

Primetime Frontend Loading Mechanics

This document explains the user experience and user interface from loading to the main menu. All technical documentation is written from a platform wide level and is not meant to be specialized toward any one particular title. Some elements will be called out as optional dependant on the game type.

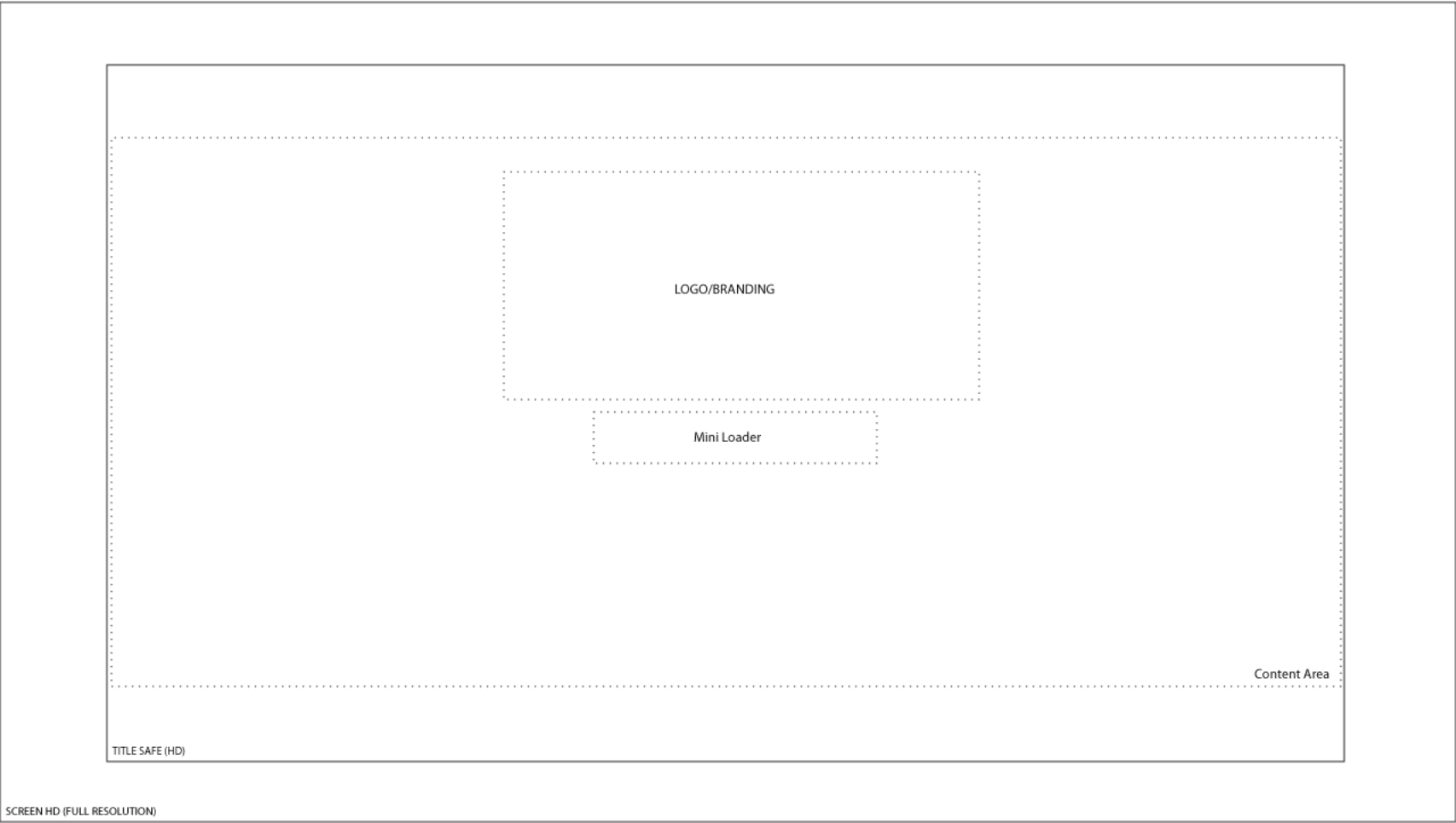
Modular Pieces:

- **Background:** Full Resolution and contains movie holder for attract mode and menus if applicable.
- **Content Area:** Contains content that must be contained within title safe. Overlays Background.
- **Legal Display:** Contains legal content that can fade in and out to display as much legal as needed.
- **Logo/Branding:** Contains game specific branding information.
- **Mini Loader:** A compact loader used where there is limited space or a quick load. Contains an animated loading icon and the word "Loading...".
- **Full Loader:** This loader contains dynamic information on what is being loaded or downloaded in text format and percentage format. It also contains a graphic progress bar. Used during longer load times.
- **Status Module:** Used to display relevant episode status information.
- **Contextual Module:** Used to display button information on the right and tool tips for menus on the right.
- **Error Handling Module:** Used to display errors, and choices user must make related to those errors.

Preloader State (optional):

This state is used to preload developer movies to be displayed before legal if applicable. It is meant to be a very quick load or buffer. This state will most likely not be used until Primetime has the ability to stream frontend movies.

Modular Components Include: Content Area, Logo/Branding, and Mini Loader




Skinning Preloader

[GAME TITLE AND BRANDING]

LOADING... 



LOADING... 

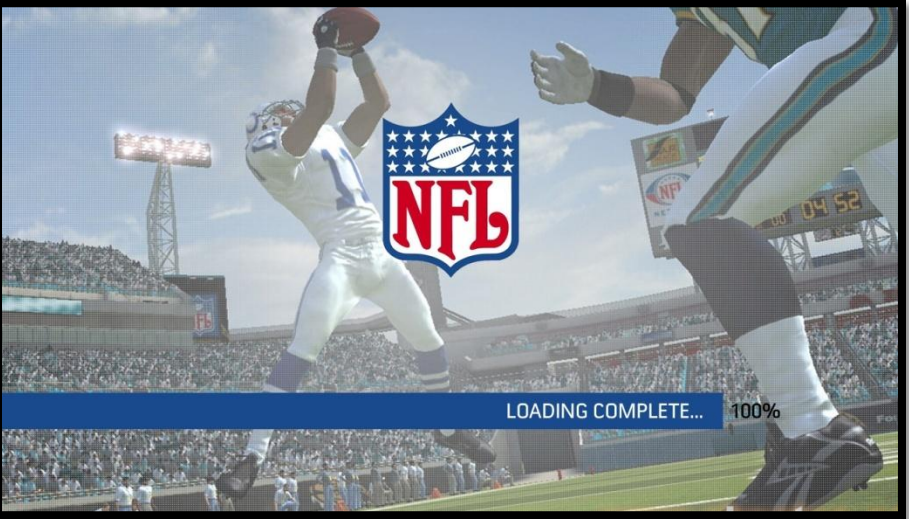
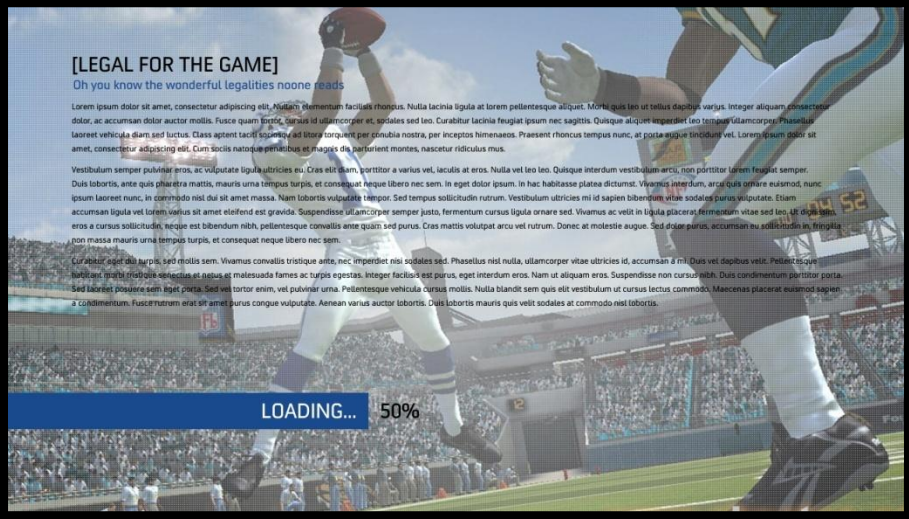
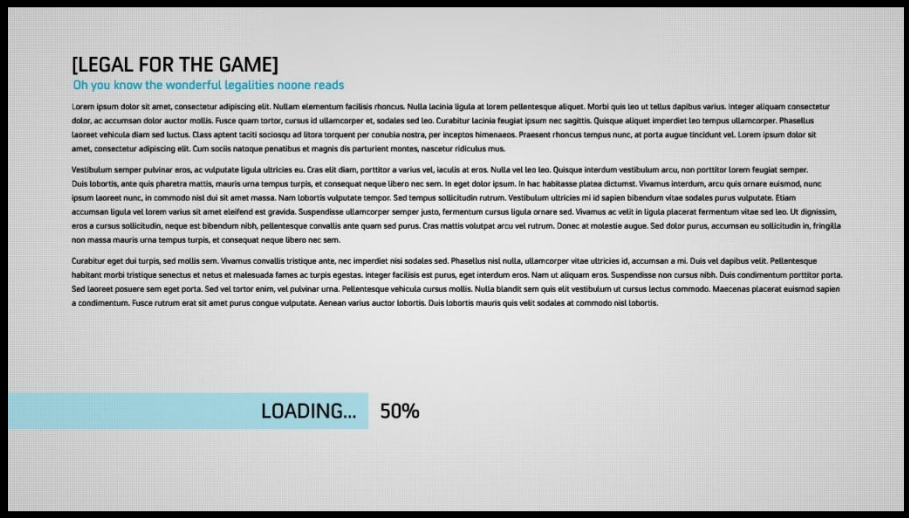
Loading State:

Most Primetime games will start here from the Grid. This state is used to download launch package and show package if necessary while displaying legal. When downloads and legal display is complete, Title Attract state activates.

Modular Components Include: Background, Content Area, Legal Display, Logo/Branding, Full Loader



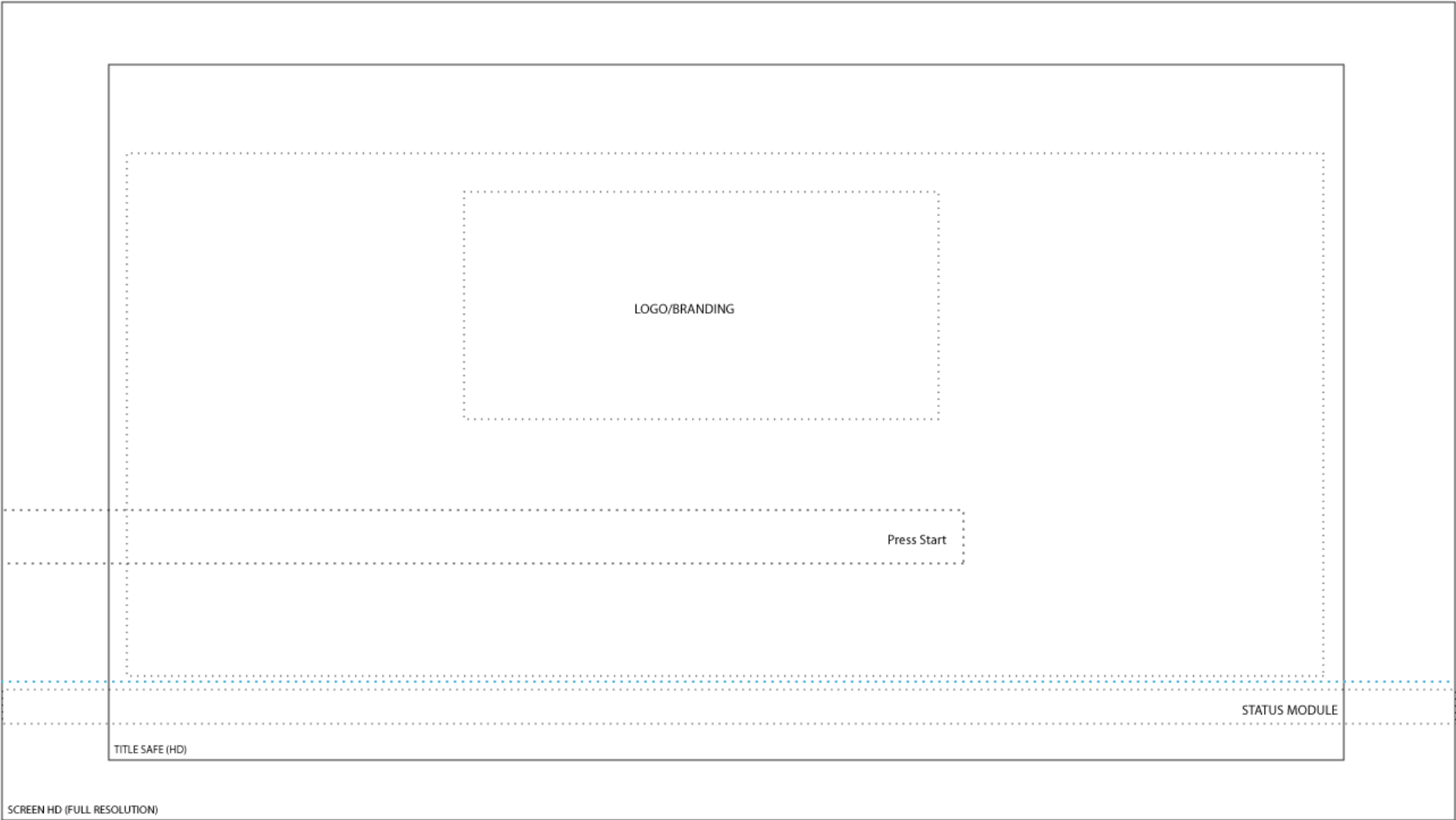
Skinning Downloading/Legal Display



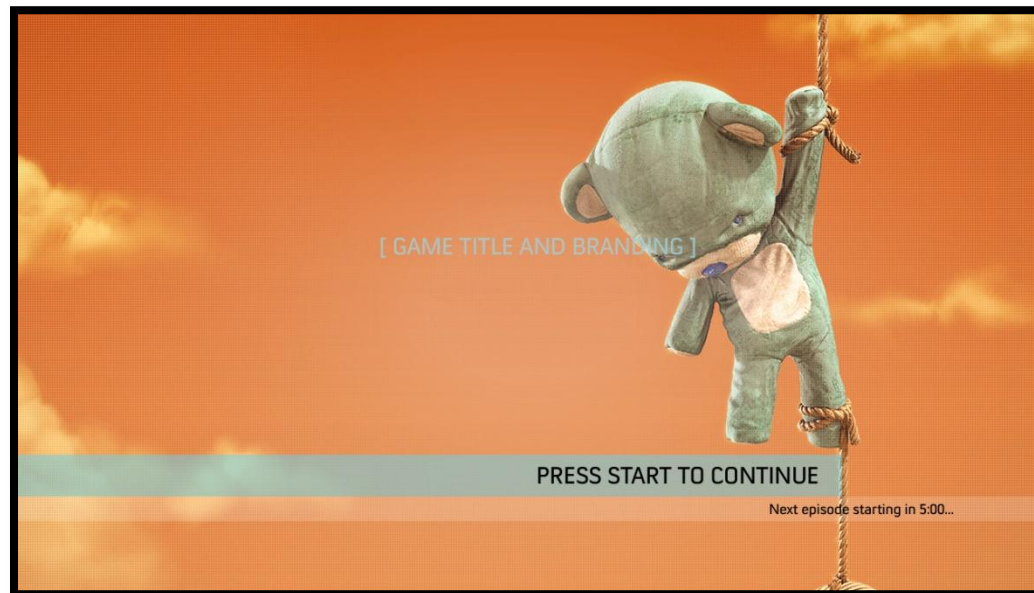
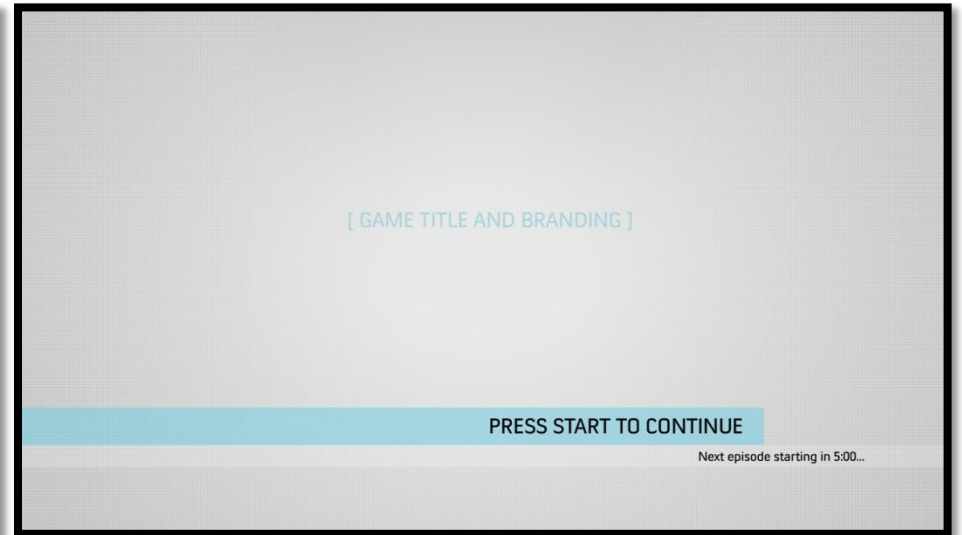
Title Attract State (optional but recommended):

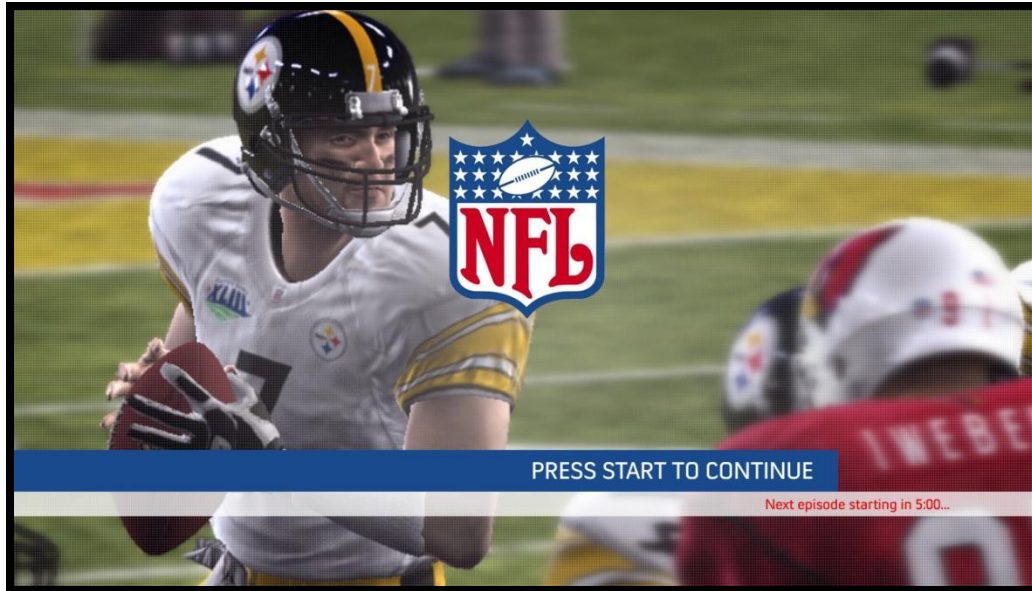
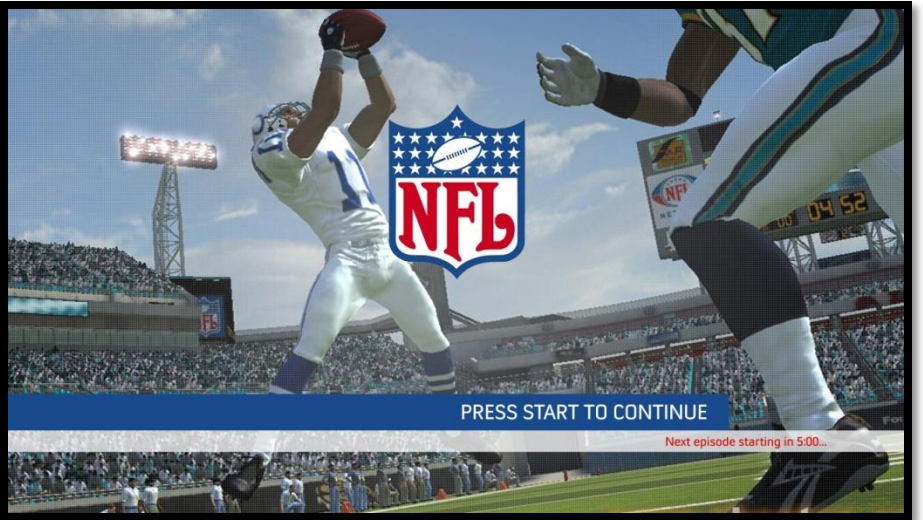
Once the game has completed downloading the Loading bar transitions to the Press Start To Continue Button.
If there is relevant status information, it is displayed. If the user idles for “x” seconds, trailer mode activates displaying a movie in the background container.

Modular Components Include: Background, Content Area, Legal Display, Logo/Branding, Full Loader, Status Module



Skinning Title Attract Mode



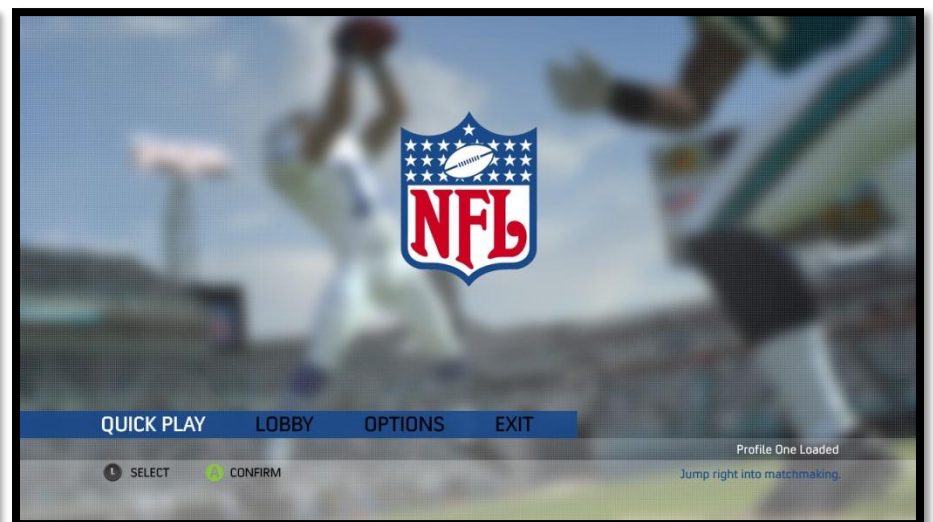
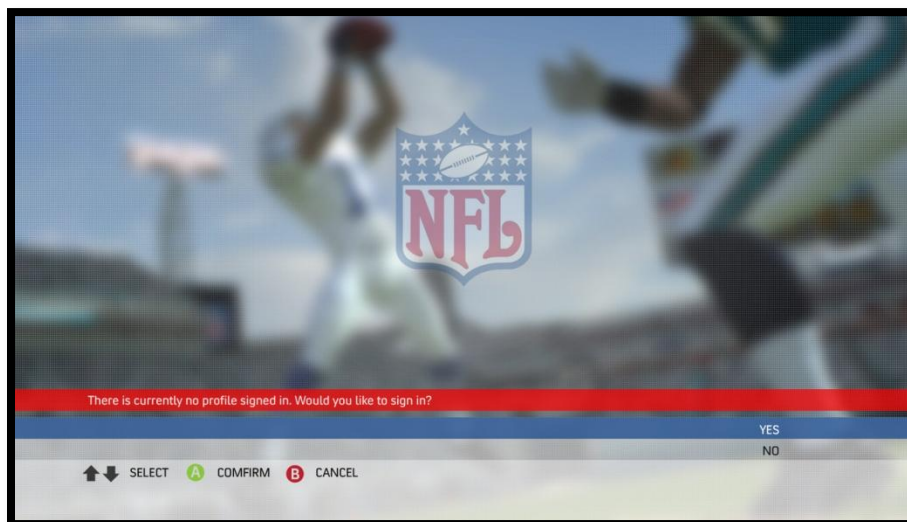
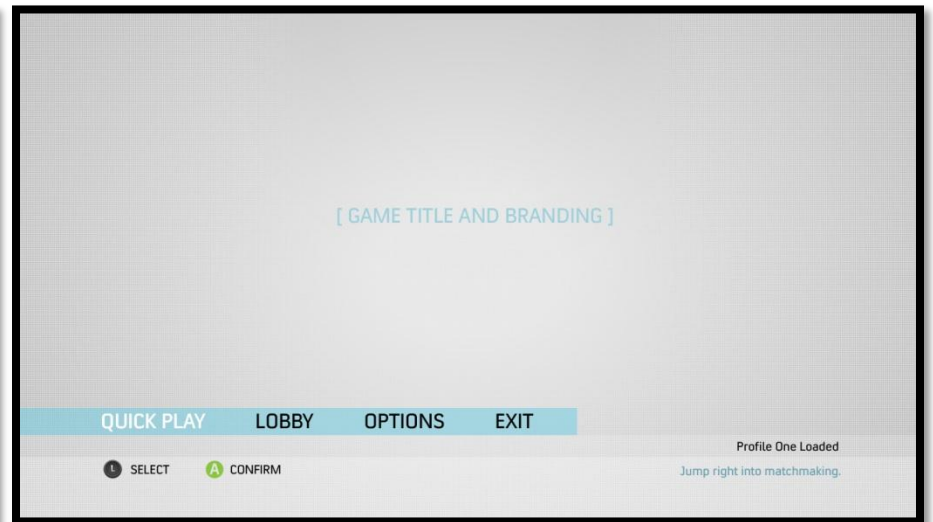
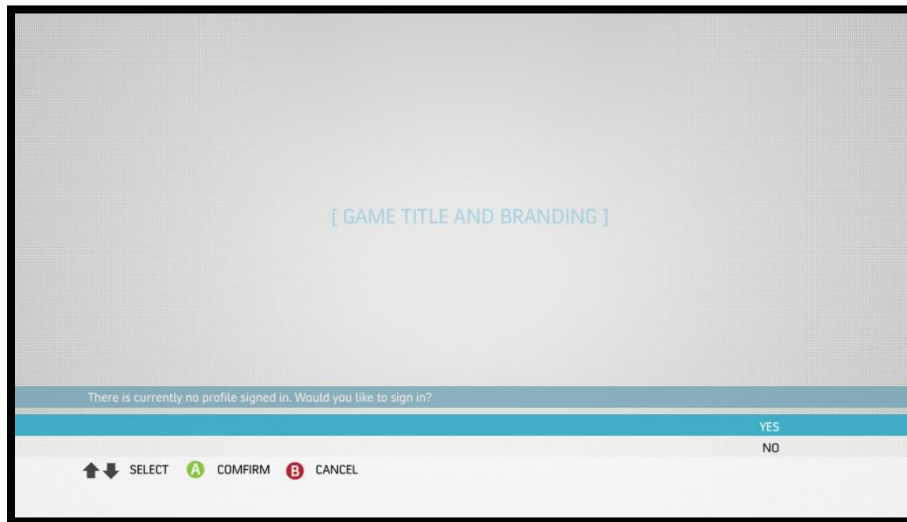


Error Handling (required):

Once the game user press Start on the attract screen, checks will be made to ensure the user does not move forward without proper game data, etc. The contextual/Status Area will become the error handling module.

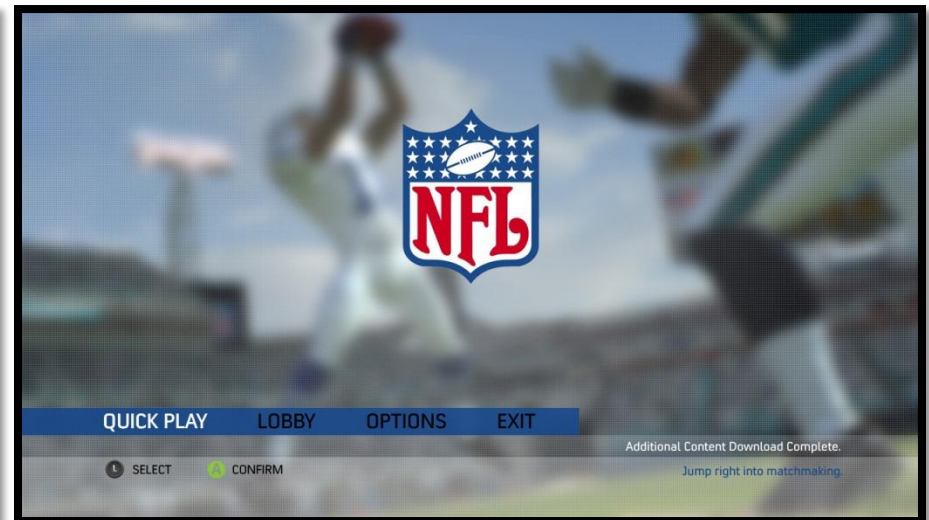
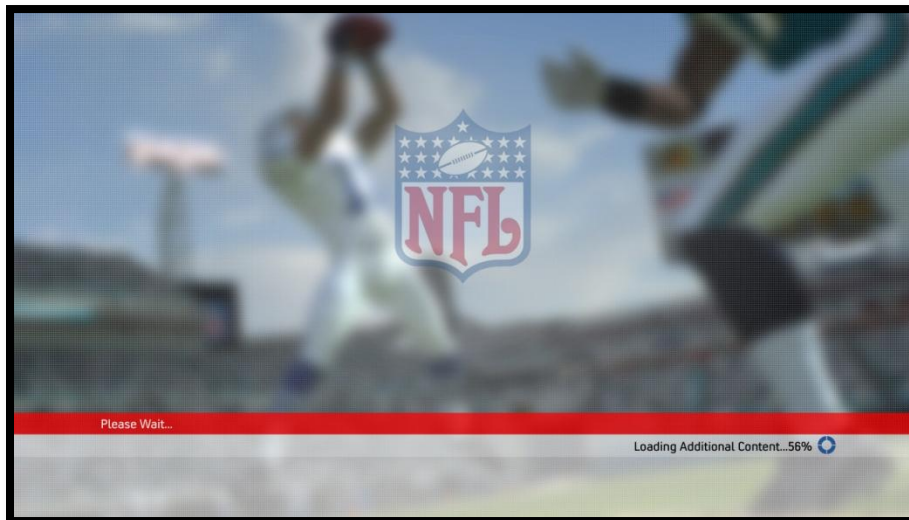
No Profile Loaded:

User is prompted, Game Title and Branding is blurred, as well as background to shift focus to the error dialogue. User must make a choice. Once user is signed in, status module is used to display the result of their previous confirmation as the main menu is loaded in.



Missing Necessary Game Content:

User is prompted, Game Title and Branding is blurred, as well as background to shift focus to the error dialogue. User is notified with progress of additional download time. Once additional content is downloaded, status module is used to display the result as the main menu is loaded in.



Main Menu (required):

Once the game user press Start on the attract screen, The frontend will transition to the main menu.

Main Menu consists of:

- Quick Play (dynamic option that allows user to immediately jump into matchmaking) This option will not display if episode is not on,etc.
- Lobby (allows player to enter lobby with previous user settings)
- Options
- Exit (back to GRID)

Modular Components Include: Background, Content Area, Main Menu, Logo/Branding, Status Module, Contextual Module

