

Marketplace

USER FLOW — V2

NICKI STEARNS



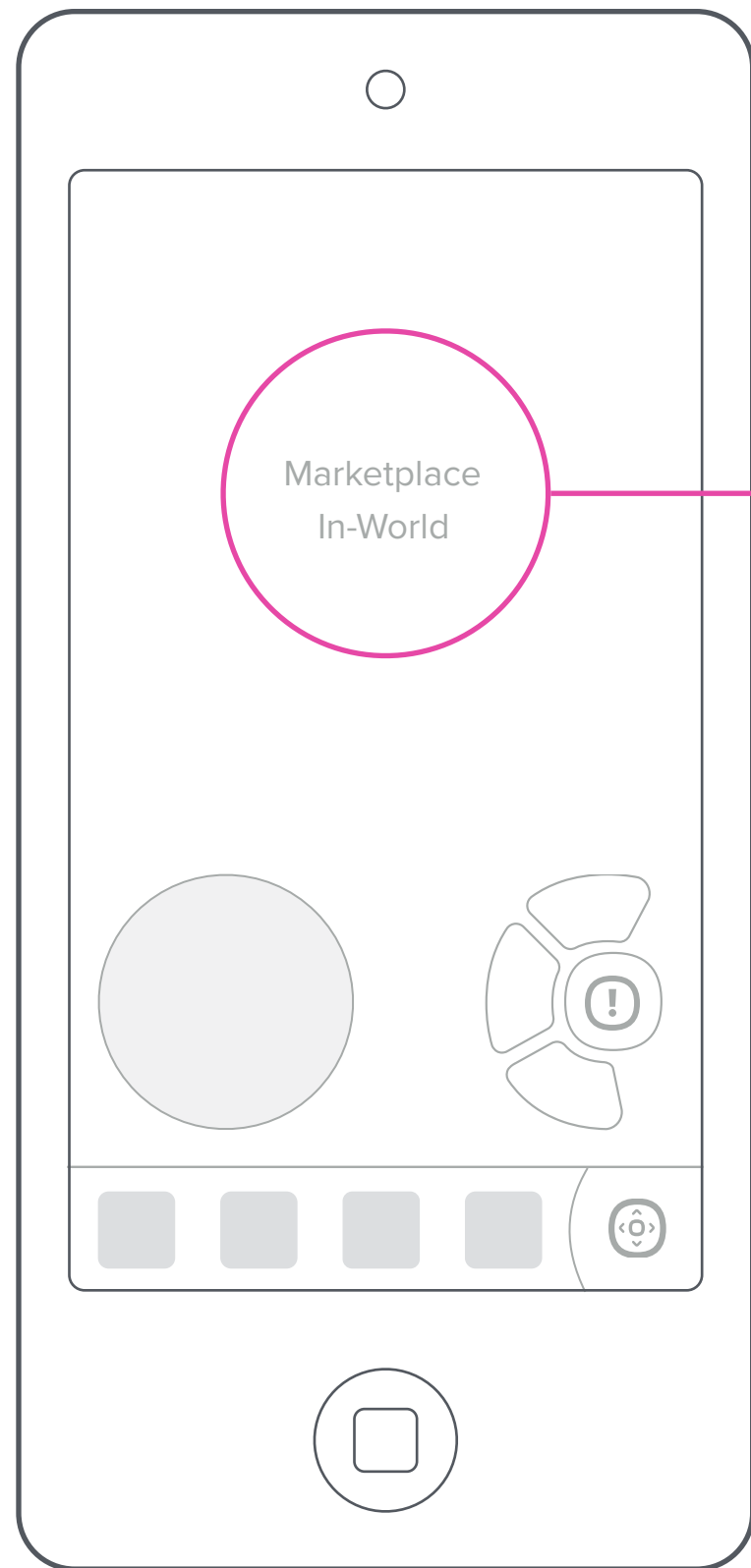
01

Member

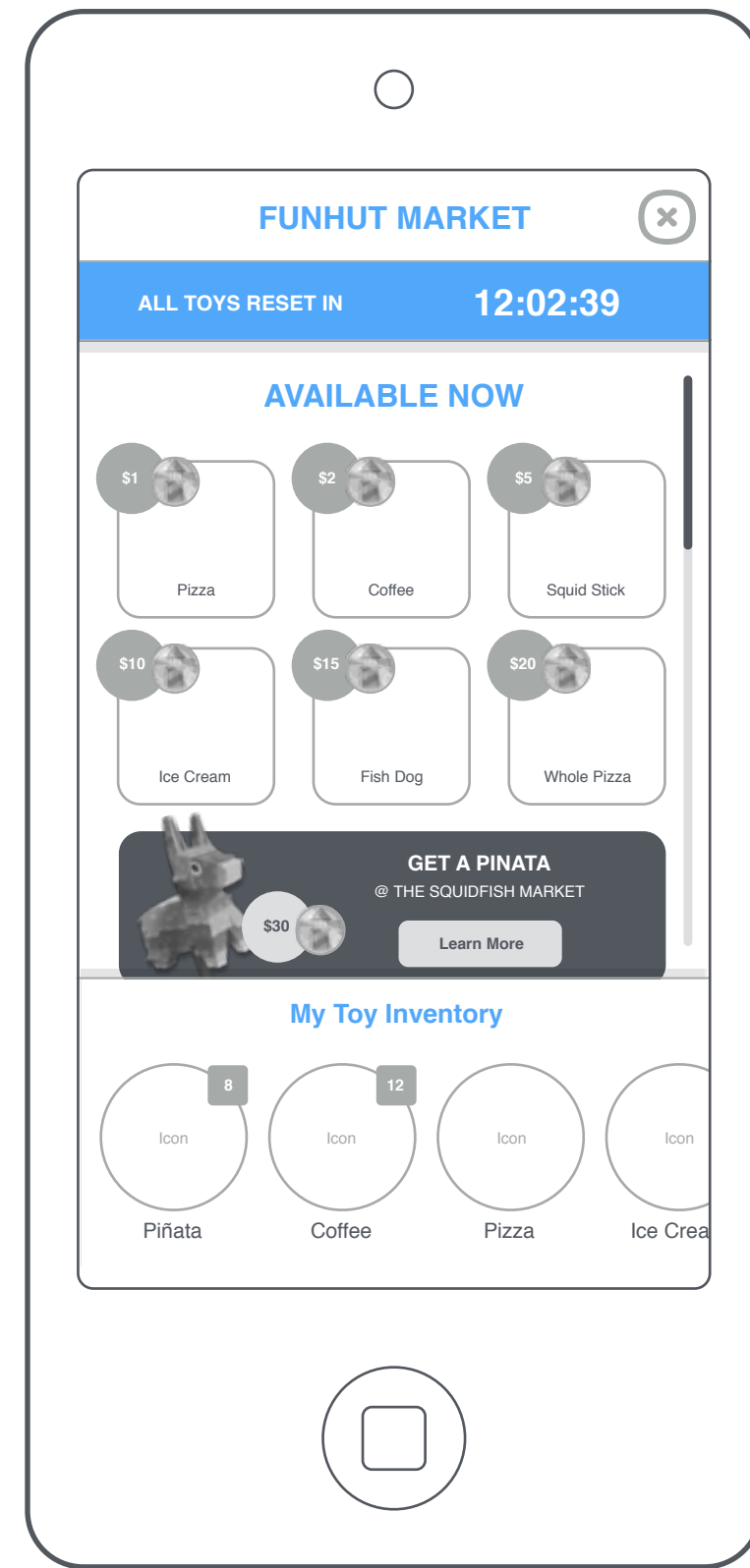
MEMBER MARKETPLACE EXPERIENCE

01 Member

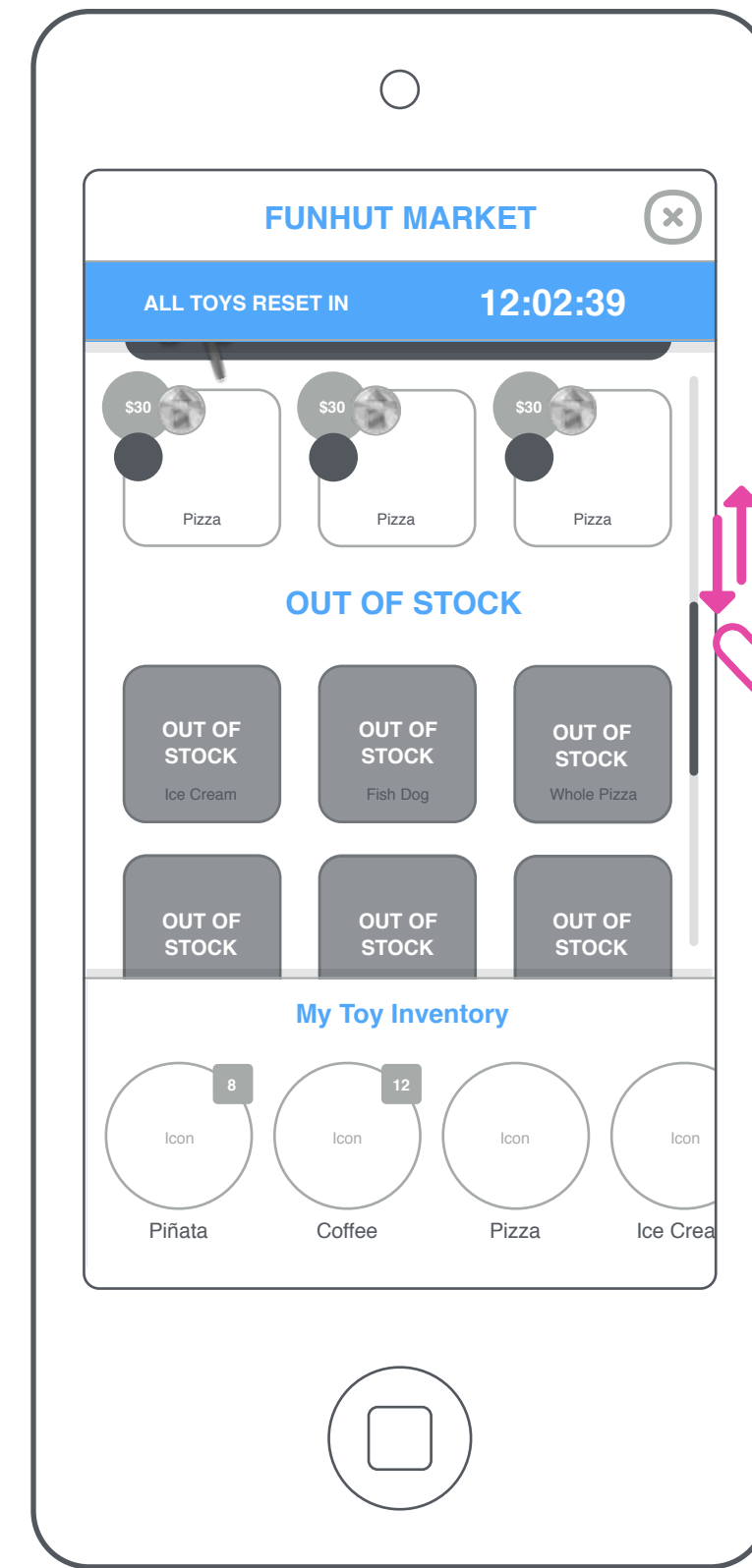
A Storefront



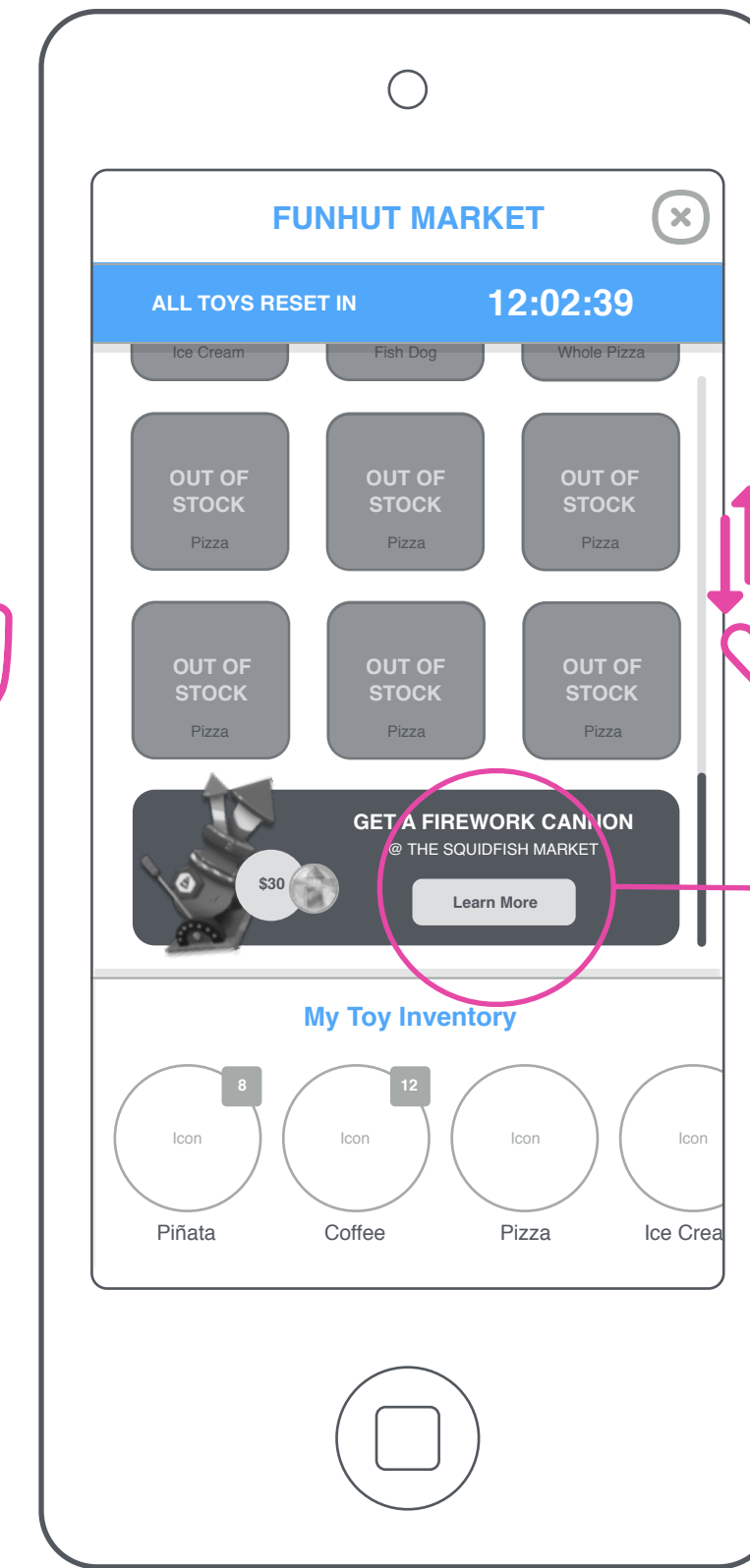
A User interacts with Marketplace in world



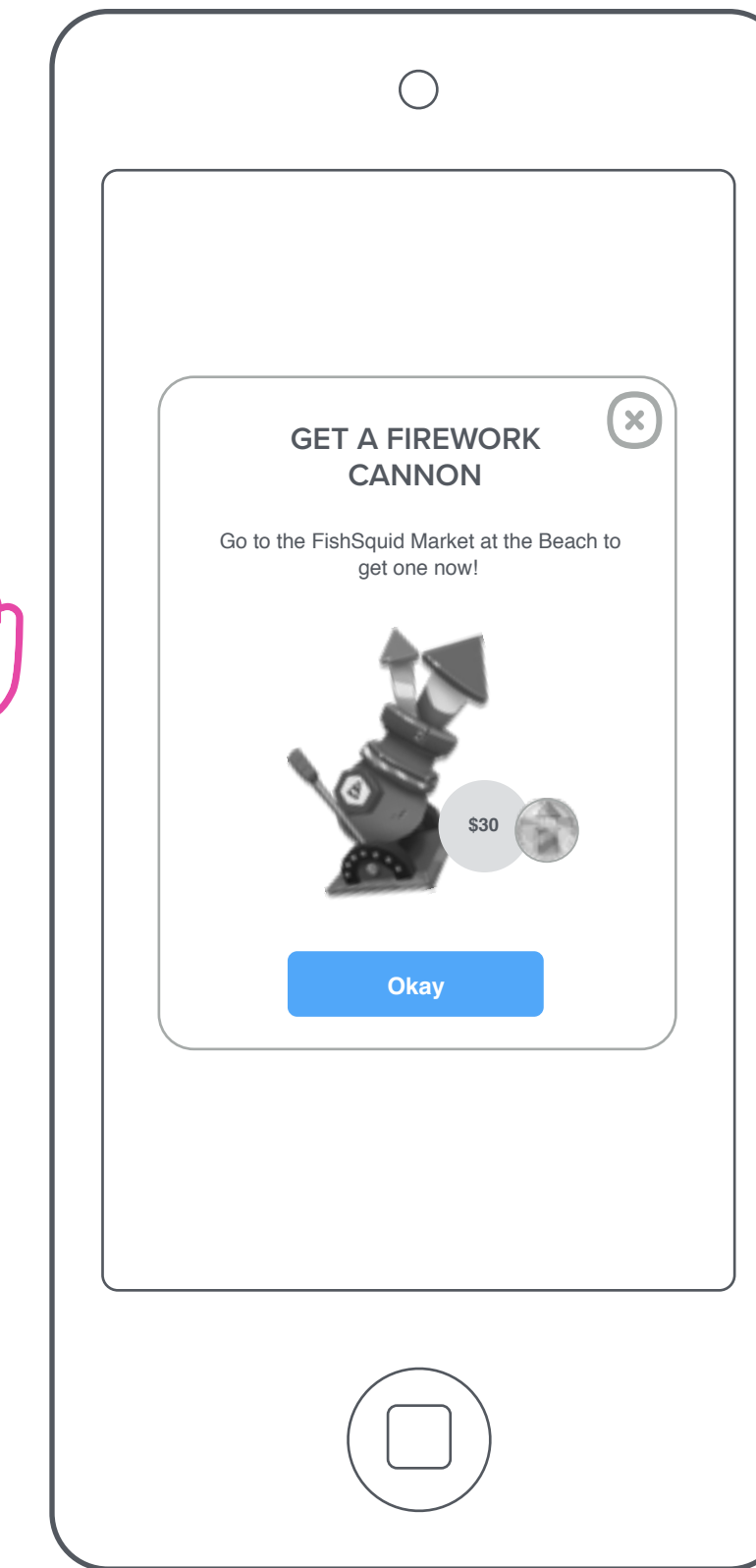
B Player can see available items, ads for other Markets throughout the world, and their current inventory; items reset when timer depletes



C Player scrolls and sees "out of stock" items; timer and inventory stay fixed on scroll



D Additional ads will be throughout merchandise list

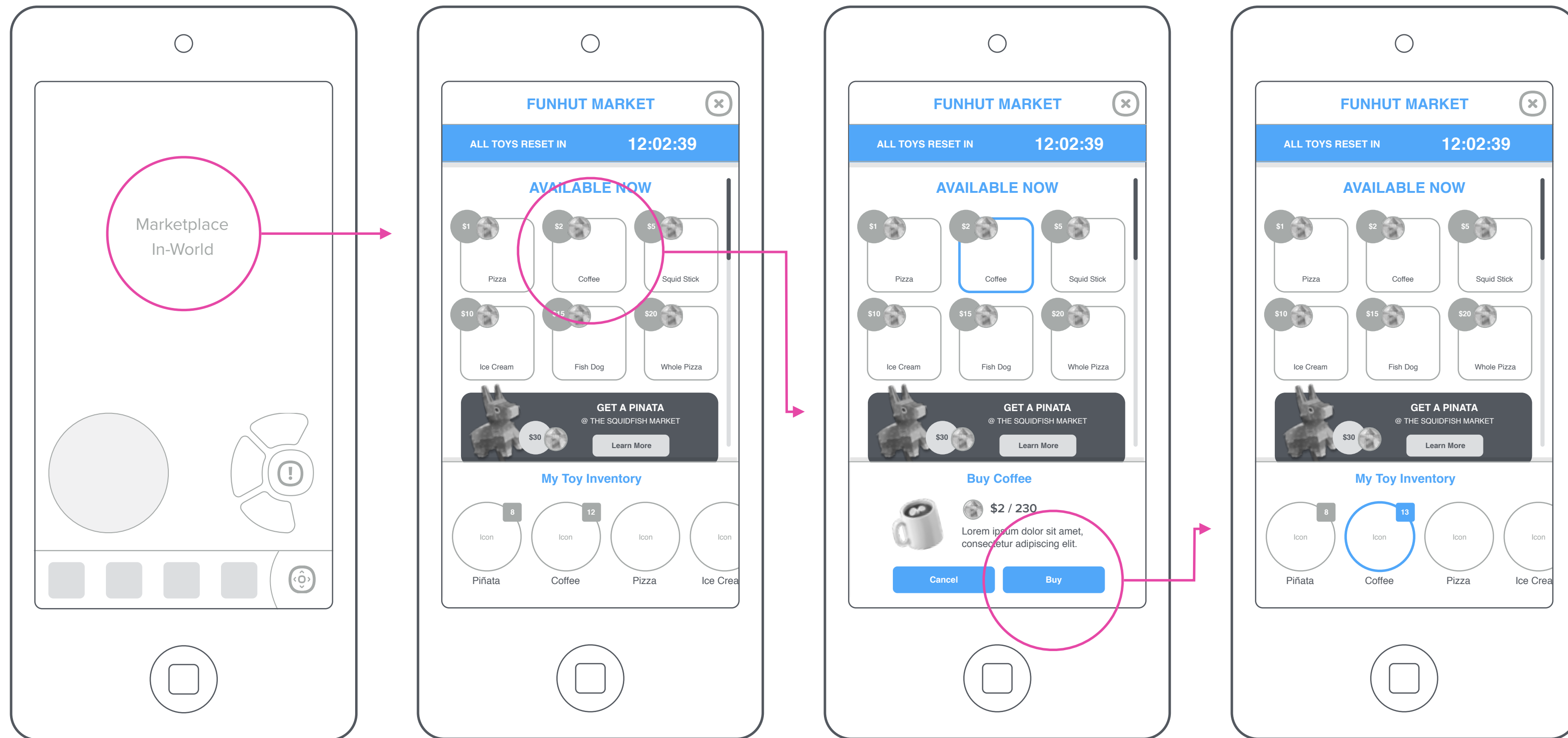


E Player taps "Learn more" on Market ad; ad contains more information on purchasing advertised item (price, location, shareable, etc.)



01 Member

B Purchase



A User interacts with Marketplace in world

B Player can see available items, ads for other Markets throughout the world, and their current inventory; items reset when timer depletes

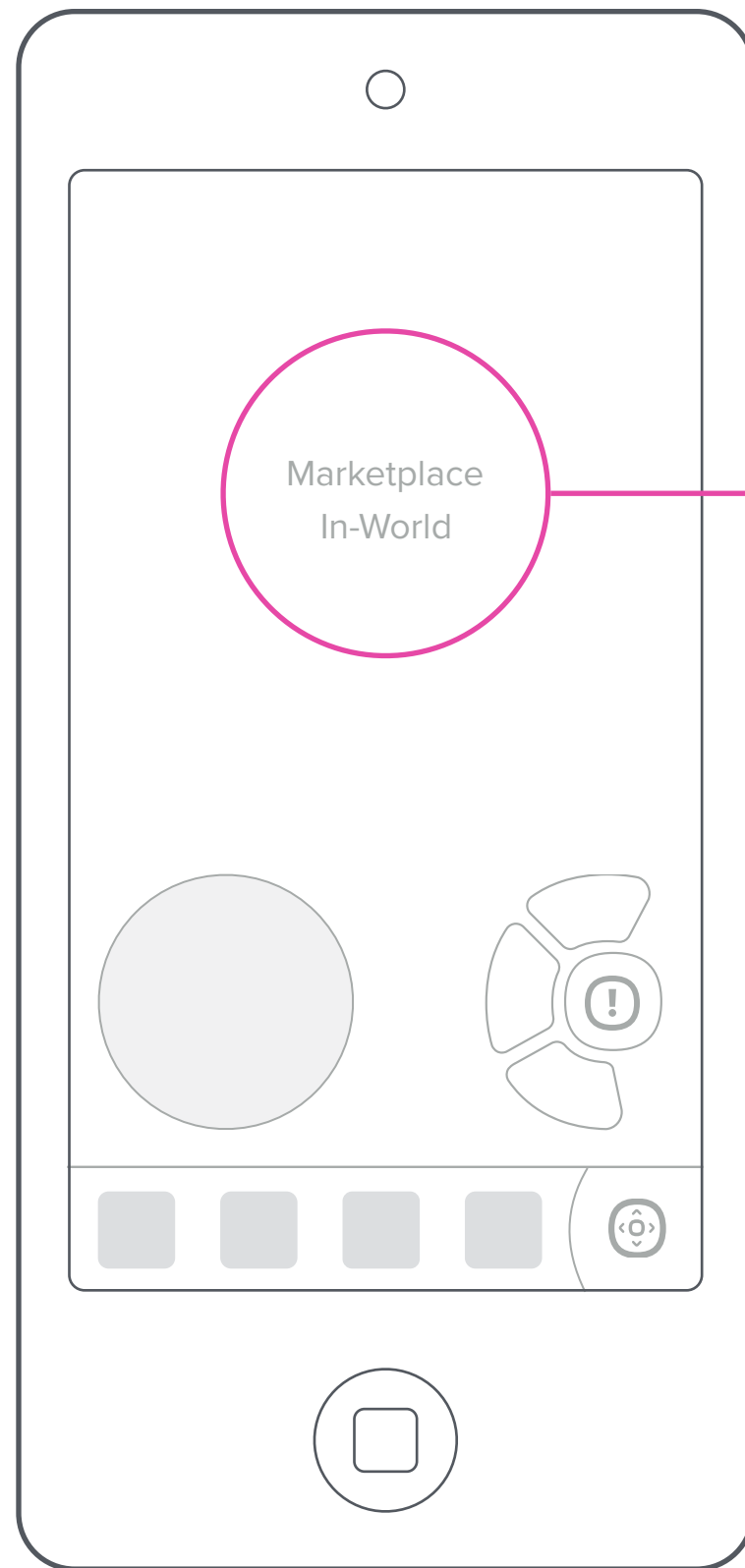
C Player taps item, inventory section is replaced by checkout information; selected item is highlighted; only one item can be highlighted at any time

D Player taps "buy" button, checkout is replaced by inventory; if player didn't have any quantity, item will appear at beginning; if player had a quantity, item will highlight and quantity will update; highlight will disappear after update

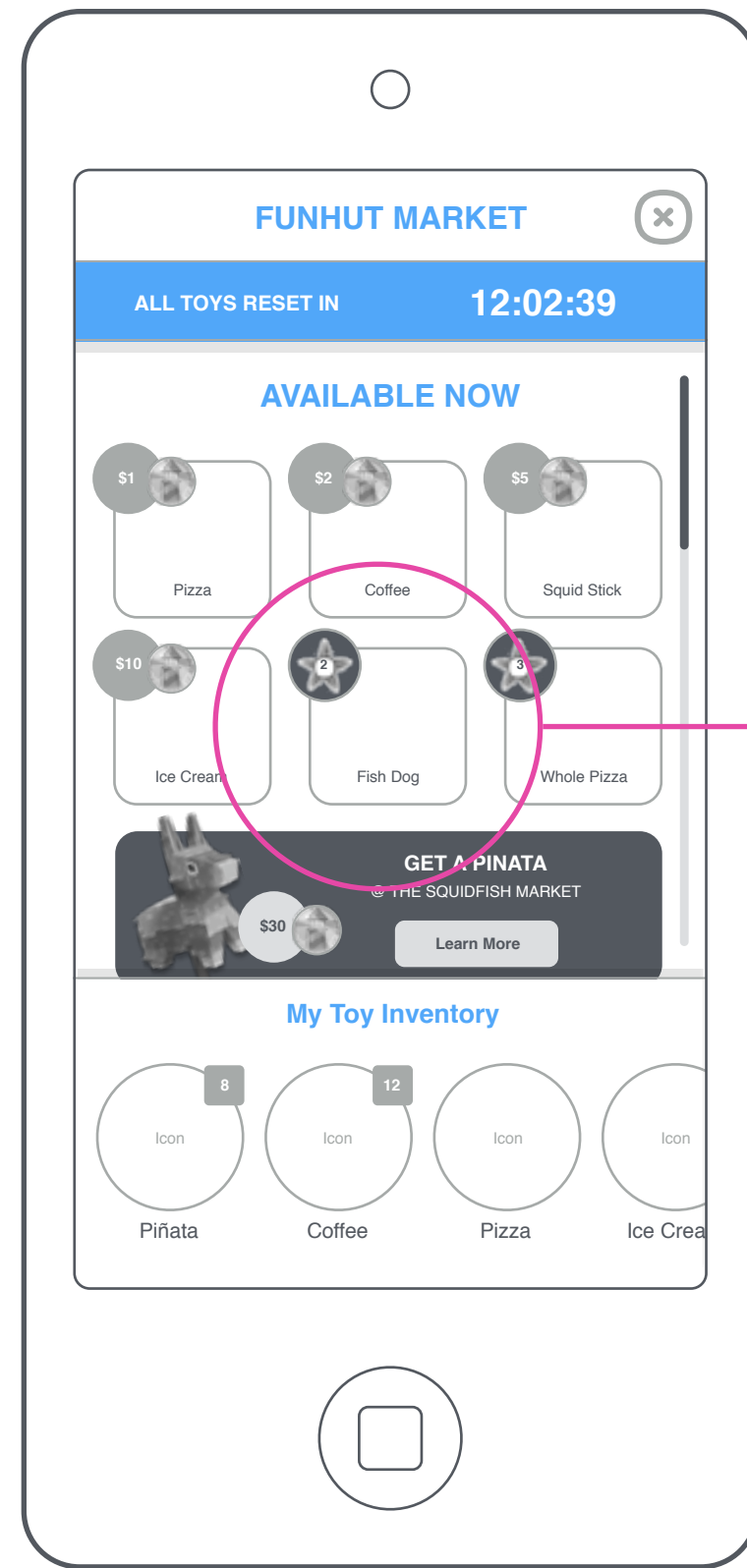


01 Member

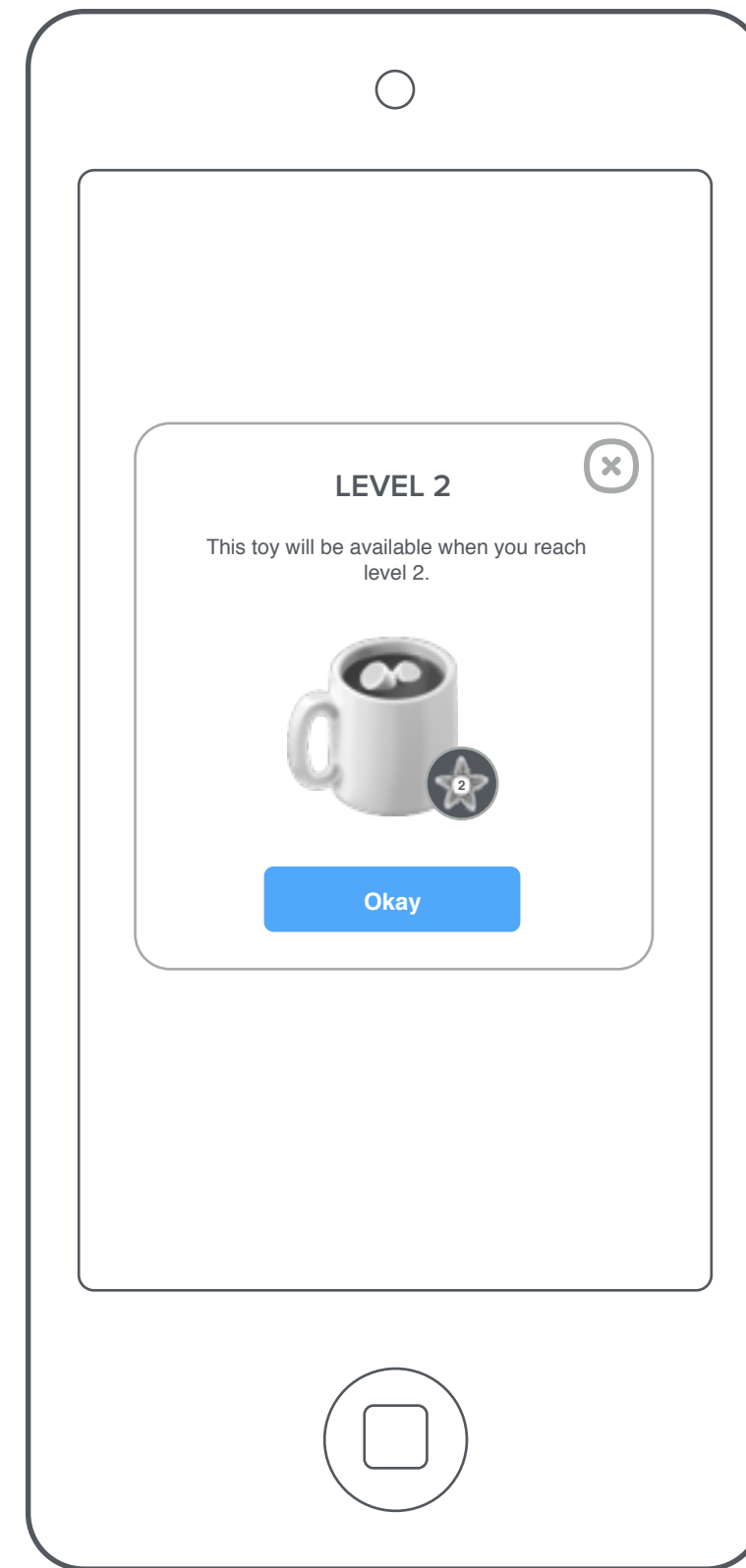
C Level Locked



A User interacts with Marketplace in world



B Player can see available items, ads for other Markets throughout the world, and their current inventory; items reset when timer depletes



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



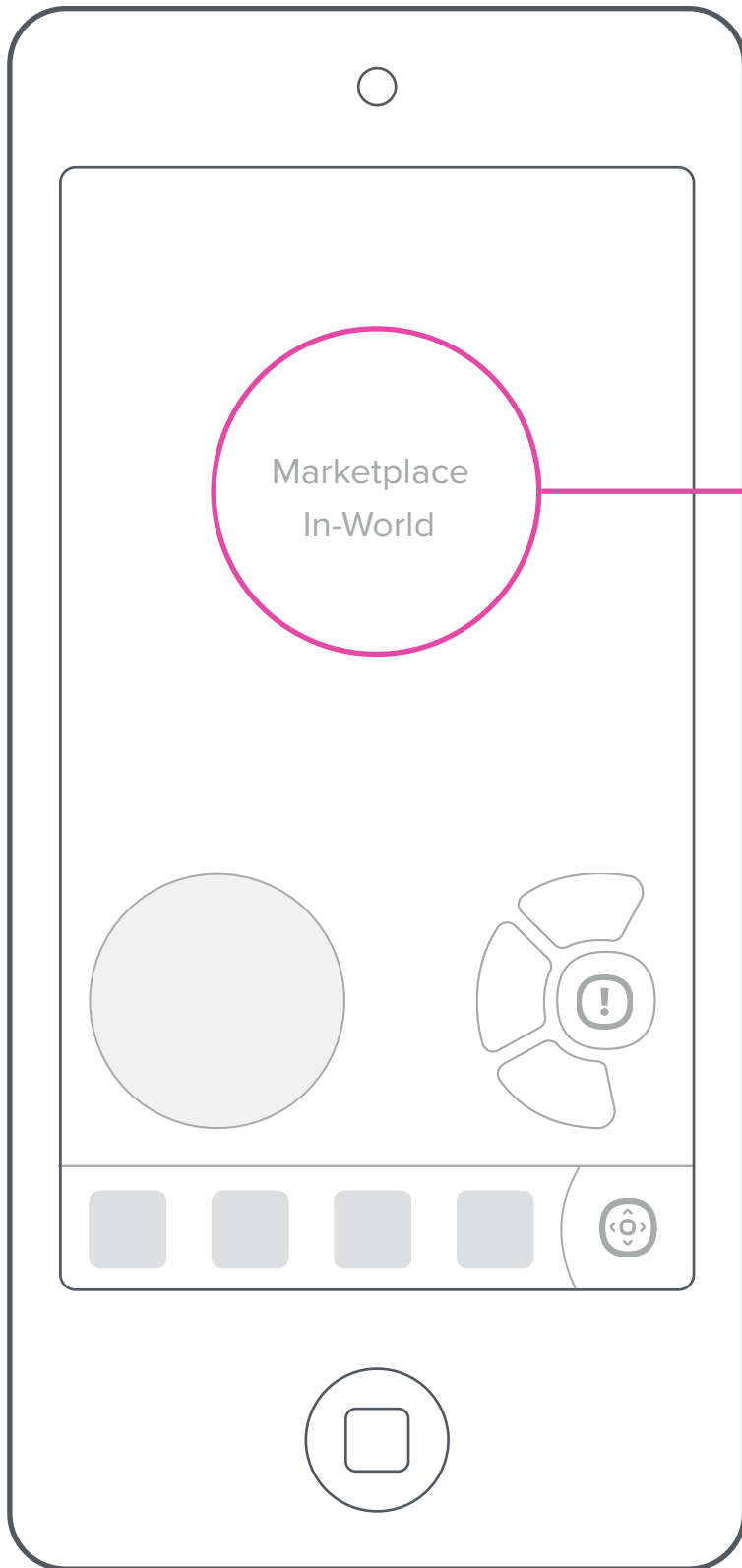
02

Non-Member

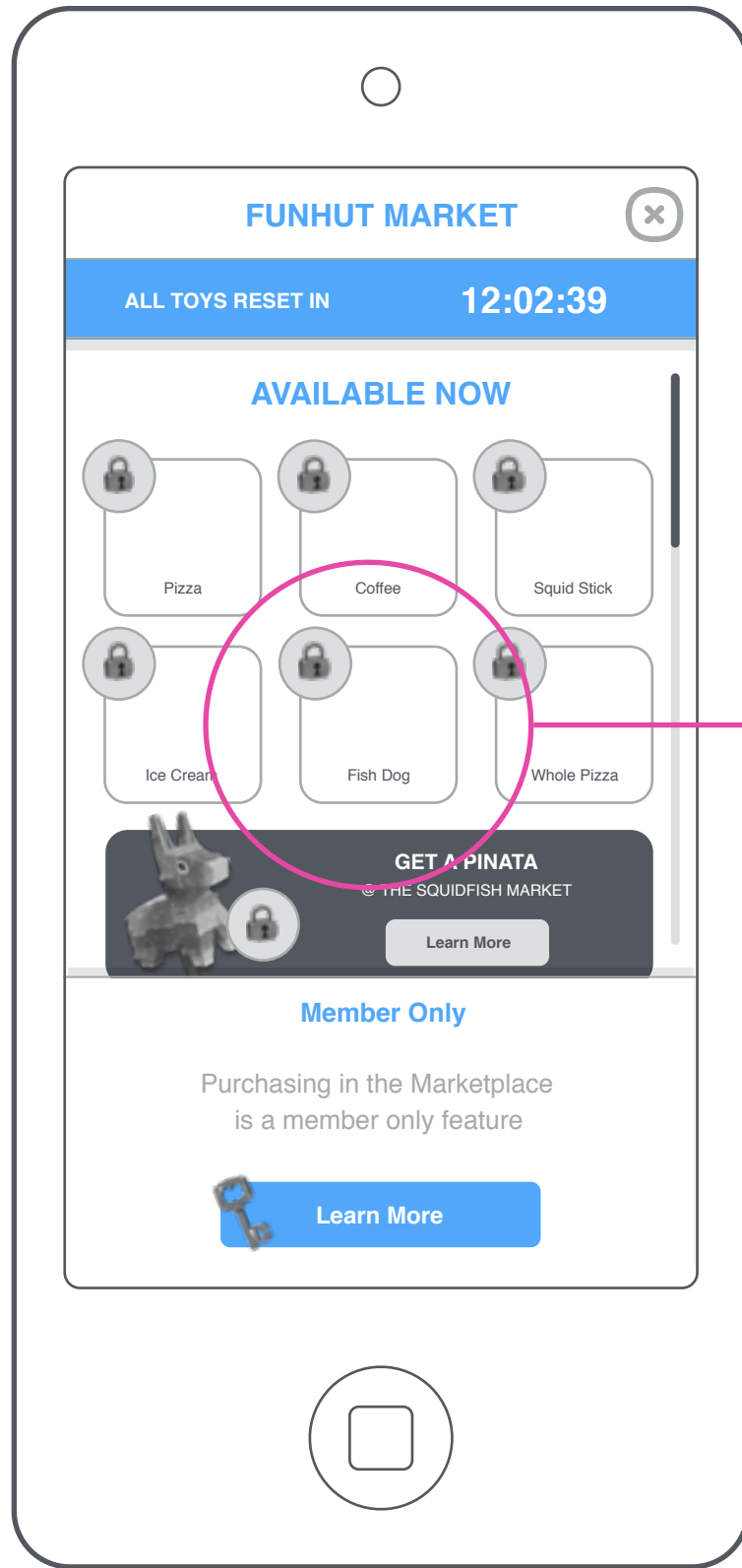
NON-MEMBER MARKETPLACE EXPERIENCE

02 Non-Member

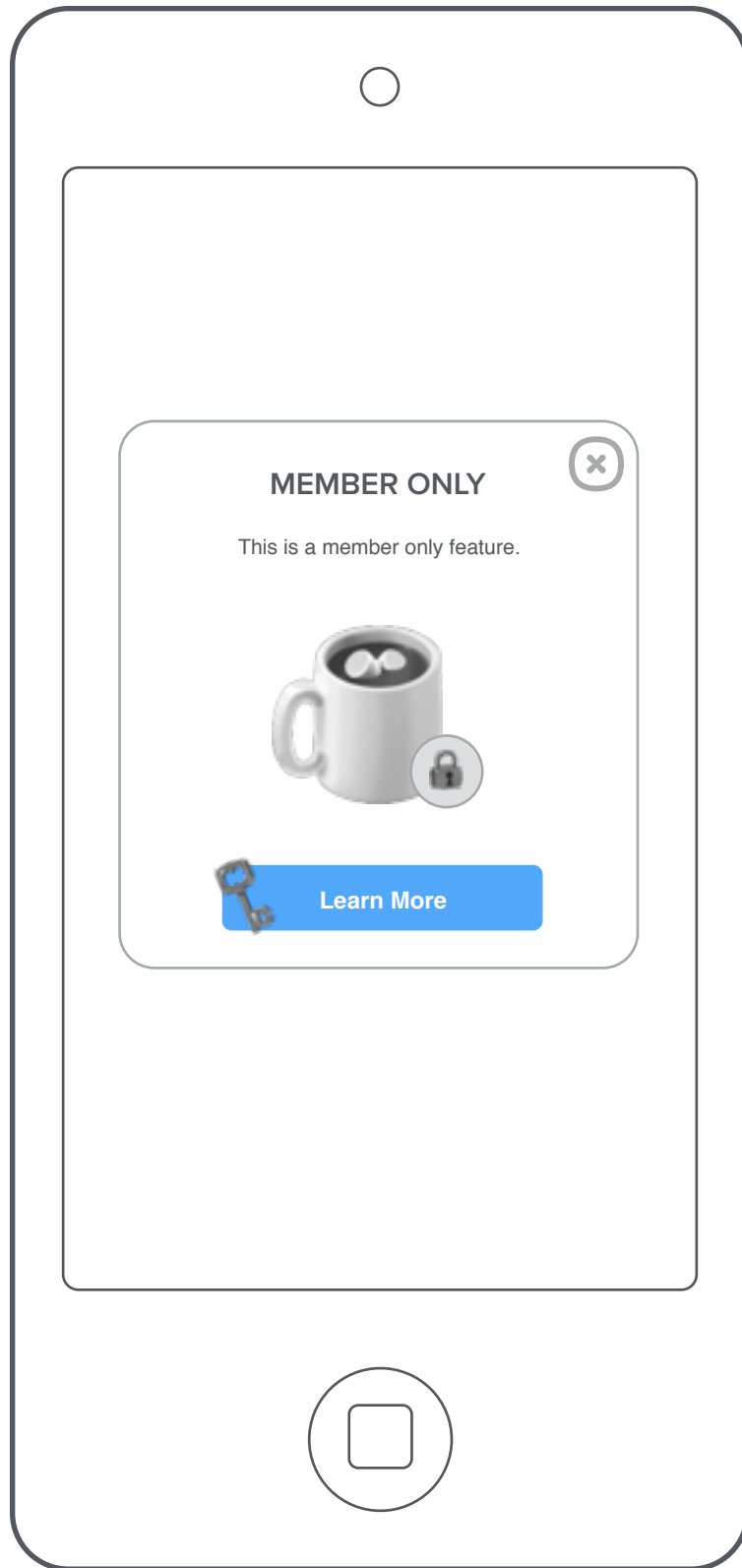
A MARKETPLACE



A User interacts with Marketplace in world



B Player can see available items, ads for other Markets throughout the world, and their current inventory; items reset when timer depletes



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

