

Marketplace

USER FLOW — V1

NICKI STEARNS



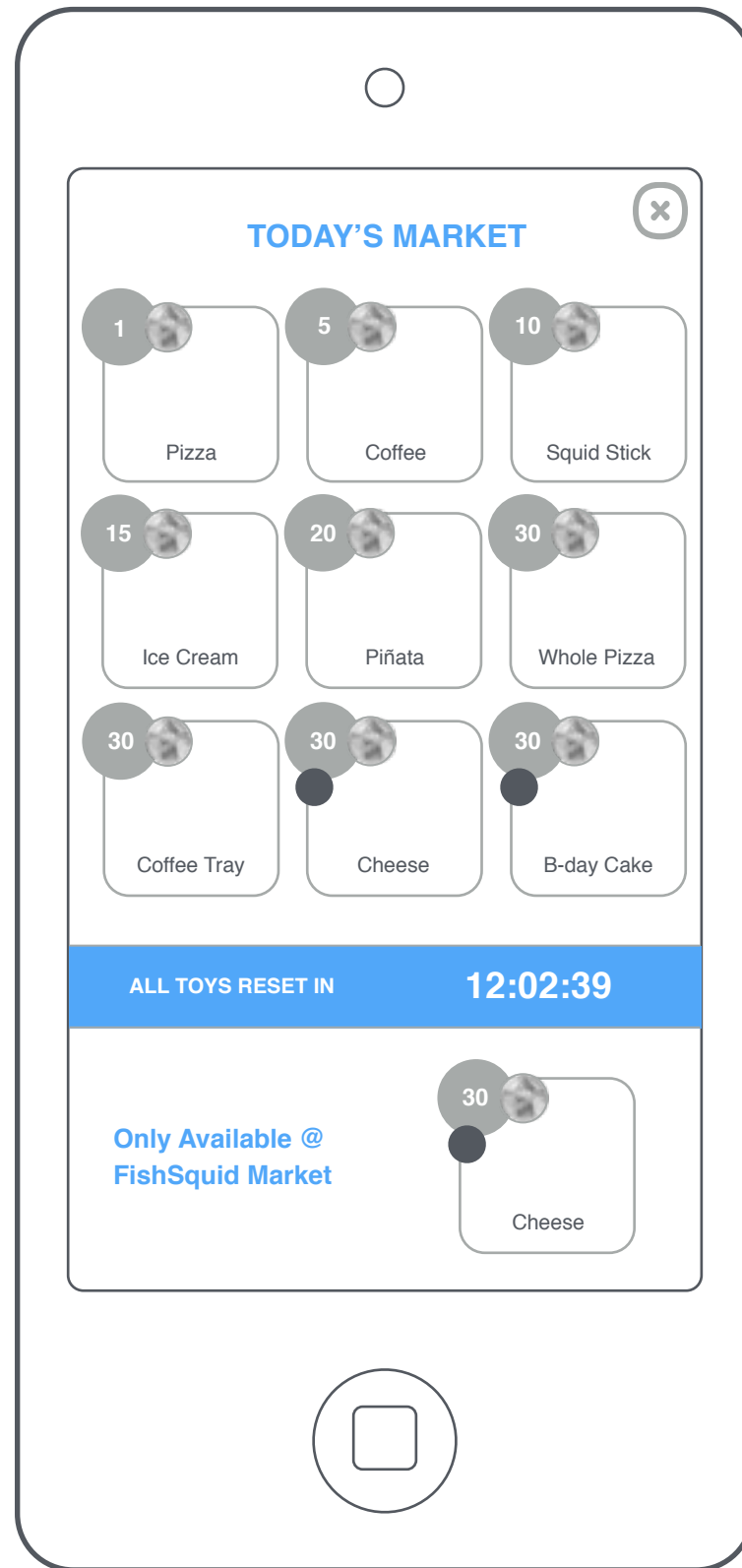
01

Marketplace Structure

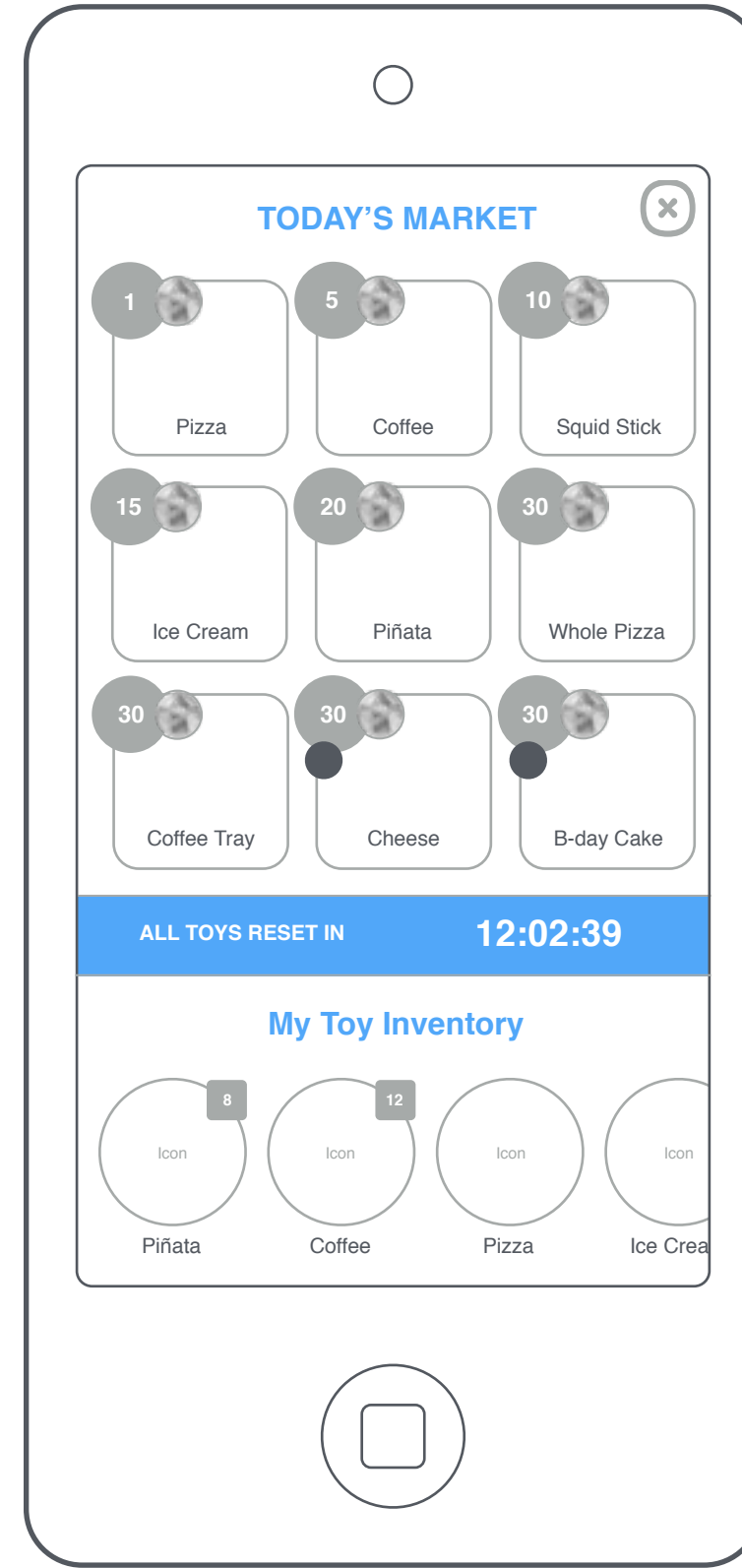
LAYOUT OPTIONS

01 Marketplace Structure

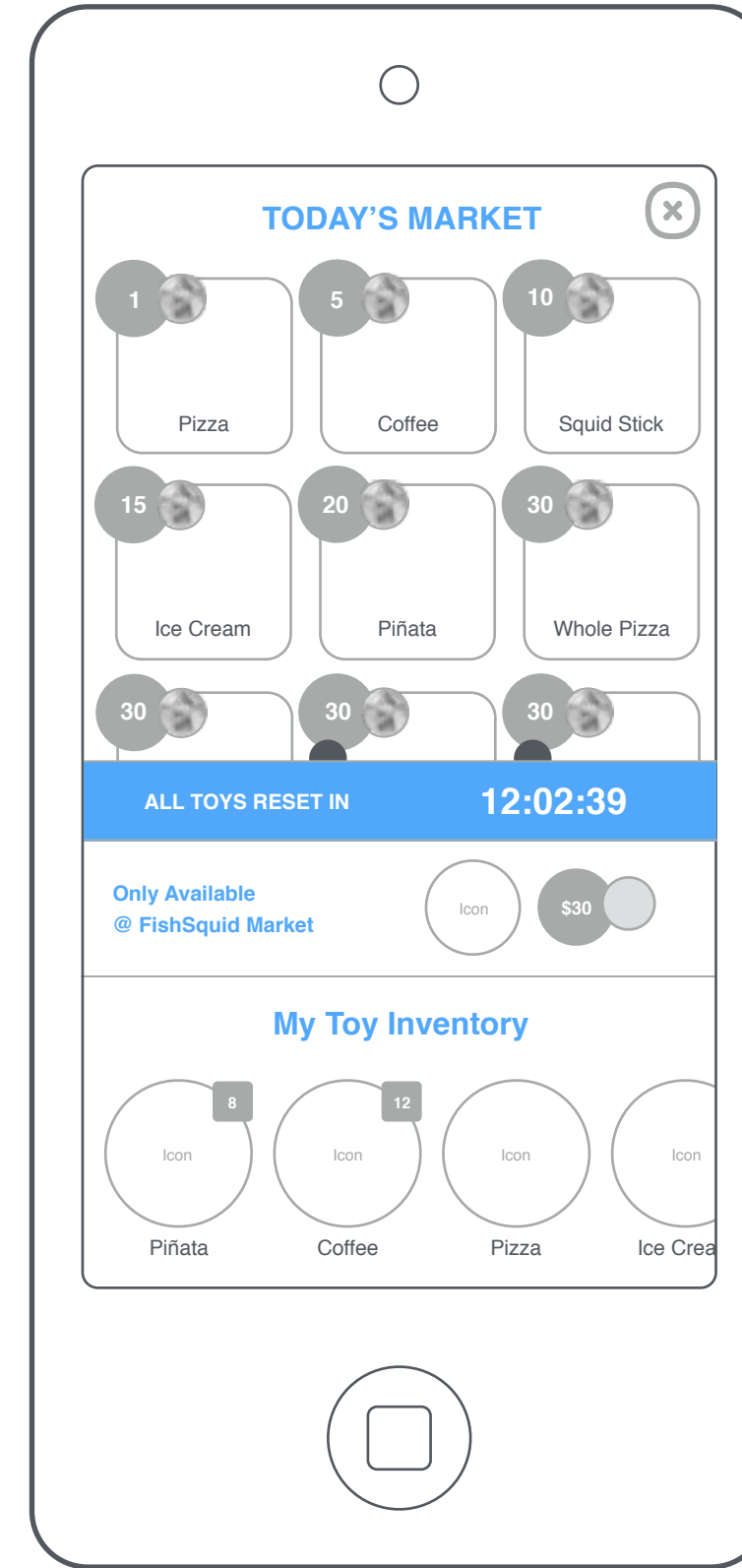
A LAYOUT OPTIONS



A Option 1: Includes toys for purchase, timer, large advertisement



C Option 2: Includes toys for purchase, timer, and toy inventory tray



B Option 3: Includes toys for purchase, timer, advertisement from another market, and toy inventory tray



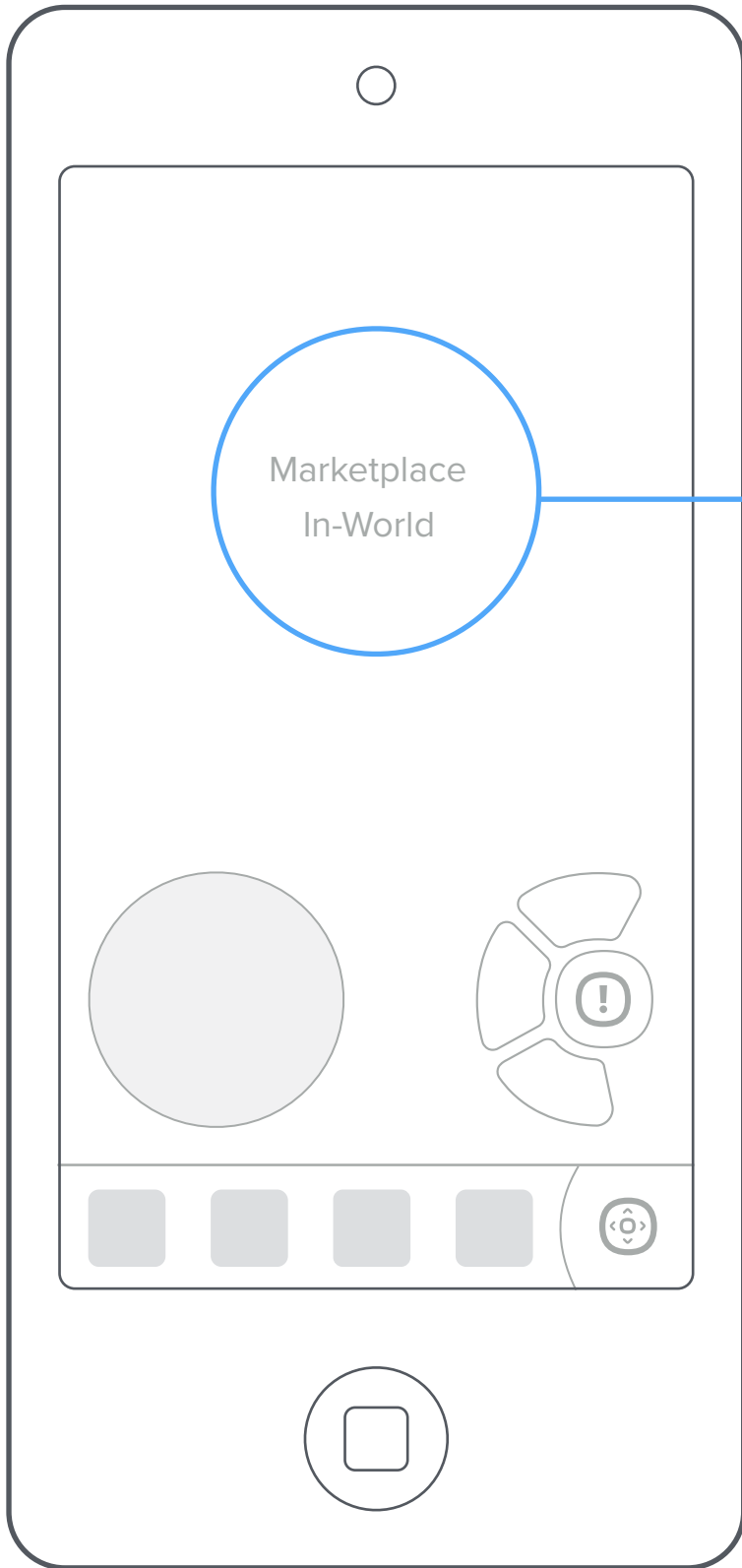
02

Member

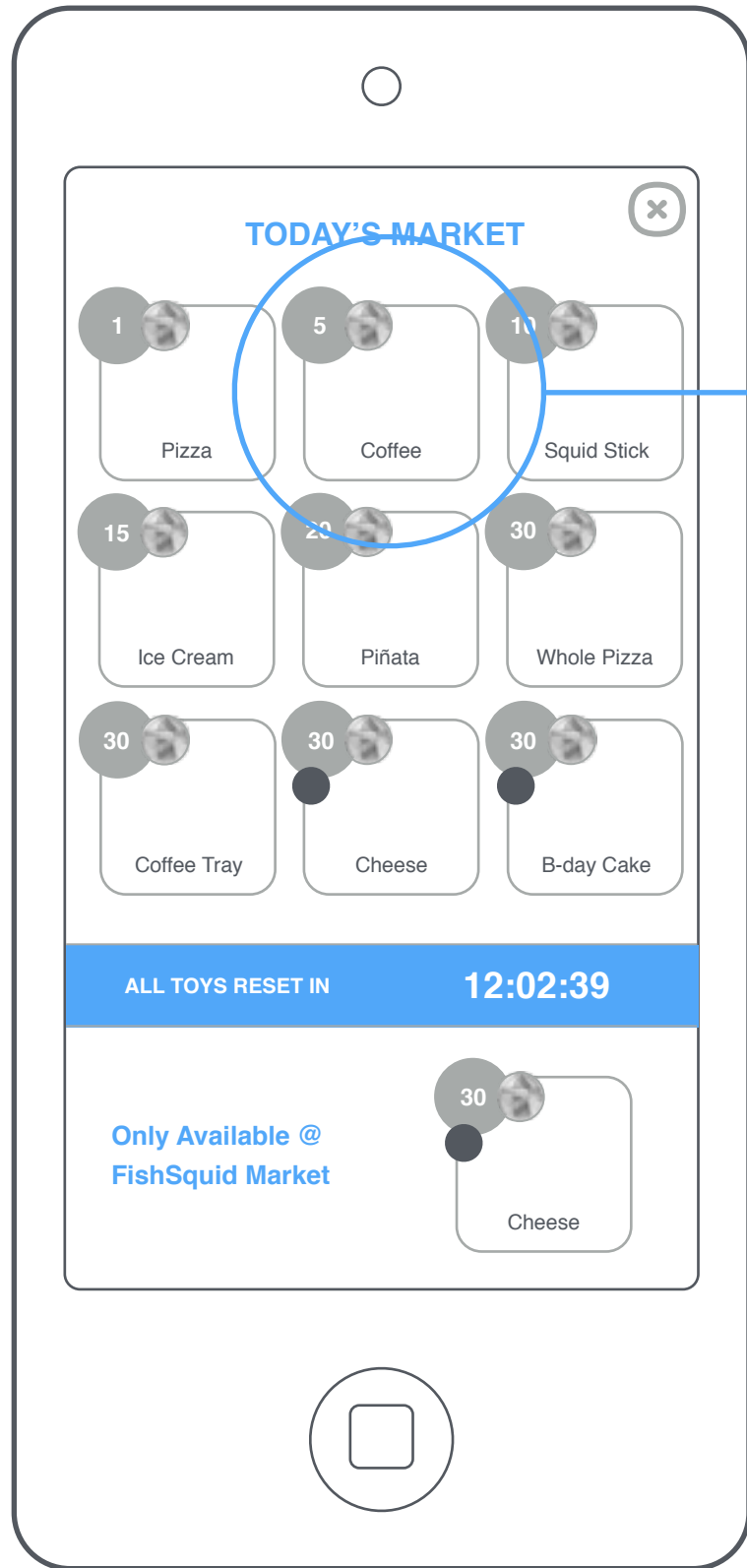
MEMBER MARKETPLACE EXPERIENCE

02 Member

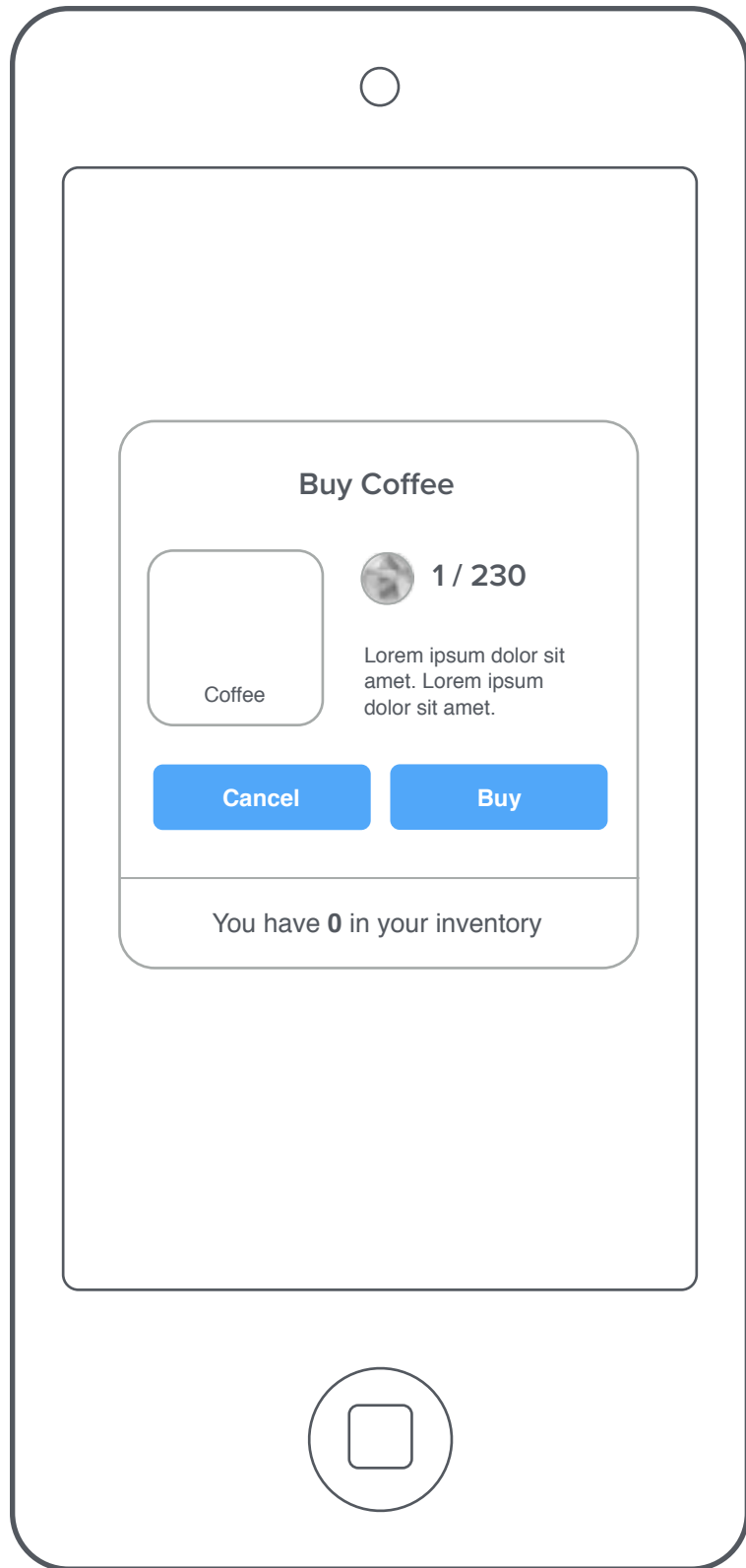
A MARKETPLACE



A User interacts with Marketplace in world



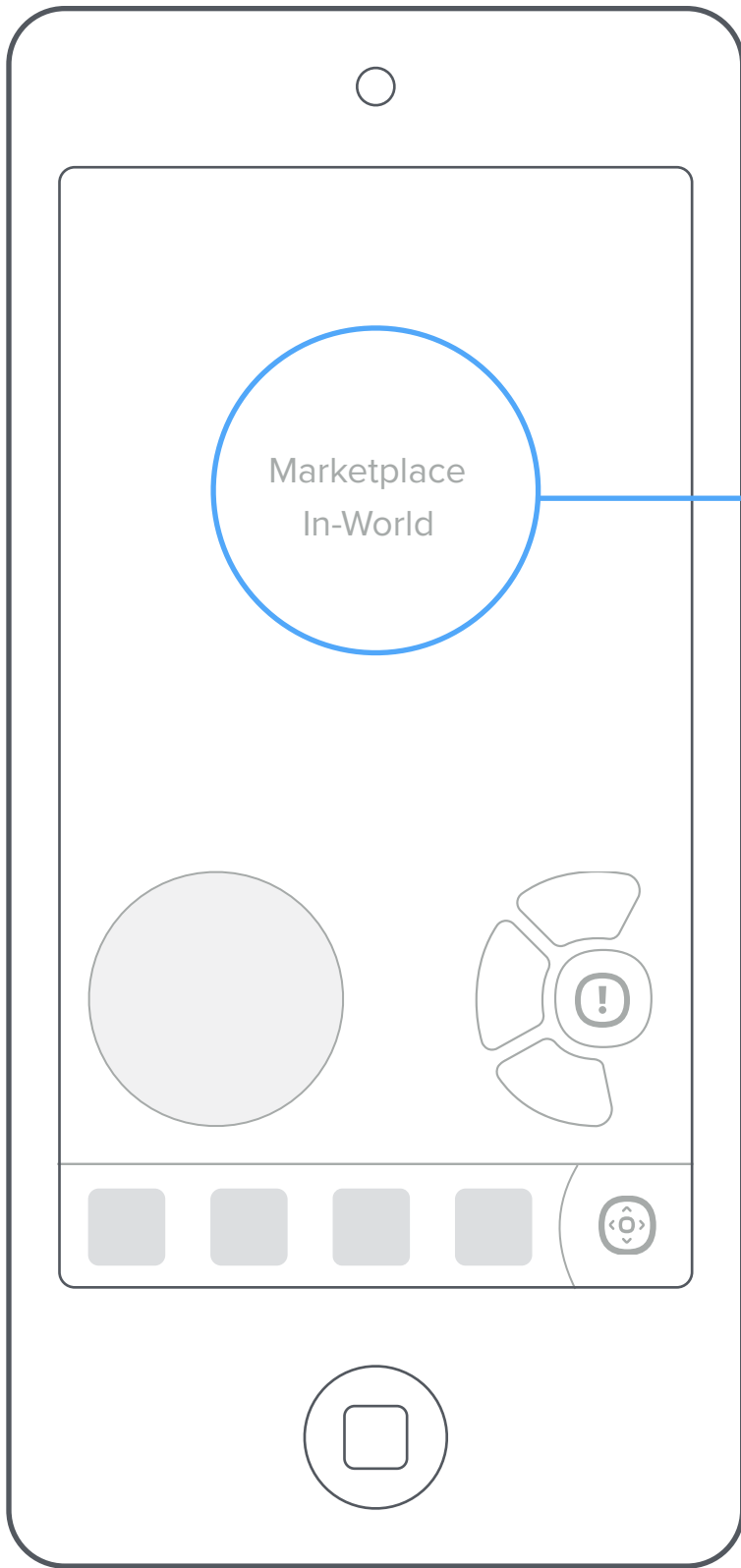
B Marketplace loads with today's selection of items (1-9, subject to membership, level, and quantity restrictions)



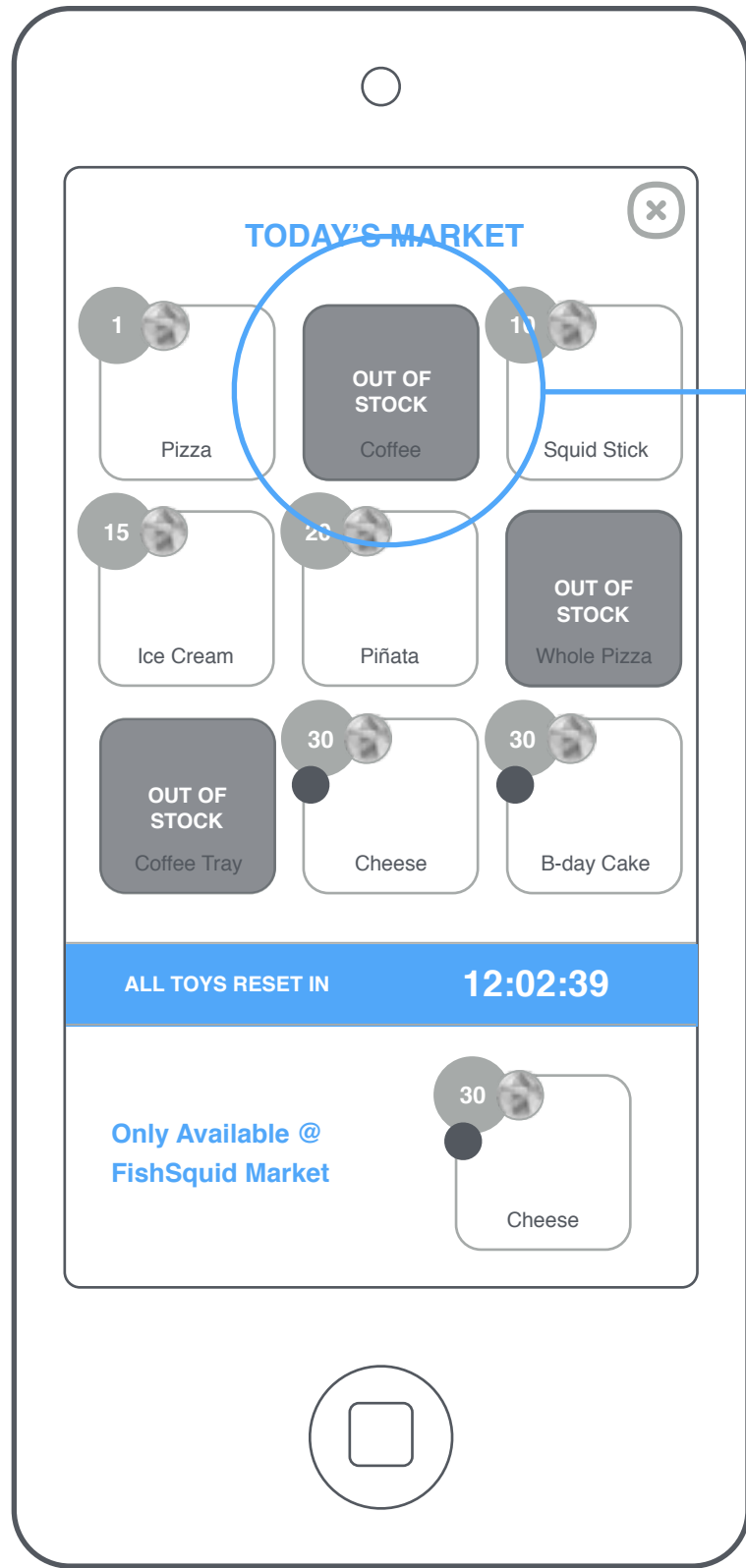
C Player taps toy, pop-up includes price, item, description, cancel and buy buttons; player's inventory of item listed at bottom

02 Member

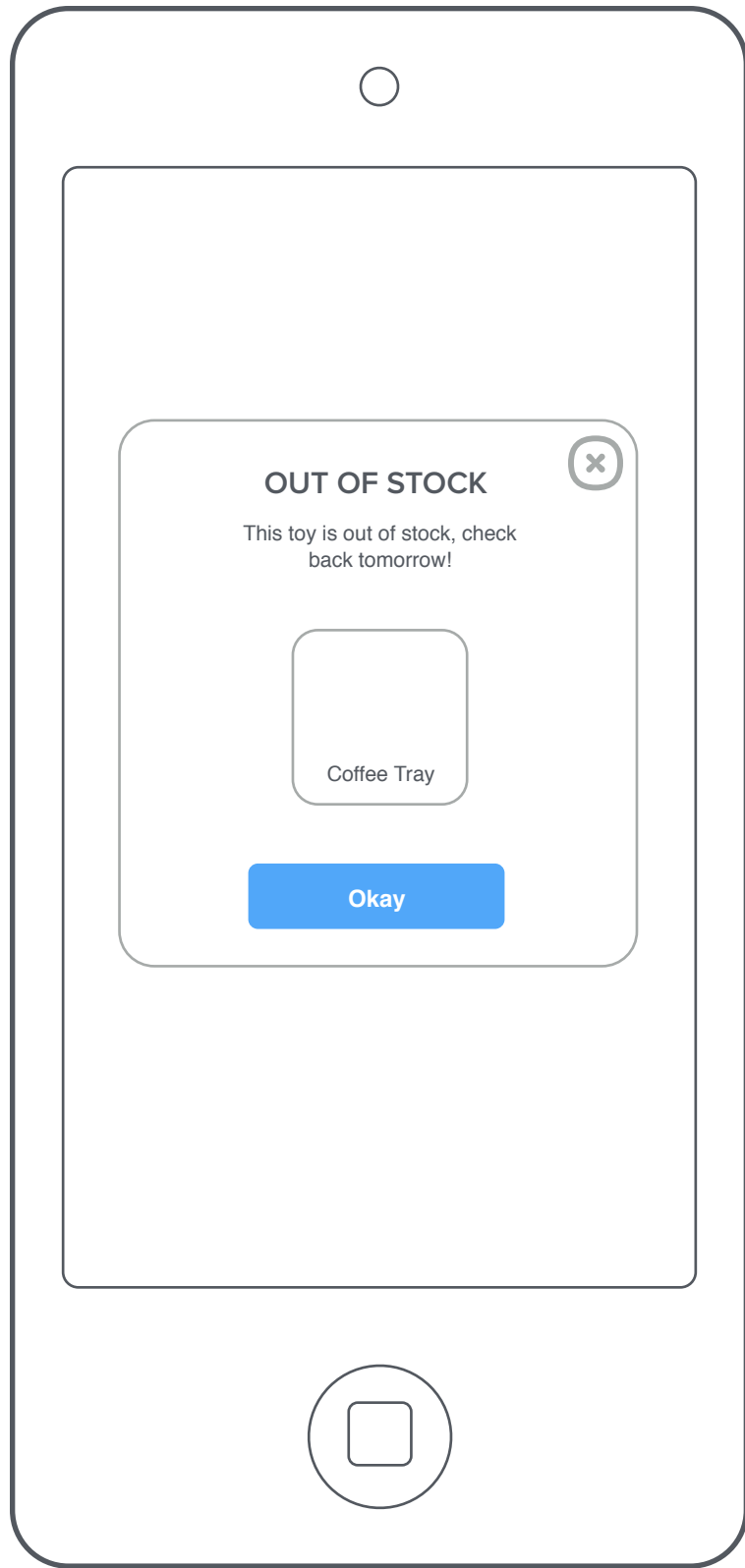
B OUT OF STOCK ITEMS



A User interacts with Marketplace in world



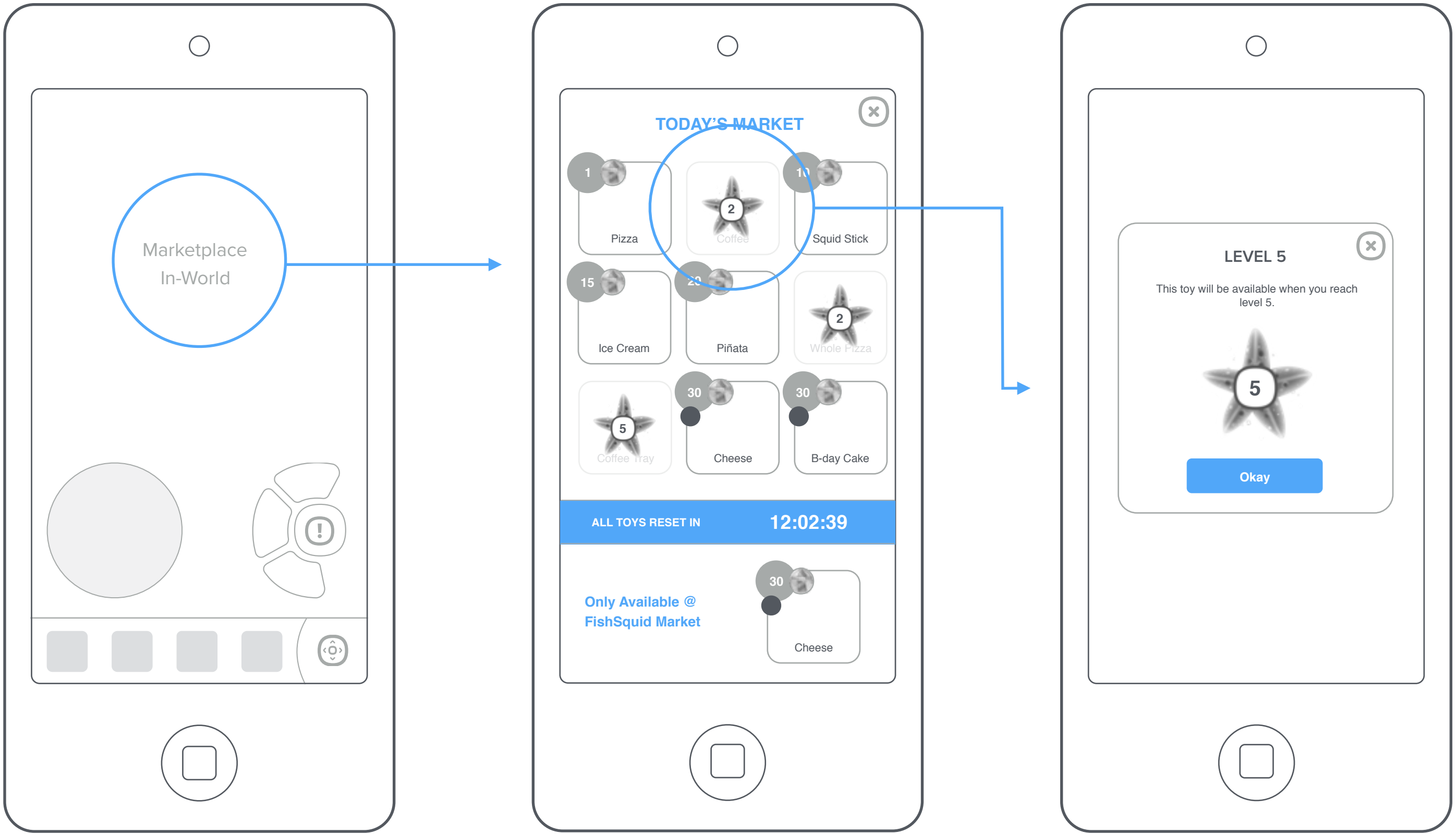
B Marketplace loads with today's selection of items; Out of stock items are disabled



C Player taps toy, pop-up shows "out of stock" message

02 Member

C LEVEL LOCKS



A User interacts with Marketplace in world

B Marketplace loads with today's selection of items; level locked items are disabled

C Player taps toy, pop-up shows "level lock" message

Featured item from other market, should image show "out of stock" or "progression" status?



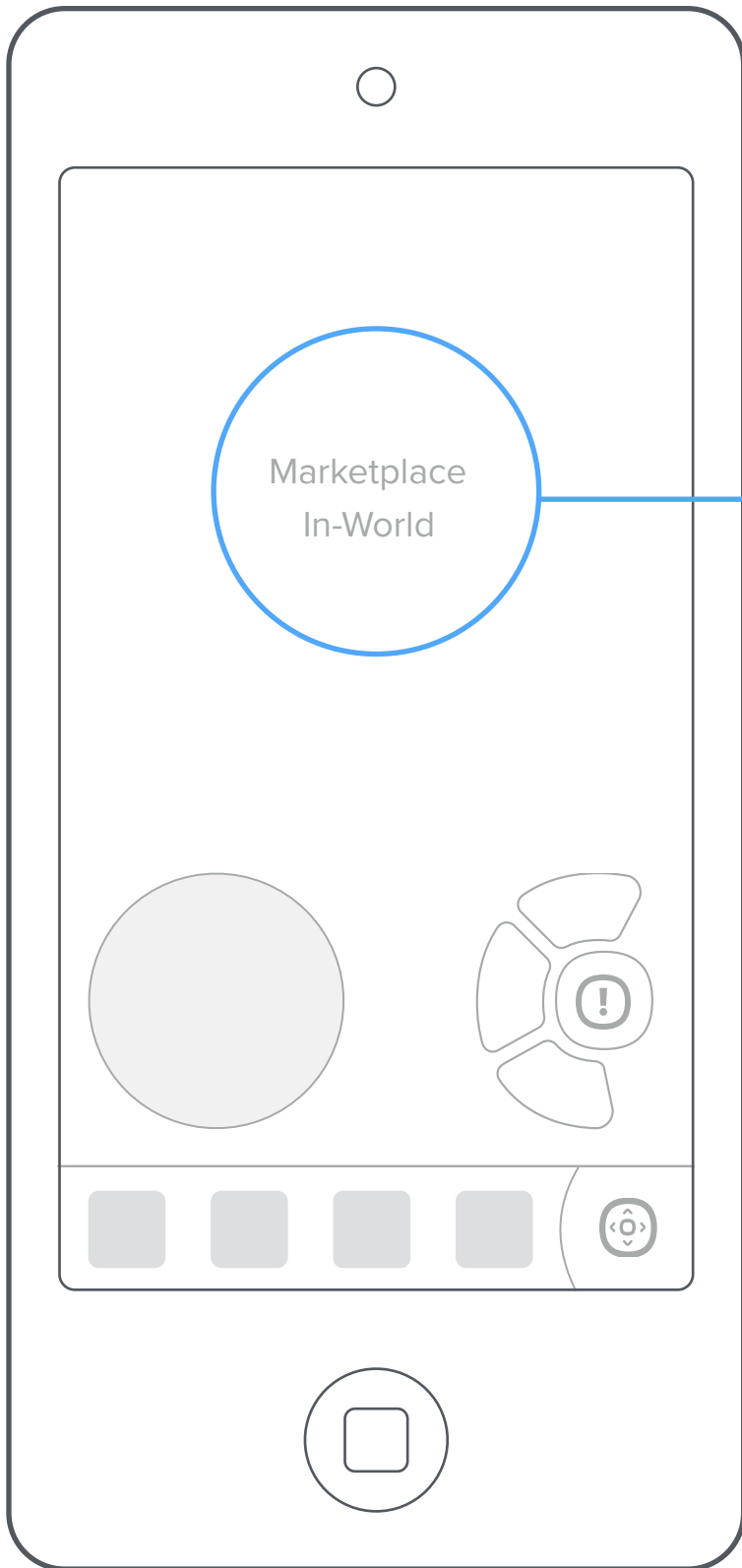
03

Non-Member

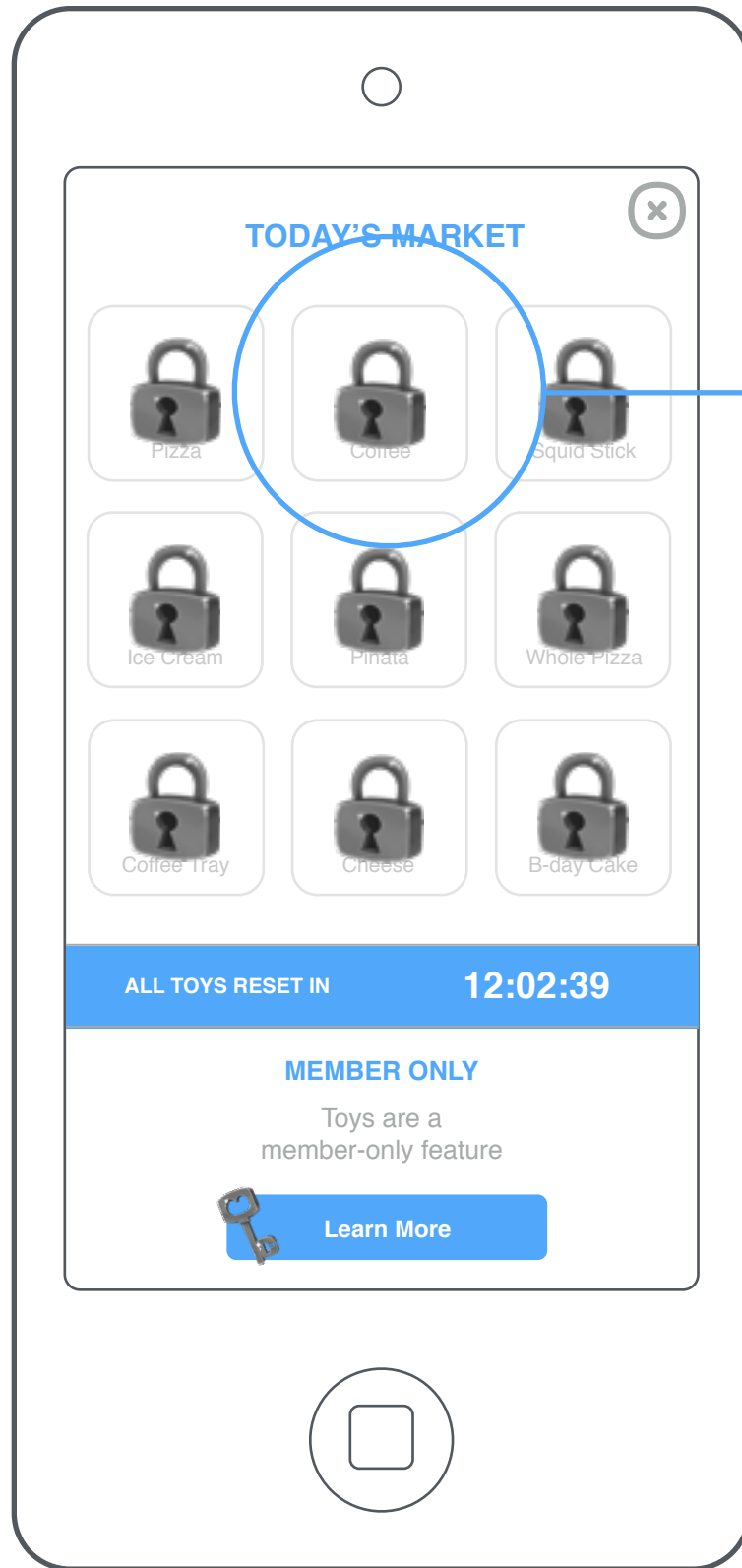
NON-MEMBER MARKETPLACE EXPERIENCE

03 Non-Member

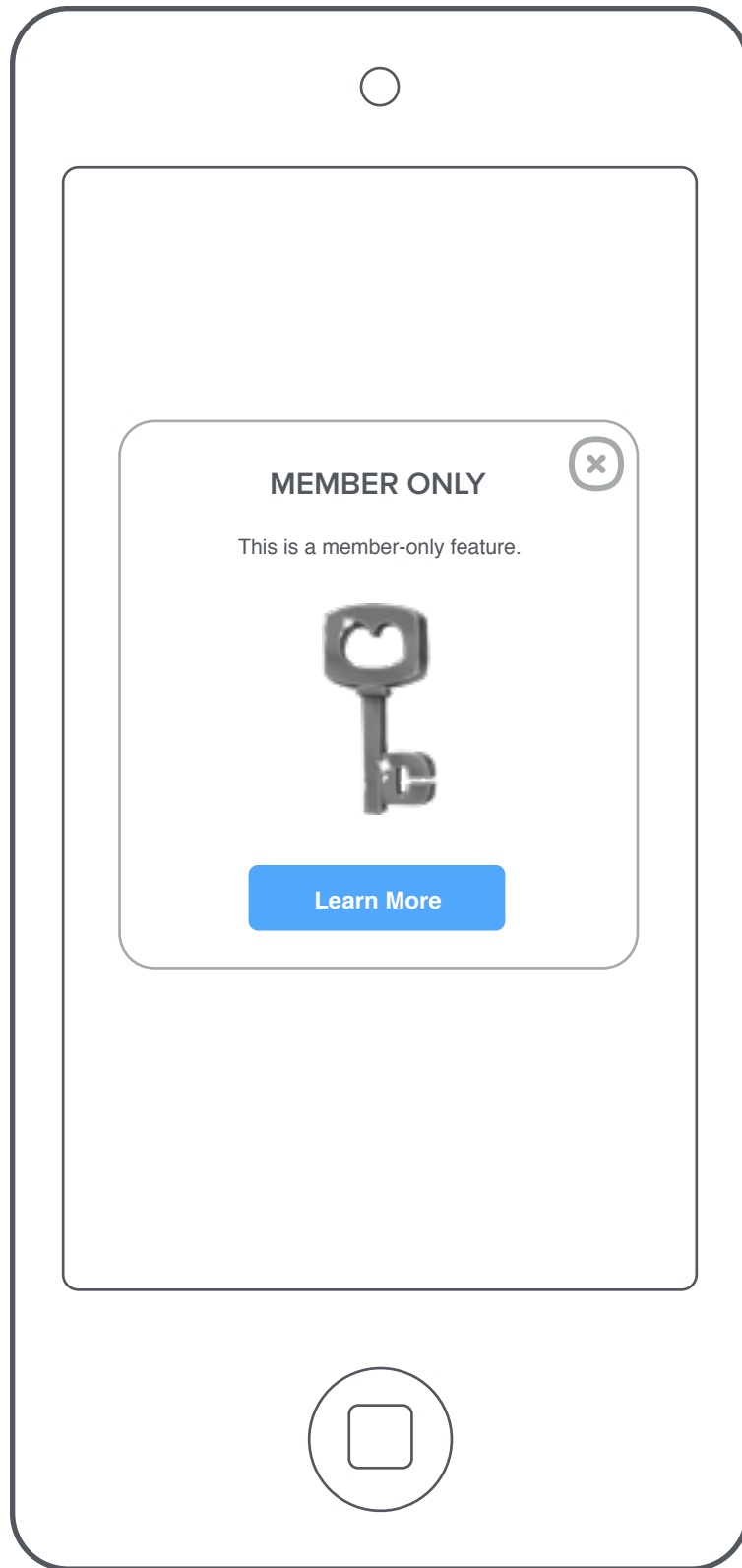
A MARKETPLACE



A User interacts with Marketplace in world



B Marketplace loads with today's selection of items; all items locked; featured item section includes "member only" message



C Player taps toy, pop-up shows "member only" message

