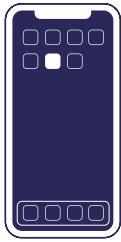


# iSPARX DEMO APP USERFLOW

## DOWNLOAD & LAUNCH



**1**  
User launches the application from their homescreen after download from iTunes store



**2**  
Users are presented with the splash/ loading screen



**3**  
Users are led through a very brief onboarding process. Targeting a single screen for this.

## MAIN SCENE

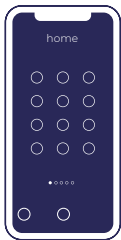


**1**  
The main scene is comprised mostly of a camera feed.  
  
This is the main page in which most of the app will function.  
  
The only icons on the screen at this stage are  
- menu  
- camera  
- info / help



**2**  
Pressing the info button will return the user to the onboarding screen.  
Camera takes a screenshot/ video followed by the native share functions.  
Pressing the menu button will overlay the content browsing screen over the camera view.

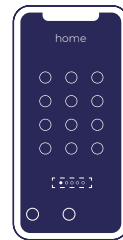
## MAIN MENU



**1**  
Tapping the menu button in the bottom left of the main screen will bring up the menu overlay.  
  
Users can browse and select content from this screen.  
  
The centre bottom button is the add page button, allowing users to unlock pages / content they know the codes for.



**2**  
The top two rows of the menu are populated with content - the usual models, portal etc.  
  
The section below this is for "widgets". These act as shortcuts to the associated one-pager. See Widgets Section for more.  
  
Beneath that is the favourites, which are chosen by the user.



**3**  
Additionally, some users may unlock additional pages beyond the menu. (more on this later).  
  
These pages are navigated to by swiping through a carousel style system.

## GROUND PLANE



**1**  
After selecting a piece of content, the menu disappears and users are prompted to place the ground plane.  
  
Tapping the screen while the ground plane icon is displayed will place the item the user selected in the menu.

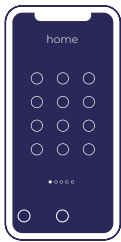


**2**  
Once the content appears, the user can walk around and view it overlaid over the real world.  
  
Additionally two more buttons appear, a re-position button and a clear button.



**3**  
Hitting the re-position button will take the user back to the place ground plane stage, and tapping the clear button will clear the users content selection and remove the ground plane.

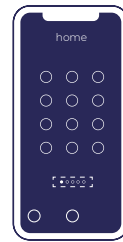
## ADD PAGE



**1**  
By tapping the "add widget" button at the centre bottom of the main menu, users can unlock specific widgets in the app.  
  
Widgets in this case meaning additional content and experiences beyond the base content, including isparx platform demonstrations, and in some cases entire applications.

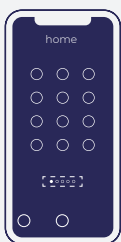


**2**  
Once the add widget button is tapped, the menu is replaced with a pin pad interface.  
  
Each widget is associated with a code. Typing in a correct code will unlock the associated widget.  
  
Users can exit the add widget screen and return to the menu via a back button.



**3**  
Widgets, once added, are accessed by swiping from the main menu.

## WIDGETS



**1**  
Games stored in the collection can be accessed at any time. Collectable games will be  
  
- Pinball  
- Multichoice Quiz  
- TBD



**2**  
Each unlocked widget gets a page on the carousel. It includes a blurb to contextualise the widget and a launch button.  
  
They may also include custom graphical elements unique to the page/widget.  
  
It is to these pages that the widget shortcuts take users.



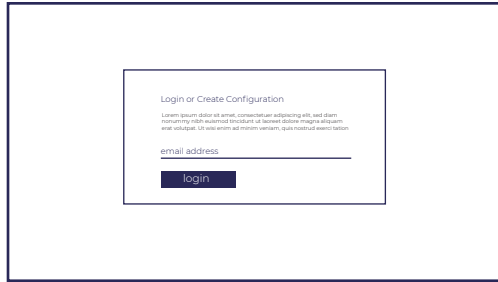
**3**  
Following launch, any given widget may have entirely different UI and features.  
  
As such, some widgets may have their own userflows.  
  
See those for more information.

# ISPARX DEMO APP USERFLOW - WEB INTERFACE

LOGIN

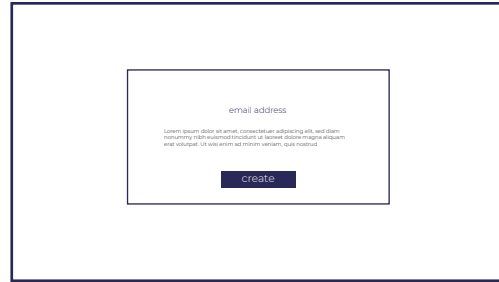
1

When a user first loads the webpage, they are prompted by popup to login or create a configuration via their email address.



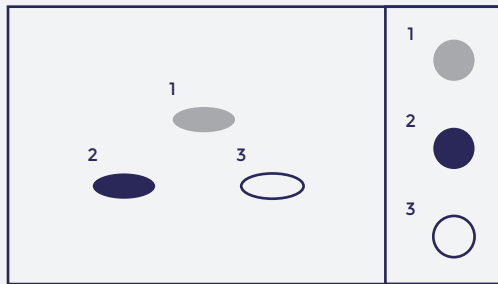
2

If their email is not tied to an existing configuration, they are notified and asked if they would like to create one.



1

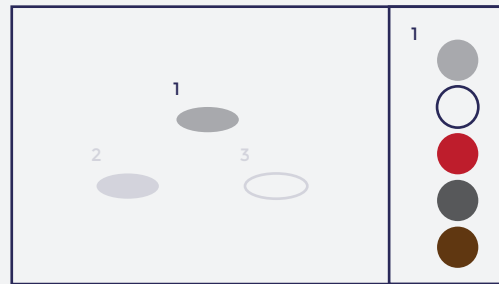
After logging in or creating a configuration file, the user is presented with the main screen of the interface. Here they can see a representation of a scene with assets that can be swapped out.



GRAPHICS/ASSETS TBD

2

Users can select items and swap them with other items from a menu (or similar mechanic).



SWAPPING ASSETS

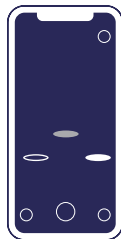
VIEWING WITHIN APP



1

The asset swapping interface is associated with a widget within the ISPARX app.

This widget is built to demonstrate the platforms ability to swap assets dynamically.



2

Launching the widget, users will place a ground plane scene.

Within this there are 3 assets, all placed into the ground plane simultaneously.



3

There are 3 that are present by default, however users may choose to enter their email address and view their personal configuration (provided they have created a configuration).

This can be done by pressing the "add account" button.



4

Users enter the email they used to create a configuration.

If they have no configuration, there is a link to the webpage that can be used.



5

After entering their email (correctly), this device will remember this and load their personal asset configuration every time the widget is launched.



6

Should they wish to load a different configuration, they can press the "add account" button again and override the login with another.