3rd Generation Fire

GameCircle Detail Page UX

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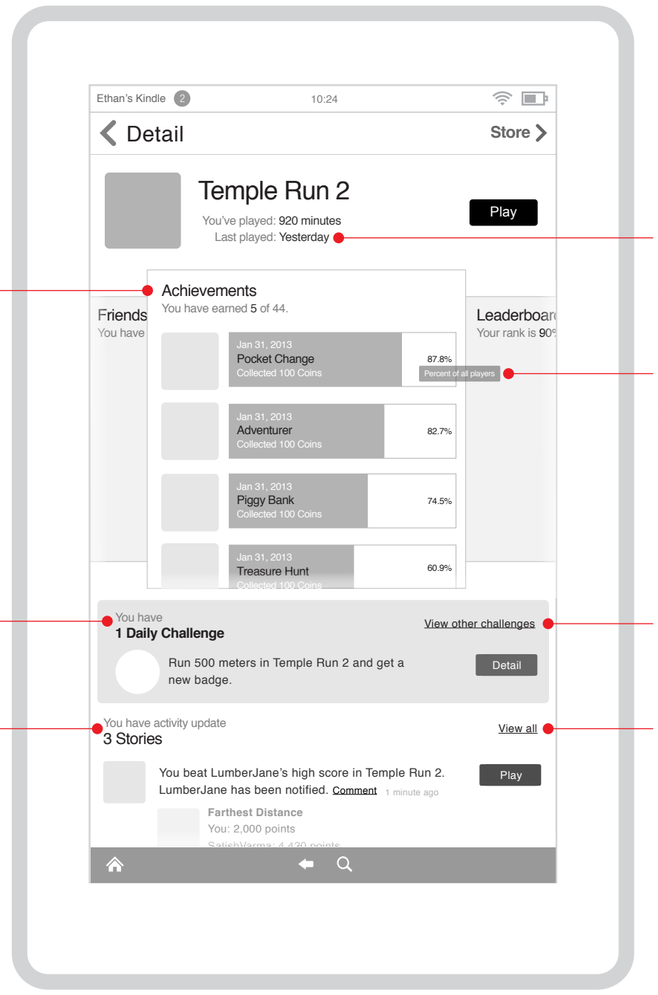
Achievement

1.1 Portrait



The carousel delivers a snapshot of game play in a "fun" way. All related information is peeked behind.

This sets the tone that GameCircle saves all the game play data

All game play elements are tappable for more information. They are like "tool tips" in a desktop world.

Modular. In case there are "challenges" associated with this game, it is displayed. If there is none, display none.

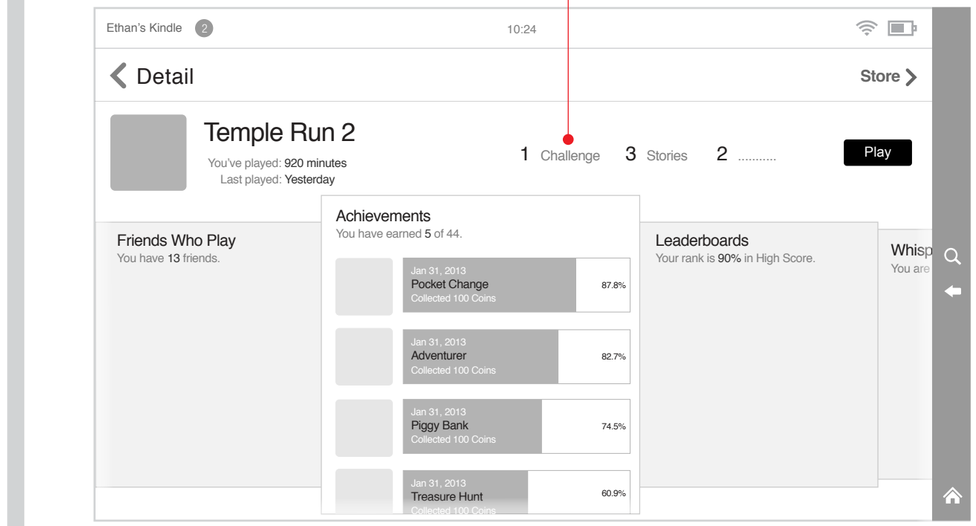
This takes customers to "Challenges."

The same rule applies here. Display only when there is related information.

This takes customers to "Activity."

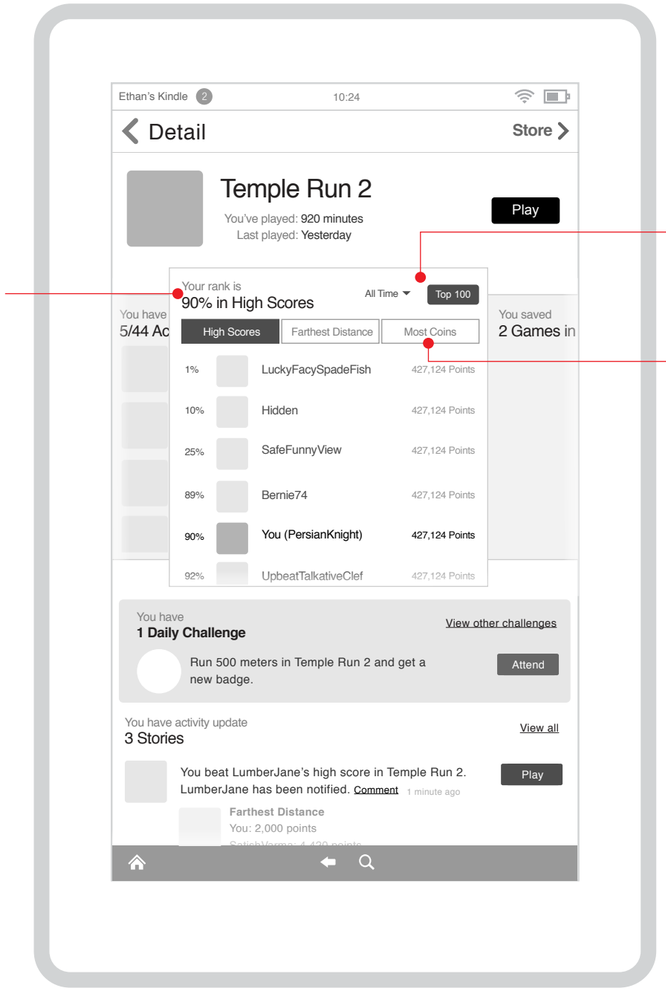
1.2 Landscape

On landscape, the numbers represent hidden information. On tap, it slides down to each section.



Leaderboard

2.1 Portrait



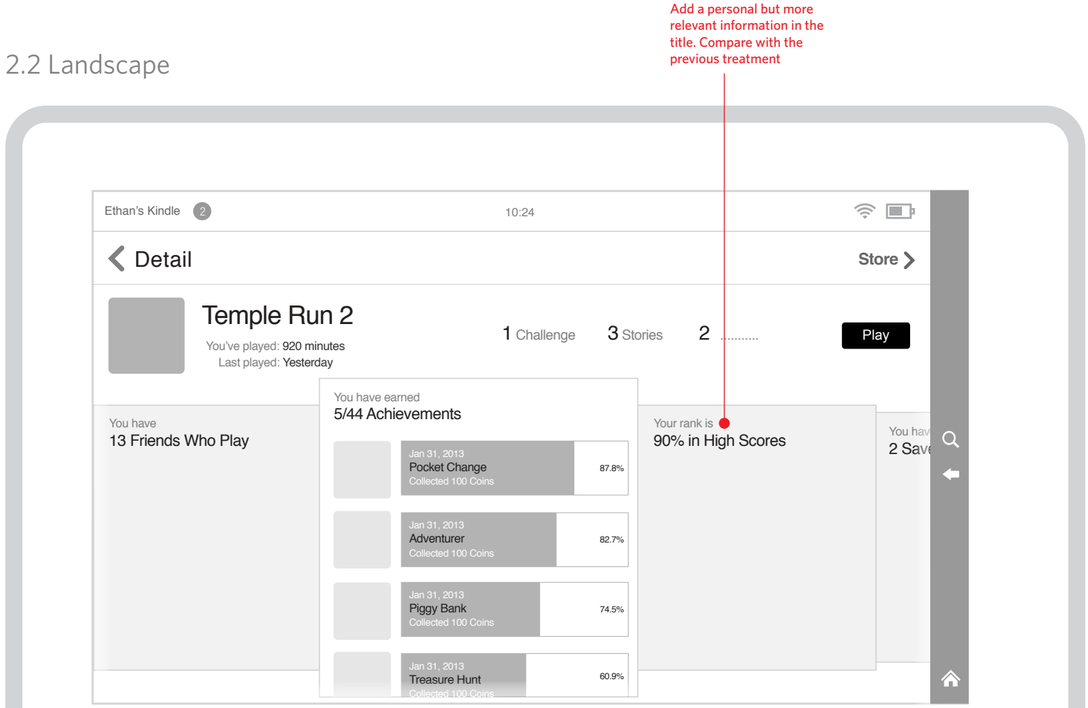
No change on leaderboard. Avoid the term "Leaderboard" for more clarity.

These two elements do not belong to an indiviudal leaderboard. The changes remain for all leaderboards.

In case there are more leaderboards, stack them. For no multiple leaderboard, no reason to use the tab system.

2.2 Landscape

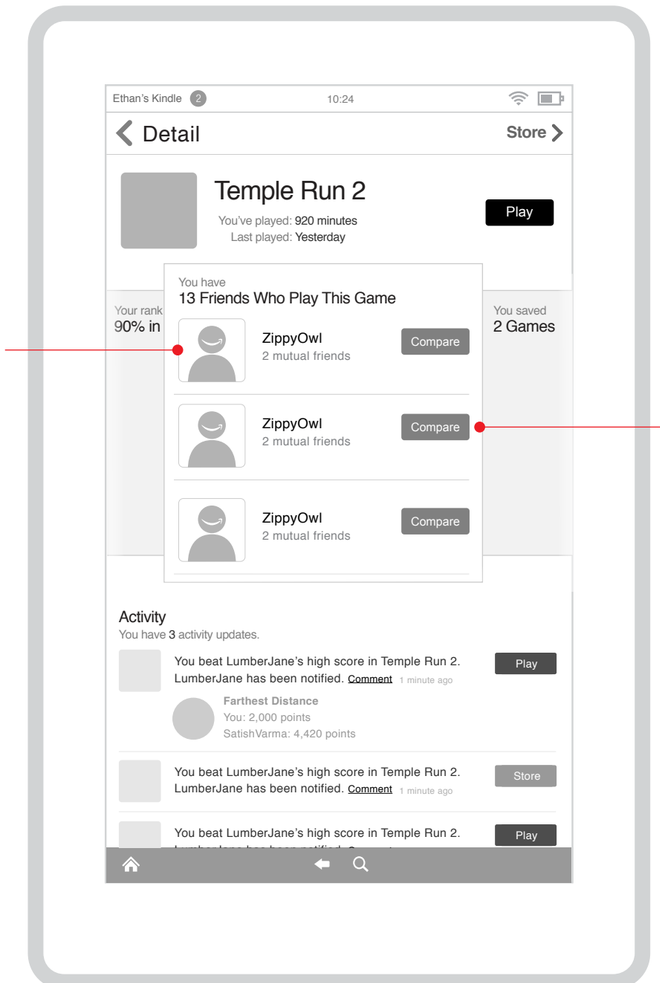
Add a personal but more relevant information in the title. Compare with the previous treatment



Friends

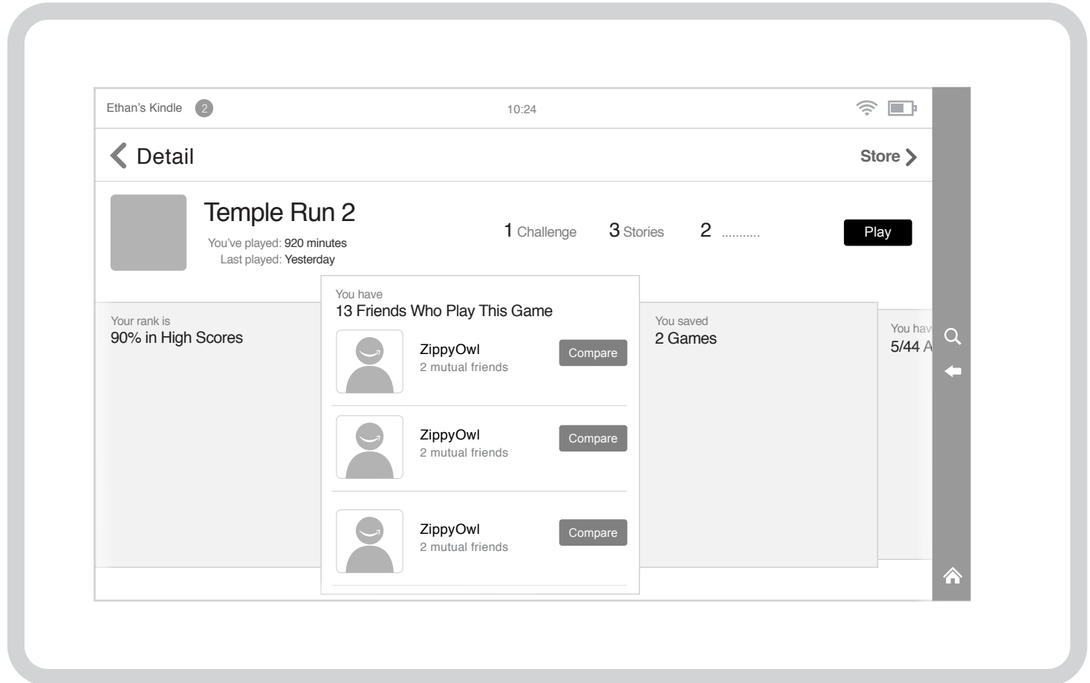
3.1 Portrait

On tap, a customer sees the detail information of a friend



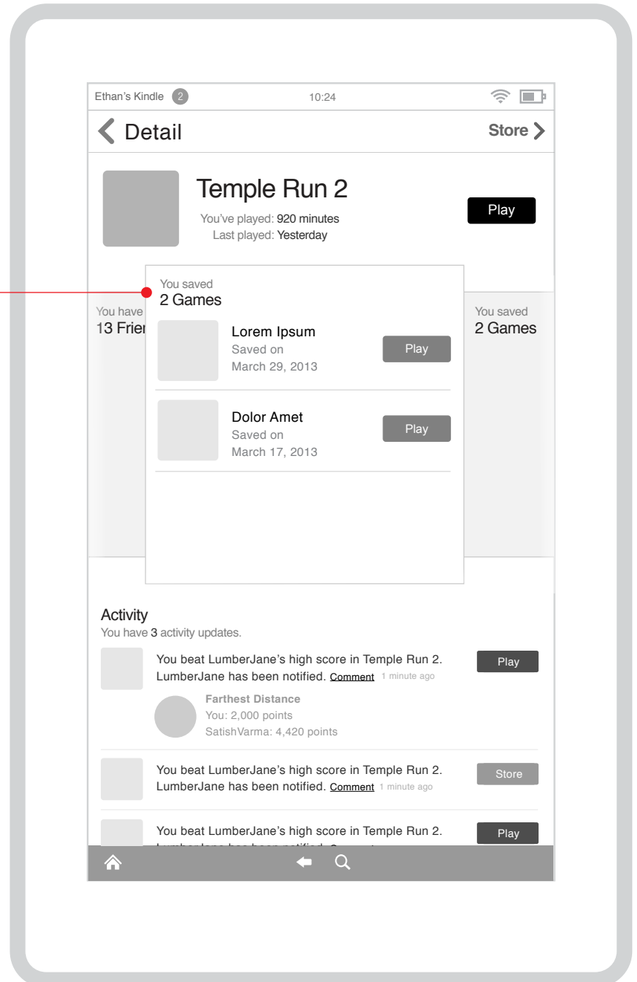
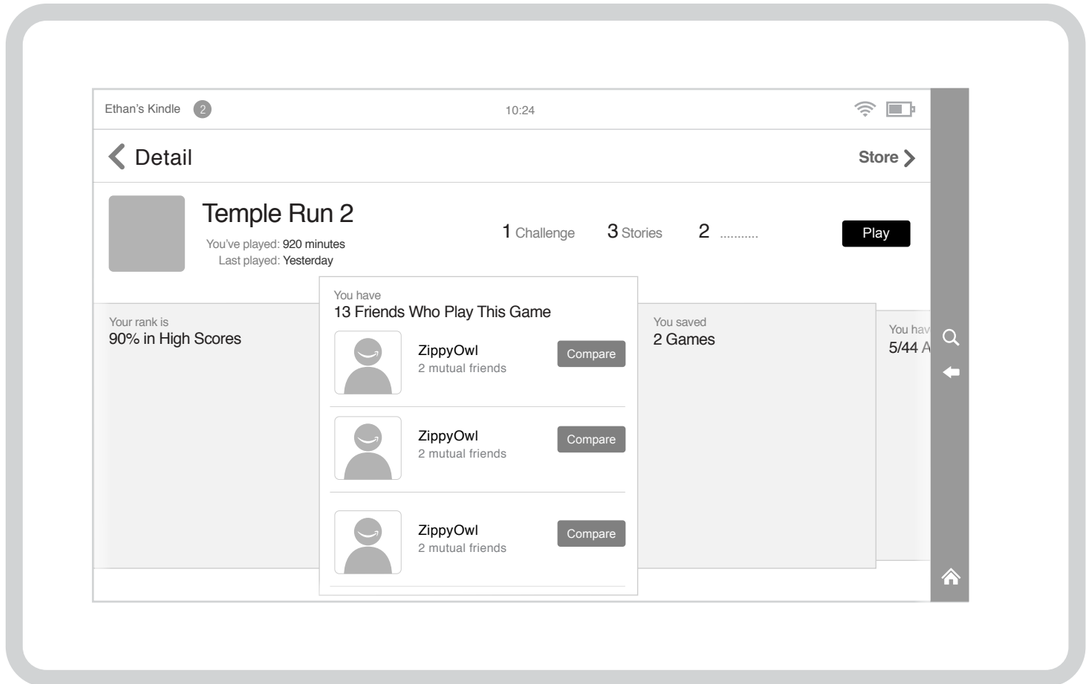
A customer compares achievement and leaderboard on tap.

3.2 Landscape



Whispersync

4.1 Portrait



4.2 Landscape