

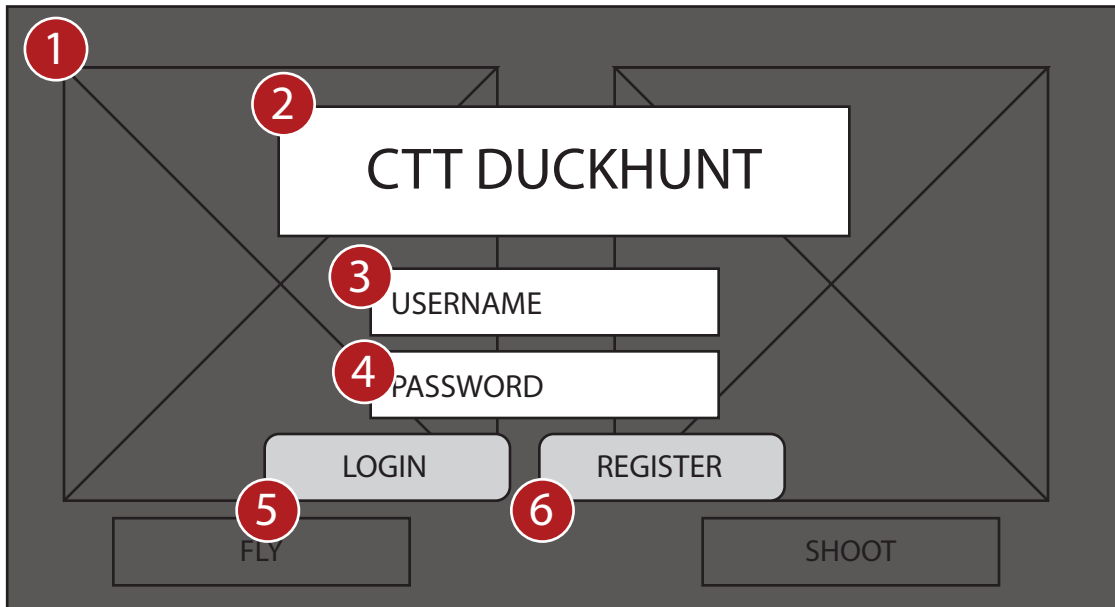
## Functional Specification

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Creative Technologist of Toronto

### Document History:

Version	Date	Author	Notes
1.0	Sept. 13, 2013	Christopher Lewis	Initial wireframes for review



1. Lightbox background obscures start options if the user has not logged in.

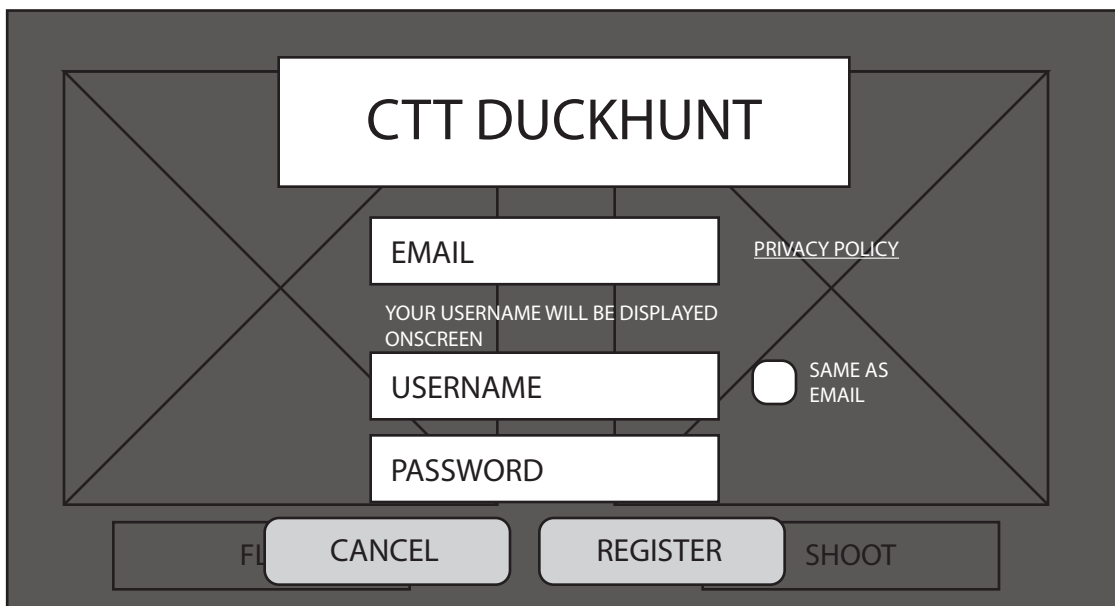
2. CTT Duckhunt logo/ wordmark

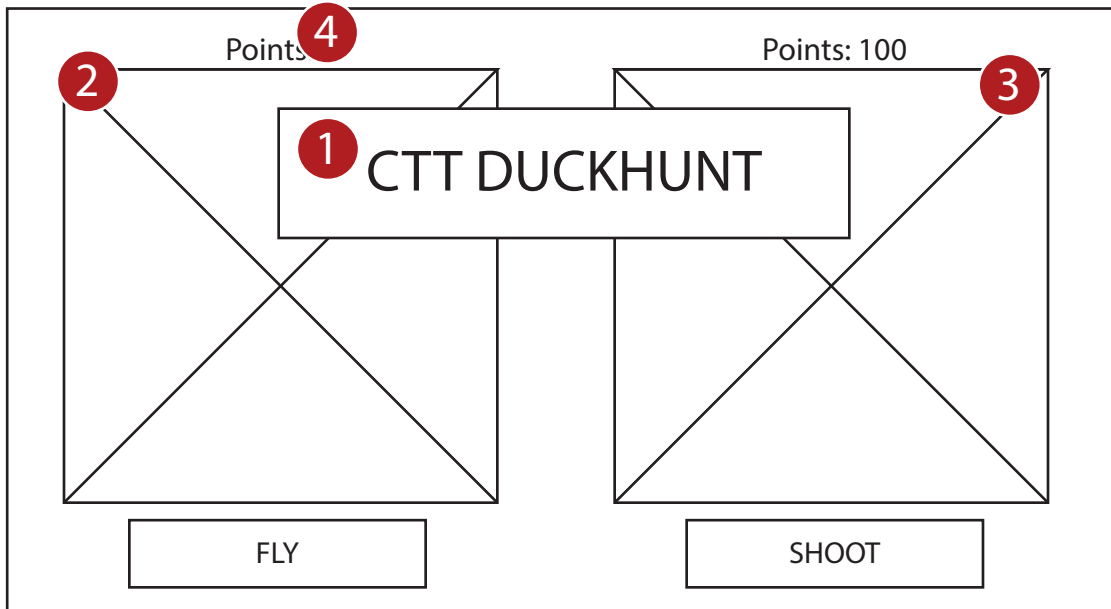
3. Username field - plain text, no spaces

4. Password field - obscured text

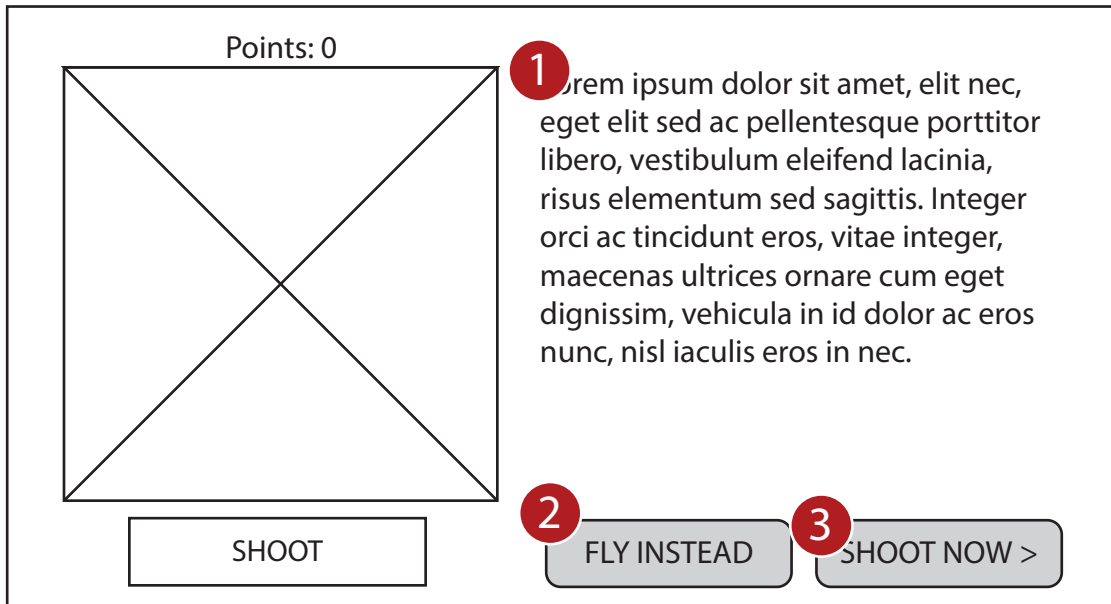
5. Login button - on touch it attempts to login to the server using supplied username/ password. If action fails a dialogue box appears prompting to retrieve password or add email to create new account

6. Register Button - on touch the view changes to include an e-mail field and an option box to use email for username - this helps avoid situations where users don't want to display names on screen. Additionally, dialogue should be included stating that the username will be displayed.

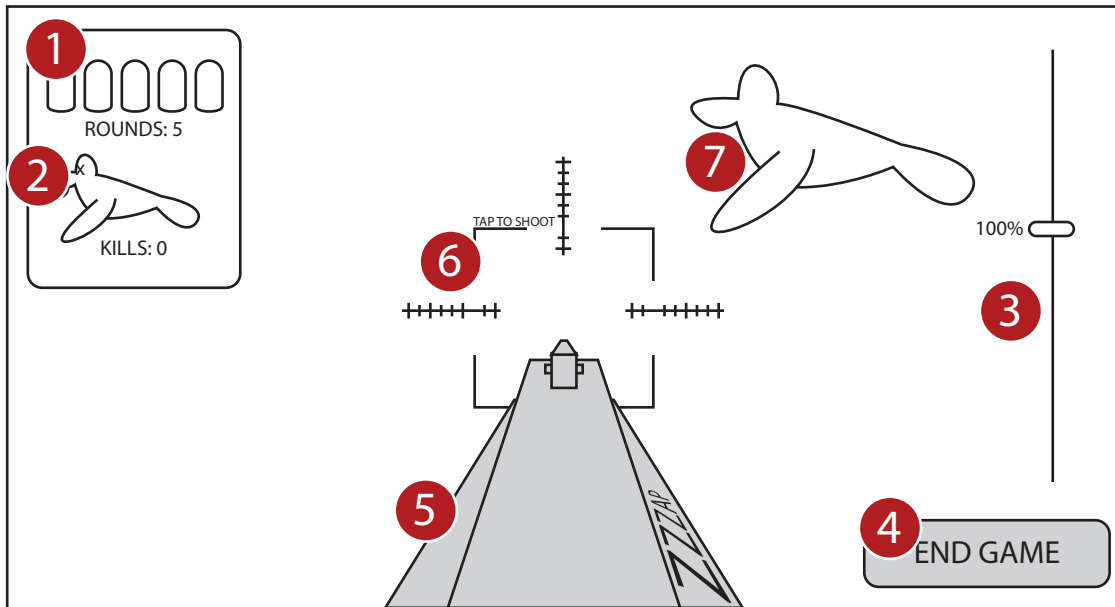




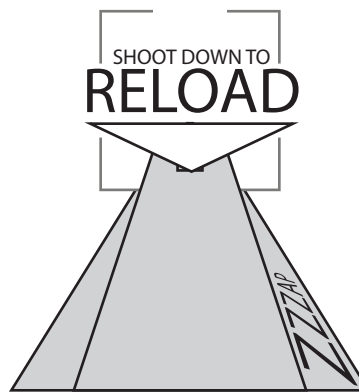
1. CTT Duckhunt logo
2. Fly button - continues to Fly instructions view on touch
3. Shoot button - continues to Shoot instructions view on touch
4. Points - audience members points are loaded from service on login. Points are split between Fly and Shoot scores.



1. Instructions - a brief description of how to play, relative whenther the user selected Shoot or Fly.
2. Fly Instead button - switches to Fly/ Shoot - the opposite of the current selection
3. Shoot Now or Fly Now - starts game



1. Rounds remaining - 5 rounds available by default. Each duck hit resets rounds. If the user runs out of rounds, a "RELOAD" directions is given, ideally with audio:



2. All time score - shows cumulative score for shoot or fly.

3. Zoom slider - increases the zoom of the camera feed. Allows the user to increase the size of the ducks for more accuracy. Zooming in changes the reticle. An outline of a duck appears on zoom to suggest the ideal sizing.

4. End Game button - allows the user to end the current game and move to the high-score view.

5. Zapper Gun - image of the zapper. Responds slightly to the accelerometer. The rear of the gun is visible when reloading.

6. Reticle - responds slightly to accelerometer and changes in zoom.

7. Duck.

The screenshot shows a scoreboard interface. At the top, a title box contains the text "CTT DUCKHUNT FLY". To the right of the title is a button labeled "MAIN MENU" with a red circle containing the number "2" above it. Below the title is a table with three columns: "RANK", "SCORE", and "NAME". The table contains 10 rows of data. To the right of the table is a button labeled "NEXT" with a red circle containing the number "1" above it.

RANK	SCORE	NAME
1.	50000	LOREM
2.	45000	LOREM
3.	40000	LOREM
4.	35000	LOREM
5.	30000	LOREM
6.	25000	LOREM
7.	25000	LOREM
8.	25000	LOREM
9.	25000	LOREM
10.	25000	LOREM

1. Next Scoreboard button - advances to the next scoreboard - fly or shoot

2. Main menu button - returns to the main menu