

- 1 Notification screen when a stat is under the safe zone. The user can choose to go to the app immediately or ignore. User can swipe up/down to see the full menu.

The other water button follows this model.

- 2 Tap on the food icon to give food to Faye. It replenishes hunger stat and increases friendliness.

The other water button follows this model.

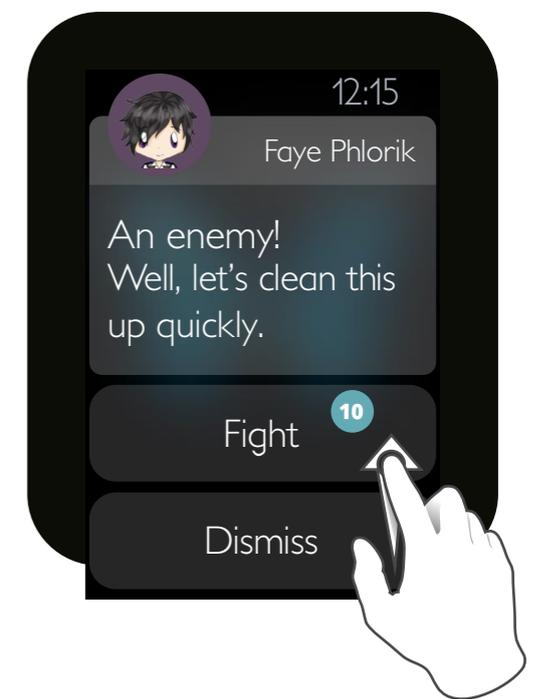
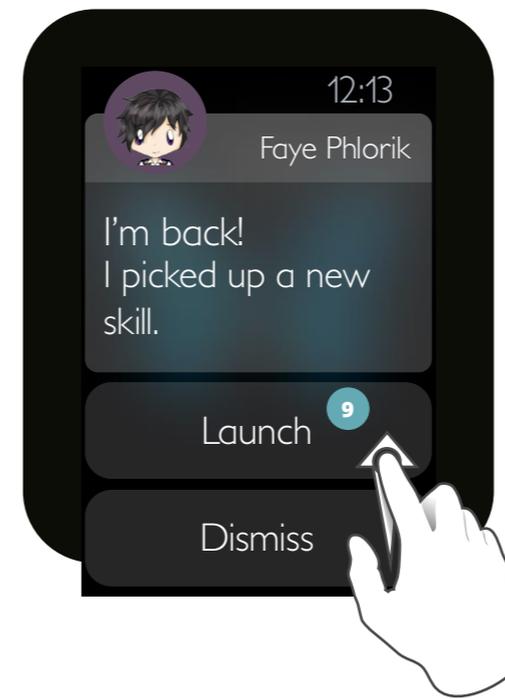
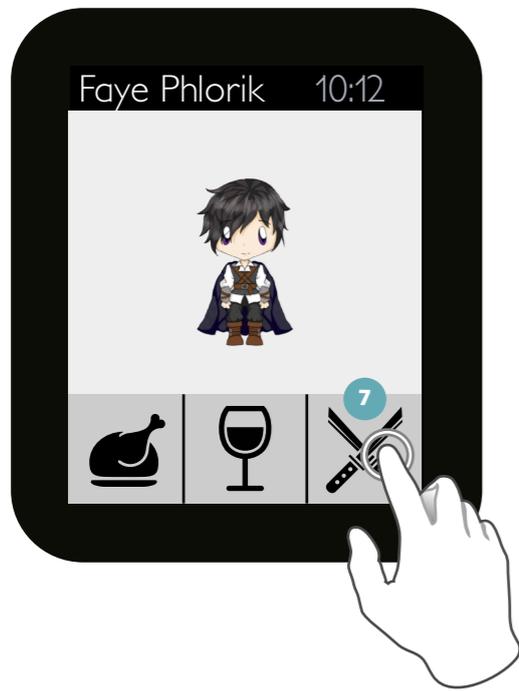
- 3 The user gets feedback on the action button they pressed. It shows that Faye liked it.

The other water button follows this model.

- 4 Swipe left/right would bring the user to the status screen.

- 5 Swipe up/down to see the full status page.

- 6 Swipe left/right to change between character and status screen.



7 Tap on the training button to animate to the training screen.

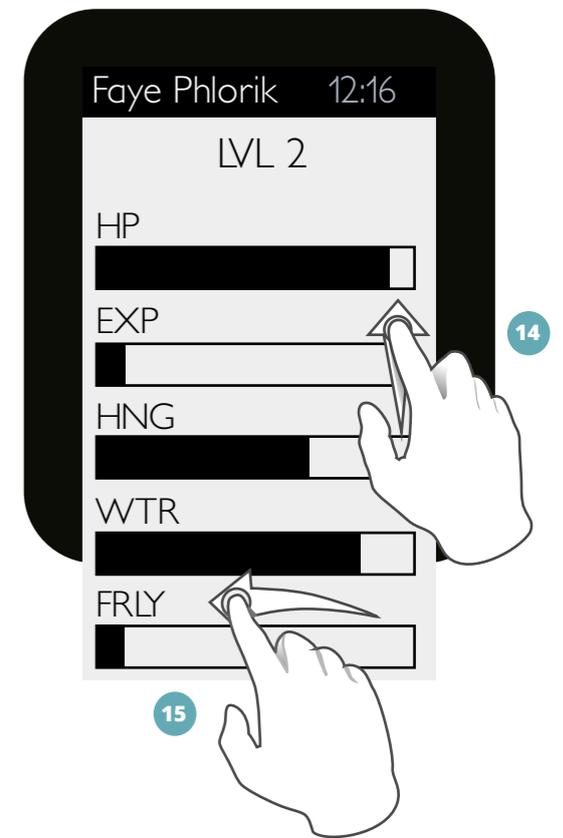
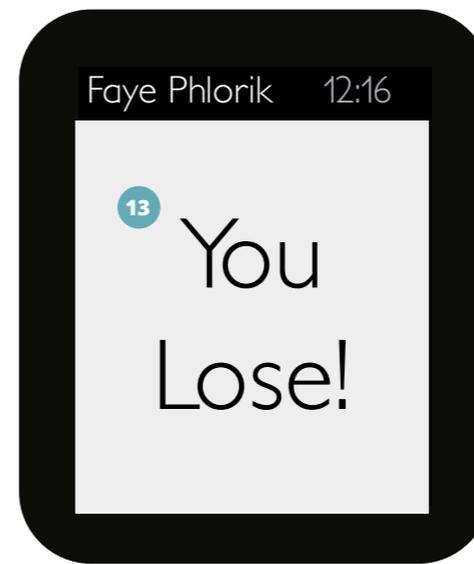
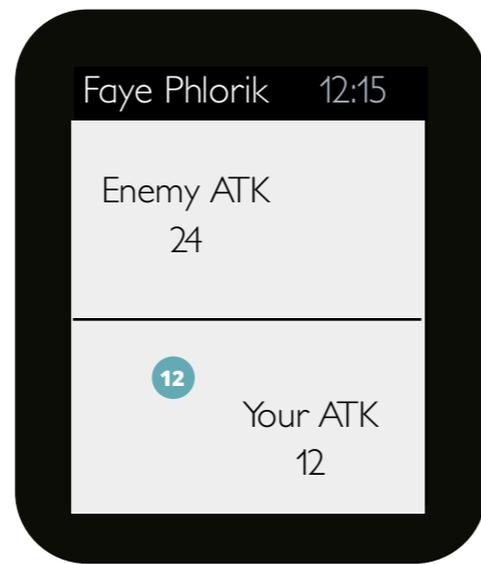
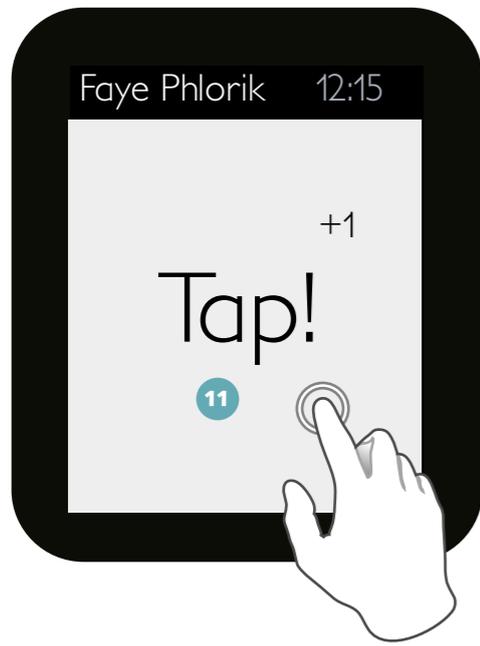
8 There is a real-time countdown timer for Faye. During this time, Faye is doing things randomly based on a set of rules. It is not possible to navigate away. If Faye is hungry/thirsty, he will take care of it himself.

See 2 for a sample of what the mobile screen would be showing.

9 The user gets a notification when Faye has finished his training. The user can swipe tap "launch" to open the app or swipe to dismiss the notification.

Exclusive to the watch, when the user walks around, Faye would be gaining EXP along the way as well.

10 Exclusive to the watch, it can detect nearby users with the same app based on geolocation. The user can tap to fight or dismiss.



11 Tap on the screen quickly within 10 seconds to add to Faye's attack power. A counter of how many times the user tapped will show up on the screen as shown.

12 The tapping from the previous screens adds to your current level and becomes your attack power. This screen shows the result of the fight. It would automatically change into the next screen.

13 This is a delay screen before showing the updated status screen.

14 This is the updated stats after the battle. Swipe up/down to see the full status page.

15 Swipe left/right to change between character and status screen.

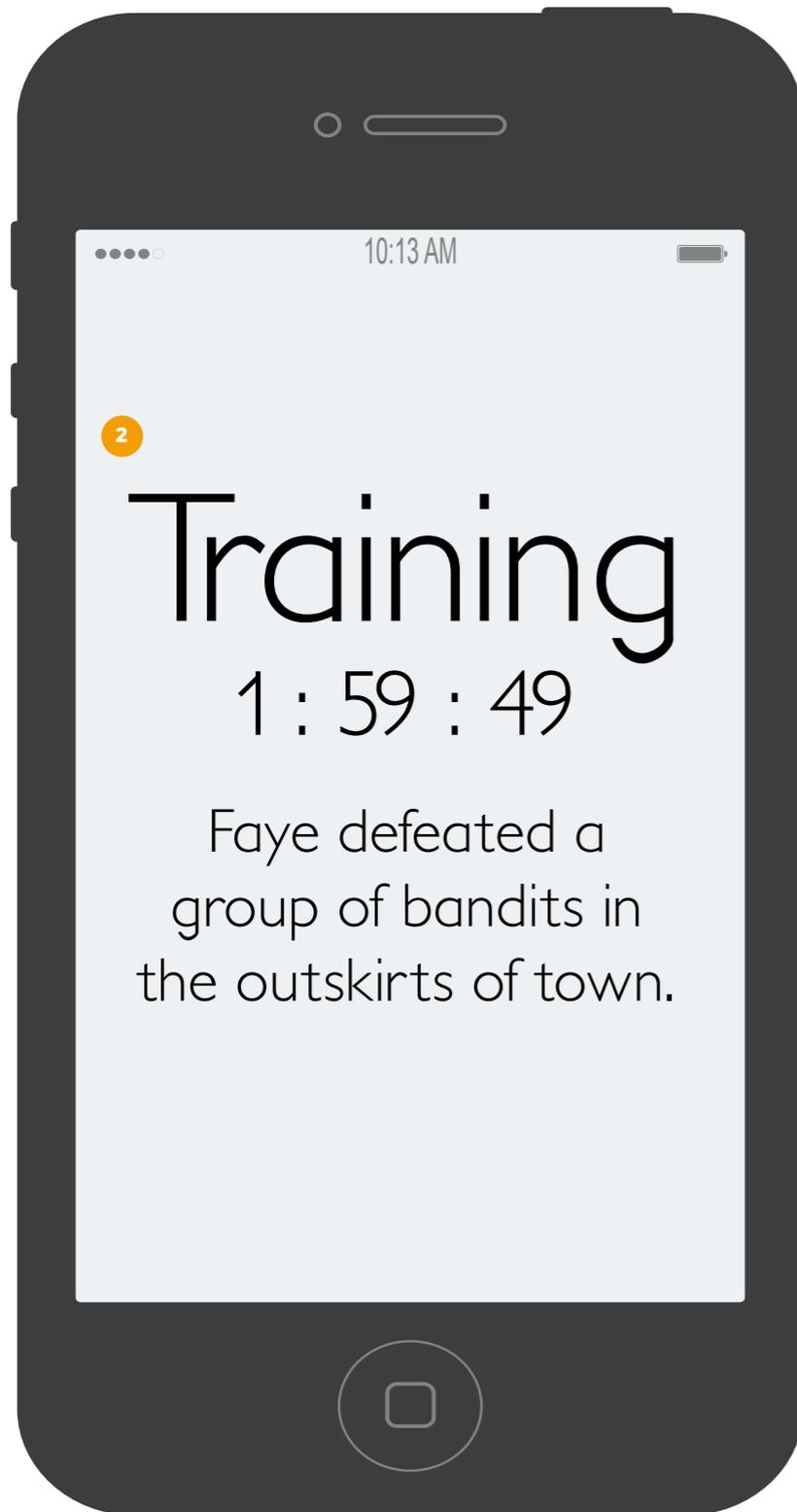


16 The user is disconnected from the mobile phone. They can tap on “Connect” to reconnect to it.

17 The user has connected the watch app to the mobile app. Tap on “Launch” to start.

1 The mobile phone is trying to connect with the watch. This matches with 17 of the watch.

The “disconnected” screen follows this model.



- 2 This is connected to 8 screen of the watch. Like the watch, the user cannot navigate away from this screen until the timer is done and Faye will manage himself. If his health is in critical states, there is a chance of him dying which would mean game over for the user. If he was able to escape, he would return with critically low HP.

The text would change over time, depending on what Faye decided to do. He may be eating or maybe he is doing something bad.

User Flow

