

# General Front End Spec

## Standard Flow

The standardized flow of Front End items is as follows. This assumes that the title has been launched either from the Program Guide or Xbox 360 Launcher.

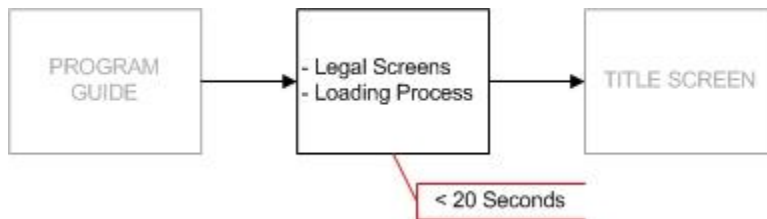
1. Loading processes and Legal screens
2. Title/START screen
3. Lobby
4. *Transition to Active Gameplay*

## Breakdown of Front End Components

**For more details please see the Primetime Frontend Loading Mechanic Documentation. (includes wireframes, visual skins, and technical information)**

### Loading Processes and Legal Screens

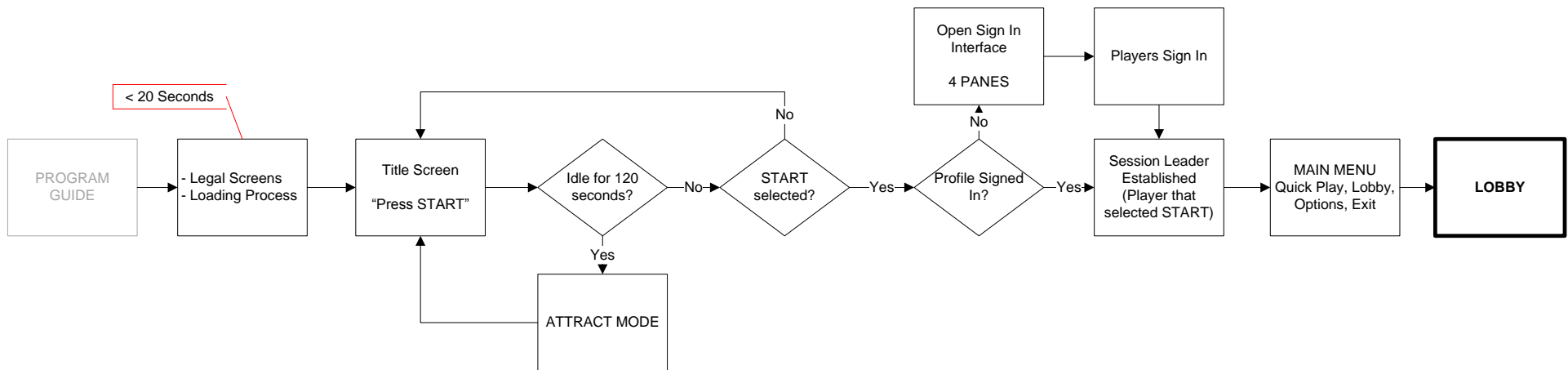
- Requirements:
  - Fullscreen XUI Support
  - TCR compliance for load times



- All legal and disclaimer screens need to be displayed while the game is actively loading in the background.
- Players must reach an Initial Interactive State within 20 seconds of launching the title in order to remain TCR compliant (#003). This, however, may be in the form of a skippable legal screen, etc.
- This component of the game's Front End should be identical for all players (new, returning, invited, and joining players)

## Title Screen

- Requirements:
  - Profile sign-in support
  - Support for any connected controller
  - Attract Mode support
  - Establish session leader



- Due to TCR considerations (#033), as well as the need for a session leader, games will need a Title Screen.
  - Any connected controller may press START.
  - The player that presses START is the session leader and is the only one that may initiate the PLAY function (see Ready Status).
- The first player to advance beyond the Title Screen will be designated as the Session Leader; this role assumes a couple exclusive actions
  - The Session Leader will:
    - Select PLAY from the Lobby. This menu item will not be displayed for other session players and will instead be replaced with READY.
    - Toggle Session Management: Lobby Privacy and Private Slots
- Pressing START will reveal a menu listing the following basic items: (see mockups below)
  - QUICK PLAY: Player is immediately put into Matchmaking
  - LOBBY: Player is taken to the Lobby
  - OPTIONS: The Options interface is opened and locked to the player that executed the function.

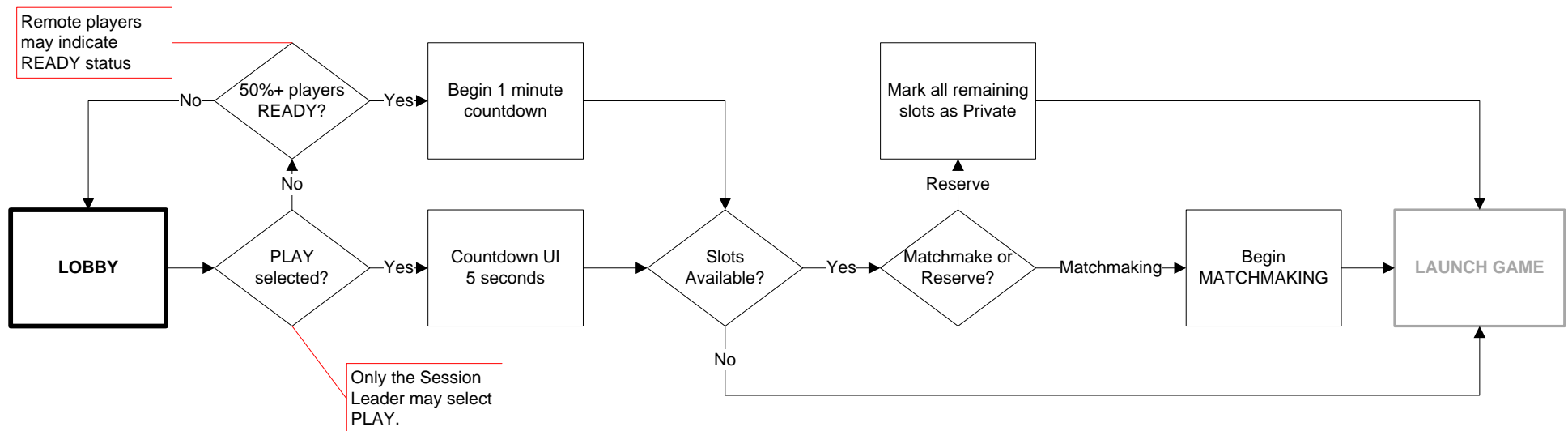
- EXIT: Returns players to the Program Guide/Dashboard.
- Players entering the Lobby with an invite should immediately be joined into the sender's session. Status messaging should be displayed if the Join process is not instantaneous. (Dialog box: "Joining Game" etc.)

### ATTRACT MODE

- The Title Screen needs to enter into Attract Mode within 120 seconds. This is a TCR requirement (#004).
  - Attract Mode must:
    - Run for a minimum of 30 seconds without repeating
    - Be interruptible with either the A or START button
    - Not be interrupted by Thumbstick movement

## Lobby

- Requirements:
  - Organize players: friends, party members, teammates
  - Set game options
  - Communicate game status
  - Voice Chat
  - Matchmaking
  - Launch game



## Pre-Game Lobby

This is where players go in order to setup a game with custom elements (as opposed to Quick Play which immediately initiates Matchmaking). The major functions of this state are:

- Invite Friends
- Sign In Local Players
- Voice Chat

Once players are ready to proceed, the Session Leader will press PLAY and move on to the next Lobby state.

## Matchmaking

If additional slots are open and joinable, the game will actively match other players into the session. Visually, there should be some progression from the previous state to indicate that the game is now in motion.

In addition, this is where an **Ad screen** would be introduced, either through a camera transition or some other visual shift.

Any slot that is marked as **Private** should be occupied by a generic avatar silhouette.

Once the Matchmaking duration has been met, players will then move to the next Lobby state.

## Round Preparation

The purpose of this Lobby state is to provide a holding area for players that are ready before the start time of an episode. This may be more of an abstract state, but important to denote since Join in Progress players would not be required to wait here.

Again, there can be further visual progression when entering this state, but it is not required. It is ideal, however, to reiterate that the game is in motion, and creative transitional elements may help to communicate this.

## Global Hotkeys

### *Ready*

Non-session leaders may form a consensus and progress the session to the next Lobby state. Each player can press the appropriate hotkey for READY (X), and the game will determine what percentage of the session is represented.

When 50% or more of the session has indicated a READY status, the game will begin a 60 second countdown. At end of this countdown, the game will proceed to Matchmaking (unless the session is full—then go to Round Preparation/Gameplay start).

Once players have pressed READY (X), the hotkey text and glyph should become inactive. The text for LEAVE GAME (B) should change to CANCEL (B). Players may cancel their READY status, and if so, the text and glyph appearance should return to the default state. Also, the countdown timer should disappear if the READY consensus drops below 50%.

Lobby (Session Leader)



Lobby (Non Session Leader)



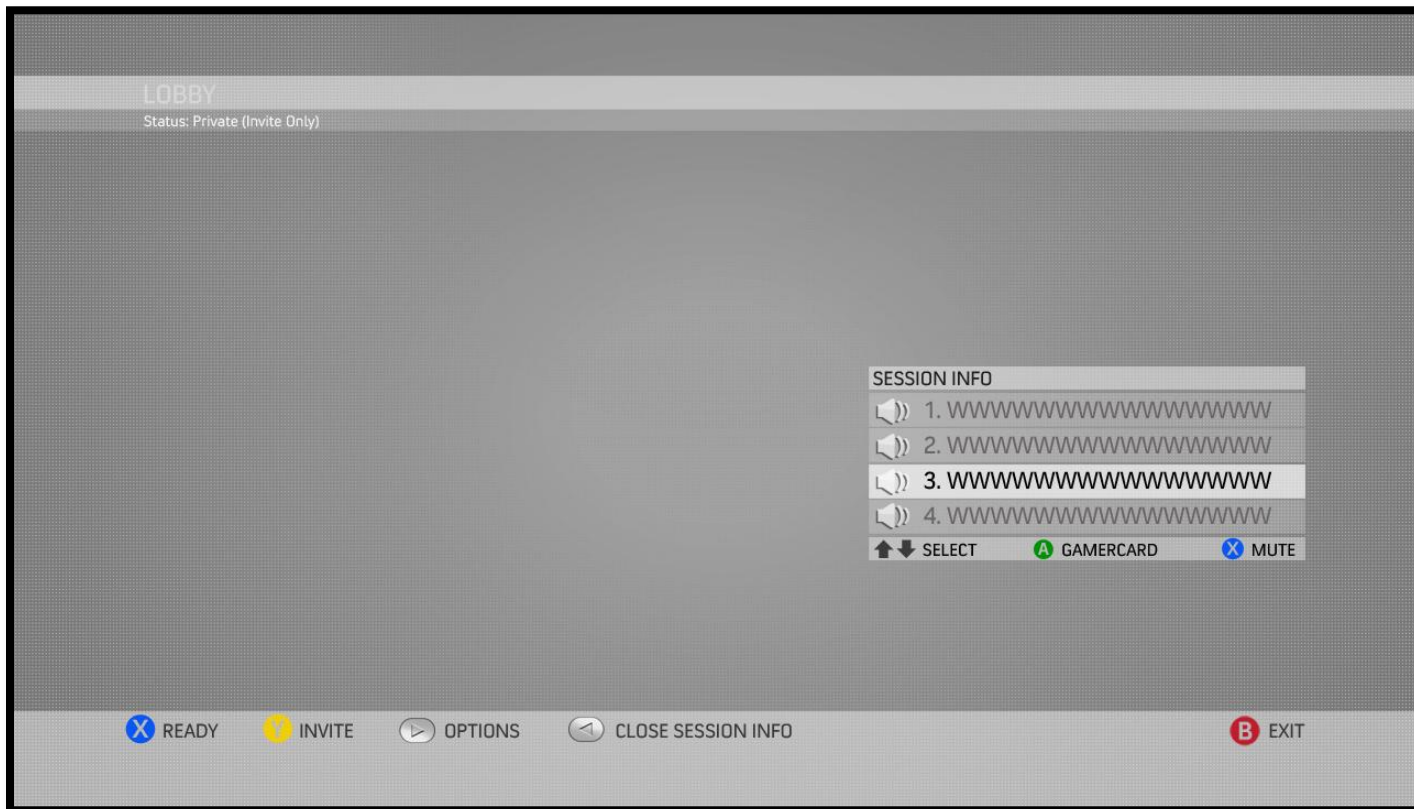
## Session Info

Players may press the (BACK) button in the Lobby to toggle the display of the Session Info interface. This is simply a list of gamertags currently in the session.

From here, the following actions can be performed:

- Scroll through gamertag list (D-pad/Left Thumbstick)
- Open Gamercard (A)
- Mute/Unmute (X)
- Close (BACK)

Session Info may be accessed at any point during the game by pressing the (BACK) button. Because of this, the UI layout should attempt to be as unobtrusive as possible.



## MENUS

The Lobby will utilize a combination of list menus and hotkeys. Player specific, frequently accessed functions are mapped to hotkeys while a list menu is used for PLAY and SESSION MANAGEMENT.

PLAY and SESSION MANAGEMENT are exclusive to the Session Leader.

### Lobby Main Menu Overview

- List Items: Role specific functions
  - Session Leader
    - PLAY
      - Begins a 5 second countdown if others have not indicated a Ready Status. The final 3 seconds are accompanied by beeps.
      - Once PLAY is selected, the Session Leader will be prompted to specify Private Slots if there are remaining open slots.
    - Session Management
      - Lobby Privacy
        - Invite Only
        - Friends
        - Open
      - Private Slots
        - 0 - 3
  - Remote Players will see these menu items, but in an inactive state.
- Hotkeys: Profile specific functions
  - Ready (X)
  - Invite (Y)
  - Options (Start)
  - Session Info (Back) – Opens a list of session gamertags (for gamercard access)
  - Leave Game (B)



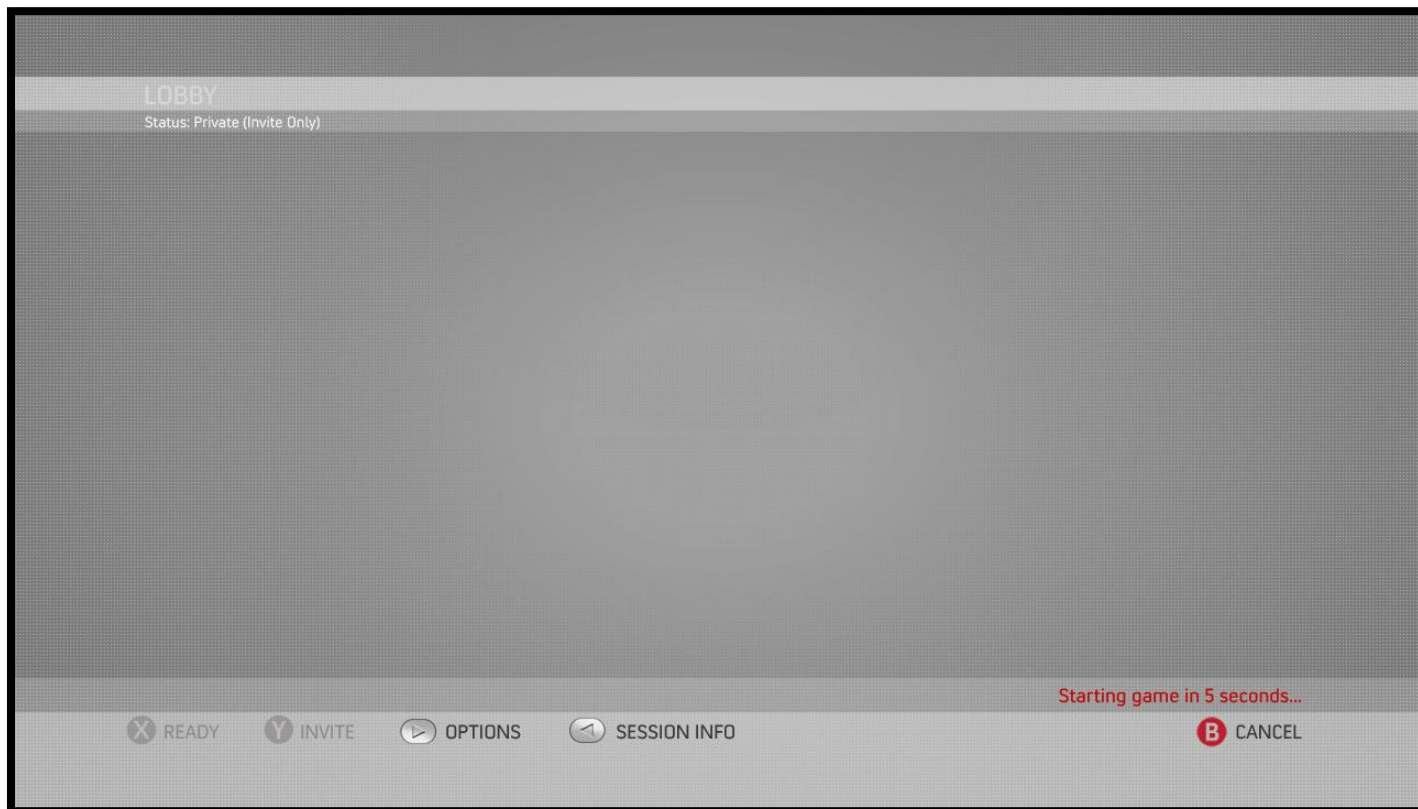
### *Ready Status*

In order to address the Session Leader's exclusive ability to start the game, other remote players may select the READY menu item in the Lobby. If the amount of Ready players meets or exceeds 50% of the session size, a countdown timer will commence. When the timer reaches zero, the session will proceed from the Lobby into gameplay.

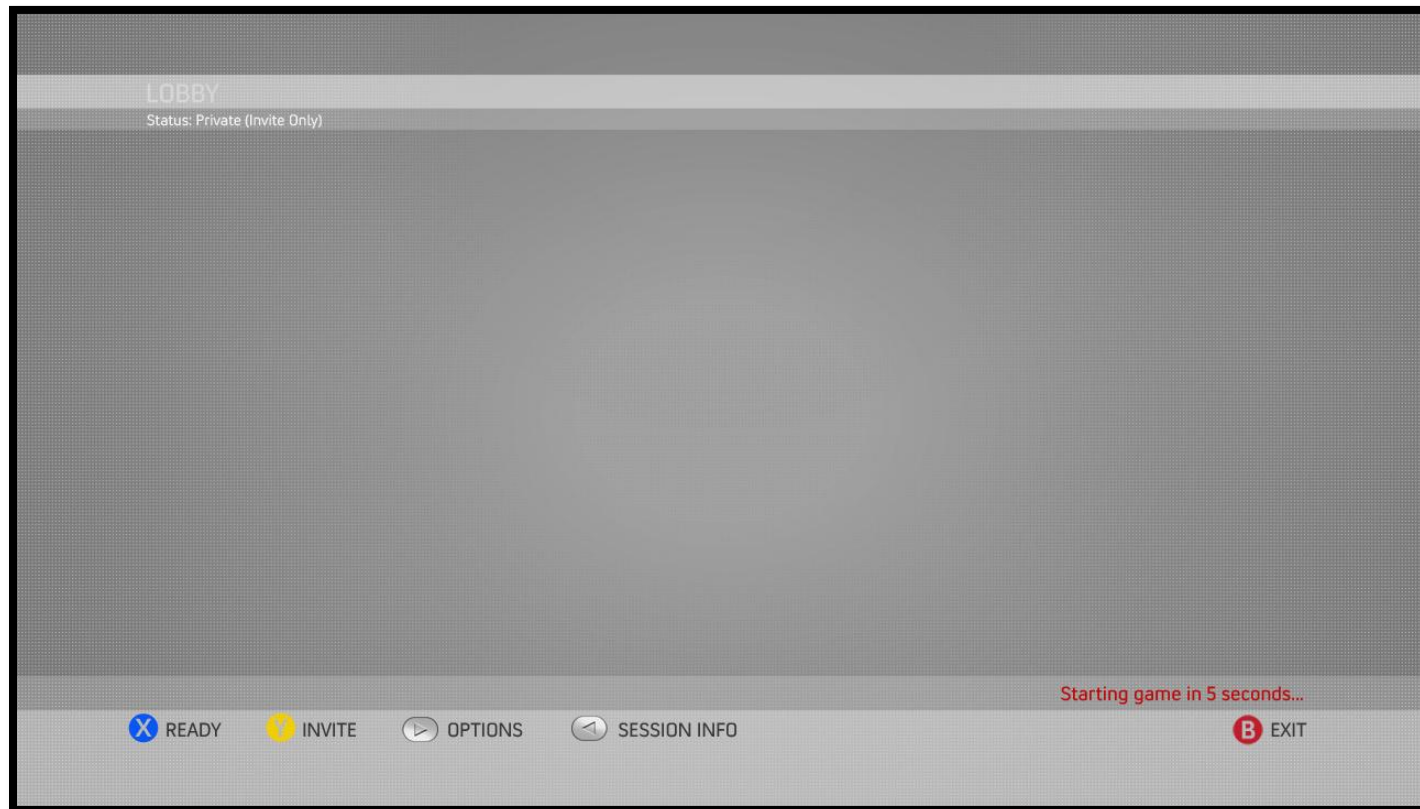
Remote players may also deactivate their ready status, and if the overall percentage drops below 50%, the countdown timer will stop/disappear. The READY item appears where PLAY would appear for the Session Leader.

If the Session Leader presses PLAY during this countdown, the timer will immediately decrease to 3 seconds and play accompanying beeps.

Session Leader Hit Play (displaying Ready Status Countdown):

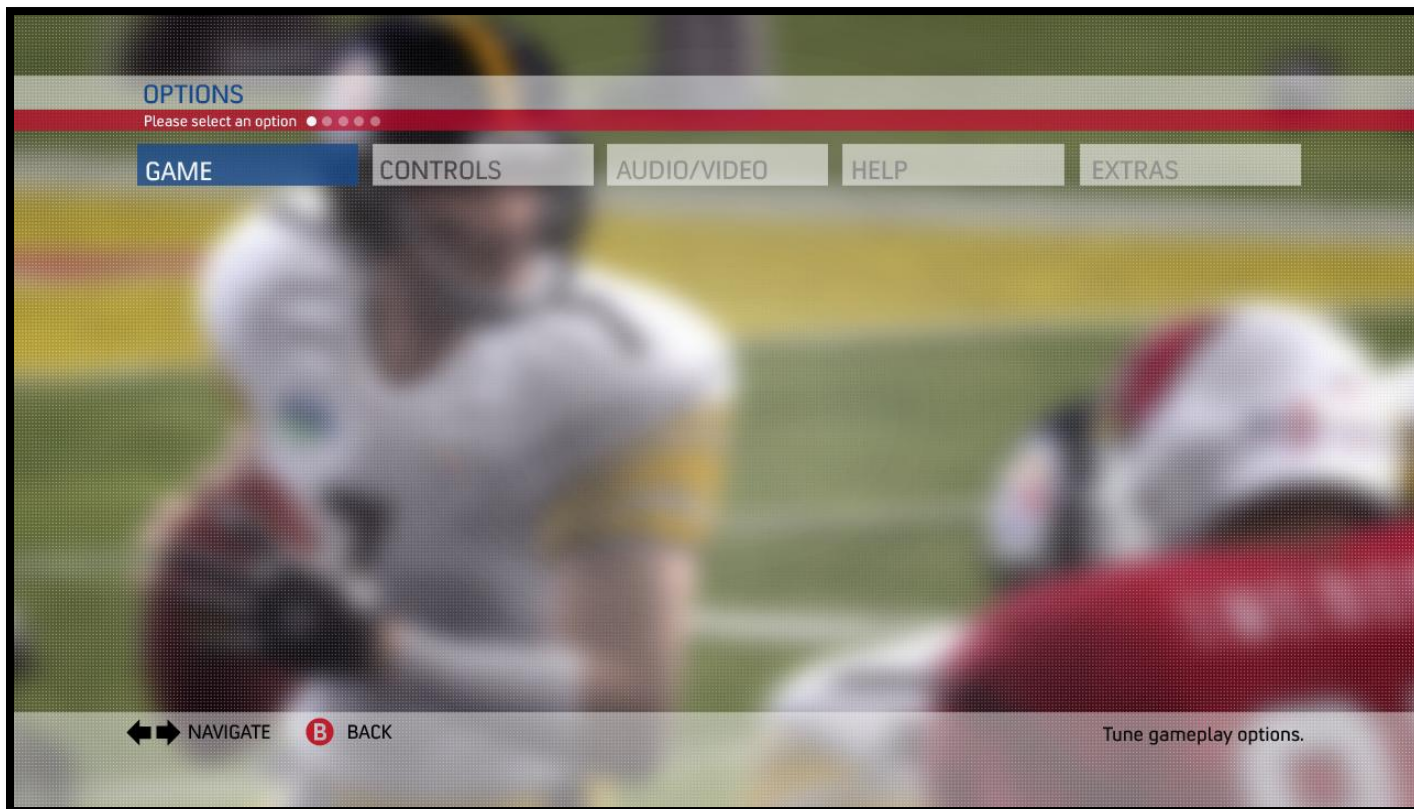


What Remote player who has not hit "Ready" will see once Session Leader hits Play:



## Options

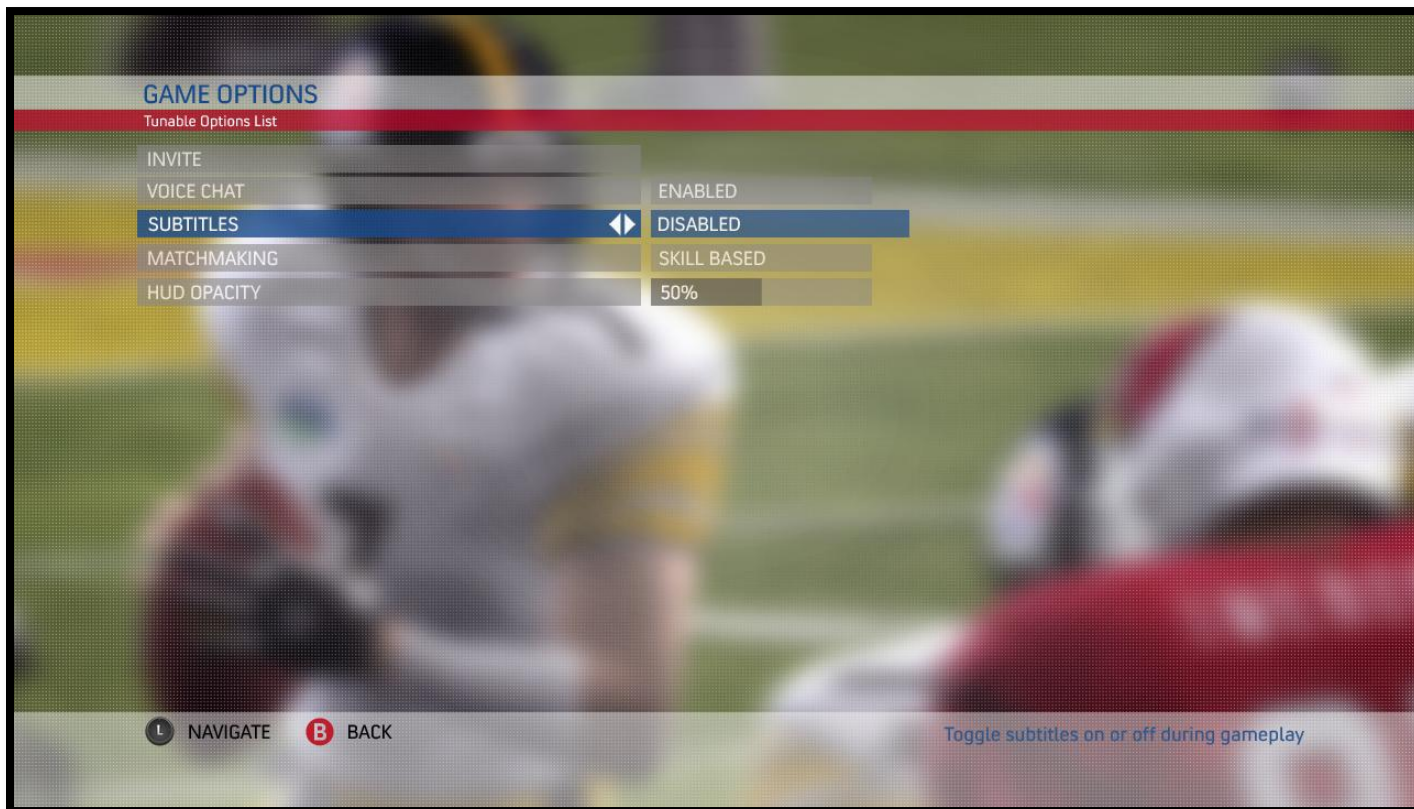
- The Options interface should clearly display the profile associated with these settings.
- OPTIONS contains all major functions that players will require during the course of gameplay. This includes Invites and session gamertag access (Session Info), however, more significant functions will be made available via hotkeys whenever appropriate.
- Some potential options should include:
  - o Game Options (Default selection)
  - o Controls
  - o Audio/Video
  - o Help
  - o Extras





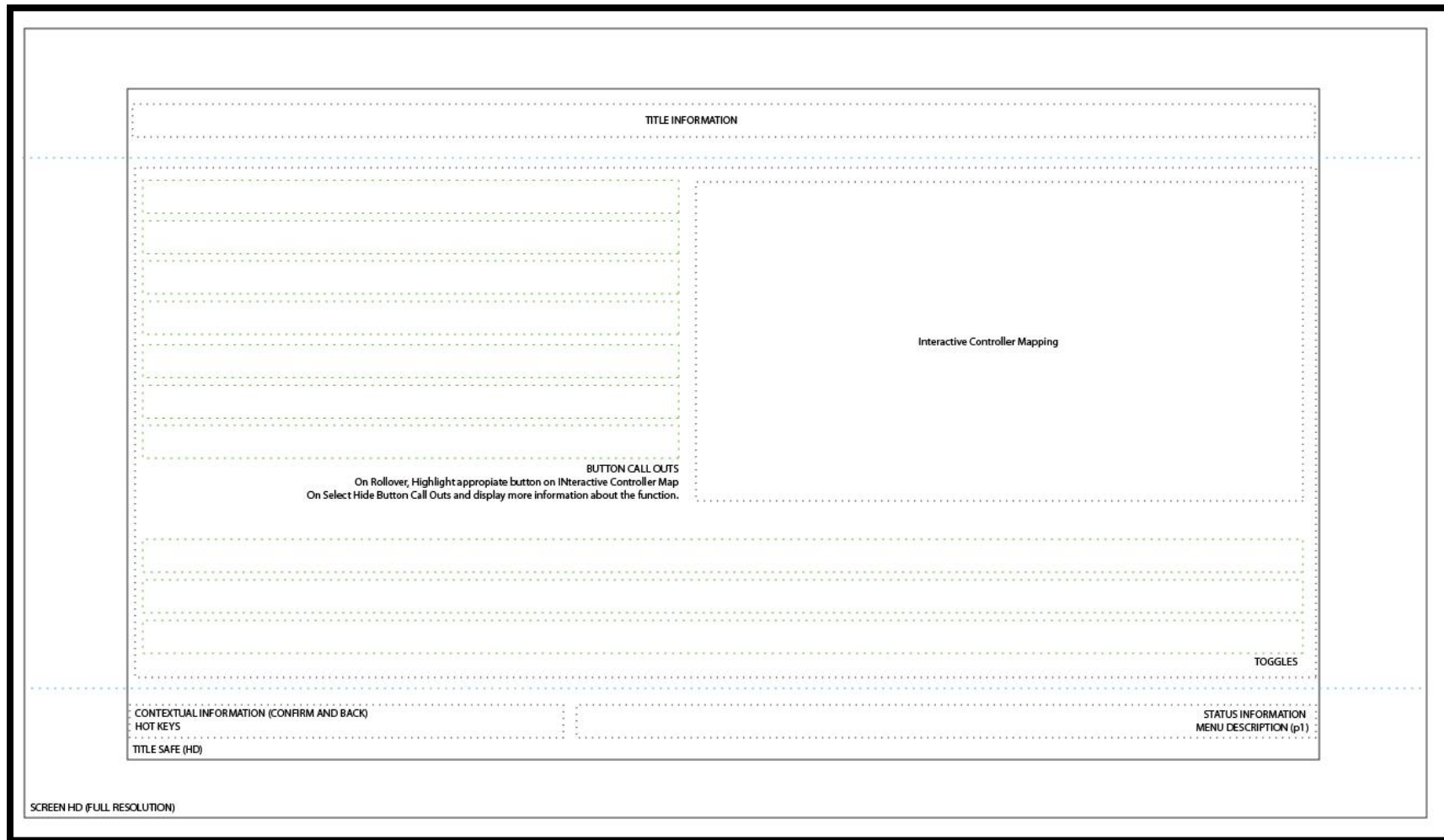
## Game Options

- Invite
  - This should open a custom Friends List. This will allow for future, title specific features, such as Team Management, etc.
  - Other custom social features may also live in the interface: suggested players, recent players of the title, etc.
  - Players should be able to tag multiple recipients when sending a game invite.
- Voice Chat
- Matchmaking (TBD)
  - May potentially be used to expose Social Matchmaking preferences, if any.
- Subtitles
- HUD Style (TBD)



## Controls

- Vibration
- Control Type (either remappable or presets)
- Interactive Control Map (not displayed below, will be game specific)



## CONTROLLER OPTIONS

Edit Configuration

VIBRATION



ENABLED

CONTROL SCHEME

DEFAULT

 SELECT

 CONFIRM

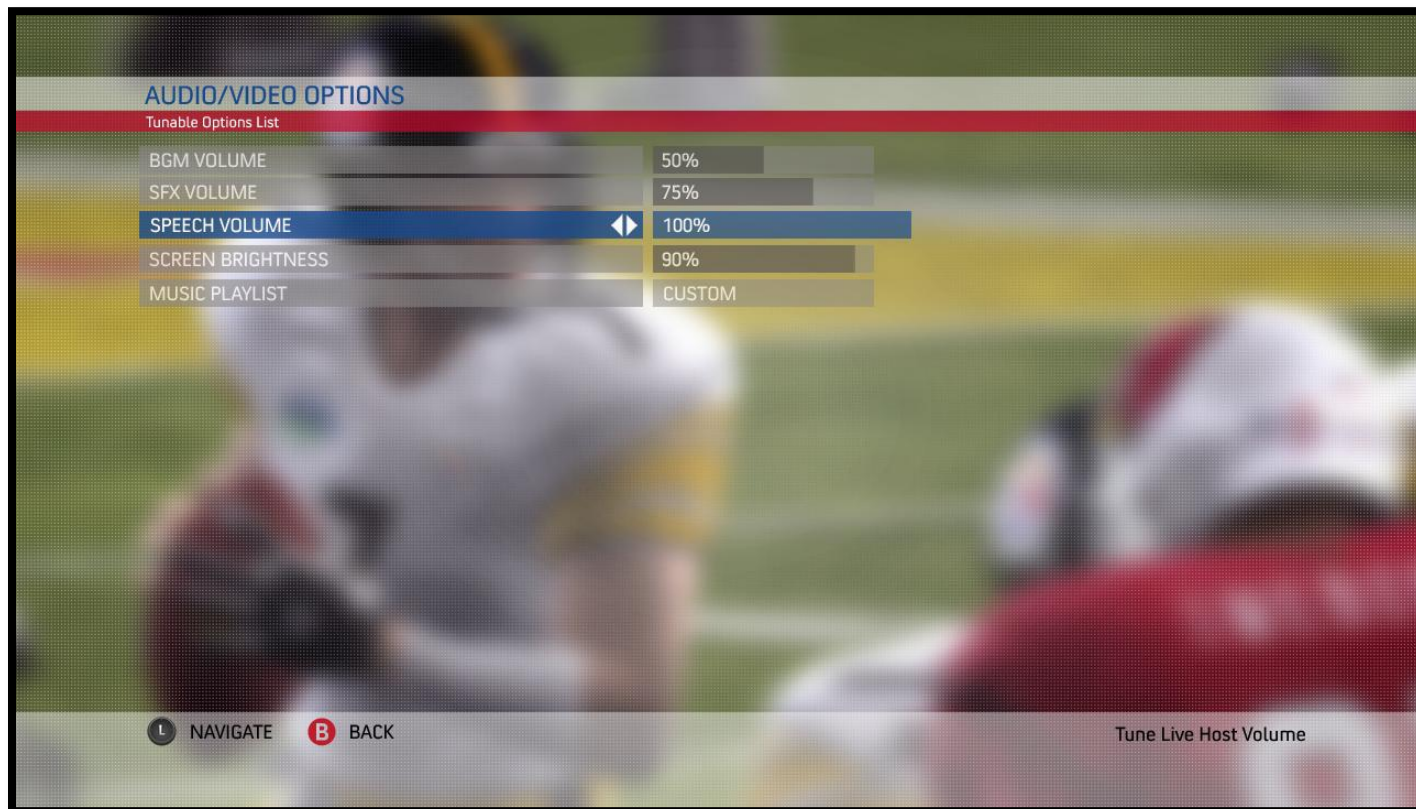
 BACK

Tune Controller Vibration

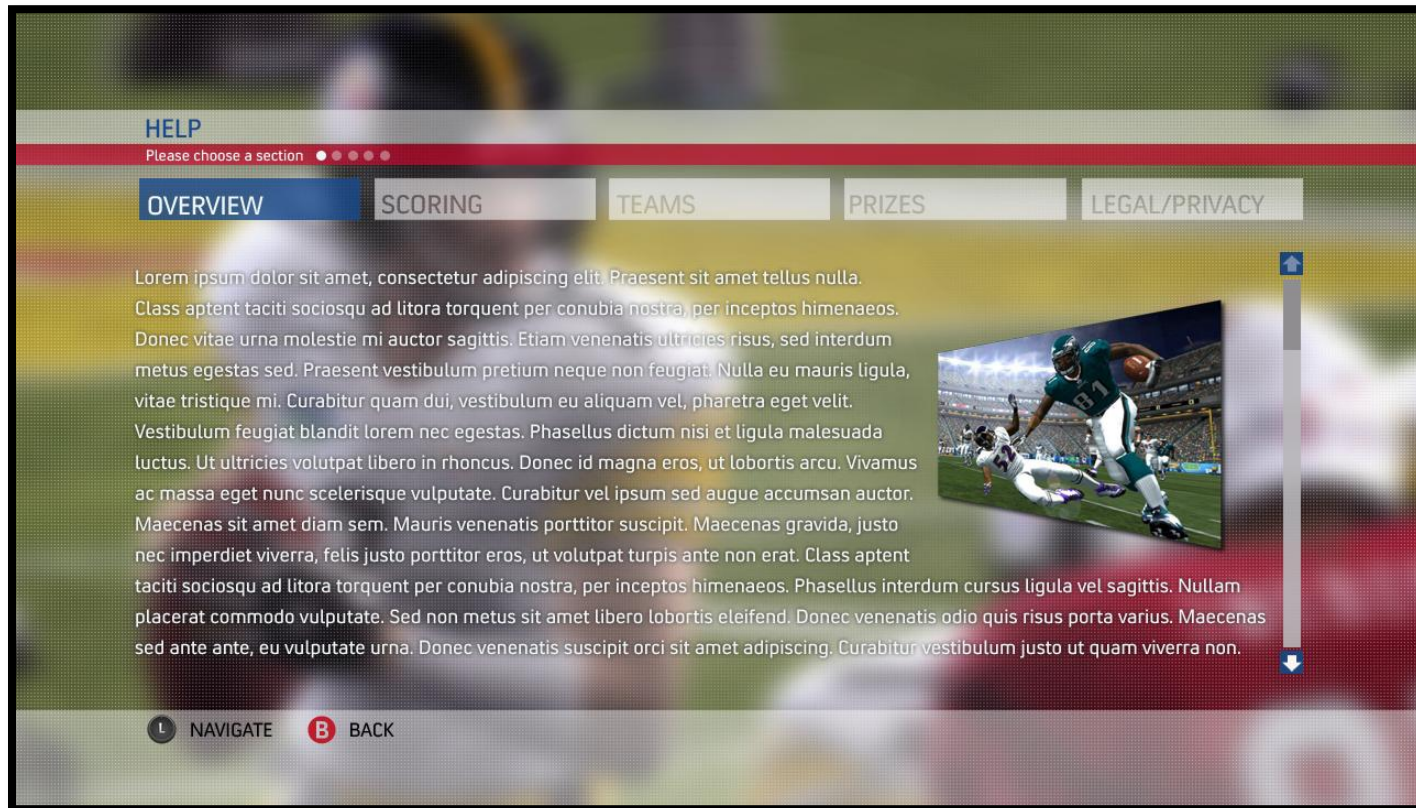


## Audio/Video

- Brightness
- Adjust Screen Position
- BGM Volume
- SFX Volume
- Speech Volume
- Music Playlist Options
  - This should offer a custom interface for playing/adjusting player created soundtracks.



## Help



### Extras

- Achievements
  - For consistency with other menu styles, a custom Achievements interface should be used. Also, this allows for non-standard functionality, such as tracking progress towards individual Achievements.
- Credits

### Leave Game

- This will withdraw the player from either active gameplay or the Lobby.
- Couch players will withdraw from the session. If a Session Leader selects this during gameplay, a new player will be assigned the role of leader.
- When the final remaining couch player has selected this, the game should return to the Lobby.



## ***SESSION MANAGEMENT***

Sessions should be managed through the use of both Private Slots and Lobby Privacy. PRIVACY SETTINGS (naming TBD) must be selected in the Lobby's list menu in order to access these functions. Session splitting will not be required.

- Lobby Privacy
  - This controls who may join into the Lobby.
    - Invite Only
    - Friends
    - Open
  - The default setting is OPEN.
  - This is set by the Session Leader while in the Lobby. This is exclusive to the leader and does not appear on remote player's interface.
  - This is a menu list item, not a hotkey.
  - The Lobby status should be clearly stated in the title region of the UI for all session players.
- Private Slots
  - The session leader may select a number of slots to reserve for friends that may join later in the game.
  - A number between 0 and 3 may be specified. 0 is the default value.
  - Optional Auto-Prompt: Enable/Disable **(Default is ENABLE)**
  - When the Session Leader selects PLAY, the game should check for open slots. If slots are available, the game should prompt the Session Leader to do one of the following:
    - **Fill in remaining slots via Matchmaking**
    - **Reserve all remaining slots for friends**
    - **Cancel**
    - This does not occur when entering gameplay through a majority READY status and QUICK PLAY.

## SESSION MANAGEMENT

Tune Lobby and session options

LOBBY PRIVACY



INVITE ONLY

PRIVATE SLOTS

NONE

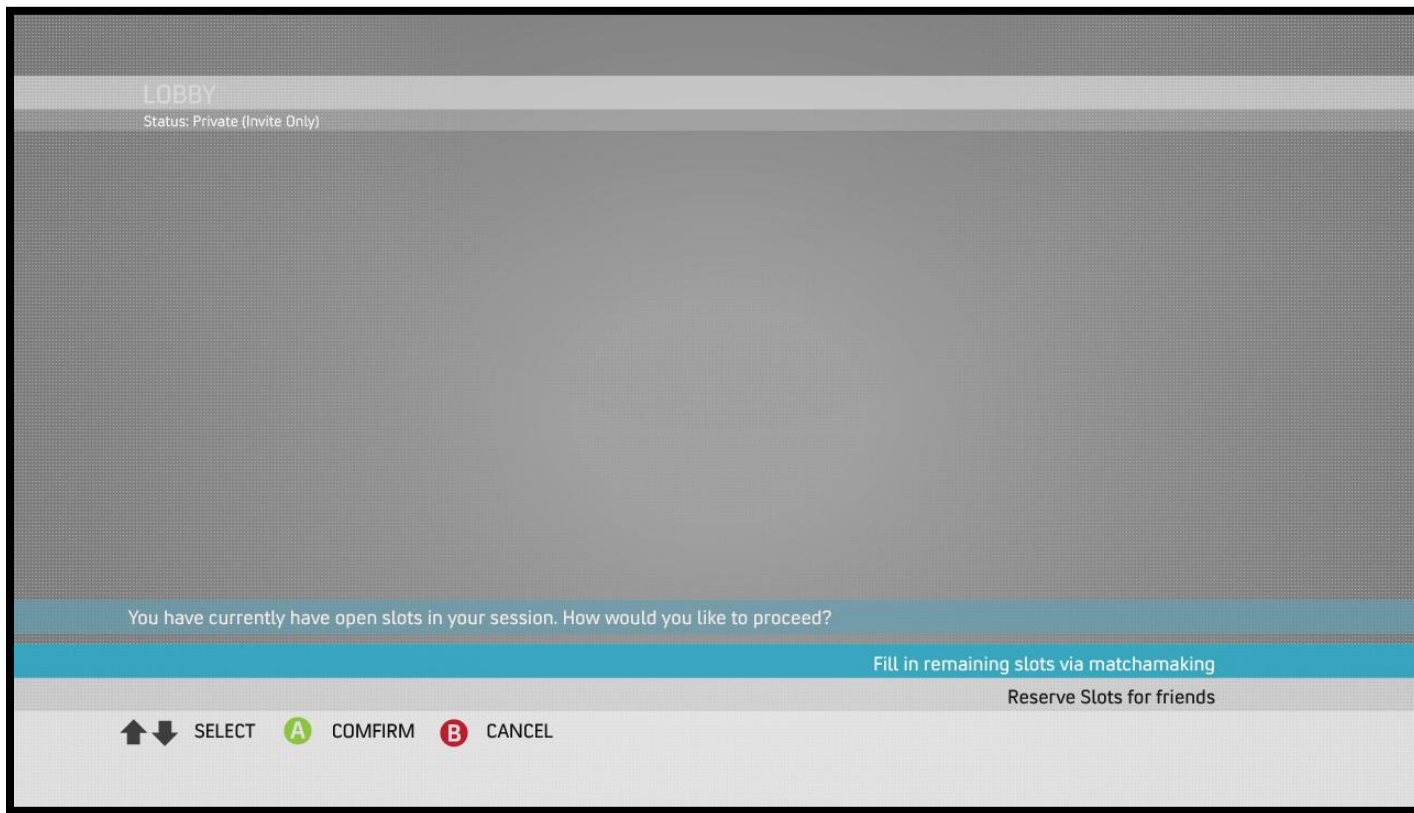
Next episode starting in 5:00...

 SELECT

 CONFIRM

 BACK

Tune your lobby

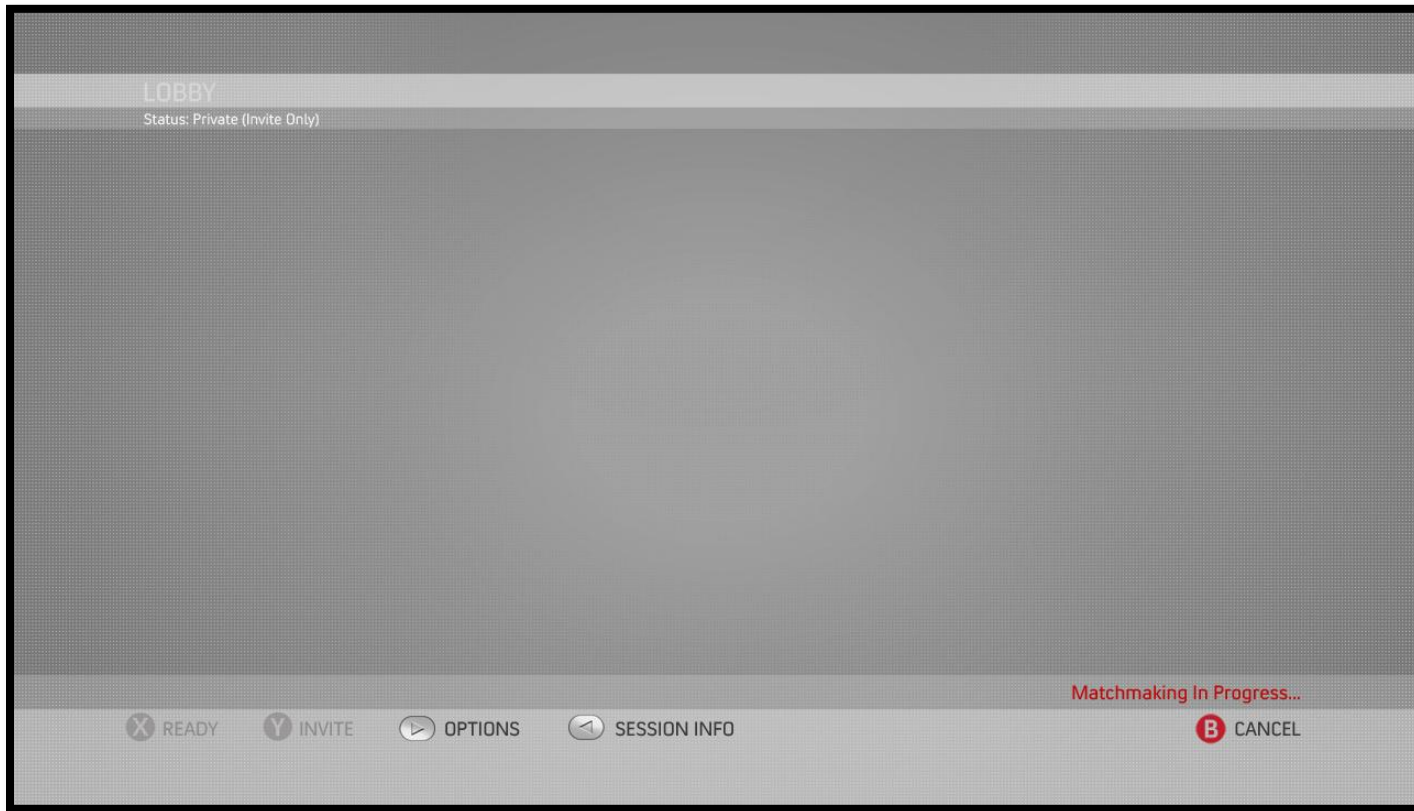


### ***GAME STATUS DISPLAY***

A small amount of screen real estate should be reserved for game status strings. This alone can greatly alleviate many issues pertaining to usability and understandability. Actions that are exclusive to the session leader should be communicated to all players via this system as much as possible.

Some examples include (but are not limited to):

- Matchmaking in progress...
- Game starts in...
- Waiting for <session leader's gamertag> to start the game...



## ***MATCHMAKING***

Matchmaking criteria will depend largely on the nature of the game and should be defined on a per title basis.

Some important considerations:

- Sessions without open slots should bypass Matchmaking altogether and proceed directly into active gameplay.
- The Matchmaking process must be clearly communicated to all players. This is often a cause of confusion since players may not realize they're being matched automatically.

## Matchmaking (more detailed)

After PLAY has been set in motion, either through the Session Leader or a consensus, the game will proceed to the Matchmaking phase. However, this will only happen if the session contains available slots. Otherwise, the game will proceed to the Round Prep phase until the game is ready to begin.

When entering this state, the game should transition Lobby UI elements away and replace the title to **Matchmaking**. Progress should be indicated by some animated graphic and status strings should be displayed as much as possible.

“Cancel Matchmaking (B)” should be displayed in the contextual area and remain active only for the Session Leader.

All other players will have access to the following:

- Options (START)
- Session Info (BACK)

**Dedicated Ad space is also a requirement** and this should be introduced during the Matchmaking state.

Some other visual considerations:

- Avatars that change their behavior to indicate a new Lobby state
  - o Example: Avatars start out idle and arranged in a line to represent player slots
    - Game enters Matchmaking and avatars “come to life.”
    - Avatars run over to some other location on screen and reconvene in a more social arrangement, perhaps as a circle or group.
    - Avatars appear to socialize, and as new avatars join the session via Matchmaking, they are greeted by the group.
- Camera transitions to reveal additional set elements, such as an Ad screen

After Matchmaking has completed, the game will progress to the next Lobby state, Round Preparation.

## Round Preparation

Functionally, this state is purely a holding area for players that are waiting on the start of an event—or any other necessary processes prior to entering gameplay.

Visually, this doesn’t need to be any different than the Matchmaking state, although creative liberties may indeed be exercised here—it depends on the title.

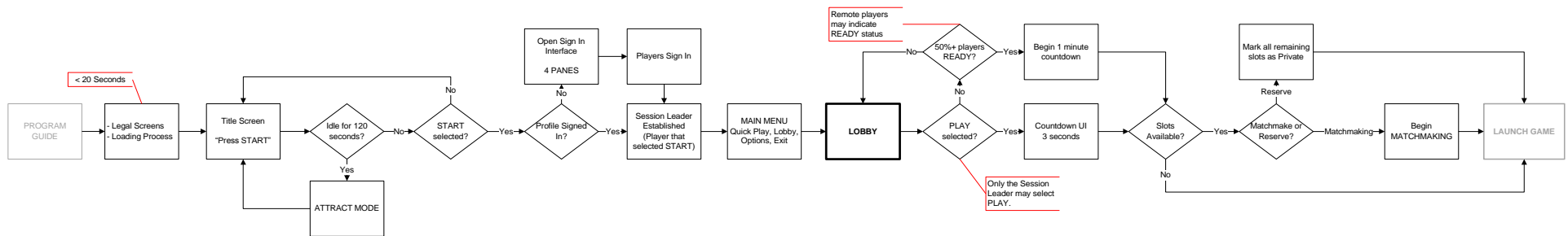
Some notable differences:

- The Session may not return back to the Lobby at this point. The glyph for “Cancel Matchmaking (B)” should be removed. Options and Session Info may still be accessed.
- The animated graphic for Matchmaking should be removed and all status messages should pertain to **when** the game will be starting.

This Lobby state should conclude with “transition out” elements to the UI and avatars. All Lobby specific UI will slide/fade/collapse and avatars may run off the screen to indicate a departure from the Lobby.

Availability of universal UI elements should be accounted for in case Loading is required.

## Front End Overview Flow



For Visual Reference, refer to the Front End UI Wireframe Documentation

## Open Questions

The following are areas needing more investigation for the full application of Front End features:

- Couch Play:
  - A better process for signing in local players may be needed. If 2 or more local players want to start Quick Play, there's no elegant way of getting everyone signed in before the Quick Play option is selected.
    - Perhaps the Profile sign in screen opens by default upon selecting START on the Main Menu? This could always default to 4 panes..?
  - Since there are no player menus, it may be difficult for couch players to withdraw from the session while in the Lobby.
    - Controls are locked to the player that selects OPTIONS. An EXIT option will need to be here, but this is unorthodox.
  - When a couch player selects OPTIONS and leaves the interface open, what happens when gameplay is started by a remote player?
    - The game should proceed into the next stage (in the background) while an active interface remains as the focal point for all affected couch players.
- Session Management features are currently unsupported by any Primetime title.



# LOBBY

Status: Private (Invite Only)



Next episode starting in 5:00...

X READY

Y INVITE

▶ OPTIONS

◀ SESSION INFO

B EXIT