



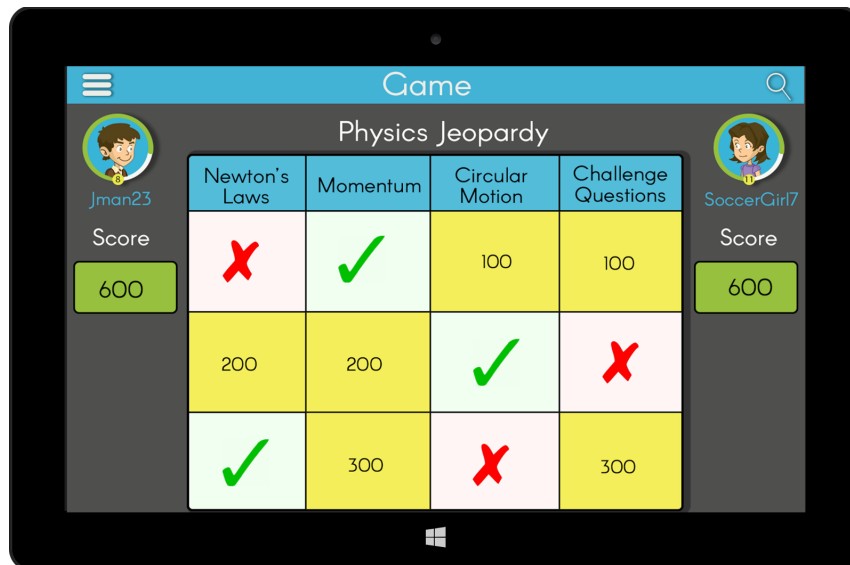
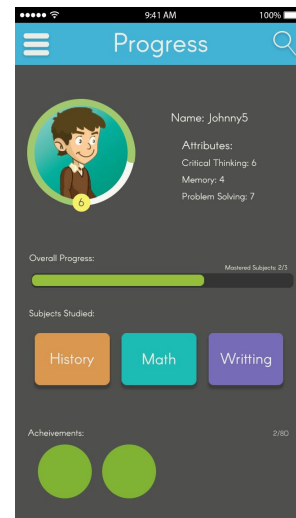
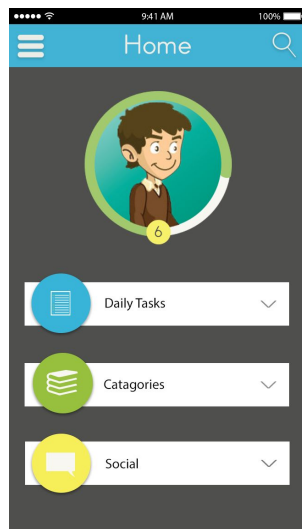
Top Minds



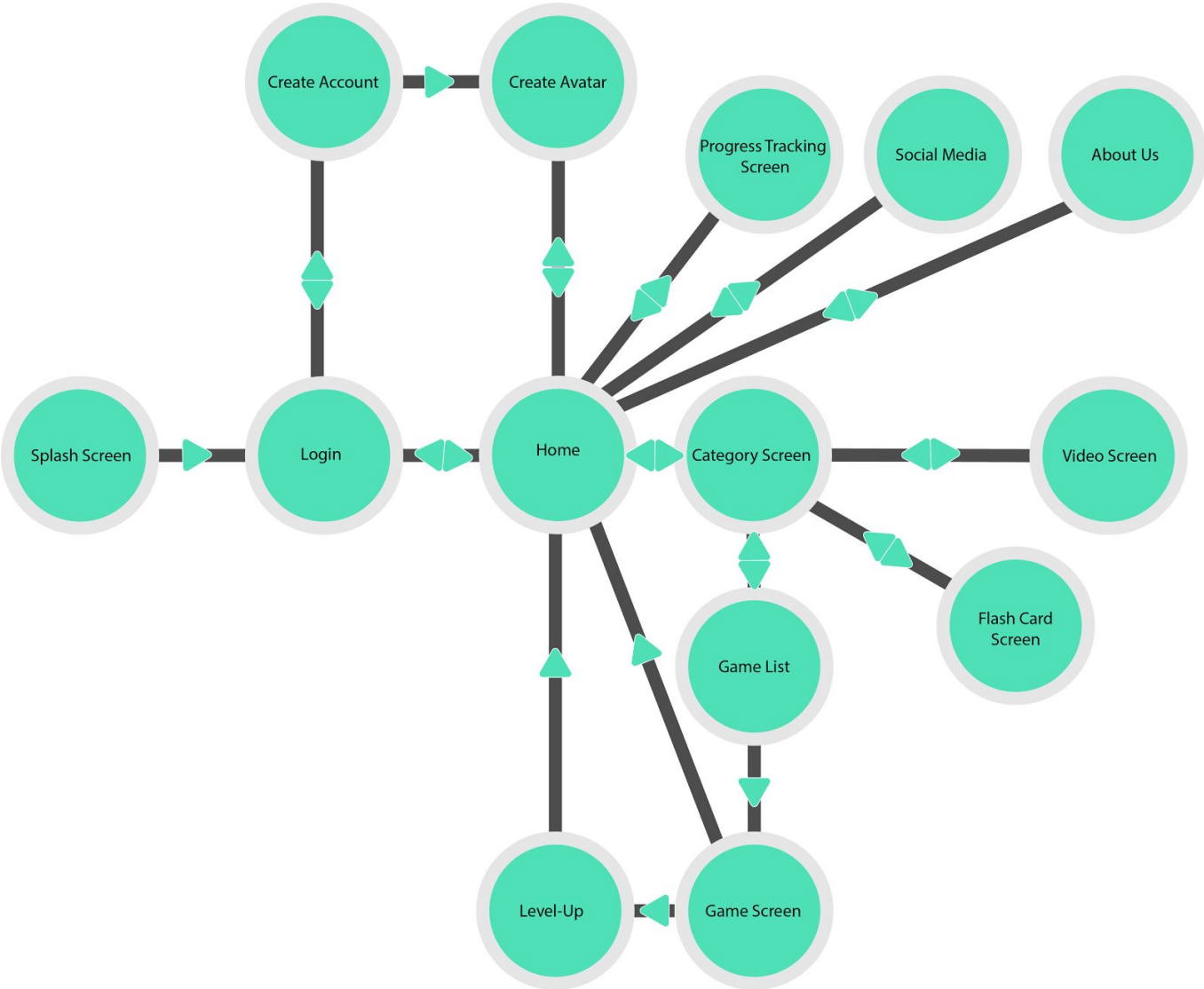
By: N.A.D.E
Erik Azzarano,
Alexia Munoz,
Nicole Griffin,
David Dille

Top Minds Overview

Top Minds is a learning based app that facilitates learning in many ways. Top Minds provides thousands of videos to help you learn about countless subjects and topics. You can use pre-made flashcards or make your own flashcards to help you study. You can play learning games based on each topic by yourself, or you can compete against a friend. Top Minds tracks your overall progress and progress in different subjects. Based on your progress you can level up your personally made avatar and show off what you have accomplished via the social media aspect of the app. Our main audience is middle school and high school students, though all ages will be able to learn and feel immersed in our app.

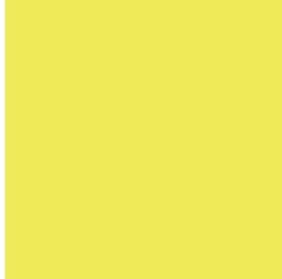


Top Minds Annotated Screen Flow Diagram



Style Guide

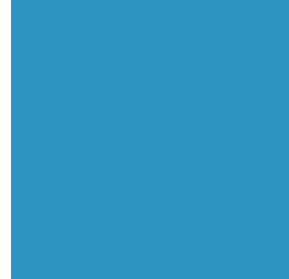
Colors



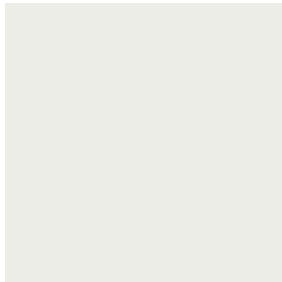
#edeb58
R: 237
G: 235
B: 88



#95be3d
R: 149
G: 190
B: 61



#42b3d5
R: 45
G: 147
B: 195



#edede7
R: 236
G: 237
B: 231



#4f4f4e
R: 79
G: 79
B: 77

Fonts

Arcon Regular

Arcon Regular was the font used for all text in the app.

Arcon Regular in font 14pt was used for the heading on each screen.

Font sizes largely varied for all other text in the app.

Icons

Heading Bar



Top Minds uses the same heading (as seen above) for every screen. To the left is the “hamburger icon” to signify a clickable dropdown menu with more options. We decided the hamburger icon was best given the smaller screen sizes for phones and tablets. It allows for a more efficient use of space. In the middle of the header is the name of the screen you are currently on. This allows for the user to be aware of what screen they are on at all times. Lastly, to the right is the magnifying glass which when clicked on search bar is displayed that allows the user to search for anything within the app itself, from videos to games to different menus, and more.

Avatar Profile Picture



Another common icon throughout the app is the user’s profile picture. It shows an image of the user’s avatar, as well as their current level and progress toward the next level. Clicking on it will display information about the user’s profile as well.

Logo



Though it is not seen in any of the final mockups of our app, this is the logo for Top Minds (As seen at the beginning of the booklet). We anticipate that it would be displayed during the startup of the app, the title screen, and possibly even the loading screens.

Controls

Hamburger Menu and Search Bar

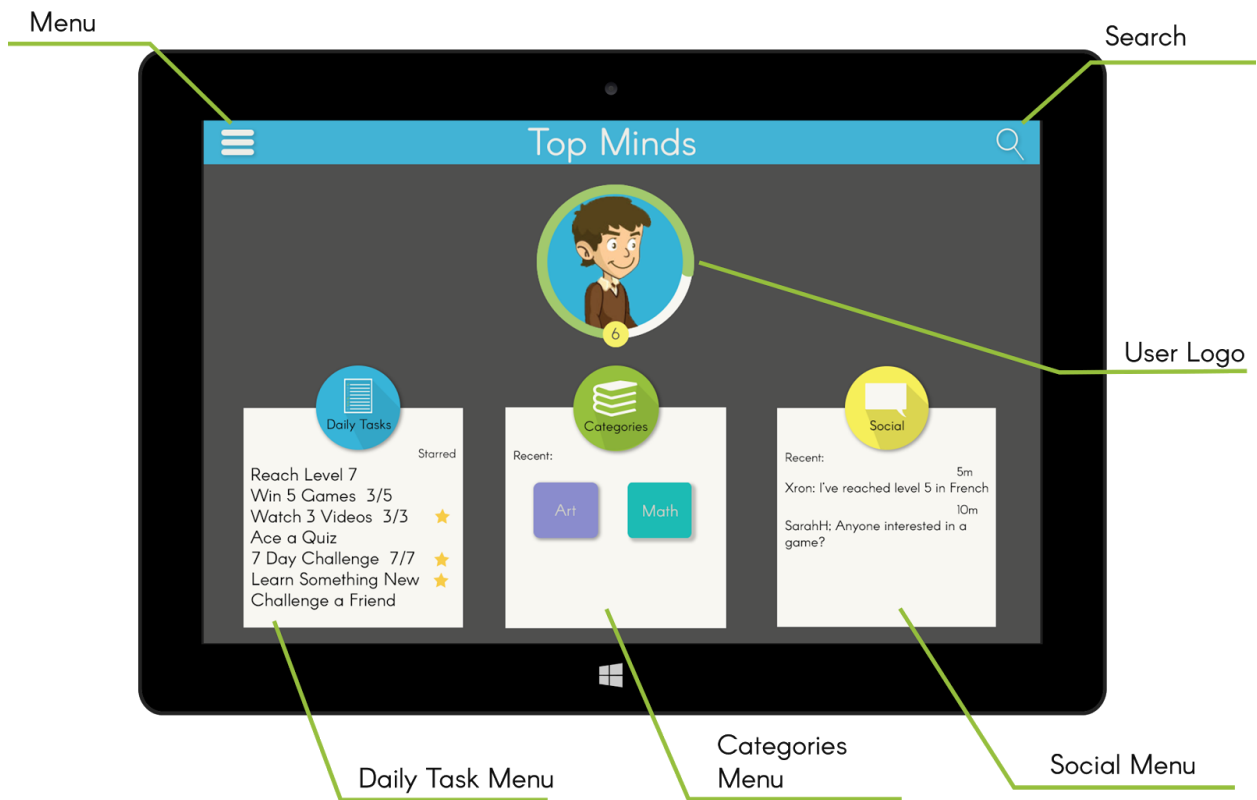


Most of the controls for Top Minds come from the main icons. Again, the hamburger icon is a button that opens up a dropdown menu with links to other screens in the game, as well as some of important information for the user. The magnifying glass also allows for user control by opening a search bar and allowing the user to search for desired items within the app.

Final Mockups

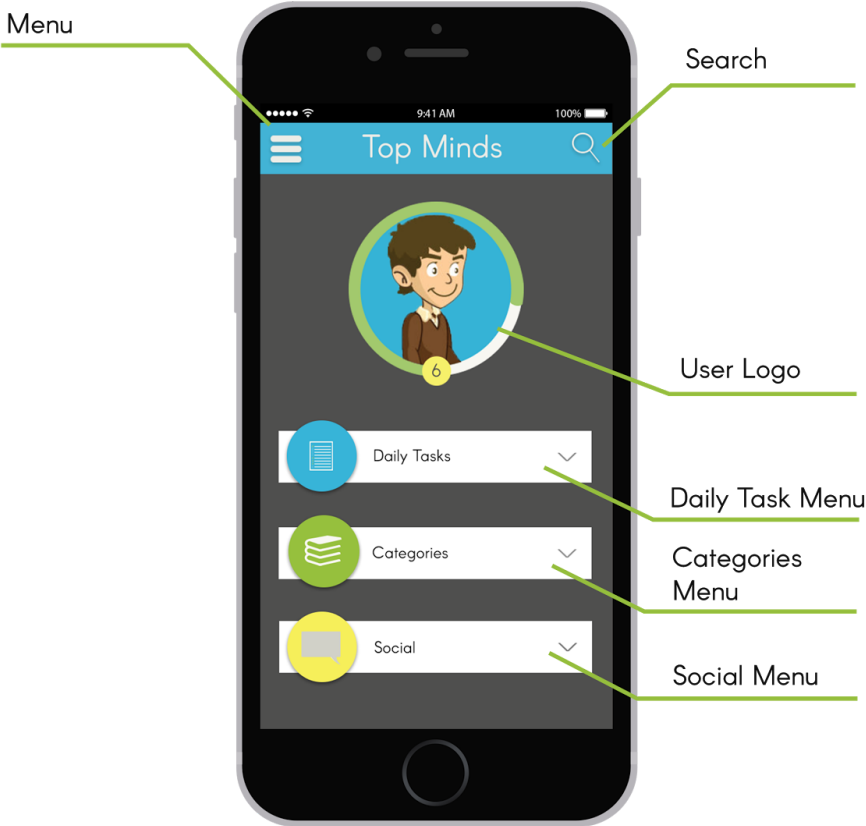
Home Screen

Tablet, Landscape



Home Screen

Phone, Portrait



Avatar Screen

Tablet, Landscape

Bring up more customizable options for each category

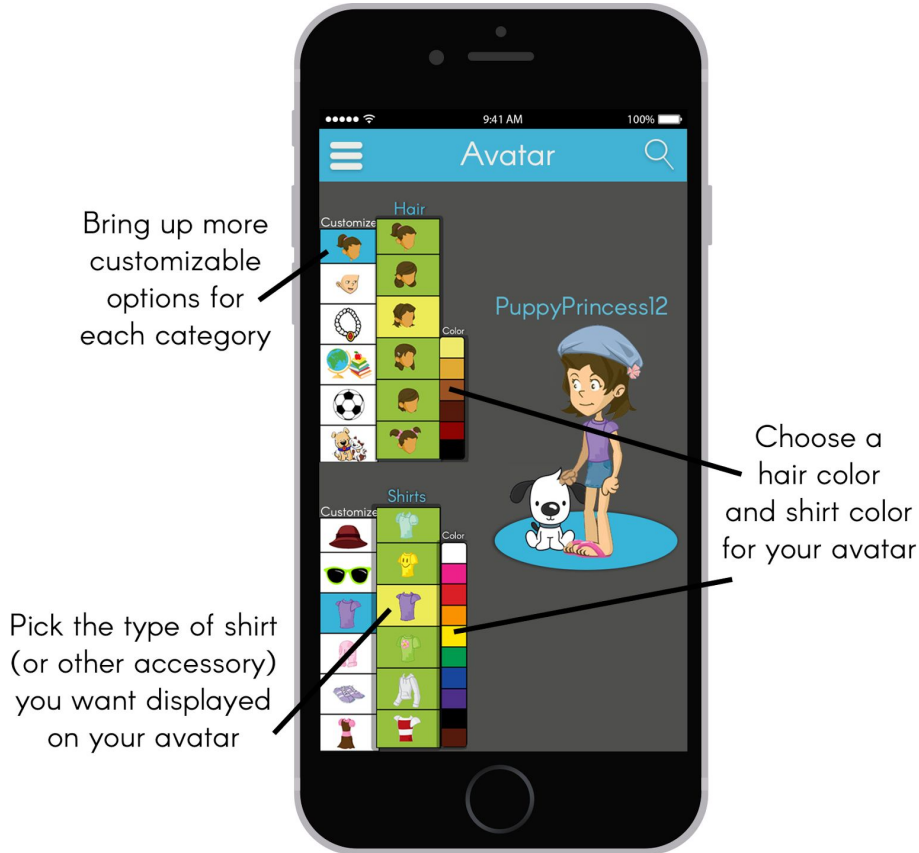
Pick the type of shirt (or other accessory) you want displayed on your avatar



Choose a hair color and shirt color for your avatar

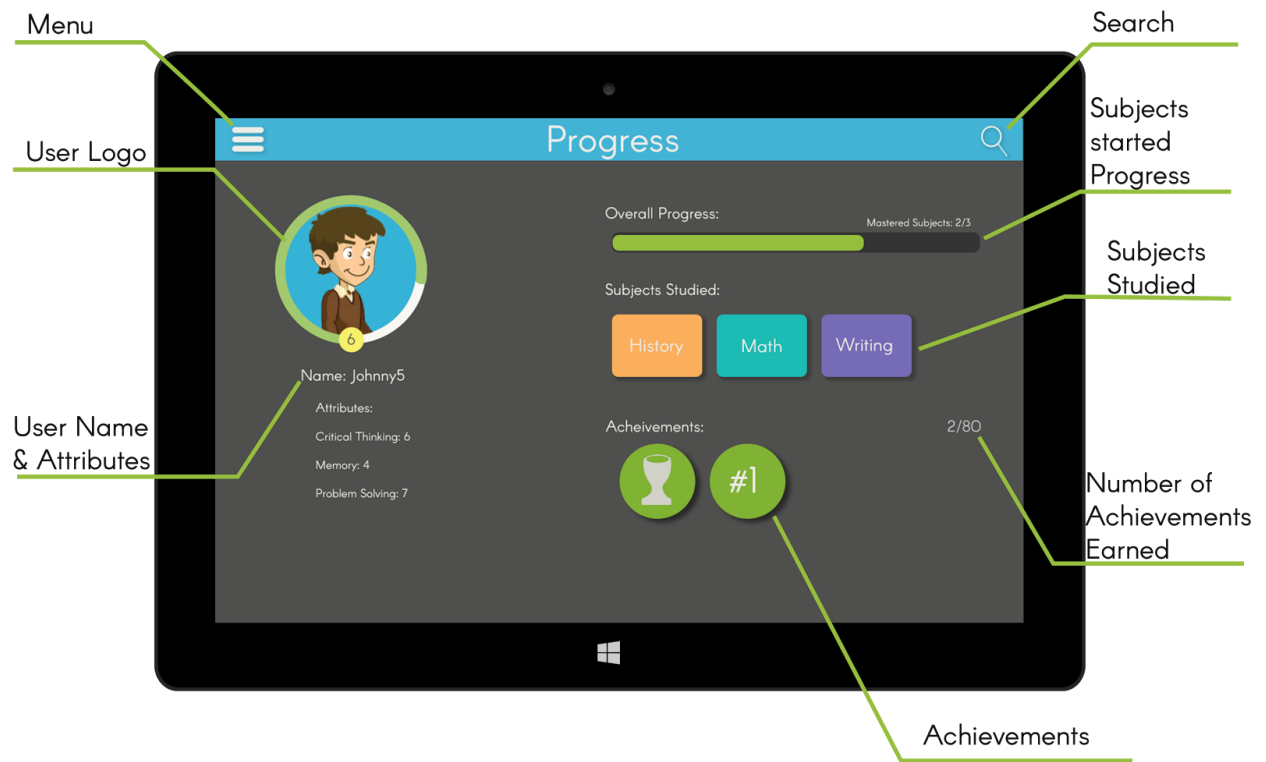
Avatar Screen

Phone, Portrait



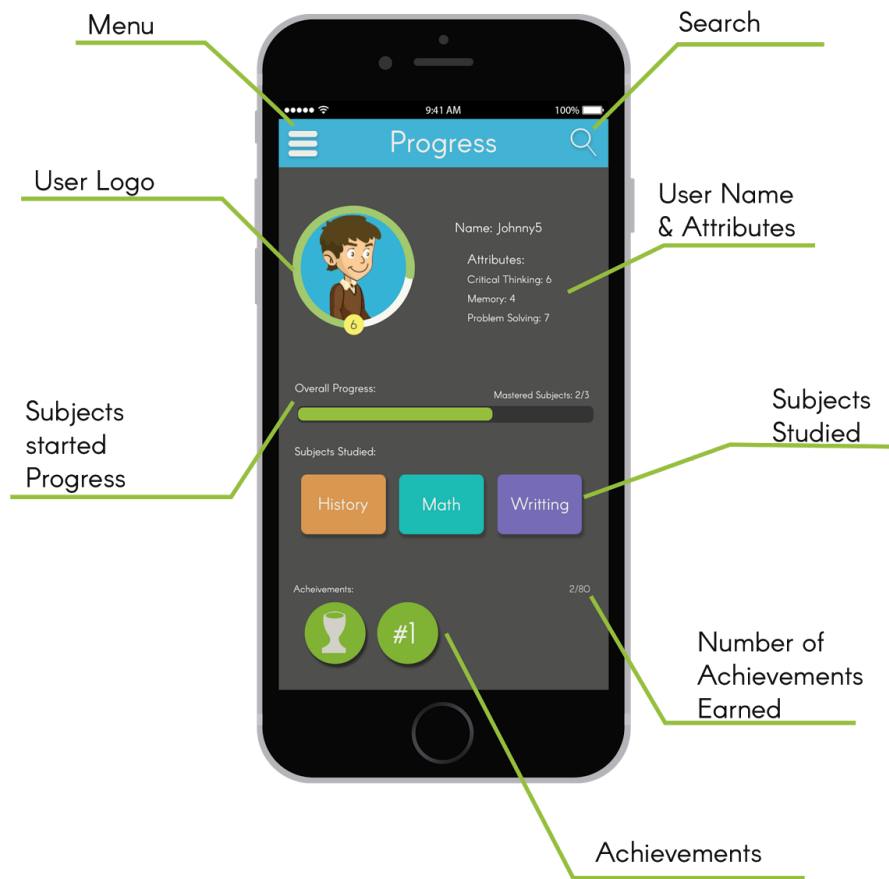
Progress Screen

Tablet, Landscape



Progress Screen

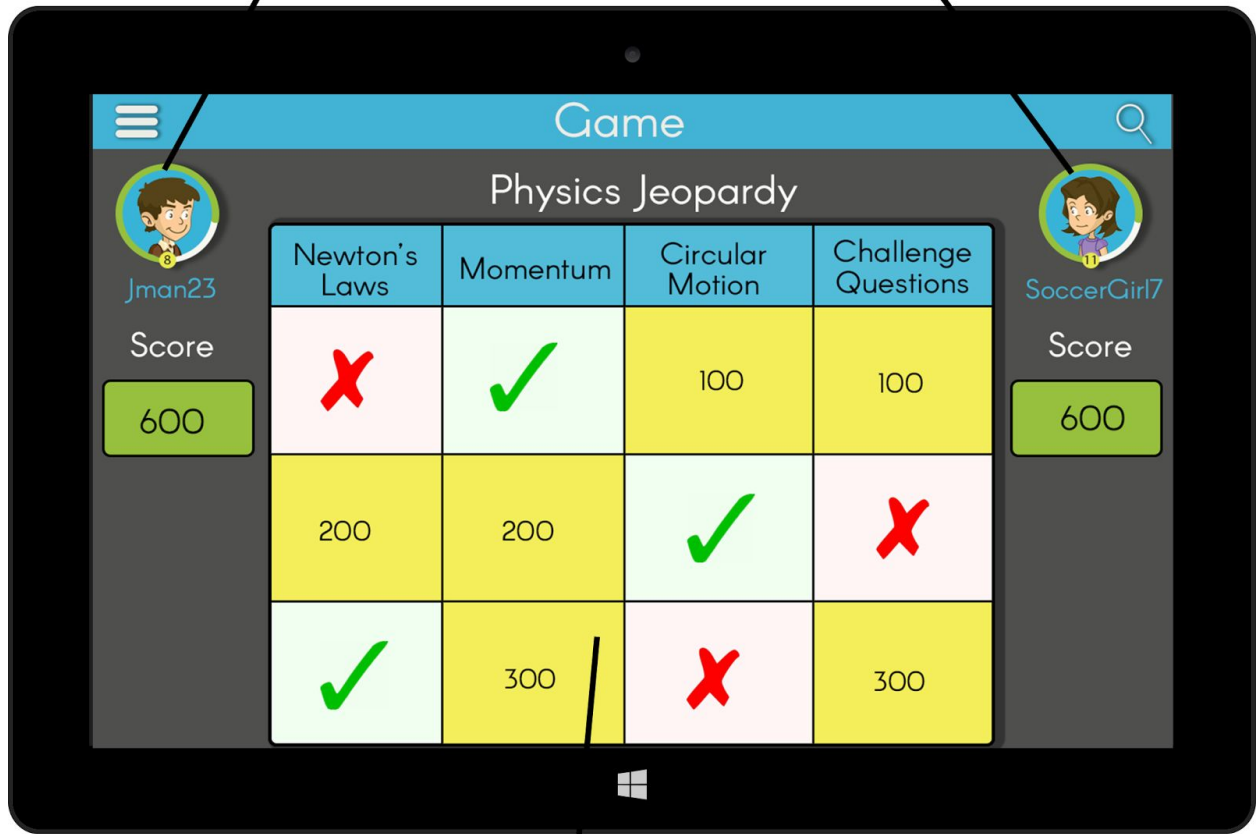
Phone, Portrait



Game Screen

Tablet, Landscape

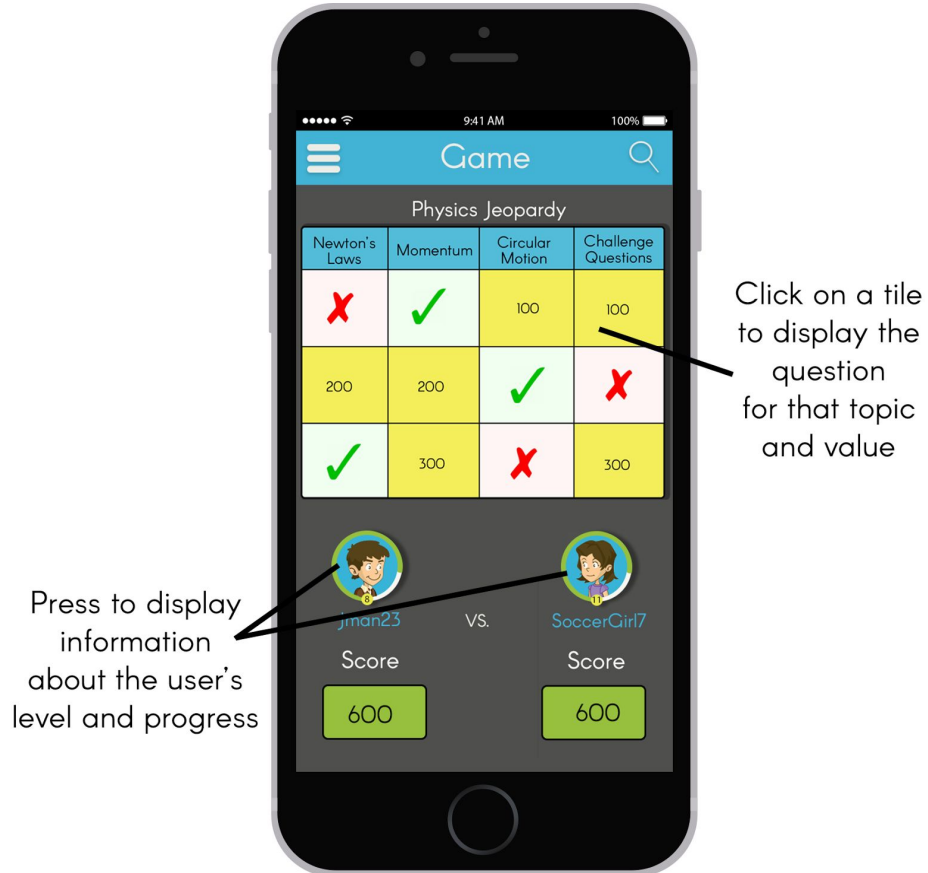
Press to display information about the user's level and progress



Click on a tile to display the question for that topic and value

Game Screen

Phone, Portrait



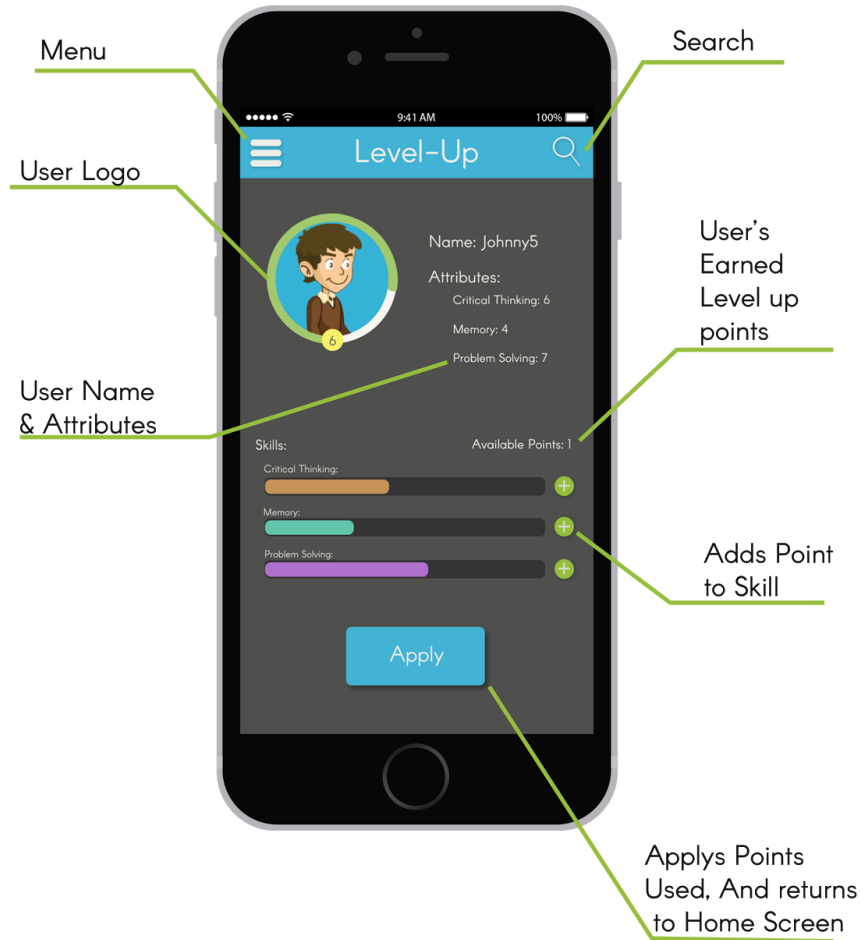
Level-Up

Tablet, Landscape



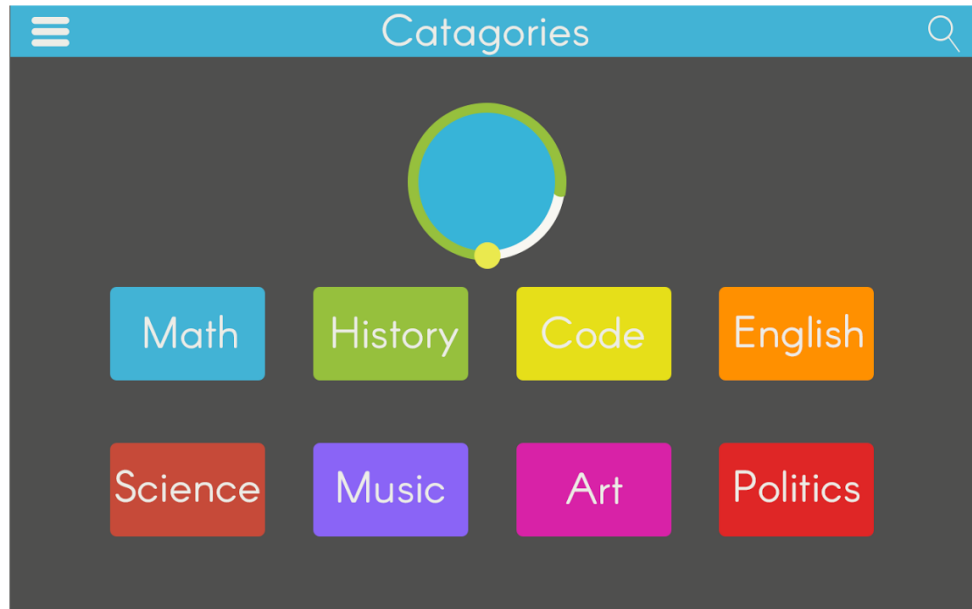
Level-Up

Phone, Portrait



Category Screen

Tablet, Landscape



Team Info

Name: N.A.D.E. (**Not Average game Design Ers**)

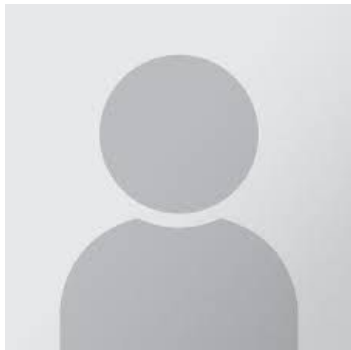
Team Members



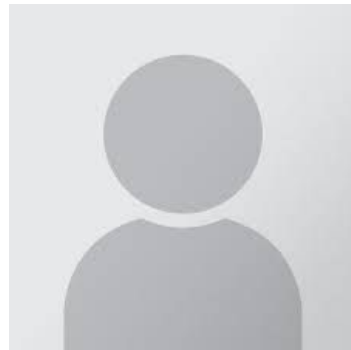
Erik Azzarano
2nd-year Game Design & Development Major
Double Major in Psychology
From Philadelphia, Pennsylvania



Alexia Munoz
2nd-year New Media
Interactive Development
From Conneaut Lake, PA



Nicole Griffin
2nd-year Game Design
& Development Major



David Dille
2nd-year Game Design
& Development Major