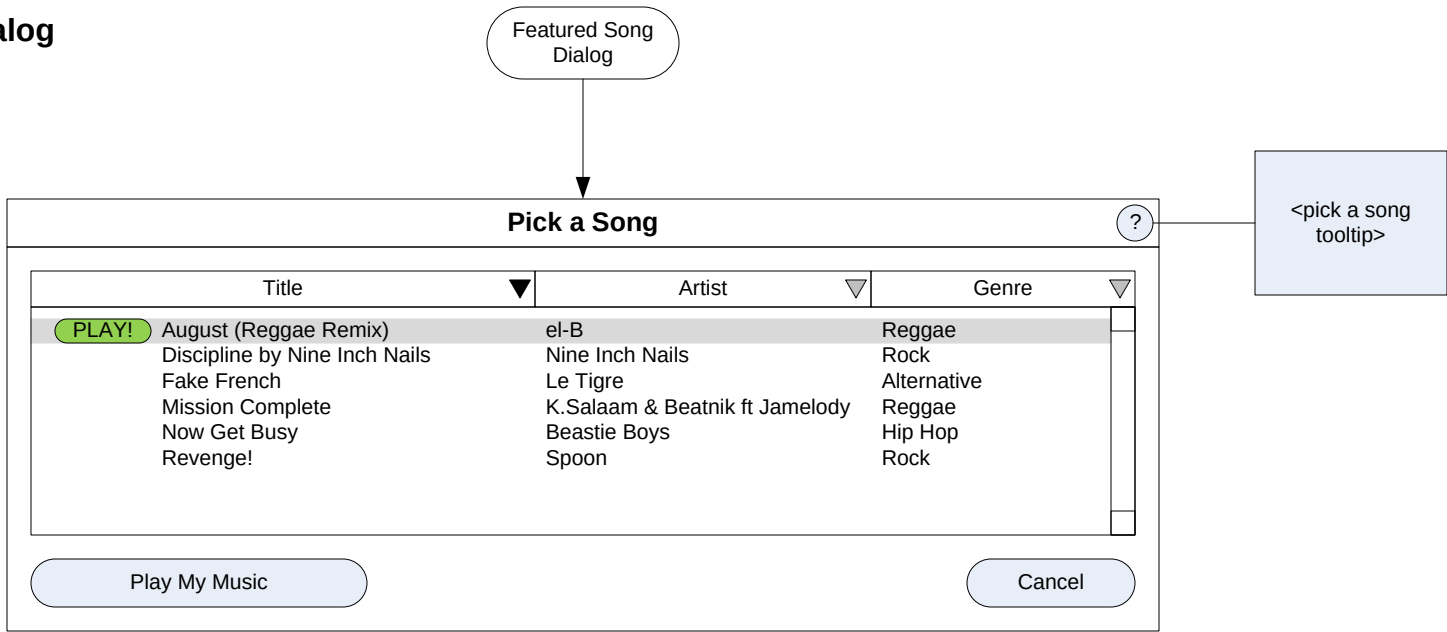
To be done post beta launch: Edit text on the buttons; text should be shorter and stronger

Welcome Flow



The tutorial for Beta Launch is a non-interactive YouTube video with a Play button on it. Clicking the tutorial opens a dialog over the Welcome Page in which the tutorial plays at full size. The user closes the window to return to the Welcome Page.

Featured Song Dialog



Tutorial Page (Flash)

There will be no separate Tutorial Page for Beta Launch, since we will not have an interactive tutorial. Instead, the non-interactive tutorial will live on the Welcome page for Beta Launch.

Tutorial

Game Screen/Flash with the following changes:

- 1) Song name is listed as "Tutorial n of n" (there will be 4 steps in the tutorial)
- 2) Song duration is however long the tutorial music/data is for that step.
- 3) No "pause"
- 4) No SFX (crowd, shout outs, etc.)
- 5) Hit feedback is on.
- 6) The only text feedback is for Mix Power (in the Mix Power tutorial)
- 7) We may add some tutorial audio; but for now we'll go with text prompts that guide the user through the tutorial that appear in top right.

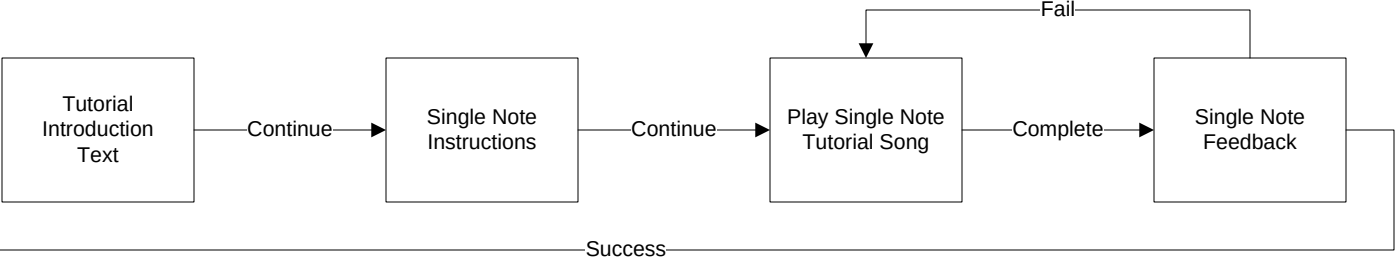
Tutorial Text Area

EXIT TUTORIAL

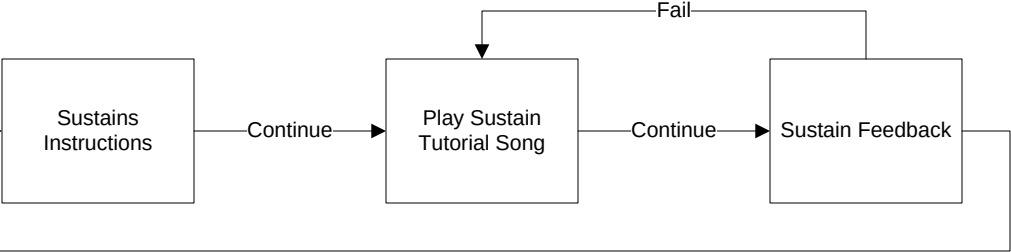
CONTINUE

Tutorial Flow

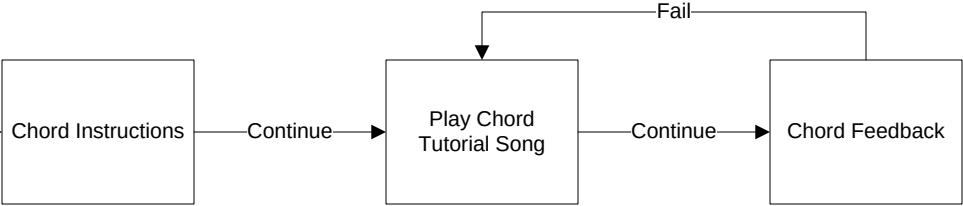
STEP 1



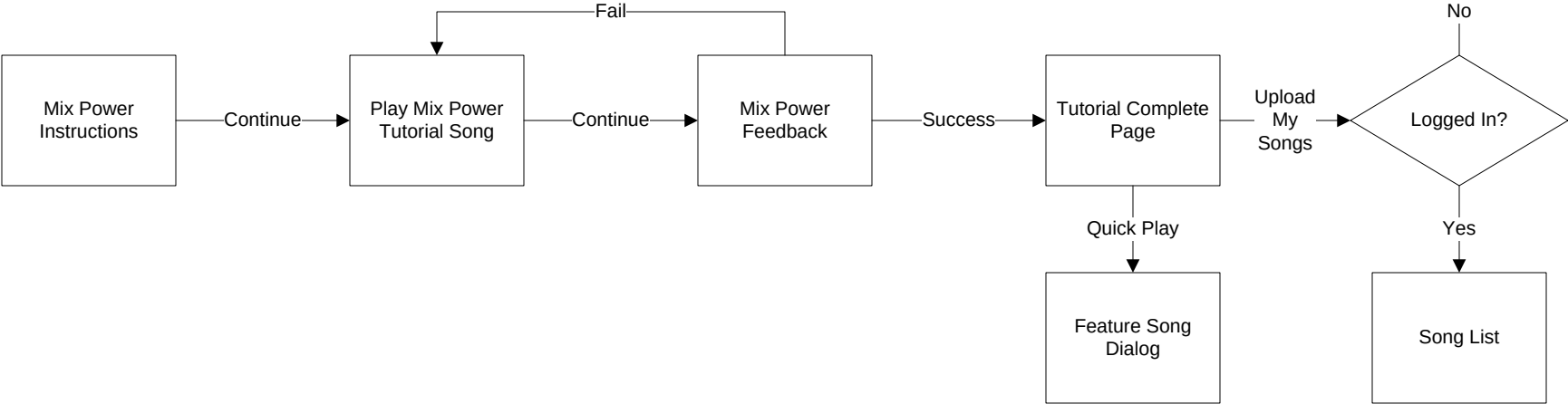
STEP 2



STEP 3



STEP 4



There will be no separate Tutorial Page for Beta Launch, since we will not have an interactive tutorial. Instead, the non-interactive tutorial will live on the Welcome page for Beta Launch.

Song List

Tooltip for each song status (Ready, Processing, Analyzing)

Choose Song

Add Song
(5 Boom Coins)

Genre

ALL
Featured Songs
Metal
Pop
Reggae
Rock

! ▲

Title ▲

Time ▲

Artist ▲

● August (Reggae Remix) FEATURED SONG4:32el-B
PLAY! Discipline FEATURED SONG5:01Nine Inch NailsEdit
● Neal And Jack And Me6:39King Crimson
● Pioneer to the Falls4:58Interpol
● Subdivisions4:47Rush

Nine Inch Nails

Difficulty

Plays

High Score

Accuracy

Mastery

Challenges W/L

World Ranking

World Top Score

WWW

MySpace

Twitter

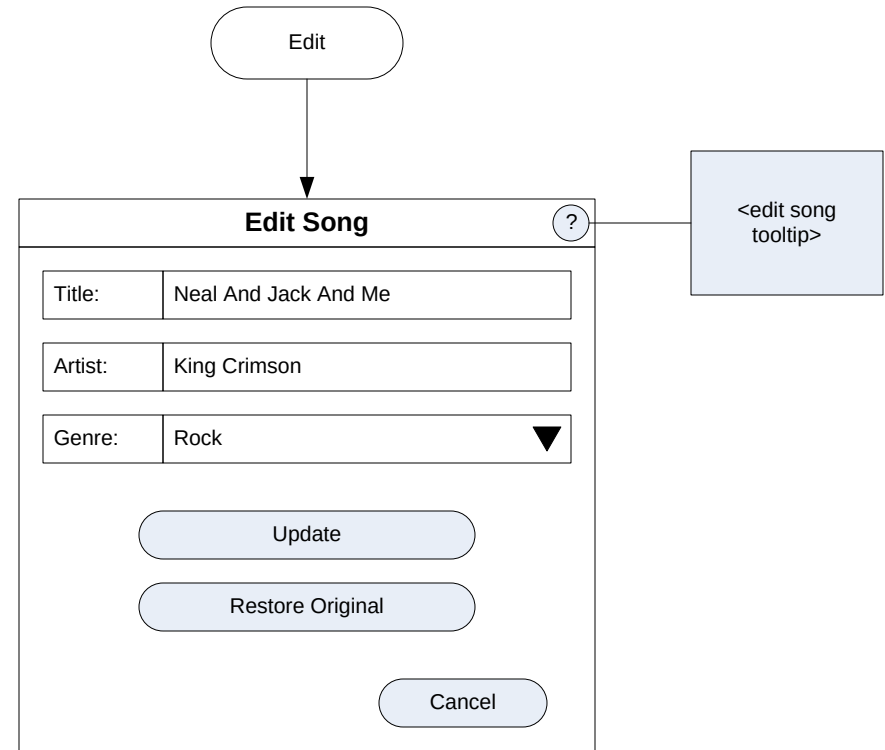
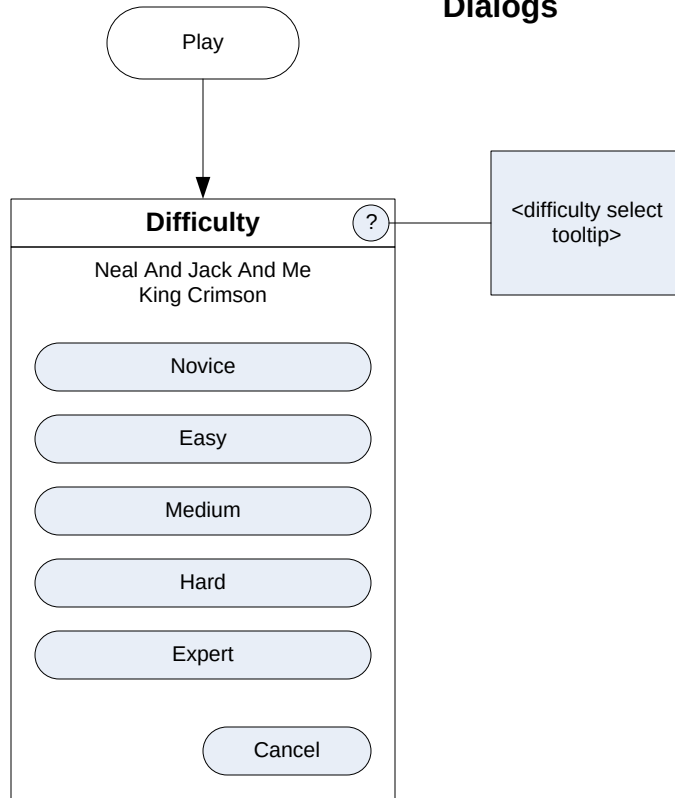
Facebook

Amazon

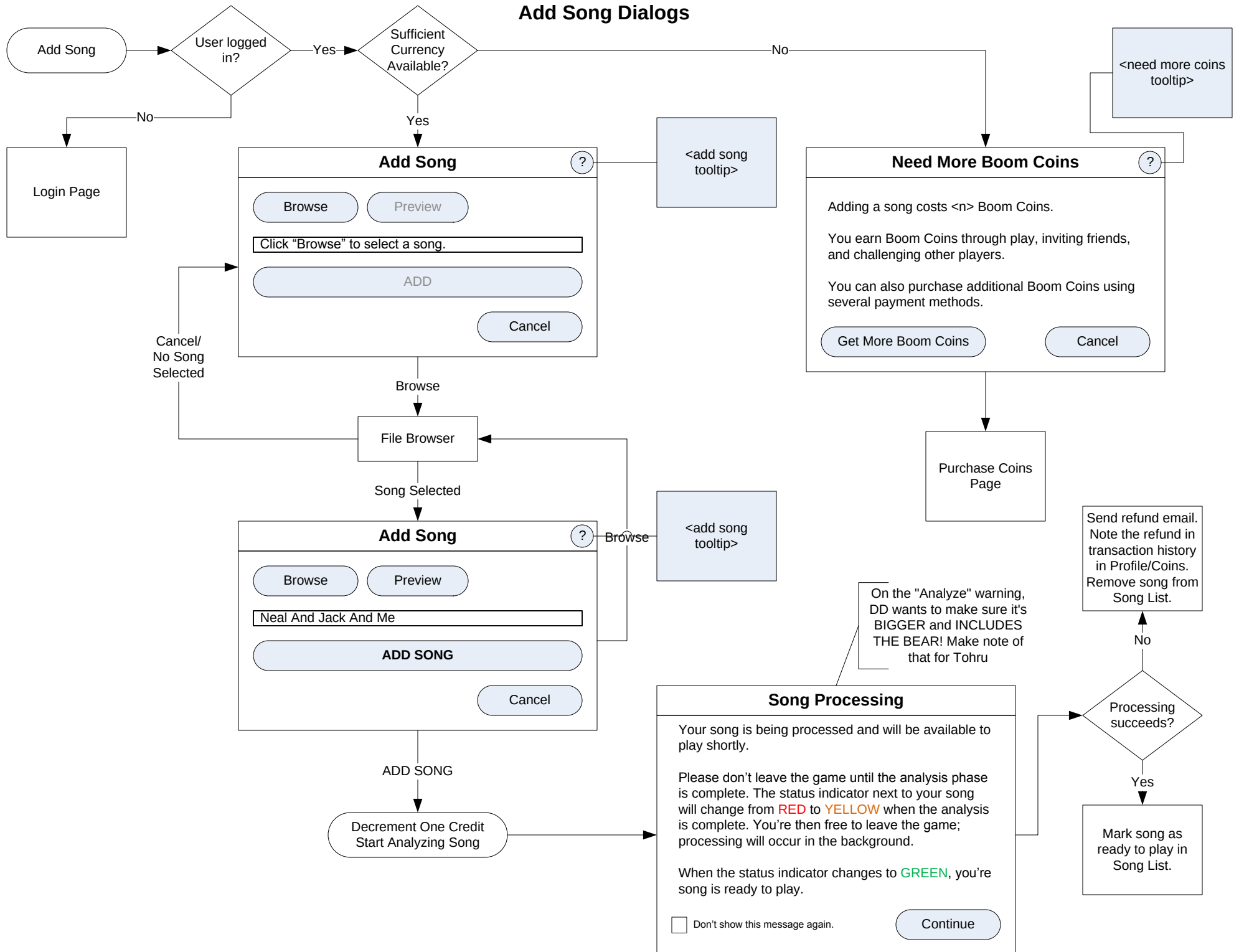
iTMS

Novice	5	25,465	98%	●●●●●	
Easy	4	76,768	97%	●●●●●	2/4 #25,132 125,754
Medium	3	166,500	97%	●●●●●	0/1 #14,768 356,001
Hard	3	225,465	95%	●●●●●	1/1 #1,249 580,156
Expert	1	1,145,232	96%	●●●●●	0/0 #1,067 8,456,789

Dialogs



Add Song Dialogs



Song Processing Dialogs

Song Processing Complete

Song Ready

<song name> is now ready to play!
You earn Boom Coins through play, inviting friends, and challenging other players.
You can also purchase additional Boom Coins using several payment methods.

OK

Analysis Failed

Song Analysis Failed

<song name> failed to analyze correctly.
<n> Boom Coins have been refunded to your account.
You can add <song name> again. Just be sure not to leave the game until analysis is complete.

OK

Processing Failed

Song Processing Failed

<song name> failed to process completely.
<n> Boom Coins have been refunded to your account.
You can add <song name> again.

OK

Refund Email

[support](#) below would link to Octagon's support page.

<transaction ID> would be the ID for the refund.

<#> would be the number of Boom coins refunded (since we might change the cost to add a song over time).

1. Refund email for when adding a song fails.

1.1. Subject line:

Boom Coins refund (<transaction ID>)

1.2. Message:

Your recent attempt to add the song, <song title>, to Octagon failed because of a processing error. We've refunded the cost of adding a song, <#> Boom Coins, to your account.

Processing errors typically are temporary, so please try again later to add the song.

The transaction ID for this refund is <transaction ID>. If you wish to contact [support](#) about the problem, please include the transaction ID in your message.

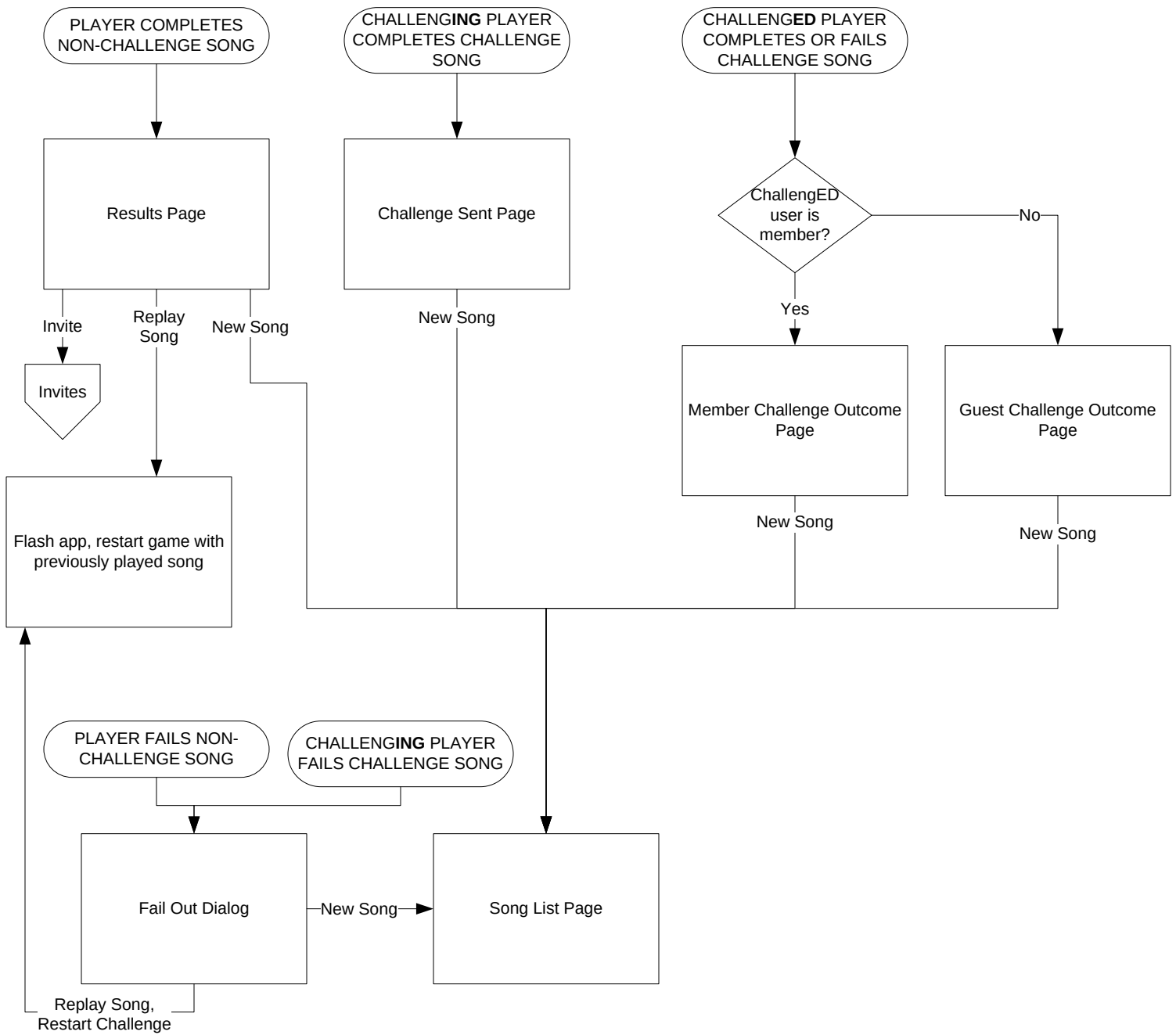
Thank you for playing Octagon!

--Your friends at Sonic Boom.

Game Play



Results Flow



RESULTS

<user name>
<song title>
SCORE
<000 000>
<%> ACCURACY
<#> LONGEST STREAK



<LOD>
MASTERY
<#> NOTES HIT
<#> TOTAL NOTES



<Award Name>

Explanatory text about the award, including the requirements to get to the next level

INVITE A FRIEND

NEW SONG

REPLAY SONG

There can be 0, 1, or 2+ awards, including Boom Coin awards. Nothing is shown for the 0 awards case. For 1 award, use this template. For multiple awards, use the template below.

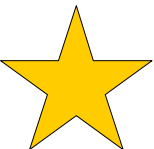
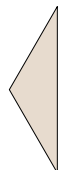
Each awards icon links to the My Awards tab of the player's My Profile page.

RESULTS

<user name>
<song title>
SCORE
<000 000>
<%> ACCURACY
<#> LONGEST STREAK



<LOD>
MASTERY
<#> NOTES HIT
<#> TOTAL NOTES



<Award Name> Won <#> Boom Coins! <Award Name> <Award Name> Won <#> Boom Coins!

INVITE A FRIEND

NEW SONG

REPLAY SONG

If there are too many awards to fit on screen in one line, use a scrolling display with the arrows scrolling the awards left or right 1 item at a click

For multiple award, use too tip texts for the explanatory text

Challenge Sent Page

RESULTS

<user name>

<song title>

SCORE

<000 000>

<%> ACCURACY

<#> LONGEST STREAK

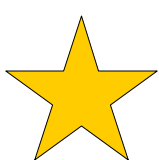
<LOD>

O O O O O

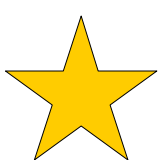
<#> MASTERY

<#> NOTES HIT

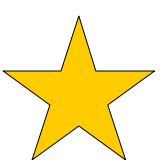
<#> TOTAL NOTES



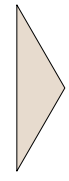
<Award Name> Won <#> Boom Coins!



<Award Name>



<Award Name>



Won <#> Boom Coins!

CHALLENGE SENT

Your challenge has been sent to your friend at <challengED user email>.
You’ve earned <#> Boom Coins for sending this challenge.

NEW SONG

Member Challenge Results Page

RESULTS

<Name> (not logged in)

<song title>

<LOD>

SCORE

<000 000>



<%> ACCURACY

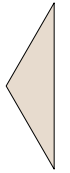
<#> LONGEST STREAK

<#>

MASTERY
NOTES HIT

<#>

TOTAL NOTES



<Award Name>



Won <#> Boom Coins!



<Award Name>



<Award Name>



Won <#> Boom Coins!



Version:
ChallengED user
completed
challenge song

CHALLENGE RESULT

[You won! | Tie! | <name> won!]

You <score>

<name> <score>

Log in to record the challenge in your
profile<boom coin notification>.

The results will be sent to your friend. You can add a
message to it (optional).

SEND

LOG IN

NEW SONG

RESULTS

<Name> (not logged in)

<song title>

<LOD>

FAILED SONG

<%> OF SONG COMPLETED

<%> ACCURACY

<#> LONGEST STREAK

Version:
ChallengED user
failed challenge
song

CHALLENGE RESULT

<name> won!

You 0

<name> <score>

Log in to record the challenge in your
profile<boom coin notification>.

The results will be sent to your friend. You can add a
message to it (optional).

SEND

LOG IN

NEW SONG

Boom Coin Notification:

Case 1: User earned 2+ coins:
and earn <#> Boom Coins for taking this challenge.

Case 2: User earned 1 coin:
and earn 1 Boom Coin for taking this challenge.

Case 3: User earned 0 coins:
[no notification]

Guest Challenge Results Page

RESULTS

Guest

<song title>

<LOD>

SCORE

<000 000>



<%> ACCURACY

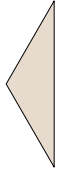
<#>

MASTERY
NOTES HIT

<#> LONGEST STREAK

<#>

TOTAL NOTES



<Award Name>



Won <#> Boom Coins!



<Award Name>



<Award Name>



Won <#> Boom Coins!



Version:
ChallengED user
completed
challenge song

CHALLENGE RESULT

[You won! | Tie! | <name> won!]

You <score>

<name> <score>

Sign up to Octagon to recorded the challenge
in your profile and get <#> Boom Coins for the
challenge.

The results will be sent to your friend. You can add a
message to it (optional).

SEND

SIGN UP

NEW SONG

RESULTS

Guest

<song title>

<LOD>

FAILED SONG

<%> OF SONG COMPLETED

<%> ACCURACY

<#> LONGEST STREAK

Version:
ChallengED user
failed challenge
song

CHALLENGE RESULT

<name> won!

You 0

<name> <score>

Sign up to Octagon to recorded the challenge
in your profile and get <#> Boom Coins for the
challenge.

The results will be sent to your friend. You can add a
message to it (optional).

SEND

SIGN UP

NEW SONG

Fail Out Dialog

RESULTS

<User Name>

<song title>

<LOD>

FAILED SONG

<%> OF SONG COMPLETED

<%> ACCURACY

<#> LONGEST STREAK

New Song

Replay Song

Version: User fails
non-challenge song

RESULTS

<User Name>

<song title>

<LOD>

FAILED SONG

<%> OF SONG COMPLETED

CHALLENGE CANCELED

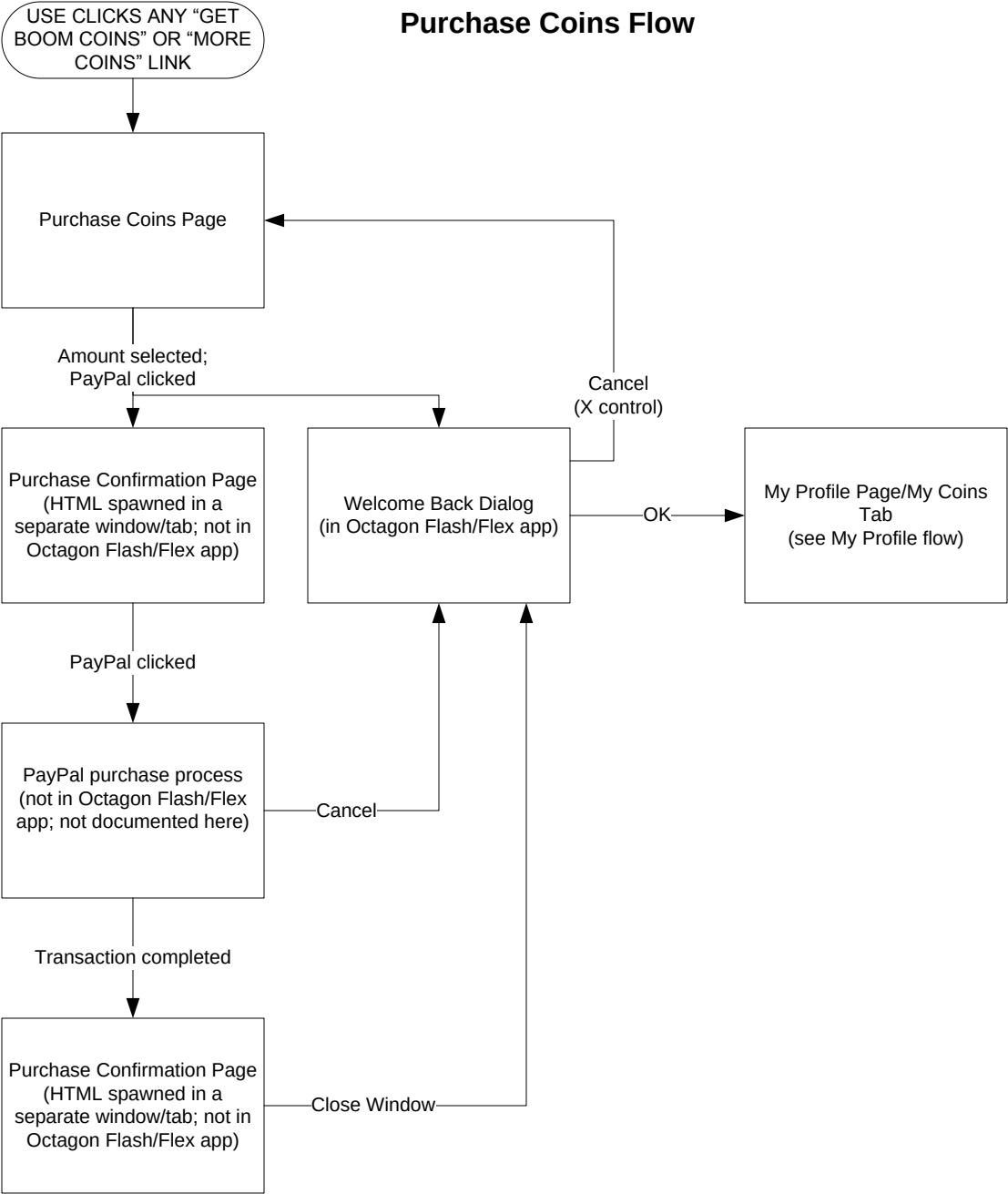
You must complete the song to send the challenge.

Restart Challenge

Cancel

Version:
ChallengING user
fails challenge song

Purchase Coins Flow



Purchase Coins

Get More Boom Coins

1) Select how many Boom Coins you want to purchase:

- ☐ 960 \$40.00 (20% discount)
- ☐ 460 \$20.00 (15% discount)
- ☒ 220 \$10.00 (10% discount)
- ☐ 100 \$5.00

(It costs <n> Boom Coins to add a song in the game.)

2) Select payment option:

PayPal

PayPal

Credit Card

Visa

MC

Disc

Phone

Zong

Pay by
Mobile

Amazon

Amazon Payments

Payment Terms

<Boom Coin terms from Terms of Use from Bill>

Selecting a payment opens a new browser tab and navigates to the payment site selected (with the payment details—vendor, cost).

Items in purple will be added after Beta Launch.

Confirm Order



BOOM COIN PURCHASE CONFIRMATION

Boom Coins	USD
460	\$20.00

CANCEL

Pay now with



By placing your order,
you agree to Sonic
Boom's [privacy policy](#) and [terms of use](#).

Order Complete

PROJECT
OCTAGON

THANK YOU, YOUR ORDER IS COMPLETE!

Status	Completed
Boom Coins	100
USD	5.0
Total Boom Coins in Account	300
Transaction ID	2HD97304GA4244345

[PRINTABLE RECEIPT](#)[CLOSE WINDOW](#)

Having problems or technical issues? Click here for [payment support](#).

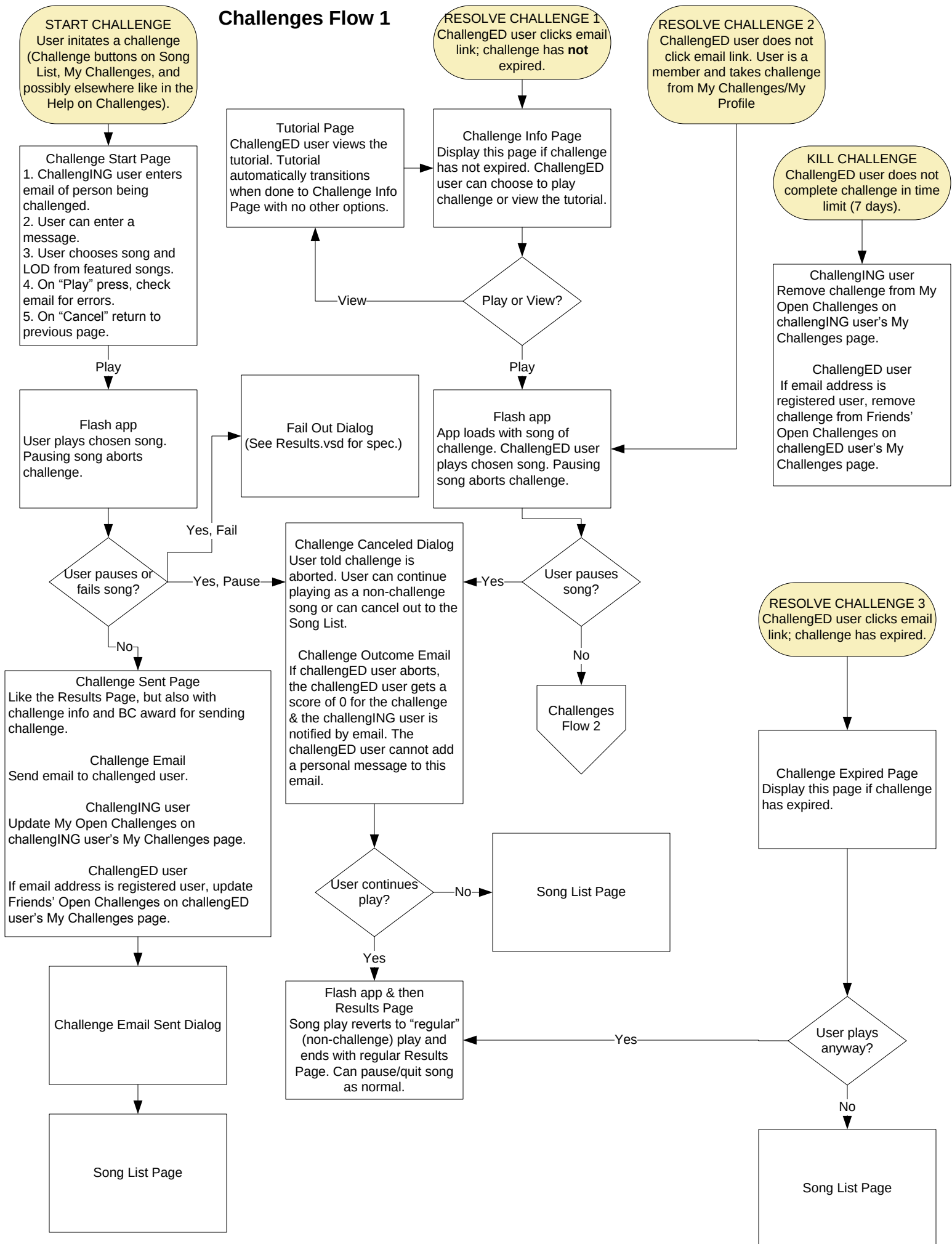
Welcome Back Dialog

Welcome Back!

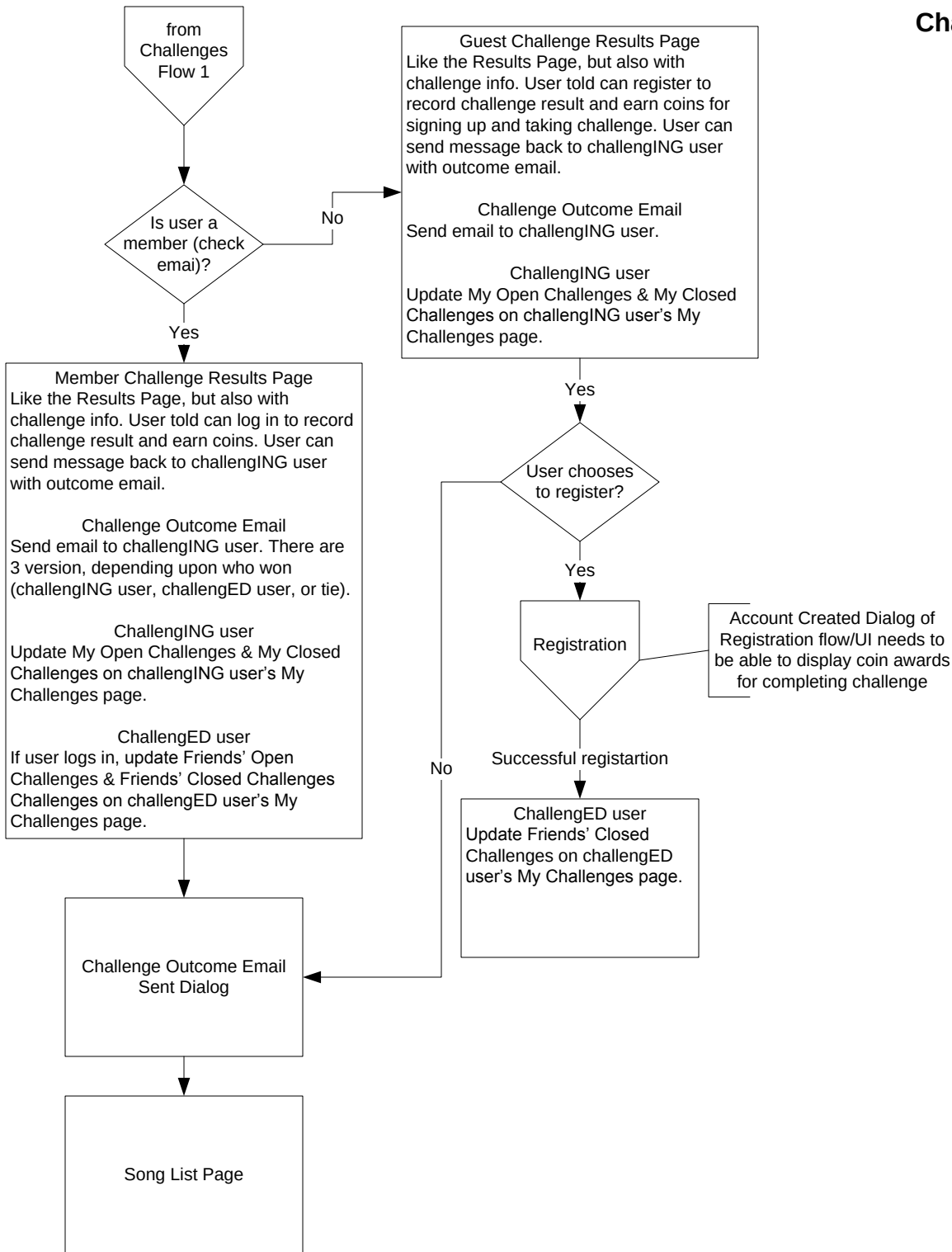
If you purchased Boom Coins, we'll update your balance when you click OK.

OK

Challenges Flow 1



Challenges Flow 2



Challenge Start Page

Challenge a Friend!

Challenge a friend to try to beat your score in a song! Enter the email of a friend and then choose a song for the challenge. You'll then play the song, and your score and your challenge will be sent to your friend. Once your friend takes the challenge, you will be emailed the results of the challenge.

Receive bonus Boom Coins for challenges you start. See <Help [link to Boom Coins in Help section]> for details.

Enter your friends' email:

* Correct the items with an asterisk to create your challenge.

The challenge:
<challengING user name> (<challengING user email address>) challenges you to beat <his|her [gender lookup]> score in Octagon, the exciting music game that lets you play your own music! Choose your favorite iTunes, mp3, or mp4 songs and play them like you are the star on stage.

Add your own note (optional):

Challenge Rule: To be fair to all players, you cannot continue the challenge if you pause the song while it is playing.
Choose a song:

Title	Artist	Genre
PLAY! August (Reggae Remix)	el-B	Reggae
Discipline by Nine Inch Nails	Nine Inch Nails	Rock
Fake French	Le Tigre	Alternative
Mission Complete	K.Salaam & Beatnik ft Jamelody	Reggae
Now Get Busy	Beastie Boys	Hip Hop
Revenge!	Spoon	Rock

Cancel

- Error States:
- * Email address is required. Please enter an email.
 - * Email address is incorrect. Please enter a correct email.

Featured songs only. The song picker UI here is the same as that in the Welcome page/Play Now dialog

Challenge Info Page

Take the Challenge!

<Song Title> <Artist> <Score> @ <LOD>

<challengING user name> (<challengING user email address>) challenges you to beat <his|her [gender lookup]> score.

<challengING user name> says: "<challengING user message>"

Challenge Rule: To be fair to all players, you cannot continue the challenge if you pause the song while it is playing. If you pause, your forfeit the challenge.

Start Challenge

View Tutorial

Display this section only if
the challengING user
entered a message for the
challenge email.

Challenge Expired Page

Challenge Has Expired

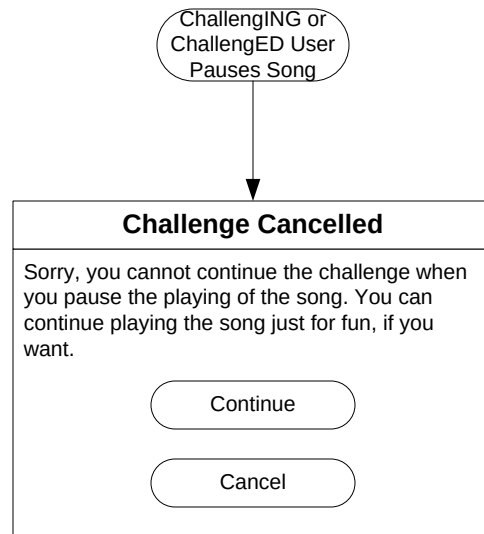
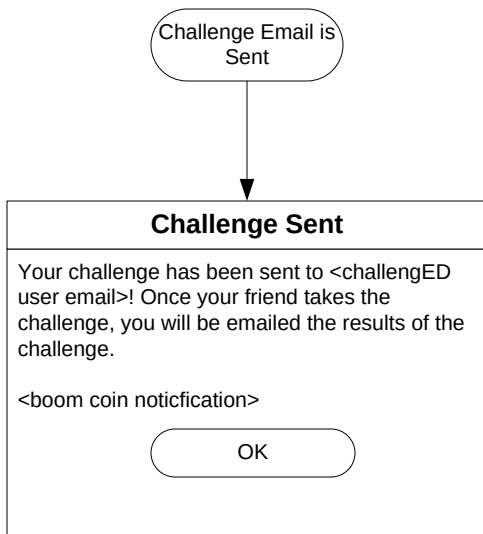
Sorry, but all challenges expire 7 days after being sent. This challenge is not longer available.

You may play the song anyway just for fun, if you want.

Play Anyway

Cancel

Dialogs



Boom Coin Notification:

Case 1: User earned 2+ coins:
You've earned <#> Boom Coins for sending this challenge.

Case 2: User earned 1 coin:
You've earned 1 Boom Coin for sending this challenge.

Case 3: User earned 0 coins:
You've already earned the max Boom Coins for today for sending challenges. Send more tomorrow to earn more coins!

Other Pages & Emails

Challenge Sent Page

Member Challenge Results Page

Guest Challenge Results Page

Fail Out Dialog

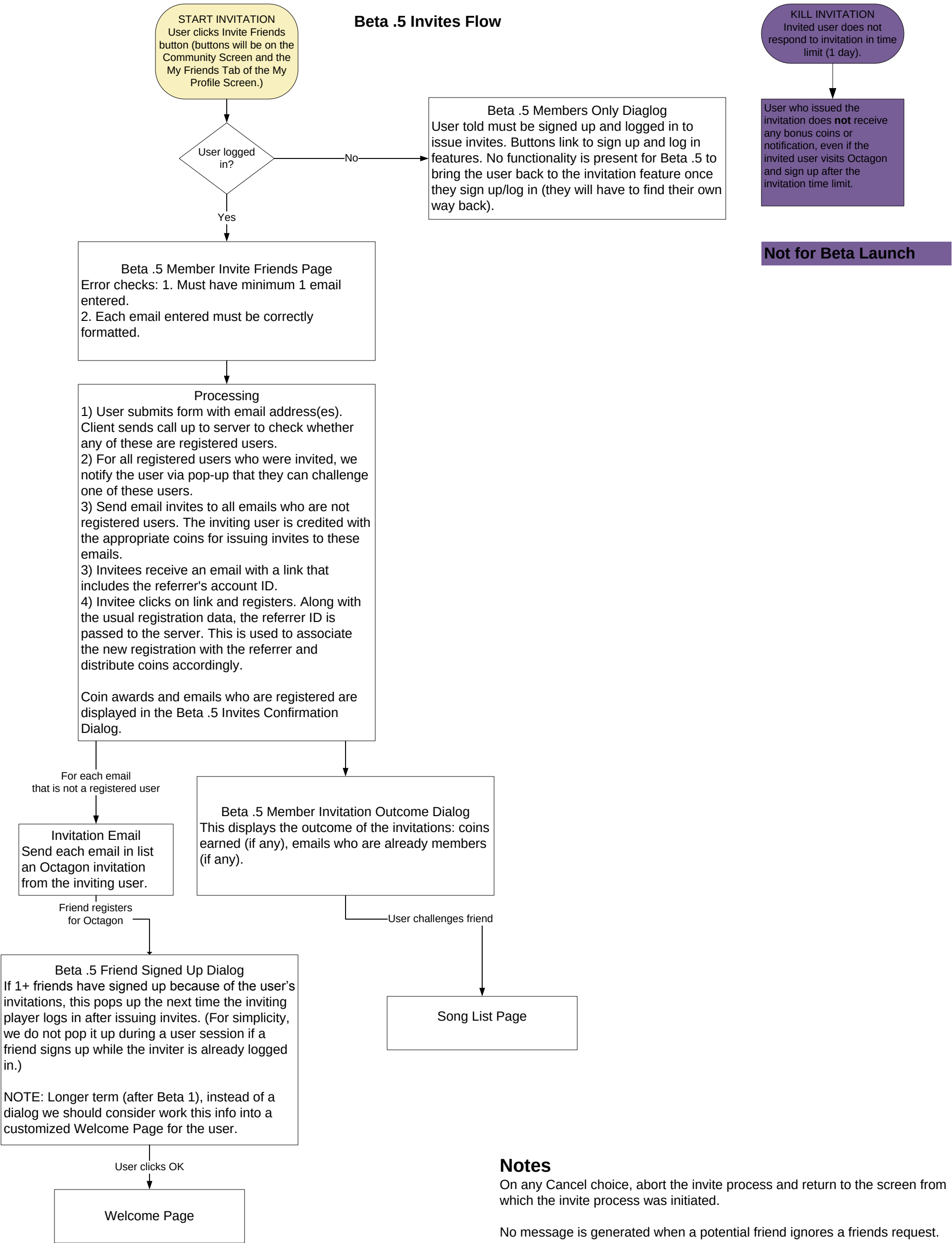
These pages are covered in the Results.vsd file, since they are only variations of the regular Results and Fail Out pages.

Challenge Sent Email

Challenge Outcome Emails

The text and logic of these emails are covered in the challenge emails doc.

Beta .5 Invites Flow



Invite Friends!

Invite friends to play the game and join you in the fun! Receive bonus Boom Coins for each friend you invite (up to <#> friends per day). Get more bonus coins when your friends sign up for Octagon. See <Help [link to Boom Coins in Help section]> for details.

Enter friends' emails:

1	
2	
3	
4	
5	

Send

Cancel

Beta .5 Members Only Dialog

Log in to Invite Friends!

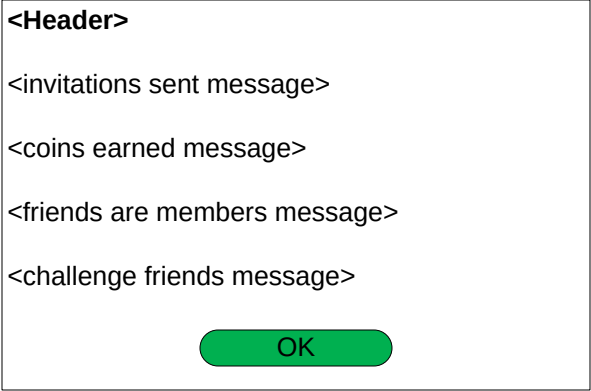
You can invite friends to join you on Octagon only if you are signed up and logged in.

Log in

Sign up

Cancel

Beta .5 Member Invitation Outcome Dialog



Because of the number of invitation outcomes, the contents of this dialog are pieced together.

Header

Case: 2+ invitation emails were sent out. Content:

Invitations Sent

Case: 1 invitation email was sent out. Content:

Invitation Sent

Case: 0 invitation emails were sent out. Content:

Challenge Friends

<invitations sent message>

Case: 1+ invitation emails were sent out. Content:

<email that was sent invitation>
<email that was sent invitation>
<email that was sent invitation>
...

Case: 0 invitation emails were sent out. Content:

All emails you entered are already members.

<coins earned message>

Case: 1+ invitation emails were sent out. User earned 2+ coins. Content:

You’ve earned <#> bonus Boom Coins for inviting friends. See <Help [link to Boom Coins in Help section]> for details about earning coins.

Case: 1+ invitation emails were sent out. User earned 1 coin total. Content:

You’ve earned 1 bonus Boom Coins for inviting friends. See <Help [link to Boom Coins in Help section]> for details about earning coins.

Case: 1+ invitation emails were sent out. User earned 0 coins. Content:

You’ve already earned all bonus Boom Coins you can in a day for inviting friends. See <Help [link to Boom Coins in Help section]> for details about earning coins.

Case: 0 invitation emails were sent out. Content:

[no content]

<friends are members message>

Case: 1+ emails are already members. Content (“Challenge” is a small challenge button):

Challenge <email that is already a member>
Challenge <email that is already a member>
Challenge <email that is already a member>
...

Case: 0 invitation emails were sent out. Content:

[no content]

<challenge friends message>

Case: 2+ emails are members. Content:

These people already are Octagon members. You may send a challenge to any one of them, if you wish.

Case: 1 email is a member. Content:

This person already is an Octagon member. You may send a challenge to him or her, if you wish.

Case: 0 invitation emails were sent out. Content:

[no content]

Beta .5 Friend Signed Up Dialog

Bonus Boom Coins!

<email of invitee who signed up>

<email of invitee who signed up>

<email of invitee who signed up>

...

became Octagon members from your invitation.

You earn <#> bonus Boom Coins!

OK

If 2+ sign ups occurred

Bonus Boom Coins!

<email of invitee who signed up>

became an Octagon member from your invitation. You earn <#> bonus Boom Coins!

OK

If 1 sign up occurred

Invitation Email

PROJECT
OCTAGON

Testing is playtesting Project Octagon and has invited you to join in the fun.

Octagon is the code name for an exciting new music game that lets you play your own music! Choose your favorite iTunes, mp3, or mp4 songs and play them like you are the star on stage.

Check out the results of Testing's latest game below. Think you can do better? Click "Play Now" to get started.



RESULTS

asteljah@mh2o.com

Discipline - Nine Inch Nails (medium)

SCORE
219977

99% ACCURACY **569** NOTES HIT
145 LONGEST STREAK **574** TOTAL NOTES

PLAY NOW!

This email was sent to you by **Sonic Boom, Inc.** at the request of asteljah@mh2o.com. Your email address will not be shared or sold.

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We use the same email as in the alpha. The Results section is always the info of the inviting user's most recent play when the invitation is issued.

Message Boards

Check out the message boards for news, views, clues, and other spews about Octagon, from the people at Octagon and from our players.

Invite Friends

Invite your friends to try out Octagon and get bonus Boom Coins!

Challenge Friends

Challenge your friends to beat your score at Octagon and get bonus Boom Coins!

My Challenges

Check out all your current challenges.

High Scores

Check out the High Scores Boards and see how you and your friends stand for scores, accuracy, mastery, plays, and more! Check out who is best for each and every song in the game!

The Top 10

1	<Name.....>	<Score.....>
2	<Name.....>	<Score.....>
3	<Name.....>	<Score.....>
4	<Name.....>	<Score.....>
5	<Name.....>	<Score.....>
6	<Name.....>	<Score.....>
7	<Name.....>	<Score.....>
8	<Name.....>	<Score.....>
9	<Name.....>	<Score.....>
10	<Name.....>	<Score.....>

<Name>	#1
High Scores	<Score>
Total Plays	<#>
Fans	<#>
Challenges	<#> Won / <#> Lost / <#> Tied

See More

Message Boards

Message Boards page (single login)

Invite Friends

Invite Friends page

Challenge Friends

Challenge Friends page

My Challenges

My Priofile page, My Chall. tab

High Scores

Leaderbds page, High Scores tab

See More

[illegible]

<news headline> (<date>)	
---	--

<news text>

```
<news headline> (<date>)
```

<news text>

<news-headline> (<date>)

news text

```
news headlines (1 data)
```

<news text>

```
news headlines (1date)
```

<news text>

```
<news headline> (<date>)
```

<news text>

news headline	date
...	...

<news text>

```
news headlines (1date)
```

news text

```
news headlines (1date)
```

<news text>

```
news headlines (1date)
```

news headline (date ,

```
<news_text>
<news_headline> (<date>)
```

```
news headlines ( date ,
news text )
```

```
news_text =
news_headlines = (data)
```

news headline (date)

news headlines (1 date)

news headlines (date)

```
news_text = news_text.replace(' ','')
news_text = news_text.replace(' ','')
news_text = news_text.replace(' ','')
```

[illegible]

NEWS TEXT

news headlines (date)

```
news_text = news_text.replace(' ','')
news_text = news_text.replace(' ','')
news_text = news_text.replace(' ','')
```

news headline (-date-)	
news text	

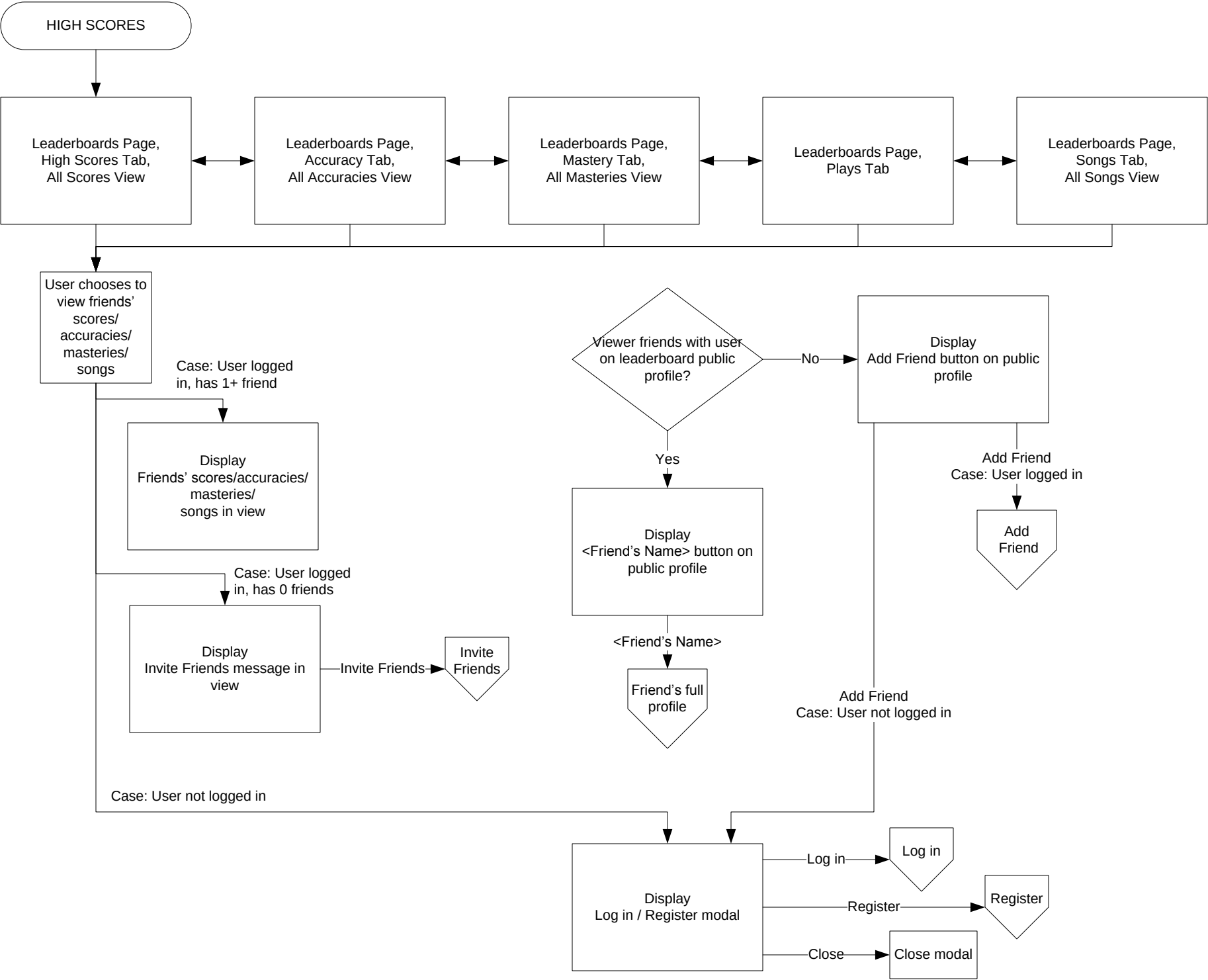
<news text>

news headline: (-date-)

<NEWS text>

```
<news:headline> (<date>)
```

[Newer Posts](#) | [Older Posts](#)



Leaderboards Overall Notes

Items in purple will not be implemented for the Beta launch

The leaderboards fit in the content area as defined in the Top.vsd flow. The boards themselves use tabs to allow users to switch between the different types of boards.

This leaderboards file is organized as a set of pages:

- Pages with names ending in **ui** are UI diagrams.
- Pages with names ending in **flow** are functional flowcharts.
- Pages with names ending in **text** contain explanatory text about the other pages. (When space permits, explanatory text is placed on the ui or flow pages themselves.)

For example, **High Scores ui** is the UI for the High Scores page and **High Scores text** describes the High Scores UI.

The leaderboards are customized from the point of view of the user viewing them:

- If the user is logged in, we display their user name and stats in the appropriate areas.
- If the user is not logged in, we display Guest as their name and whatever stats the user has accumulated during the current online session.

The Novice level of difficulty (LOD) is ignored for all leaderboards functionality and UI.

Common Elements

Certain elements are features of several leaderboard pages and are covered in this section.

Search by Rank field: Only numbers and separator symbols can be input in this field. Separators are only for user convenience. Both commas (American style, e.g., 12,345) and dots (various European styles, e.g., 12.345) are allowed. Separators are not required (e.g., 12345 is a valid search for the 12,345th ranking). The user enters a number in the box and clicks Enters: The Scores Listing shows the entered rank at the top of the listing with the highlight on it, and the following rankings in ascending numerical rank. If an input exceeds the highest existing ranking, the content shows the highest existing ranking as the only line, at the top of the listing.

When a search finishes, the field is **not** cleared of the user's input. This allows the user to edit the search term and try another search.

Search by Name field: All characters are allowed. The user enters text in the box and clicks Enters: The Scores Listing shows the line of the full name that matches the input string at the top of the Score Listing with the users ranked after this user following. Example: "Baudelaire33" is searched for and found; Baudelaire33 is player ranking #123,323. Baudelaire33 is shown on the first line and players #123,324-123,343 are shown below.

If there is no exact match for the search term, the first name that starts with the input string is searched for and is displayed per above.

If there still is no match, the search fails and a failure message is displayed below the field.

When a search finishes, the field is **not** cleared of the user's input. This allows the user to edit the search term and try another search.

The **Public Profile section** on the right shows the public profile of the user whose name has the highlight in the Rankings section.

- <Name> - user name.
- <Rank>, <Score> - user's high score rank and total score.
- Total Plays <#> - the number of complete song playings the user has accumulated.
- Fans <#> - user's current fan base.
- Challenges - should be obvious.
- Average Accuracy - one overall accuracy rating and accuracy ratings for accuracy the four important LODs; ratings to 2 decimal places (e.g., 95.67%).
- Best Accuracy - the best ever accuracy for any LOD and the best accuracies for the four important LODs.
- Average Mastery - one overall rating and mastery ratings for the four important LODs; ratings to 2 decimal places (e.g., 3.29).
- Best Accuracy - the best ever accuracy for any LOD and the best accuracies for the four important LODs.
- Longest Streak - The longest every streak the user achieved, with the LOD and the song info of that streak shown underneath.
- Most Played Songs - The 3 songs the user has played the most.
- Recent Songs - The 3 songs the user has played most recently.
- Profile Option button - One of two buttons is displayed at the bottom of the public profile:
If the viewing user is known to be friends with the user displayed in the public profile, display the friend's name in this button. Clicking this button takes the user to the friend's full profile.
If the viewing user is not known to be friends with the user displayed in the public profile, display "Add Friend" in this button. Clicking this button run the Add Friend UI if the user is logged in. If the user is not logged in, the modal asking the user to log in or register is shown instead.

High Scores \ Accuracy \ Mastery \ Plays \ Songs

<View Label> <Change View>

Rank	Name	Score
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>
<Rank>	<Name>	<Score>

Search by Rank

Search by Name

[Not Found. Your search did not find any player whose name is or

<Name>
 High Scores <Rank> <Score>
 Total Plays <#>
 Fans <#>
 Challenges <#> Won / <#> Lost / <#> Tied
 Average Accuracy <#>
 <#> Easy <#> Medium <#> Hard <#> Expert
 Best Accuracy <#>
 <#> Easy <#> Medium <#> Hard <#> Expert
 Average Mastery <#>
 <#> Easy <#> Medium <#> Hard <#> Expert
 Best Mastery <#>
 <#> Easy <#> Medium <#> Hard <#> Expert
 Longest Streak <#>
 at <LOD> for <Title> <Artist> <Genre>
 Most Played Songs
 <Title> <Artist> <Genre>
 <Title> <Artist> <Genre>
 <Title> <Artist> <Genre>
 Recent Songs
 <Title> <Artist> <Genre>
 <Title> <Artist> <Genre>
 <Title> <Artist> <Genre>

Viewing user's rank, name
(login name or Guest), & score

Display this message only
when Search by Name fails.

Public Profile of user with the focus on the high scores list

Items in purple will not be implemented for the Beta launch

Case: User clicks Friends' Score. User is logged in and has 1+ friends. Display friends in view.

Case: User clicks Friends' Score. User is logged in but has no friends. Instead of displaying an empty friends' listing, display:

Rank	▽△	Name	▽△	Score	▽△
You haven't added any friends yet. Invite Friends					
<Rank>		<Name>			<Score>

Case: User clicks Friends' Score. User is not logged in. Instead of displaying an empty friends' listing, display a modal on top of the view:

A purple modal dialog box with a white background and a thin purple border. It contains the text "You must be registered and logged in to see friends' scores." in a black sans-serif font. Below the text are three rounded rectangular buttons: "Log in" (blue), "Register" (orange), and "Close" (grey), all in white sans-serif font.

High Scores Tab

Items in purple will not be implemented for the Beta launch

This displays the total accumulated scores of all users plus that of the viewing user.

View state: Two high scores views are possible, all players and friends. The view determines the text of the <View Label> and text and functionality of the <Change View> button:

- **All Players view:** <View Label> is "All Players".
<Change View> is "Friends" and function is to display the Friends view.
If the user is logged in and has no friends, clicking Friends displays an "invite friends" message in the view.
If the user is not logged in, clicking Friends displays a "log in/register" modal. (We use a modal so that it can be called by other elements in the leaderboards and also to encourage the user to log in or register.)
- **Friends view:** <View Label> is "Friends". <Change View> is "All Players" and function is to display the All Players view.

The **Rankings section** on the left shows a set of headers and scores:

- **Rank column** heading: Clicking header toggles between showing user rankings in ascending and descending numerical order.
- **Name column** heading: Clicking header toggles between showing user names in ascending and descending alphabetical order.
- **Score column** heading: Clicking header toggles between showing the scores in ascending and descending numerical order.
- The **Scores Listing area** shows 20 users at a time. Default display is ascending numerical rank (#1 user first, etc.), with the #1 user having the highlight. The section is scrollable. The content is tabbed, with the rank and name columns left aligned and the scores column right aligned (to make the score numbers easily comparable).

The **User's Ranking line** (green highlight in diagram) is the user's own rank, user name (or Guest if not logged in), and average accuracy. It uses the same tabbing scheme as the Scores Listing.

Search by Rank field: Per the Common Elements section.

Search by Name field: Per the Common Elements section.

Public Profile section: Per the Common Elements section.

Accuracy Tab

Items in purple will not be implemented for the Beta launch

This displays the total average accuracies of all users plus that of the viewing user.

View state: Two accuracy views are possible, all players and friends. The view determines the text of the <View Label> and text and functionality of the <Change View> button:

- **All Players view:** <View Label> is "All Players".
<Change View> is "Friends" and function is to display the Friends view.
If the user is logged in and has no friends, clicking Friends displays an "invite friends" message in the view.
If the user is not logged in, clicking Friends displays a "log in/register" modal. (We use a modal so that it can be called by other elements in the leaderboards and also to encourage the user to log in or register.)
- **Friends view:** <View Label> is "Friends". <Change View> is "All Players" and function is to display the All Players view.

LOD Buttons: All Levels / Easy / Medium / Hard / Expert switch the LOD view in the Accuracy Rankings section. Default is All Levels.

The **Rankings section** on the left shows a set of headers and accuracy listings:

- **Rank column** heading: Clicking header toggles between showing user rankings in ascending and descending numerical order.
- **Name column** heading: Clicking header toggles between showing user names in ascending and descending alphabetical order.
- **Accuracy column** heading: Clicking header toggles between showing the accuracies in ascending and descending numerical order.
- The **Accuracies Listing area** shows 20 users at a time. Default display is ascending numerical rank (#1 user first, etc.), with the #1 user having the highlight. The section is scrollable. The content is tabbed, with the rank and name columns left aligned and the accuracy column right aligned (to make the score numbers easily comparable).

The **User's Ranking line** (green highlight in diagram) is the user's own rank, user name (or Guest if not logged in), and total accumulated score. It uses the same tabbing scheme as the Scores Listing.

Search by Rank field: Per the Common Elements section.

Search by Name field: Per the Common Elements section.

Public Profile section: Per the Common Elements section.

Mastery Tab

Items in purple will not be implemented for the Beta launch

This displays the average masteries of all users plus that of the viewing user.

View state: Two mastery views are possible, all players and friends. The view determines the text of the <View Label> and text and functionality of the <Change View> button:

- **All Players view:** <View Label> is "All Players".
<Change View> is "Friends" and function is to display the Friends view.
If the user is logged in and has no friends, clicking Friends displays an "invite friends" message in the view.
If the user is not logged in, clicking Friends displays a "log in/register" modal. (We use a modal so that it can be called by other elements in the leaderboards and also to encourage the user to log in or register.)
- **Friends view:** <View Label> is "Friends". <Change View> is "All Players" and function is to display the All Players view.

LOD Buttons: All Levels / Easy / Medium / Hard / Expert switch the LOD view in the Mastery Rankings section. Default is All Levels.

The **Rankings section** on the left shows a set of headers and mastery listings:

- **Rank column** heading: Clicking header toggles between showing user rankings in ascending and descending numerical order.
- **Name column** heading: Clicking header toggles between showing user names in ascending and descending alphabetical order.
- **Mastery column** heading: Clicking header toggles between showing the masteries in ascending and descending numerical order.
- The **Masteries Listing area** shows 20 users at a time. Default display is ascending numerical rank (#1 user first, etc.), with the #1 user having the highlight. The section is scrollable. The content is tabbed, with the rank and name columns left aligned and the mastery column right aligned (to make the score numbers easily comparable).

The **User's Ranking line** (green highlight in diagram) is the user's own rank, user name (or Guest if not logged in), and total accumulated score. It uses the same tabbing scheme as the Scores Listing.

Search by Rank field: Per the Common Elements section.

Search by Name field: Per the Common Elements section.

Public Profile section: Per the Common Elements section.

Plays

<Change View>

[illegible]

--

[illegible]

[Not Found. Your search did not find any player whose name is or starts with <search term>.]

Viewing user's rank, name (login name or Guest), & mastery

Display this message only
when Search by Name fails.

Public Profile of player with the focus on the accuracies list

```

High Scores          <Rank> <Score>
Total Plays          <#>
Fans                 <#>
Challenges           <#> Won / <#> Lost / <#> Tied
Average Accuracy     <#>
    <#> Easy  <#> Medium  <#> Hard  <#> Expert
Best Accuracy        <#>
    <#> Easy  <#> Medium  <#> Hard  <#> Expert
Average Mastery      <#>
    <#> Easy  <#> Medium  <#> Hard  <#> Expert
Best Mastery         <#>
    <#> Easy  <#> Medium  <#> Hard  <#> Expert
Longest Streak      <#>
    at <LOD> for <Title> <Artist> <Genre>

Most Played Songs
<Title> <Artist> <Genre>
<Title> <Artist> <Genre>
<Title> <Artist> <Genre>

Recent Songs
<Title> <Artist> <Genre>
<Title> <Artist> <Genre>
<Title> <Artist> <Genre>

```

<Profile Option>

Items in purple will not be implemented for the Beta launch

Case: User clicks Friends' Score. User is logged in and has 1+ friends. Display friends in view.

Case: User clicks Friends' Score. User is logged in but has no friends. Instead of displaying an empty friends' listing, display:

Case: User clicks Friends' Score. User is not logged in. Instead of displaying an empty friends' listing, display a modal on top of the view:

Rank	▽△	Name	▽△	Plays	▽△
You haven't added any friends yet. Invite Friends					

<Rank>

<Name>

<Mastery>

You must be registered and logged in to see friends' scores.

Log in

Register

Close

Plays Tab

Items in purple will not be implemented for the Beta launch

This displays the total completed song plays of all users plus that of the viewing user.

View state: Two plays views are possible, all players and friends. The view determines the text of the <View Label> and text and functionality of the <Change View> button:

- **All Players view:** <View Label> is "All Players".
<Change View> is "Friends" and function is to display the Friends view.
If the user is logged in and has no friends, clicking Friends displays an "invite friends" message in the view.
If the user is not logged in, clicking Friends displays a "log in/register" modal. (We use a modal so that it can be called by other elements in the leaderboards and also to encourage the user to log in or register.)
- **Friends view:** <View Label> is "Friends". <Change View> is "All Players" and function is to display the All Players view.

The **Rankings section** on the left shows a set of headers and plays listings:

- **Rank column** heading: Clicking header toggles between showing user rankings in ascending and descending numerical order.
- **Name column** heading: Clicking header toggles between showing user names in ascending and descending alphabetical order.
- **Plays column** heading: Clicking header toggles between showing the plays in ascending and descending numerical order.
- The **Plays Listing area** shows 20 users at a time. Default display is ascending numerical rank (#1 user first, etc.), with the #1 user having the highlight. The section is scrollable. The content is tabbed, with the rank and name columns left aligned and the plays column right aligned (to make the score numbers easily comparable).

The **User's Ranking line** (green highlight in diagram) is the user's own rank, user name (or Guest if not logged in), and total accumulated score. It uses the same tabbing scheme as the Scores Listing.

Search by Rank field: Per the Common Elements section.

Search by Name field: Per the Common Elements section.

Public Profile section: Per the Common Elements section.

Songs

Display this message only When Search by Name fails. Versions:
Song Search: Not Found. Your search did not find any song whose title is or starts with <search term>.
Artist Search: Not Found. Your search did not find any artist whose name is or starts with <search term>.
Name Search: Not Found. Your search did not find any player whose name is or starts with <search term>.

Public Profile popup

When a user clicks on a name in a son's high score listing (right side of page), the profile modal opens.

Select Genre popup

[illegible]

Case: User clicks Friends' Score. User is logged in and has 1+ friends. Display friends in view.

Case: User clicks Friends' Score. User is logged in but has no friends. Instead of displaying an empty friends' listing, display:

A screenshot of a web application interface. At the top, there is a header bar with three sections: 'Rank' with a sort icon (two triangles), 'Name' with a sort icon, and 'Plays' with a sort icon. The main content area has a light blue background and contains the text 'You haven't added any friends yet.' in a large, bold, black font. Below this text is a rounded rectangular button with a black border and the text 'Invite Friends' in a bold, black font. At the bottom of the page, there is a footer bar with three columns: '<Rank>', '<Name>', and '<Mastery>'. The overall design is clean and modern.

Case: User clicks Friends' Score. User is not logged in. Instead of displaying an empty friends' listing, display a modal on top of the view:

Songs Tab

Items in purple will not be implemented for the Beta launch

This displays the high scores for individual songs. It has a overall listing of all songs on the left with one song highlighted. On the right is the high scores for the highlighted song. When the user selects (clicks on) a user name on the right side, the Public Profile of the selected user pops up on the left. Once up, the info in the profile changes as the user selects other user names. The Public Profile window can be closed, revealing the left pane again.

- View state:** Two songs views are possible, all players and friends. The view determines the text of the <View Label> and text and functionality of the <Change View> button:
- All Players view:** <View Label> is “All Players”. <Change View> is “Friends” and function is to display the Friends view. If the user is logged in and has no friends, clicking Friends displays an “invite friends” message in the view. If the user is not logged in, clicking Friends displays a “log in/register” modal. (We use a modal so that it can be called by other elements in the leaderboards and also to encourage the user to log in or register.)
 - Friends view:** <View Label> is “Friends”. <Change View> is “All Players” and function is to display the All Players view.

Select Genre button: User clicks the button to pop up a modal that filters which genres are displayed. Choices are all genres (default) or one or more individual genres. If the user clicks on any genre other than All, the checkmark next to All is removed. If the user has checked one or more genres and then clicks on All, the checkmarks are cleared for the individual genres.

The **Songs Listing section** on the left shows a set of headers and song listings:

- Title column** heading: Clicking header toggles between showing song titles in ascending and descending alphabetical order.
- Artist column** heading: Clicking header toggles between showing artists in ascending and descending alphabetical order.
- Genre column** heading: Clicking header toggles between showing genres in ascending and descending alphabetical order.
- Plays column** heading: Clicking header toggles between showing the plays in ascending and descending numerical order.
- The **Plays Listing area** shows 20 users at a time. Default display is descending numerical rank (song with most plays first), with the most-played song having the highlight. The section is scrollable. The content is tabbed, with the title, artist, and genre columns left aligned and the plays column right aligned (to make the numbers easily comparable).

The **User’s Song Listing line** (green highlight in diagram under the Song Listing section) is the title, artist, genre, and user’s plays of the user’s most played song. (This is the user’s most played song of all genres by default. If genres are being filtered, the user’s most played song of the selected genres is shown instead.) This line uses the same tabbing scheme as the Scores Listing.

Search for Song field: All characters are allowed. The user enters text in the box and clicks Enters: The Songs Listing section shows the first full song title that matches the input string, at the top of the Songs Listing with the songs ranked (by number of plays) after this song following. Example: “Disturbia” is searched for and found; Disturbia has 123,323 plays. Disturbia is shown on the first line and the next songs (those with the descending number of plays after Disturbia) are shown below.

If there is no exact match for the search term, the first title that starts with the input string is searched for and is displayed per above.

If there still is no match, the search fails and a failure message is displayed below the field.

When a search finishes, the field is **not** cleared of the user’s input. This allows the user to edit the search term and try another search.

Search for Artist field: All characters are allowed. The user enters text in the box and clicks Enters: The Songs Listing section shows the first full artist name that matches the input string, at the top of the Songs Listing with other artists in alphabetical order following.

If there is no exact match for the search term, the first artist name that starts with the input string is searched for and is displayed per above.

If there still is no match, the search fails and a failure message is displayed below the field.

When a search finishes, the field is **not** cleared of the user’s input. This allows the user to edit the search term and try another search.

The **Song High Score section** on the right shows the title, Plays, play length, artist, and genre of the song with the highlight on the left pane. The song’s high scores are displayed; functionality and UI are like the High Scores Section in the High Scores Tab. The only difference is that no name is highlighted by default. If the user clicks (highlights) a name, the Public Profile of the user pops up.

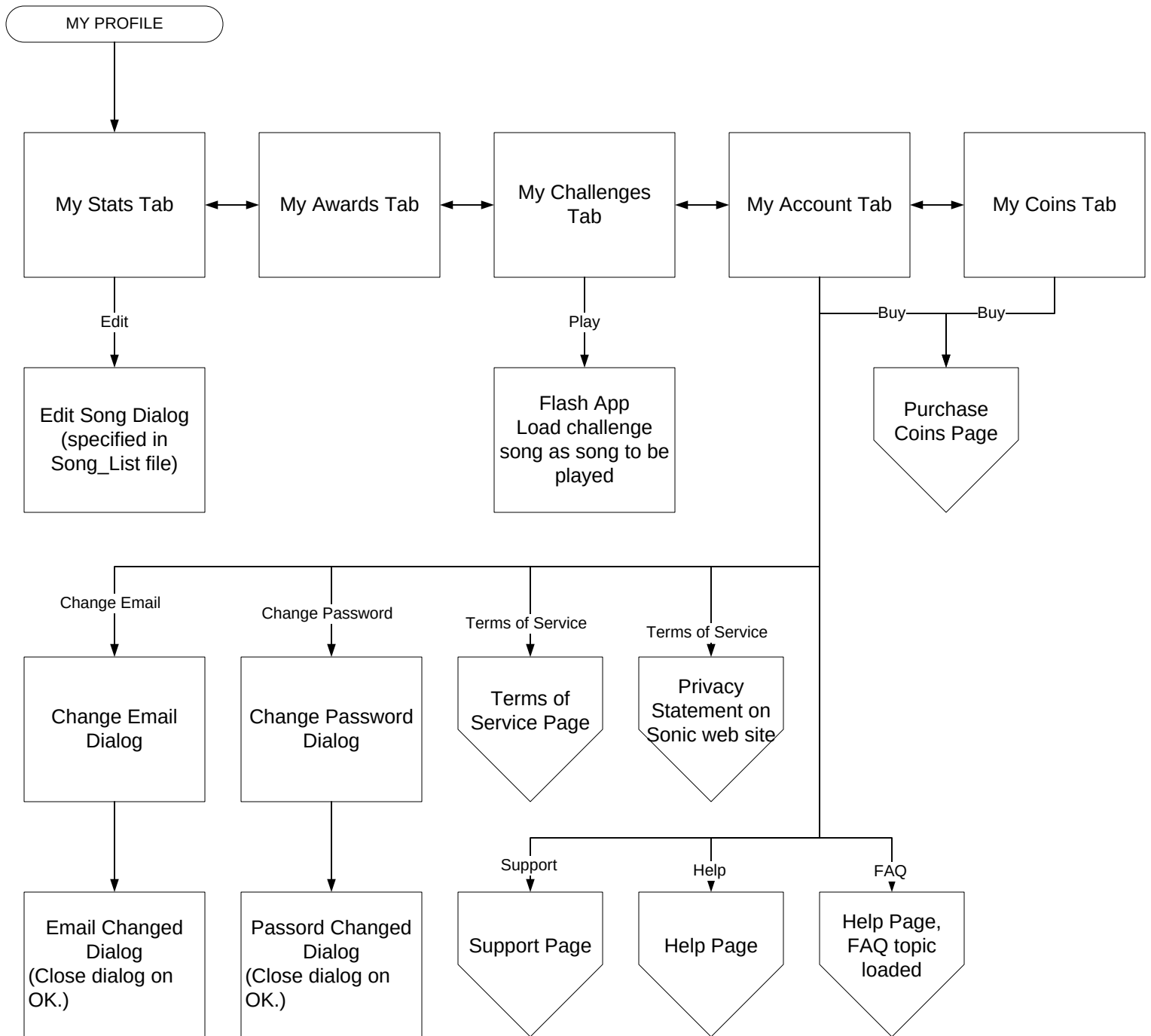
The **User’s Ranking line** (green highlight in diagram) is the user’s own rank, user name (or Guest if not logged in), and total accumulated score for the song displayed in the Song High Score section. It uses the same tabbing scheme as the Songs Listings listing.

Search by Rank field: Per the Common Elements section.

Search by Name field: Per the Common Elements section.

Public Profile popup: Once popped up, the info in the profile changes as/if the user changes the highlighted name. The Public Profile window can be closed, revealing the left pane again. Other than this, the Profile Popup works as explained in the Common Elements section.

Profile Flow



Profile/Stats

My Stats

My Awards

My Challenges

My Account

My Coins

<Name>

High Scores<Rank> <Score>

Total Plays<#>

Fans<#>

Challenges<#> Won / <#> Lost / <#> Tied

Average Accuracy<#>

<#> Nov. <#> Easy <#> Med. <#> Hard <#> Expert

Best Accuracy<#>

<#> Nov. <#> Easy <#> Med. <#> Hard <#> Expert

Average Mastery<#>

<#> Nov. <#> Easy <#> Med. <#> Hard <#> Expert

Best Mastery<#>

<#> Nov. <#> Easy <#> Med. <#> Hard <#> Expert

Longest Streak<#>

at <LOD> for <Title> by <Artist>

Recent Plays

Title	Artist	Score
<Title>	<Artist>	<Score> at <LOD>
<Title>	<Artist>	<Score> at <LOD>
<Title>	<Artist>	<Score> at <LOD>
<Title>	<Artist>	<Score> at <LOD>
<Title>	<Artist>	<Score> at <LOD>
<Title>	<Artist>	<Score> at <LOD>
<Title>	<Artist>	<Score> at <LOD>
<Title>	<Artist>	<Score> at <LOD>
<Title>	<Artist>	<Score> at <LOD>

Rank <#>

Song Stats

Genre	Title	Time	Artist
ALL	August (Reggae Remix) FEATURED SONG	4:32	el-B
Featured Songs	Discipline FEATURED SONG	5:01	Nine Inch Nails
Metal	Neal And Jack And Me	6:39	King Crimson
Pop	Pioneer to the Falls	4:58	Interpol
Reggae	Subdivisions	4:47	Rush
Rock			

Difficulty	Plays	High Score	Accuracy	Mastery	Challenges W/L	World Ranking	World Top Score
Novice	5	25,465	98%				
Easy	4	76,768	97%		2/4	#25,132	125,754
Medium	3	166,500	97%		0/1	#14,768	356,001
Hard	3	225,465	95%		1/1	#1,249	580,156
Expert	1	1,145,232	96%		0/0	#1,067	8,456,789

Notes

The profile UI is designed around a fit-in-the-game-window, tab-using scheme.

User must login to view this page.

My Stats Tab

The <Name> Section on the upper left shows the keys stats of the user.

<Name> - user name or Guest.

<Rank>, <Score> - user’s high score rank and total score.

Total Plays <#> - the number of complete song plays the user has accumulated.

Fans <#> - user’s current fan base.

Challenges - should be obvious.

Average Accuracy - one overall accuracy rating and accuracy ratings for accuracies of all LODs; ratings to 2 decimal places (e.g., 95.67%).

Best Accuracy - the best ever accuracy for any LOD and the best accuracies for all LODs.

Average Mastery - one overall rating and mastery ratings for all LODs; ratings to 2 decimal places (e.g., 3.29).

Best Accuracy - the best ever accuracy for any LOD and the best accuracies for all LODs.

Longest Streak - The longest every streak the user achieved, with the LOD and the song info of that streak shown underneath.

The Recent Plays Section on the middle right shows info about the last five songs the user has played:

<Title> <Artist> - should be obvious.

<Score> at <LOD> - user’s score in the song and LOD of the song.

The Song Stats Section on the bottom shows info about the songs the user has played (to completion) and rankings. This is the same info that’s on the song list except the status column is removed and the user cannot “Play” a song from here—just view stats (although perhaps we want to add it back as a vehicle to issue challenges? TBD later)

Profile/Awards

My Stats	My Awards	My Challenges	My Account	My Coins
----------	-----------	---------------	------------	----------

<Name>

Rank <#>

Fans

Recent Awards

Scoring Awards

Master of Music Awards

Accuracy Awards

Music Collector Awards

Mastery Awards

Music Player Awards

Invite Awards

Player Awards

Challenge Awards

Challenge Winner Awards

Notes

The profile UI is designed around a fit-in-the-game-window, tab-using scheme.

User must login to view this page.

My Achievements Tab

Fans: Displays the users # of fans.

Recent Awards: Shows the users most recent 3 awards.

Scoring Awards-Music Player Awards: Displays all Award icons in that category achieved in descending order. Next level available (could be the first) appears grayed out first with tooltip with what’s required to earn that award.

Player Awards: Displays all other awards earned by the player in a scrolling grid in reverse chronological order received. This includes Music Legend Awards (Secret), Great Performances Awards (Secret), Most Active Musician Awards (can go away), Top Scoring Musician Awards (can go away), and Frequent Player Awards (can go away).

Questions:

1) Do we show an archive of past monthly awards (like Most Active Musician) and/or should we put them in their own area.

A: Per the achievements doc, these awards are removed when the time period for them expires. I think should a bunch of old Most Active Musician for (say) Tuesdays is not very interesting.

2) Also, uncertain if the Frequent Player Awards should be something that goes away (when you don’t play) or be cumulative and perhaps get their own area.

A: Per the achievements doc, these awards are removed when the time period for them expires.

3) Should we offer a ‘Award History’ list which shows chronologically when each achievement was earned in a more text-driven layout?

A: Not for now but let's see how things go when we go live and keep this in mind for a future upgrade.

Profile/Challenges

My Stats

My Awards

My Challenges

My Account

My Coins

<Name>

Rank <#>

My Challenges: Open

Date ▲	Song ▲	Difficulty ▲	Sent To ▲
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>

My Challenges: Finished

Date ▲	Song ▲	Difficulty ▲	Winner ▲
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>

Challenges Received: Open

Date ▲	Song ▲	Difficulty ▲	From ▲
<mm> <dd>, <yyyy>	<song name>	<diff>	<email> Play
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>

Challenges Received: Finished

Date ▲	Song ▲	Difficulty ▲	Winner ▲
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>
<mm> <dd>, <yyyy>	<song name>	<diff>	<email>

Challenge Detail Pane

My Challenges: Open Detail Pane

Sent: <mm> <dd>, <yyyy>
Sent to: <email>
Song: <song>
Artist: <artist>
Genre: <genre>
Difficulty: <diff>
My Score: <score>

My Challenges: Finished Detail Pane

<WON Challenge/Lost Challenge/TIED!>
Sent to: <email>
Sent: <mm> <dd>, <yyyy>
Completed: <mm> <dd>, <yyyy>
Song: <song>
Artist: <artist>
Genre: <genre>
Difficulty: <diff>
My Score: <score>
Opponent's Score: <score>

Challenges Received: Open Detail Pane

Received: <mm> <dd>, <yyyy>
From: <email>
Song: <song>
Artist: <artist>
Genre: <genre>
Difficulty: <diff>
Challenger Score: <score>

Challenges Received: Finished Detail Pane

<WON Challenge/Lost Challenge/TIED!>
From: <email>
Received: <mm> <dd>, <yyyy>
Completed: <mm> <dd>, <yyyy>
Song: <song>
Artist: <artist>
Genre: <genre>
Difficulty: <diff>
My Score: <score>
Challenger's Score: <score>

NOTES
Selecting a challenge displays the detail pane appropriate to that category.
The player can choose to take the challenges in the Received Challenges: Open category when selected (Play button appears for selected challenge).
The color coding for the finished challenges means: GREEN user won, ORANGE tie, RED user lost.

Profile/Account

My Stats	My Awards	My Challenges	My Account	My Coins
----------	-----------	---------------	------------	----------

<Name>

Rank <#>

Email: <email> Change

Password: <.....> Change

Facebook Connect:<Not Linked | Linked > Facebook Connect Disconnect from Facebook

Boom Coin Balance

<#> Buy More

Contact Options

☐ Email me the Sonic Boom newsletter.

☐ Do not email me.

Terms

By using the Octagon web site, you agree to abide by its Terms of Service and Rules of Conduct.

Terms of Service Privacy Statement Rules of Conduct

Customer Support

Customer Support Help FAQ

NOTES

- As with all “Profile” page tabs, the user must be logged in to access this.
- The features in green are to be added later.
- Change email and password buttons use the corresponding dialogs from the Login/Register flows. We didn’t have change email, but it can work the same as change password.
- The Facebook stuff is all for later and likely to be changed by John. (If they link to their FB account, they can only change their email there per John, so the change email choice would go away if they’re linked, but to be finalized by John.)
- The Boom Coins section shows their total (also above on the page) and a Buy link which takes them to the Boom Coin Purchase page. Transaction history is for later in the beta.
- The Contact Options we likely need to put in the Register/Join screen. Default is “Email me”.
- Terms of Service links to the in-game TOS.
- Privacy Statement links to our corp site (open a tab)
- Rules of Conduct is for later (when we have some)
- Customer Support links link to the appropriate pages on the site.

Profile/Coins

[illegible]

NOTES

As with all “Profile” page tabs, the user must be logged in to access this.

The Boom Coin Balance and Buy More items are repeats of those on the My Account tab. (It won't hurt to have multiple ways to buy coins, and users will expect to be able to buy coins from a tab labelled My Coins.)

The Boom Coin Transaction History section list the coins the user has purchased, spent, or been awarded (for invites, challenges, etc.).

Account Dialogs

Change Email

<* Error message if any>z

Enter your password (for security purposes):

Enter your email address:

Reenter your email address:

Send

Cancel

- * Password incorrect.
- * Email address incorrect.
- * Emails do not match.

Change Password

<* Error message if any>

Enter your old password (for security purposes):

Choose a new password:

Reenter new password:

Send

Cancel

- * Old password incorrect.
- * New passwords do not match.
- * New password must be at least 5 characters.

Email Changed

Your email has been changed.

OK

Password Changed

Your password has been changed.

OK

Settings

Sound

☒

Crowd background (cheering and booing)

☒

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

☒

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

Reset to Defaults

Graphics

☒

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

☐

Accuracy feedback (on levels other than Novice)

☒

Fail-out warning (track turns red when near fail-out)

☐

Simple animations (can improve performance)

Reset to Defaults

Keyboard Setup

Click the buttons beneath the game action to set keys for that action.
You can assign up to 2 keys for each note and 1 key each for Mix Power and Pause.
The default keys let you play left handed (A-S-D-F), right handed (J-K-L-;), or with both hands (A-S-L-;). Experiment to find the arrangement that's best for you!

RED	BLUE	GREEN	YELLOW	MIX POWER	PAUSE
A	S	D	F	SPACE	ESC
J	K	L	;		

Reset to Defaults

Items in purple will be implemented after Beta Launch.

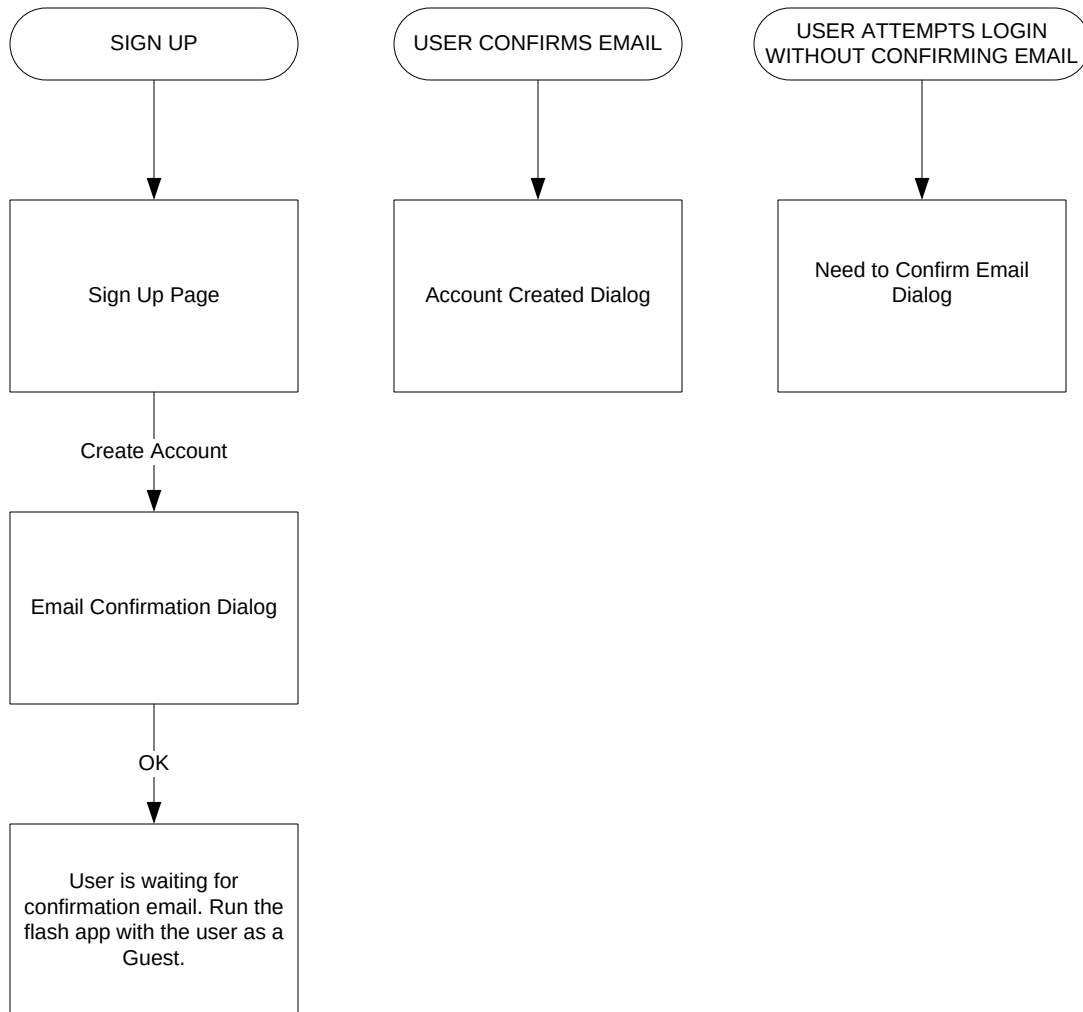
When implemented, the text needs to be changed to:
4 keys for each note and 2 keys each for Mix Power and Pause

Clicking a button/key pops up a virtual QWERTY keyboard. If there's already a key assigned, that key is highlighted. When the user clicks on a key, that key is then displayed here.

The pop-up keyboard includes a "CANCEL" button that closes the popup and cancels any user input, a tooltip (off a top right 'question' icon, like other dialogs), and a CLEAR button that clears the key assignment without assigning a key to it. (For example, the user was trying X for mix power but decided it was too easy to miss hit it from A-S-D and now want to get rid of that assignment without changing it to something else.)

QUESTION What happens when a user assigns a key to an action but the key is already assigned to another action? Choices: 1) Do not allow. Display a message saying "<Key> is already assigned to <action>." 2) Key gets reassigned and previous action loses it. This seem to require more functionality to watch for and handle the user inadvertently assigning all keys away from an action.

Sign Up Flow



Sign Up Page

Sign Up

Sign up with Octagon and:

- **Play your own music**

- Save your scores and earn achievements

- Compete on the leaderboards

- Challenge friends via email

- Get <#> Boom Coins for signing up

- <[if user was invited, add:] Get <#> bonus Boom Coins because our friend, <inviting user name>, invited you!

* Correct the items with an asterisk to create your account

User Name

User Names must be at least 4 characters.

Email

Password

Password must be at least 5 characters.

Confirm Password

Re-enter your password.

Gender

 ▼

Birthday

 ▼ ▼ ▼

You must be 13 years of age or older to join Octagon.

Create Account

By clicking "Create Account" you agree to the Octagon [Terms of Service](#).

Already have an account?

LOGIN

*User name already taken.

*User name must be at least 4 characters.

*Email address invalid.

*Password must be at least 5 characters.

*Passwords do not match.

*Please enter your gender.

*You must be 13 years of age or older to join Octagon.

Email Confirmation Dialog

Please activate your account

Thanks for signing up.

We are sending a confirmation email to your email address. It should arrive in a few moments. Please click the link in the email to activate your account.

In the meantime, you can play the game as a guest. Have fun!

OK

Confirmation Email

[Octagon logo]

Welcome to Octagon, <user name>!

<Confirm your email address> to activate your account and start gaming your music! If the link doesn't appear, you can paste the following link into your browser:

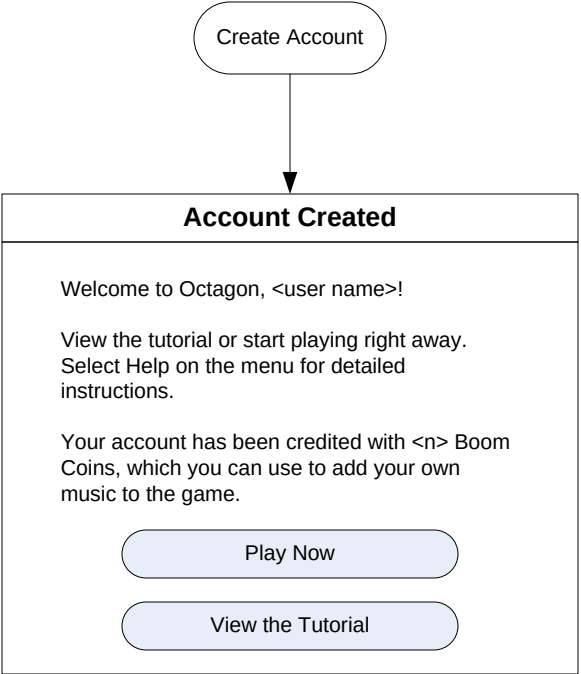
<text url to cut and paste>

Thanks, and have fun with Octagon!

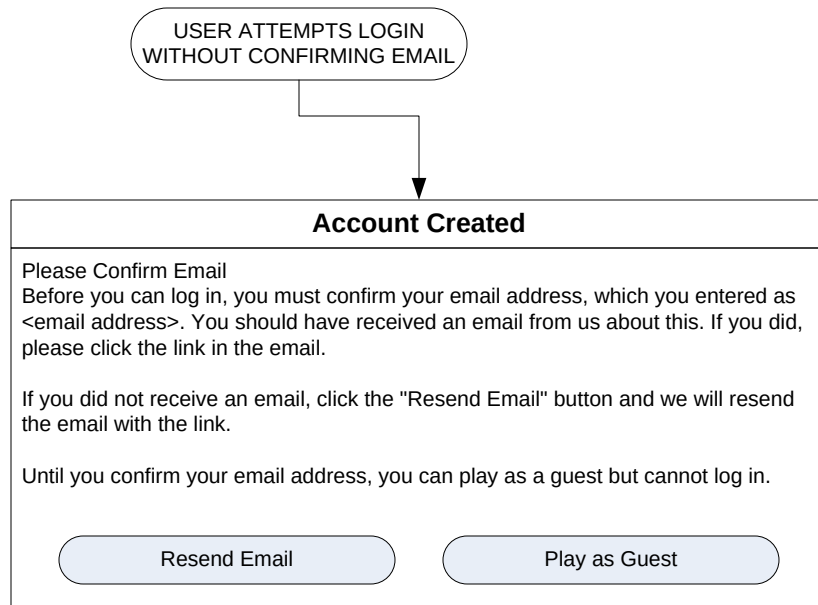
--Your friends at Sonic Boom

You received this email because someone created an Octagon account with this email address. If you own this email address and did not create an account, just ignore this message and the account will not be activated.

Account Created Dialog



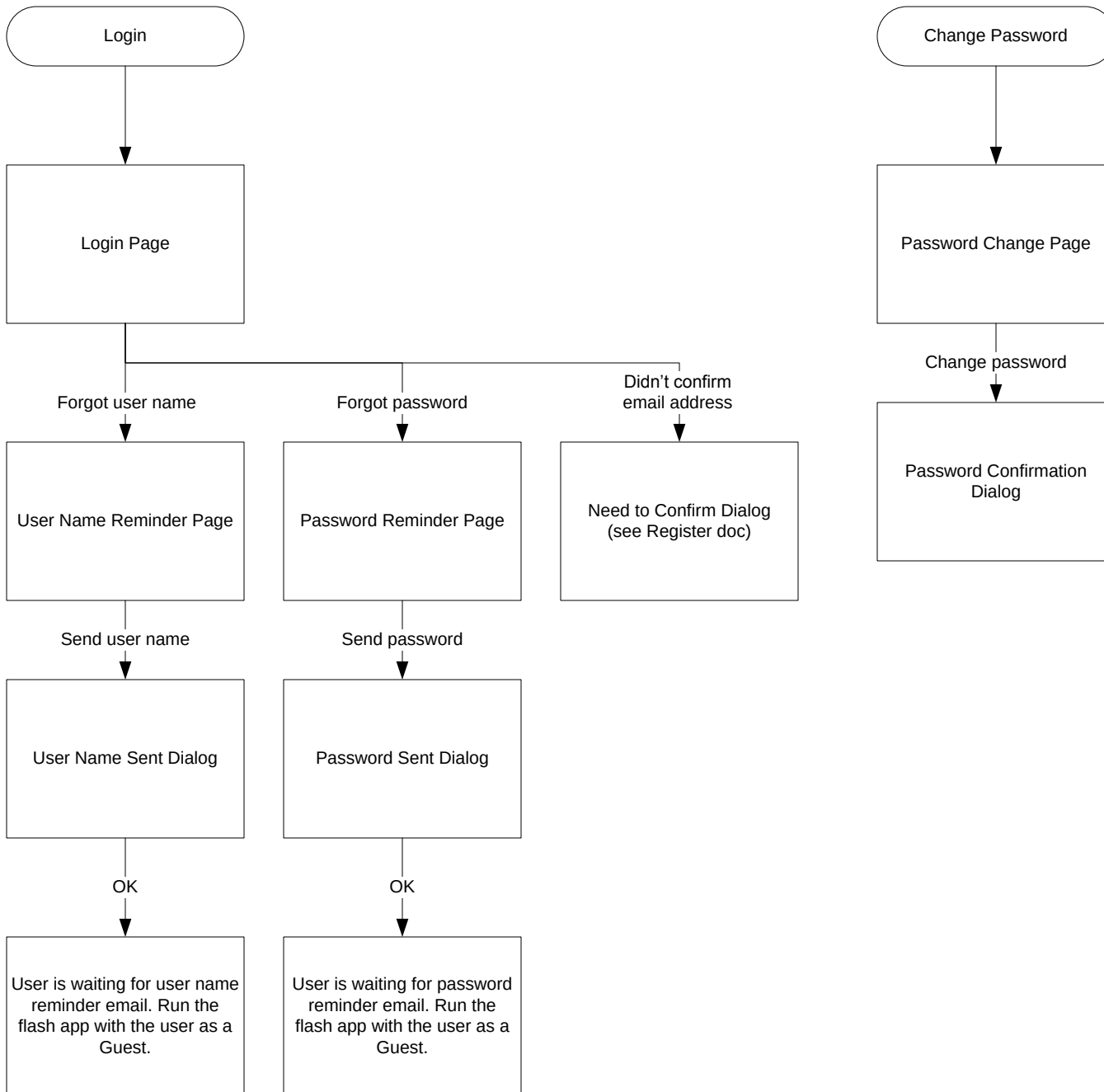
Need to Confirm Email Dialog



Resend Email: Close the dialog and display the Email Confirmation Dialog from Register.pdf.

Play as Guest: Close the dialog and go to the Song List page with the user as a guest

Login Flow



Login Page

Login

User Name

[Forgot user name?](#)

Password

[Forgot password?](#)

Login

Don't have an account?

Sign up

Login Error States/Messages

ERROR: Incorrect password. Please double-check your password.

ERROR: Incorrect user name. That user name hasn't been registered.

User Name Reminder Page

User Name Reminder

Enter your email address to receive a reminder about your user name.

Email

Send User Name

Error States/Messages

ERROR: Incorrect email address. That email address is not recognized..

Password Reminder Page

Password Reminder

Enter your user name or email address to receive a password reminder.

User Name

-OR-

Email

Send Password

Error States/Messages

ERROR: Incorrect email address. That email address is not recognized..

ERROR: Incorrect user name. That user name hasn't been registered.

Password Change Page

Change Password

Enter your current password and new password.

Current Password

New Password

Confirm New Password

Change Password

Error States/Messages

ERROR: Incorrect password.. Check your current password

ERROR: Incorrect password. New password must be at least 5 characters.

ERROR: Passwords don't match. Check your new password.

ERROR: Account blocked. There have been too many incorrect attempts to access your account. To protect your account, log in attempts are blocked for an hour. Please contact Support with any questions.

Dialogs

User name sent

We are sending a email with a user name reminder to your email address. It should arrive in a few moments.

In the meantime, you can play the game as a guest. Have fun!

OK

Password sent

We are sending a email with a password reminder to your email address. It should arrive in a few moments.

In the meantime, you can play the game as a guest. Have fun!

OK

Password changed

Your password has been changed.

OK

Help

<Topic>
<Topic>
<Topic>
<Topic>
<Topic>
FAQ

<Headers>
<Body text>
<images>

The FAQ is now part of
Help rather than a
separate page

Terms of Service

<Headers>

<body text>

<Headers>

<body text>

<Headers>

<body text>

<Headers>

<body text>

<Headers>

<body text>

<Headers>

<body text>

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<Headers>

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<Headers>

<body text>

Support

Send Email Items marked with an asterisk are required.

* Subject

* Question/
Issue

Send Email

Other Support

Tutorial

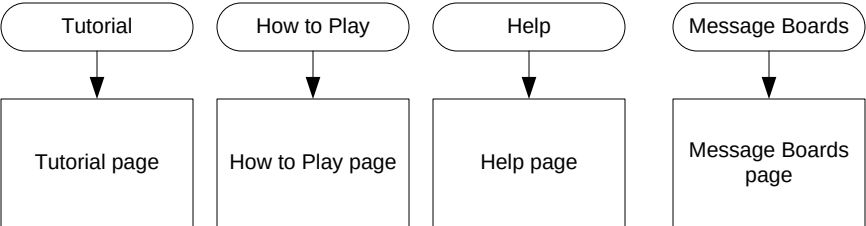
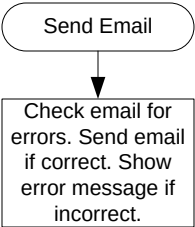
How to Play

Help

Message Boards

Error States/Messages

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



Support

Send Email

Items marked with an asterisk are required.

User Name

If you are a member, please log in for a quicker response. Not a member? [Sign up now.](#)

Password

* Subject

* Question/
Issue

Send Email

Other Support

Tutorial

How to Play

Help

Message Boards

Error States/Messages

- ERROR: Incorrect password. Please double-check your password.
- ERROR: Incorrect user name. That user name hasn't been registered.
- ERROR: No subject. Your email must include a subject line.
- ERROR: No text. Your email must include a question or issue.

Send Email

Check email for errors. Send email if correct. Show error message if incorrect.

[Sign up now](#)

Registration page

Tutorial

How to Play

Help

Message Boards

Tutorial page

How to Play page

Help page

Message Boards page