

UX Goals:

- Define framework and behavior of menus.
- Create a global framework that supports all menu scenarios.

Design Requirements:

- Contains “design flow” and eases users into the experience

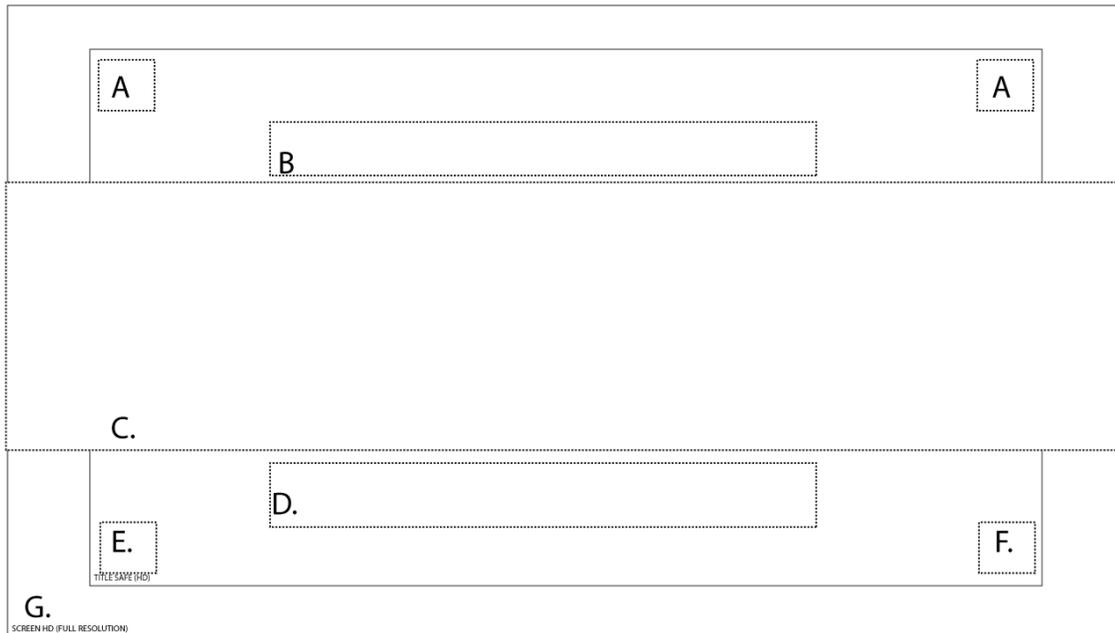
UX Concerns:

- **NUI Clarification:** This is still in progress, so this doc will not address NUI Interaction within our menu framework until more is known.
- **NUI Handles:** The location and interaction of handles will impact this to some extent. We will update when more information is known.
- **EIEO:** Do we need to display EIEO Status of user not controlling the menus?

Base Framework Design:

The following depicts the base framework design with all components laid out.

Note: This layout is subject to change based on art, the idea is to understand all the components that must be visible on screen and which components need to be within title safe.

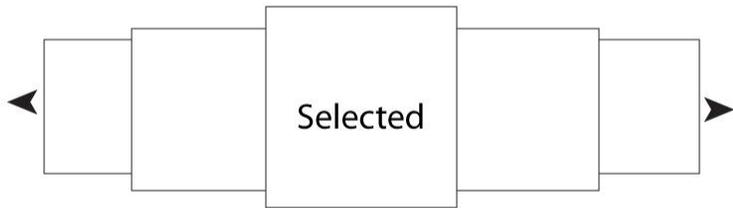


Understanding Each Component:

As pictured above you can see the Loading Framework is made up over multiple components. This allows us to use one framework that covers many scenarios. Each component has it's own inner workings and states and get's called into the main framework.

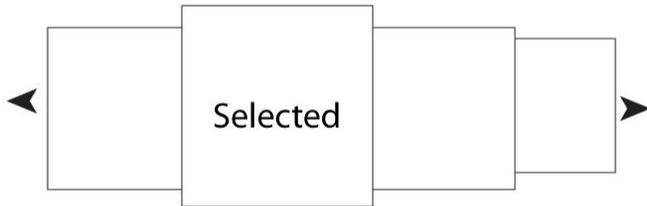
- A. **EIEO** : Refer to UX Spec for more information on EIEO Interaction Design
- B. **Title Component**: Displays Title of Current Menu Page [**Note**: This Component is also used in the loading framework]
- C. **Horizontal Card Flow Widget**: Displays menu options thru the use of a **continuous wheel** interaction
 - I. **4 Modes of Display: 5 cards (preferred), 4 cards (for edge cases), 3 cards (preferred)**

5 Card Display: This mode represents our max card per page view.

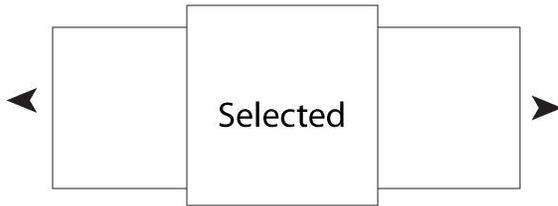


4 Card Display: This mode represents an edge case of a menu containing 4 items.

Note: We will do as much as possible to ensure the flow avoids this scenario but we want to have a mode that exists just in case.



3 Card Display: This mode represents our minimum card per page view.



Note: We will stay away from menus with two or one item. If that happens we will take a hard look at flow before making a new mode.

- D. Contextual Information:** Contains information about what is currently selected. This format will vary based on what is selected and max char. Length available. [I will update this once Art and font choice is a bit more final]
- E. XBOX Platform Orb**
- F. Auto Save Icon:** Appears when data is being saved.
- G. Background Component:** Supports FullScreen Movie

Understanding The Card Component:

As pictured above you can see the Horizontal Card flow widget is made up of multiple card components.

There are two main card component frameworks:

- **Generic**
- **Adventure**

| | |
|--|--|
| <p>Generic Card Component Pieces:</p> <ul style="list-style-type: none"> • Static Image • Title • Animated Image [played when card is in select area] | <p>Adventure Card Component Pieces:</p> <ul style="list-style-type: none"> • Static Image • Title • Animated Image [played when card is in select area] |
| <p>Generic Card Component States: Note: These states will be represented visually.</p> <ul style="list-style-type: none"> • Available • Unavailable | <p>Adventure Card Component States: Note: These states will be represented visually.</p> <ul style="list-style-type: none"> • Available • Unavailable |

- **Selected**
- **Updated**
- **Special [supports special animations, vfx]**

- **Selected**
- **Special [supports special animations, vfx]**
- **Player Status [ie. Gold, Silver, Bronze or Completed! Or Percentage Complete]**
- **Adventure Type**
- **Adventure Level [Easy,Hard,Medium]**
- **Reward [achieved, or not achieved]**

Understanding Menu Transitions:

Our menus will support basic fading in and out of all major components. We also will support playing a transition movie.

Main menu components would fade out, leaving the full screen background movie. Transition would be loaded and played. Main Menu Components would then fade back in.