



v.1.0

Scope of Work: “Pict & Scene / Find It” - Gaming App

Howard Lam

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Table of Notifications

This Table represents the contacts in both companies as assigned currently.

Project	Name	Company
Find It - Gaming App	Howard Lam	Avantica Holdings Pty Ltd
Client Interface (Business)	Sunil Singh	Software Developers Inc.
Client Interface (Technology)	Sachin Nayak	Software Developers Inc.

Aim

- To develop a game that is based on the popular game, "I Spy with my Little Eye".
- This game is played between two players. (Multiple players to be enabled in Phase 2)The user plays with one player in each game at a time, HOWEVER the user can have multiple, separate games with separate opponents concurrently.

Development Principles

The development principles of this turnkey solution will be:

- Mobile app development for iOS.
- Simple to use, beautiful UI designs.
- Language of Development – English
- Language of Data Entry – English

Coding Standards

- Industry standard SDK's (iOS and Android) will be used to create the code and user interface design for the mobile app.

FEATURES & FUNCTIONS:

User Flow

Player 1

The player that initiates the game. The player that picks an object within a photo (upload or new capture) and says "this object starts with the letter..."

Player 2

The player(s) that guesses the object.

Registration and Sign In

There are two ways to Log in and play:

1. Login via Facebook

- Login using Facebook account email address
- Login using Facebook account password
- Username = Facebook name (i.e. Howard Lam)

2. Create a new account

- Email address
- Create new username
- Password

Game Synopsis:

1. Player 1 chooses and invites a friend to play. This can be via Facebook (login with Facebook using Facebook contacts), or by email address (access to contacts).
2. Player 1 uploads a photo. This photo can be either:
 - extracted from their camera roll
 - a new photo can be taken.
3. Once photo is uploaded, Player 1 nominates an object within the photo, to be guessed.
4. Player 1 circles the object on the photo (this circle will only be revealed to Player 2 once he correctly guesses the object, or if he gives up).
5. Player 1 enters in words, the object to be guessed (this will only be revealed to Player 2 once he correctly guesses the object, or if he gives up).
6. Player 1 types in 3 clues. It can be anything that Player 1 chooses, and can be as easy or as hard as he wants - i.e. "This word has 5 letters". "This object is blue". "This object is on the ground", etc.
7. Once complete, Player 1 confirms the photo, circle, answer and clues and clicks on a 'Done' button. This sends the game to Player 2.
8. Player 2 receives notification on their smartphone homescreen that Player 1 has sent them a new game to play. i.e " Pict & Scene / Find It - Howard Lam sent you a new game. Slide to play".
9. Player 2 clicks on the notification, or, opens up the app to open up the new game. If he is not yet a registered user, this will open up the registration page.
10. Once the new game is opened:
 - The photo is displayed
 - The letter is displayed. "Begins with P"

- A line for for typing in your guess is displayed, with a 'Submit Guess' button
- Number of guesses is displayed
- Three buttons remain visible at the bottom of the screen:
 1. 'Give up' - once clicked, the circle is revealed and the answer pops up on screen.
 2. 'Clue 3' - once clicked, the first clue is revealed. Once the clue is revealed, a 'Done' button removes the clue and returns to the full picture. The 'Clue 3' button changes to 'Clue 2' indicating there are 2 clues left, and so on.
 3. My Guesses - once clicked, the list of unsuccessful guesses appears.
 - One button is visible at the top: 'Left Arrow' or 'Home' - whenever this is clicked, the game is automatically saved
- 11. Player 2 begins guessing. Each wrong guess is notified by a pop up 'XXXX is Incorrect. Keep guessing'
- 12. Player 2 clicks on the 'Clue/Hint' button. The clue is revealed.
- 13. Player 2 guesses the right answer. This is notified by pop up "Correct!" with the photograph revealing the circle that Player 1 drew.
- 14. The successful turn is recorded. The running streak is saved and tallied until someone gives up.
- 15. Once the game is successfully completed, a summary screen appears showing:
 - Congratulations - How many coins were earned - How many coins in total Player 2 has now - The game streak tally with Player 1.
- 16. A new screen opens up for Player 2 for his turn to start a new game in return to Player 1.
- 17. If Player 2 gives up, the running tally of games between the two players is reset to 0.
- 18. Once the game is ended, a summary screen appears, showing:
 - Better luck next time - Total coins player 2 has now - Get more coins button (to purchase more coins).
- 19. A new screen opens up for Player to for his turn to start a new game in return to Player 1.
- 20. A notification appears on Player 1's home screen which leads them to open the app to reveal the game results:

"Pict & Scene / Find It - Player 2 has guessed 'Ice cream' Slide to view":

Game number XX with Player 2 - WIN - Click here (button) to reveal the guesses (bringing up a screen that shows all the incorrect guesses)

or

"Pict & Scene / Find It - Player 2 has given up. Slide to view":

Game number XX with Player 2 - Given up - Click here (button) to reveal the guesses (bringing up a screen that shows all the incorrect guesses)

21. Repeat from step 2 above.

Scoring, Coins and In-App Purchases

Each player begins with 20 coins.

How Coins are earned:

3 guesses or less, 0 clues taken: +20 coins

3 guesses or less, clues taken: +15 coins*

4+ guesses, 0 clues: 10 coins

(*each clue deducts -2 coins in addition to the win of +15)

Each tally milestone of 10 games reached: +10 bonus coins for both players

How Coins are deducted:

Clue 1: -2 coins

Clue 2: -2 coins

Clue 3: -2 coins

Give up with 0 clues: -20 coins

Give up with clues: -10 coins**

(**each clue deducts -2 coins in addition to the give up -10)

+20 coins for \$1.99

+50 coins for \$2.99

+100 coins for \$4.99

Revenue:

In-app purchases of coins

In-app advertising

Platforms:

SDI will build apps for the following platforms.

- Smart Phones
 - iOS - iPhone 6 and 6 Plus, iPhone 5 & 5s, iPad & iPad Mini, iPod Touch

Investment details - Time & Cost

Tasks	Resources	Duration
Requirement Analysis	1 Tech lead	3 Weeks
Wireframes + Design	1 Designer	3 Weeks
Development (iOS)	1 iOS programmer	3.5 Months
Development (Android)	1 Android programmer	3.5 Months (Not Included)
Web-services	1 PHP programmer / .NET programmer	4 Weeks
QA	1 QA Engineer	3 Weeks
Beta Launch	1 Programmer / Engineer	2 Weeks

- **Total Project Cost:** \$26,750.00 ex GST (AUD)

Payment and revenue sharing terms:

- 33.34% upfront at contract signing
- 33.33% upon 50% completion
- 33.33% on final UAT delivery

Warranty: SDI offers a 6 month warranty to fix bugs resulting from programming errors.

Important Notes:

In the event that the App is rejected by Apple for launch in the Apple App Store(s), SDI agrees to make any necessary changes or modifications to the app at no additional charge to The Client. SDI agrees that contract completion includes successful launch "go-live" of The Client's app in the Apple App Store(s).

SDI agrees to uphold full confidentiality at all times. The signed Non-Disclosure Agreement between SDI and The Client applies in full throughout all stages of development.

All App Source Codes are the property of The Client during development and full completion, including ownership and copyrights. SDI agrees to hand over the source codes to the Client upon request at any stage during development and in its entirety upon completion. The source codes will be handed over to the client on receipt of the payment by SDI (For example, if 40% of work has been completed, then The Client will owe SDI 40% of the total project cost before the source codes are handed over)

App requirements and performance standards.

The app must be:

- simple
- easy to use
- engaging to the user
- attractive with exciting layout. Use of strong, energetic colour is preferred.
- of instantaneous, quick performance. The app must not be slow. All responses to user action and input must be immediate and free of unnecessary delay, to ensure prevention of user frustration.
- free of screen 'freezing'.

Database for storage and management of user lists:

- secure and confidential database for storing all user information
- necessary software to enable access, administration, management and retrieval of customer information.
- server hosting to be determined/confirmed.

The above points are dependent on the hosting server. We recommend using Amazon hosting. We will recommend the suitable package on Amazon for hosting requirements of the database.

Automatic password reset system (when user clicks on 'Forgot password?')

Includes automatic generation of:

- user password resets
- 'forgot password' emails sent to user
- new passwords generated for the user


This is included and will be system generated.

ENTRY SCREEN | LOGIN SCREEN

2. CREATE NEW ACCOUNT SCREEN.

①.

PicDin'Scene



Username

Password


LOGIN

LOGIN WITH FACEBOOK

CREATE NEW ACCOUNT

Forgot Password?

PicDin'Scene



Username

Email

Password

Join PicDin'Scene

1234567890

Next


*
→ if username
is already
taken?

Note:

Need to verify email address by sending email for verification?

First Screen: Splash Screen (Logo)

3. Forget Password? Screen

Rick'n' Scene 

Enter your email address:

Email

Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M

3-1 Pop-Up Screen for Forgotten Password

Rick'n' Scene

An email has been sent to your email address.

Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M

} no need for keyboard

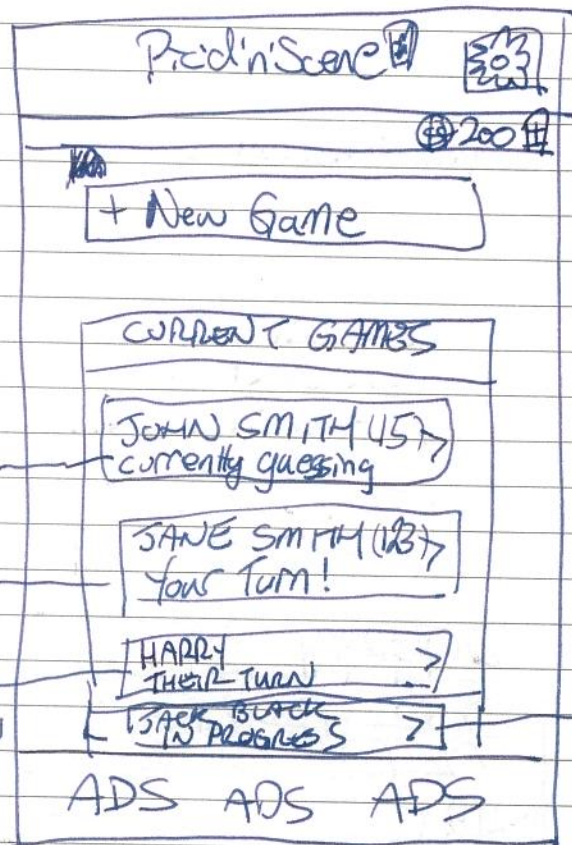
3a. An automatic email is generated and sent.

3b. With this email, a new random password is generated.

The user can then use this new password to login.

4.

Home Screen

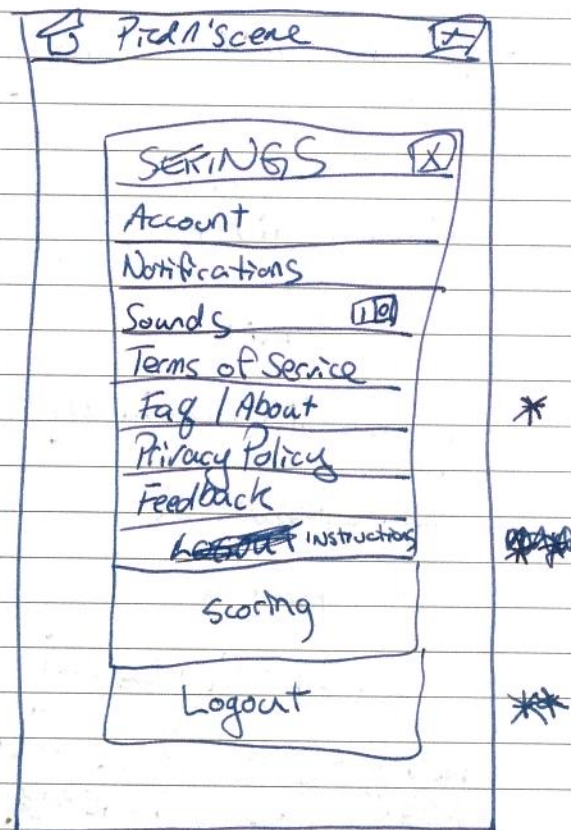


Notes

• Leaderboard?

5.

SETTINGS SCREEN



* Probably not needed.

**** Logout takes the user back to screen ① Entry screen.

5.1

ACCOUNT SCREEN

ACCOUNT

Username
John Smith

Email
johnsmith@email.com

Change Password

New Password

Re-Enter New Password

~~XXXXXXXXXX~~

Save & close

Cancel

Logout

Keyboard icon

5.2

Notifications

Notifications

Notifications ☐ toggle on/off.

To change general push notifications settings, select 'settings' and then 'notifications center'. You can then enable or disable alerts, pop-ups, and badge updates ~~for the~~.

OK

5.3

~~5.3~~ TERMS & CON.

☐ Terms of Service ☒

Terms of Service

The following terms and conditions...

5.4.

PRIVACY POLICY

☐ Privacy Policy ☒

Privacy Policy

The following Privacy Policy...

5.5

Feedback


Submit Feedback

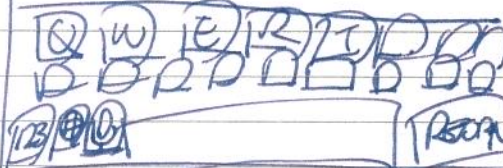

Hello

Your App is awesome.

Thanks.



See Blow

Submit.



6.

NEW GAME


NEW GAME


Invite New Opponent

Username
search for friends by username

Email

Facebook

Random
we'll find someone for you!

6.1

USERNAME

CREATE GAME

~~CREATE~~ INVITE USER [X]

Enter Username

CREATE

Progress bar with 10 segments, 7 filled.

[Back] [Done]

6.2

Email

~~INVITE USER~~ BY EMAIL [2]

Enter Email

CREATE GAME

Progress bar with 10 segments, 7 filled.

[Back] [Done]

6.2a Email Gets sent to the new players.

(a) Existing Player: Email is sent to user.
→ link to open game?

(b) If it is a non-user: Email is sent to new user - link to install app.


*NEW GAME INVITE SCREEN - Once installed, New game awaits.




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Invite via FaceBook

 INVITE FRIENDS 

FACEBOOK



 SEARCH FRIENDS

 Adam Apple	✓	ABCDEFGHIJKLMNOPQRSTUVWXYZ
 Ben Bean		
 Cam Cucumber	✓	
 Dean Date		
 Emie Eggplant	✓	

INVITE

-choose
one
or more.

6.4 Random.

 INVITE RANDOM USER 

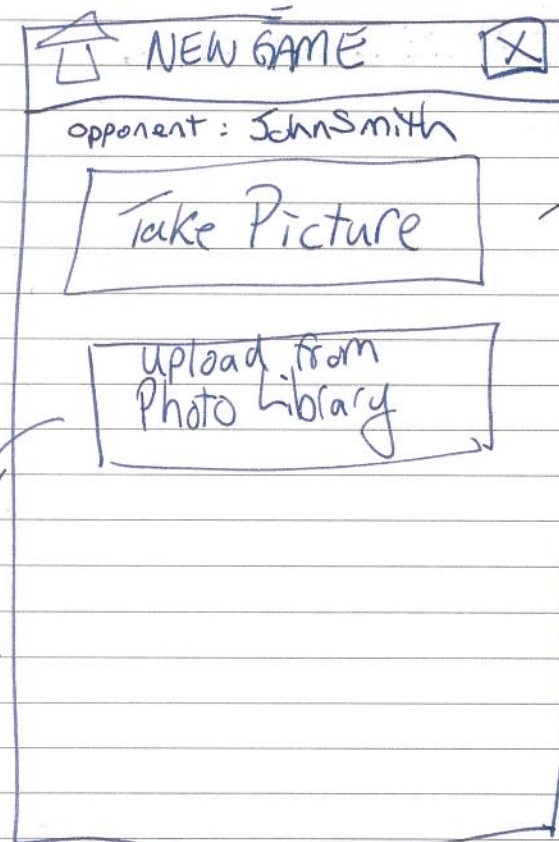
TO
BE
DETERMINED
.....

6.3a Once clicked on FB Friend
a notification gets sent to their FB notification

- INVITES THEM TO INSTALL APP VIA LINK
- OR INITIATES A NEW GAME IF THEY ARE AN EXISTING USER.

7.

NEW GAME



7.1

Take New Picture




7.2

FROM PHOTO LIBRARY

PHOTOS	Cancel
<input type="checkbox"/> Moments >	
<input type="checkbox"/> Camera Roll >	
<input type="checkbox"/> Panoramas >	
<input type="checkbox"/> Singapore Holiday >	
<input type="checkbox"/> Landscapes >	

7.2.1

From Photo Library (cont'd)

Photos	Cancel
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<input type="checkbox"/> <input type="checkbox"/>  <input type="checkbox"/>	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

7.2.2

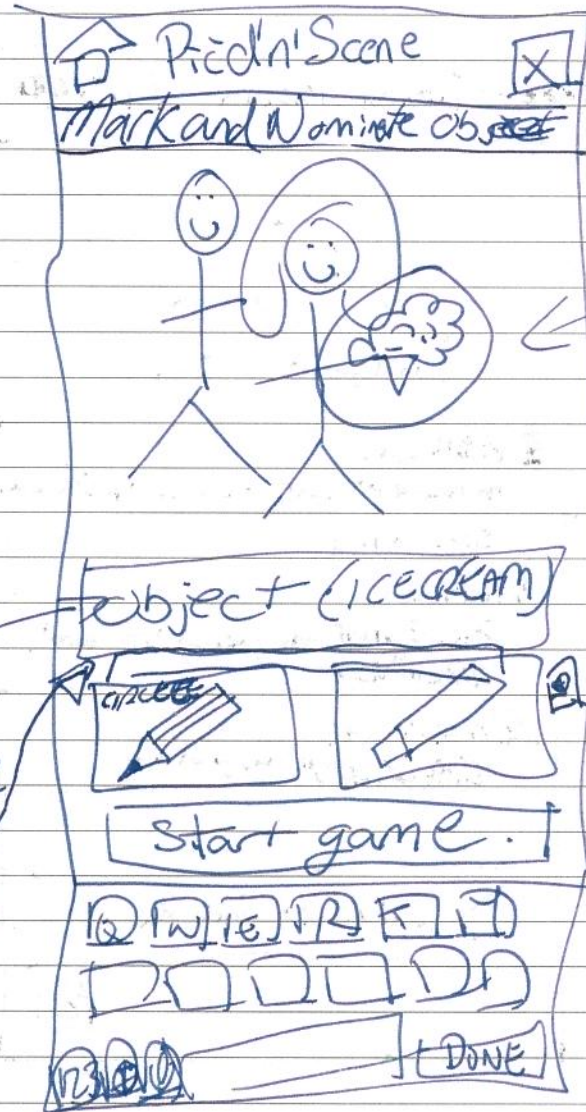
~~7.2~~ Picture Selected



This takes you back to screen 7.2

8.

Picture Confirmed, Circle & Clues Input.



Write
Object
in here

Enter 3
clues

circled
ice
cream
~
object.
(draw
by
hand)

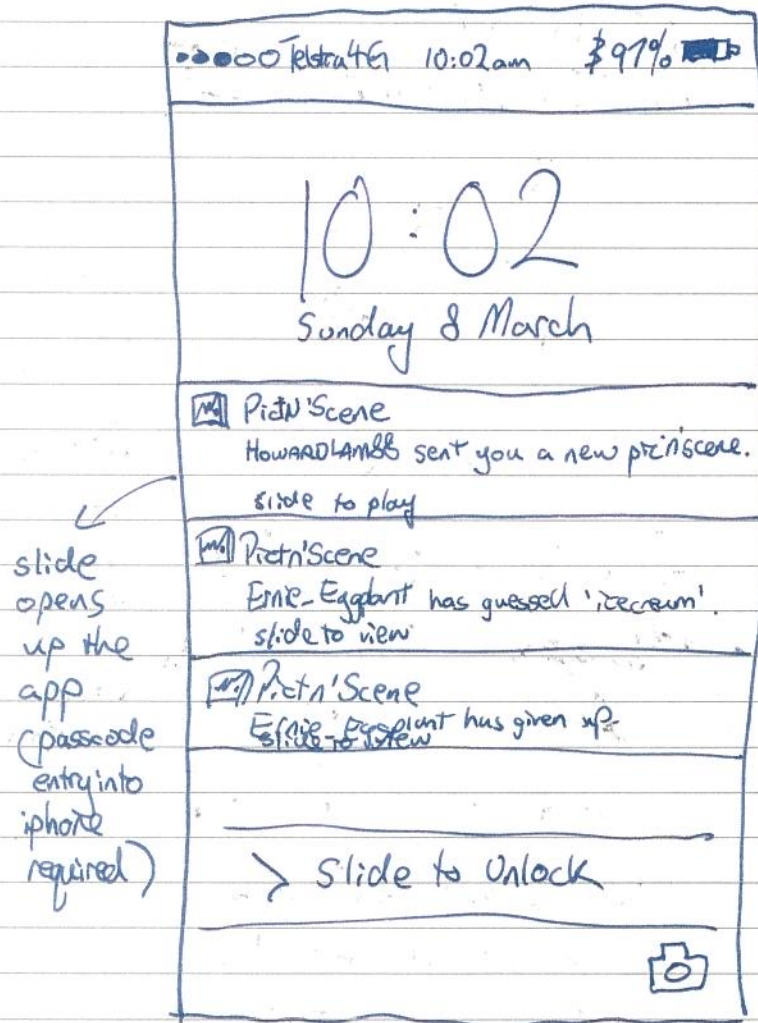
undo
button

Note:

circle and the object word will only be revealed to Player 2 when he ① gives up or ② wins.

9.

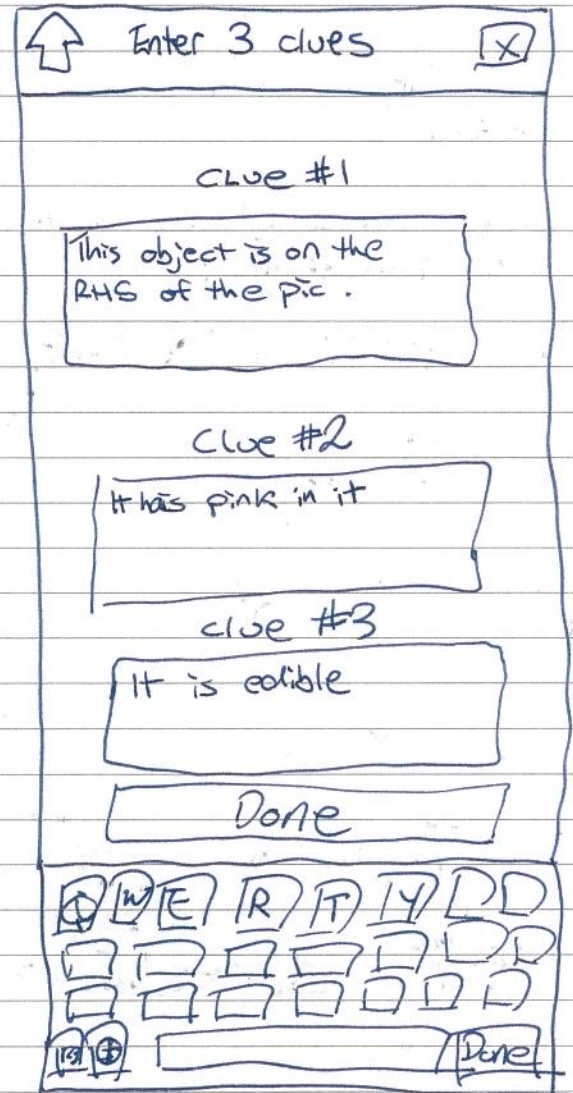
Notification - Player 2



pick - pic
Scene - seen

8.1

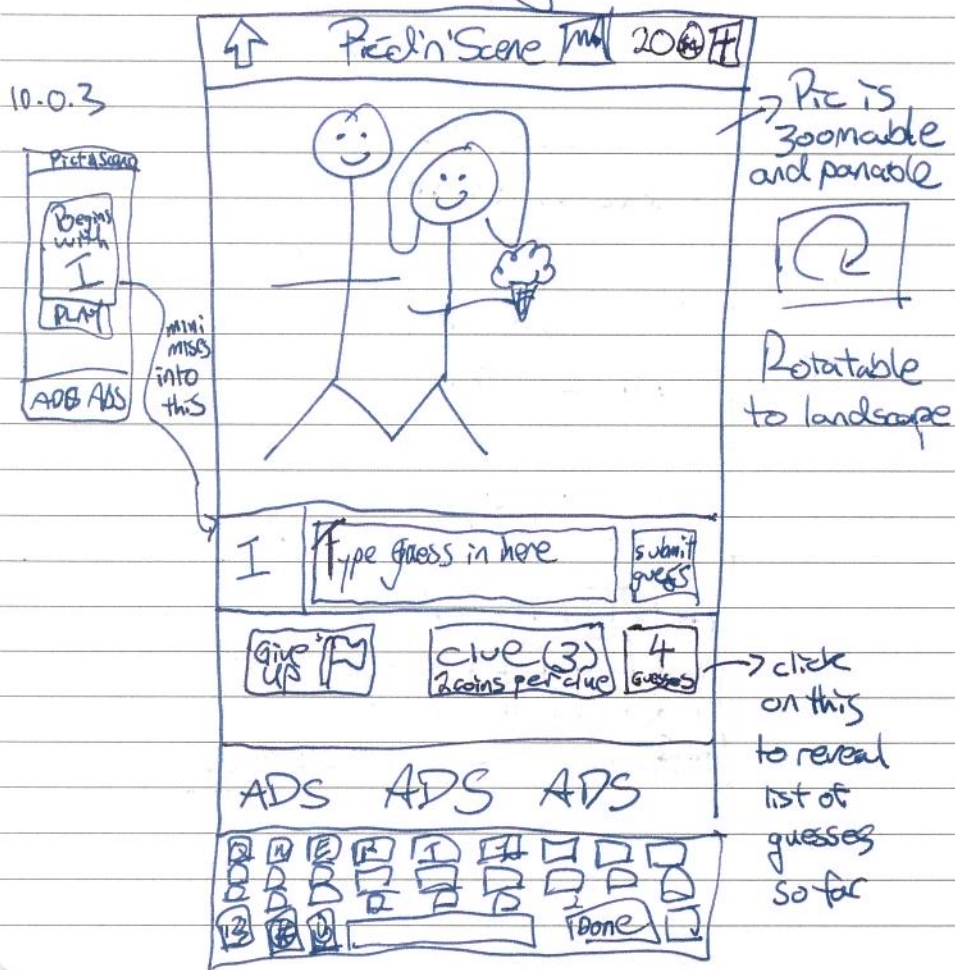
Enter 3 Clues



10. Player 2 opens up game

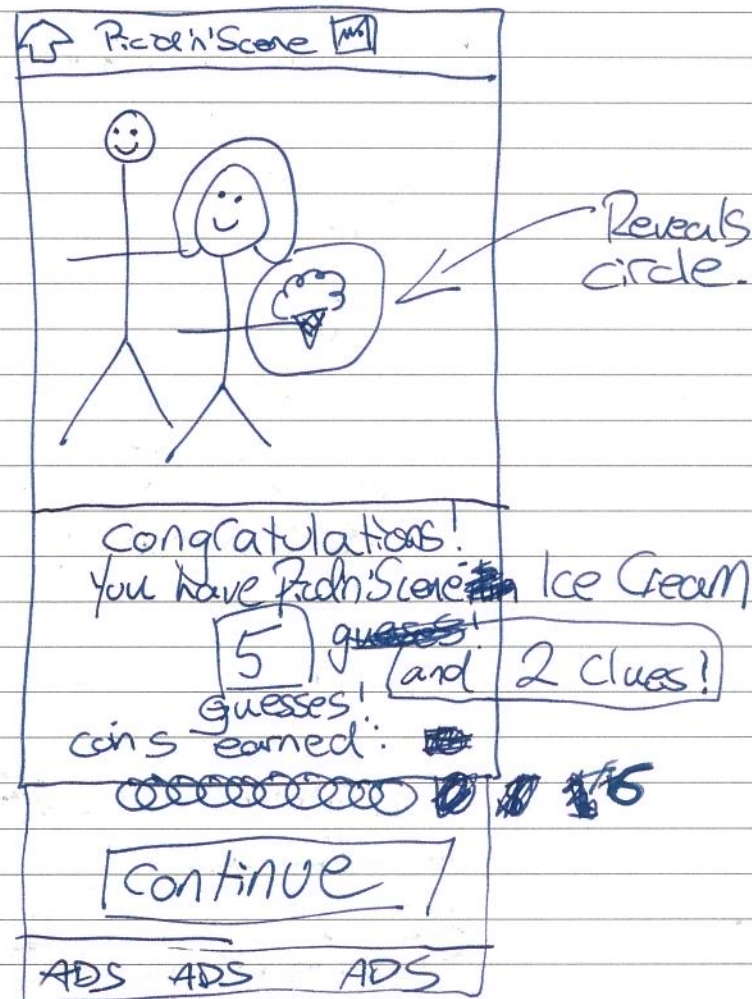
10.0.1 Screen ① Entry Screen opens up for player ② to login.

10.0.2 If already logged in, the following game appears immediately:



10.1

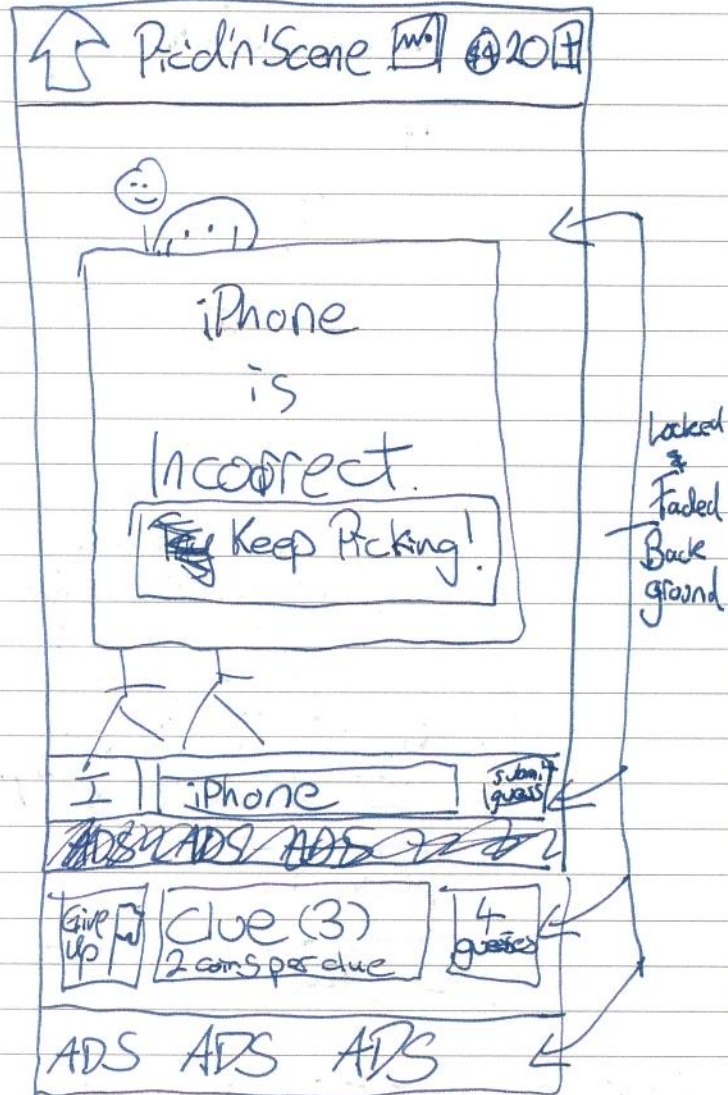
Submit Guess - Right answer



Note: 3 guesses or less : 10 coins.

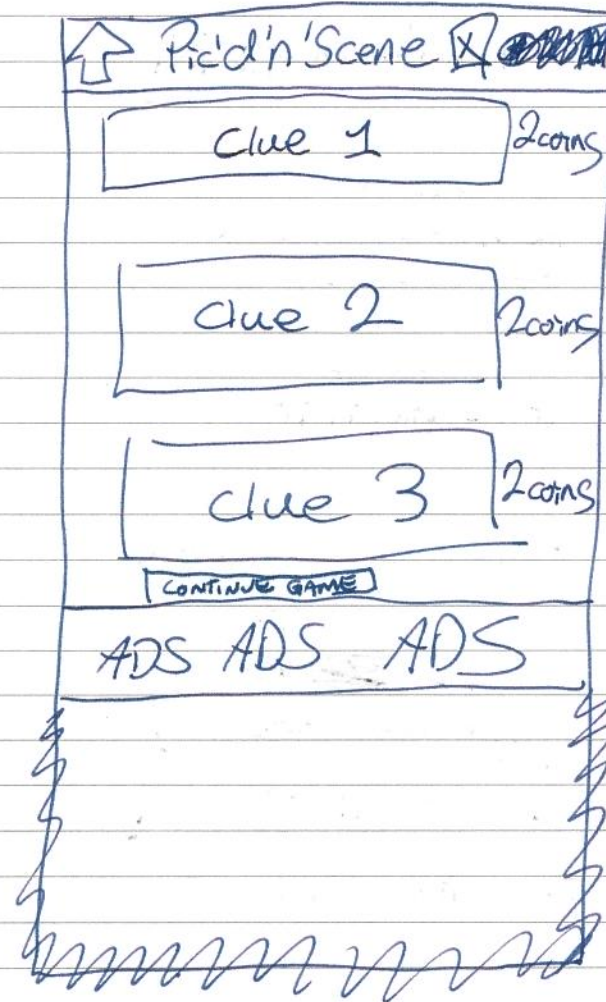
10.2

Submit Guess - Wrong Answer.



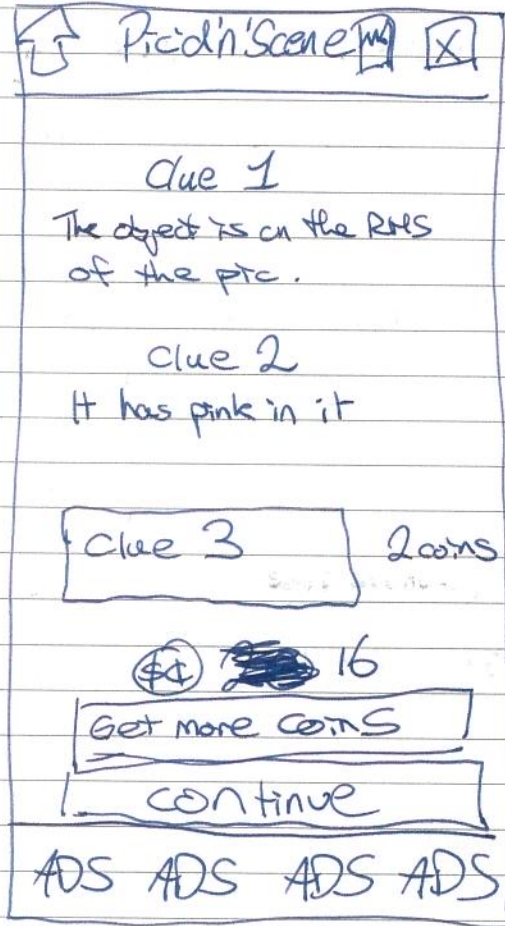
10.3

Clue Reveal



10.4

Clue Reveal - Clues

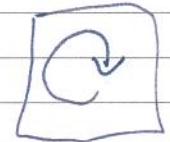


10.5.1

Give Up - Warning Screen



Rotatable



to landscape

* Give up = -10 coins!

10.5.2

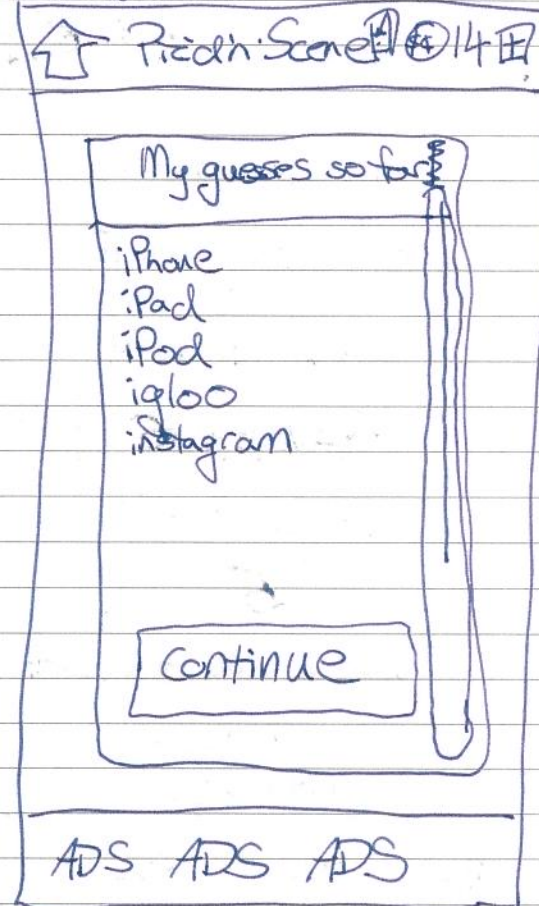
Give Up



10.6

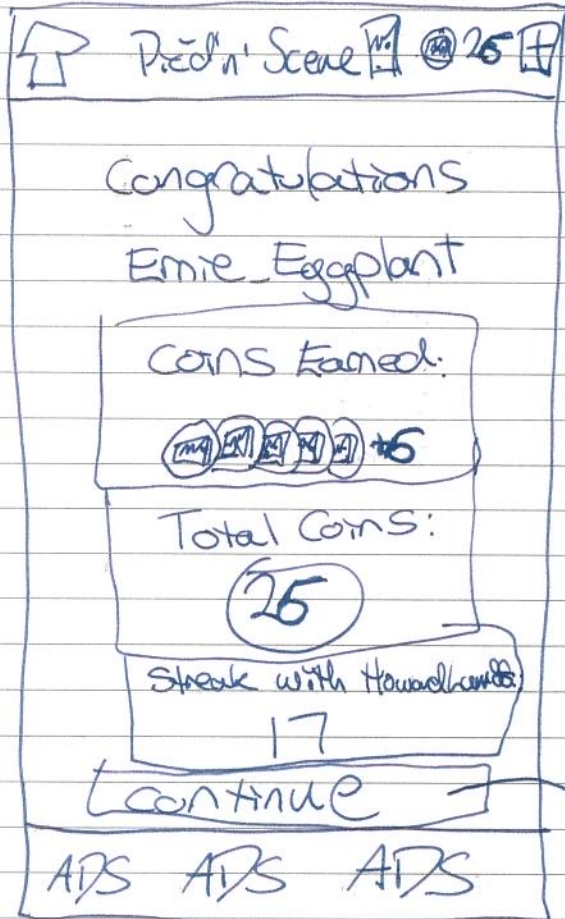
Guesses

Displays the list of guesses so far.



11.1

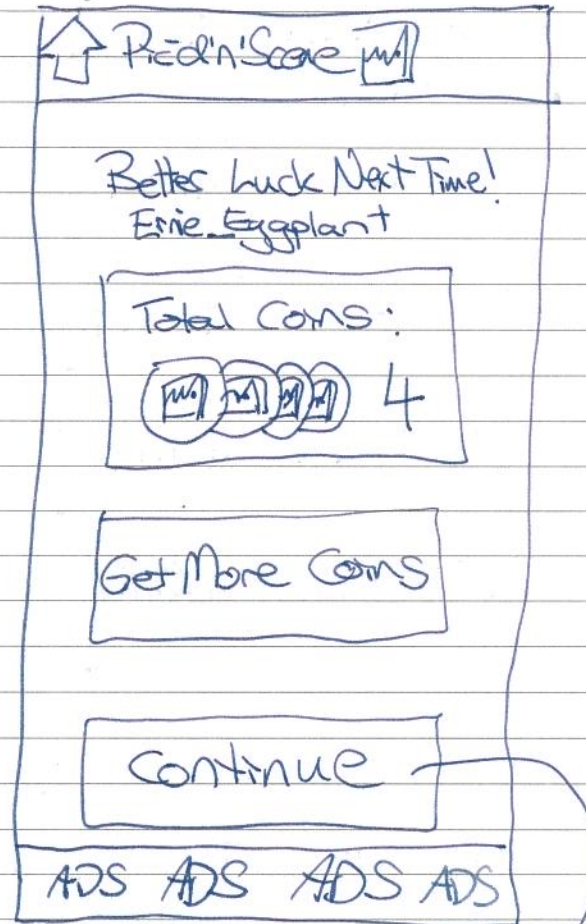
Summary Screen - Win



Takes you back to screen
(7) New game

11.2


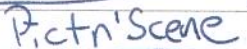

Summary Screen - Give Up



Takes you back to screen (7) New
game.

12.

In-APP Purchases


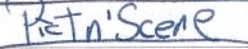

coins

20 coins	\$1.99
50 coins	\$2.99
100 coins	\$4.99
500 coins	\$14.99

ADS ADS ADS


12.1

Sign in to iTunes Store

Sign in to iTunes Store

Enter the Apple ID
password for

 Eric.Egyptant@email.com

Cancel | OK

Background Screen (12) Faded.

ADS ADS ADS.

12.2

Confirm In-App Purchase.

← Pictn'Scene [m]

Confirm Your In-App Purchase

Do you want to buy 1x 50 coins for \$2.99?

Cancel

Buy

ADS ADS ADS

~~Free Let~~

~~100 P30 Let → 6444.~~

~~P30: 100 vs 102 vs 103 vs High End.~~

~~Exhaust System.~~

~~Competition Pack.~~

~~Spec Adjusts.~~

~~100~~

12.3

In-App Purchase Complete.

In-App Purchase Complete

You can now make additional purchases in any app for the next 15 minutes without reentering your password.

Settings

OK

To change this, tap Settings and go to Restrictions.

12 13.

Game Results Screen For host to view

⬆️ Ret'n Score [10]

Game 25 with Fine Egg Font

WIN / GAVE UP

the word is:

ICE CREAM

The guesses were: (4):

iPad

iPhone

icetery

igloo

← or a button
which can
be clicked
to reveal
all guesses.

12:

Further Functions:

1. Player 1 to be able to click into any game in progress and view all the incorrect guesses so far.
2. A pop-up upon registering that says "Pict & Score would like to send you push notifications"

Pict & Score would like to send you push notifications	
Don't allow	Allow