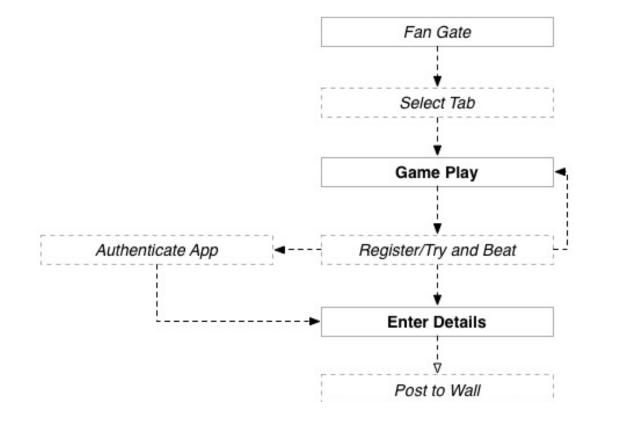
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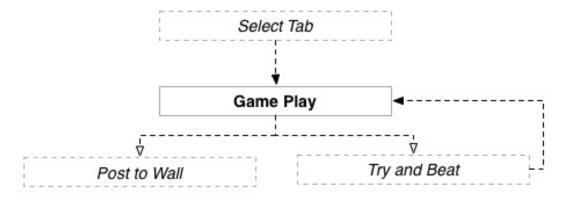
CAPITAL ONE NCAA Contest

January 4. 2012



First Time Player/Un-Registered Returning Player

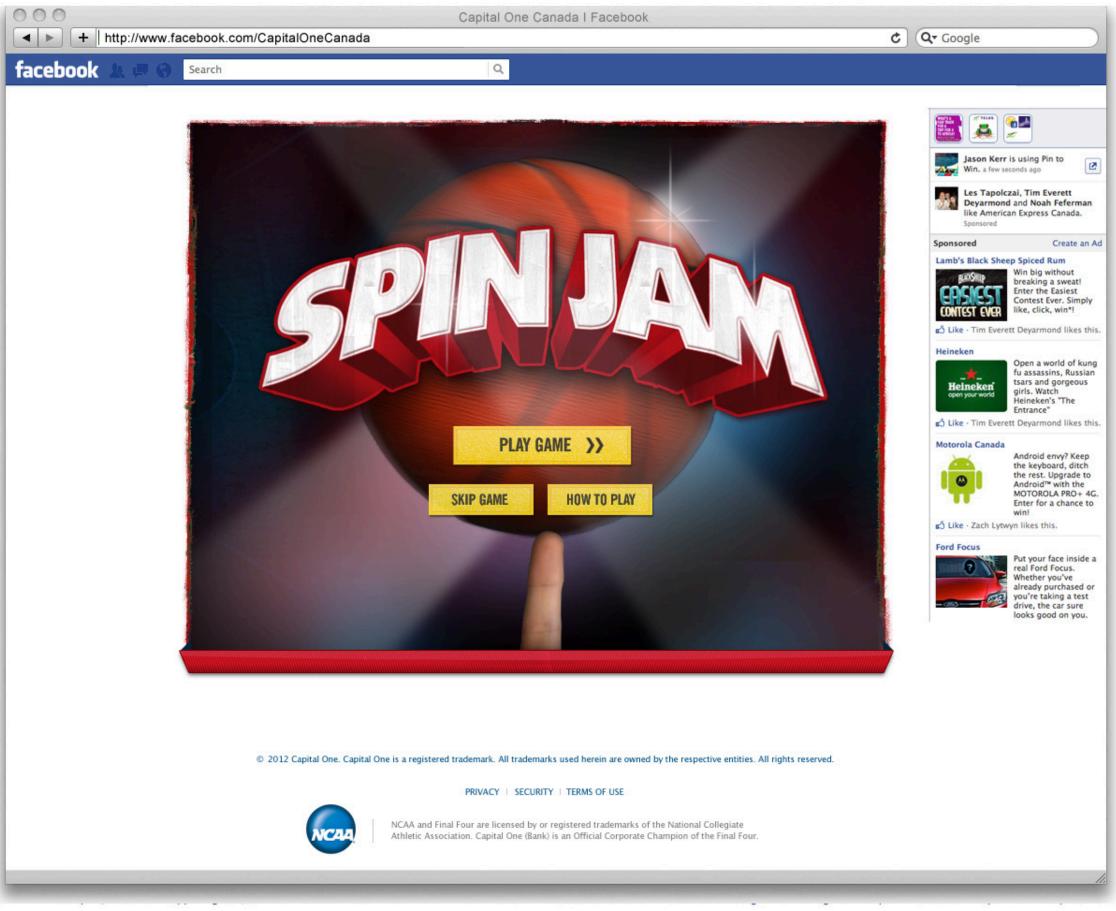




### Registered Returning Player



#### **CAPITAL ONE NCAA CONTEST - GAME - INTRO**

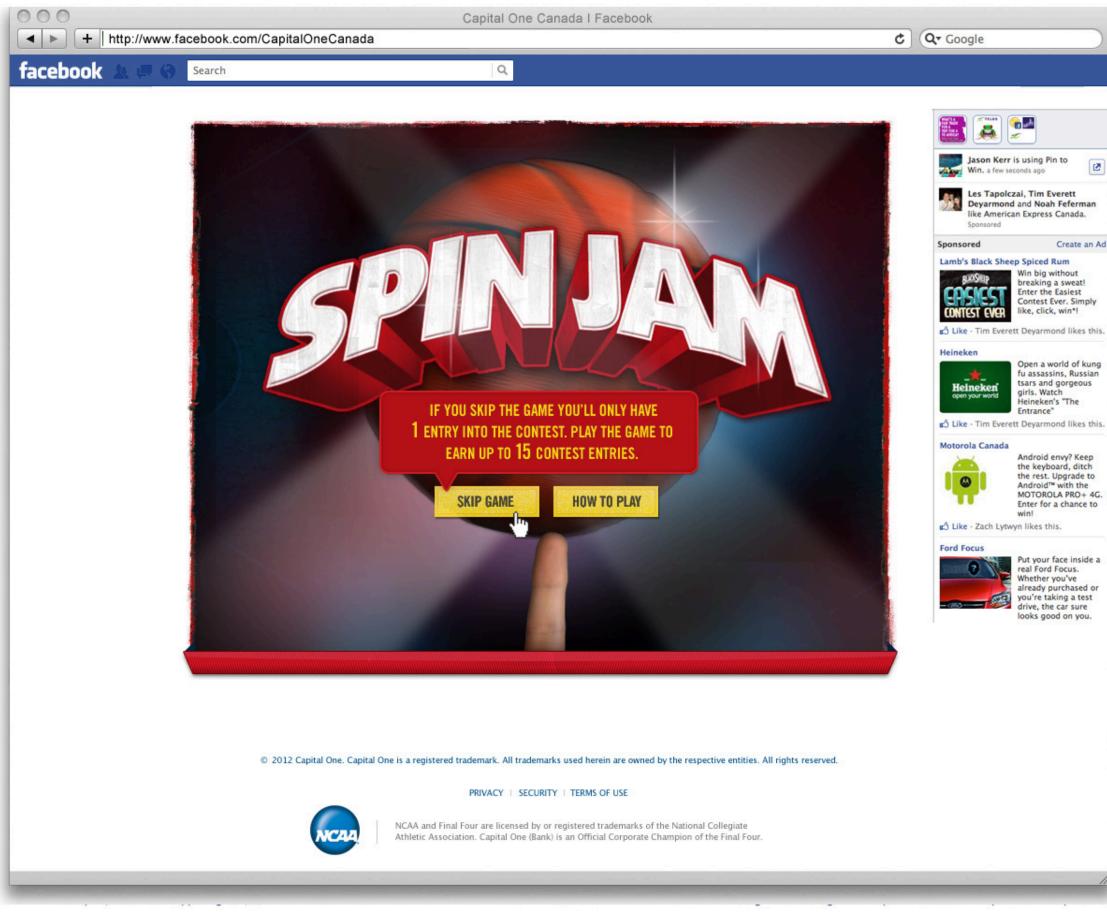


#### VO - Frame 6

"....SPIN JAM!"



#### **CAPITAL ONE NCAA CONTEST - GAME - INTRO ROLLOVER**



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#### Create an Ad

the rest. Upgrade to Android™ with the MOTOROLA PRO+ 4G.

already purchased or you're taking a test drive, the car sure



# **DESIGN ANNOTATIONS**

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4 1



#### PAGE Design Annotations

#### NOTES

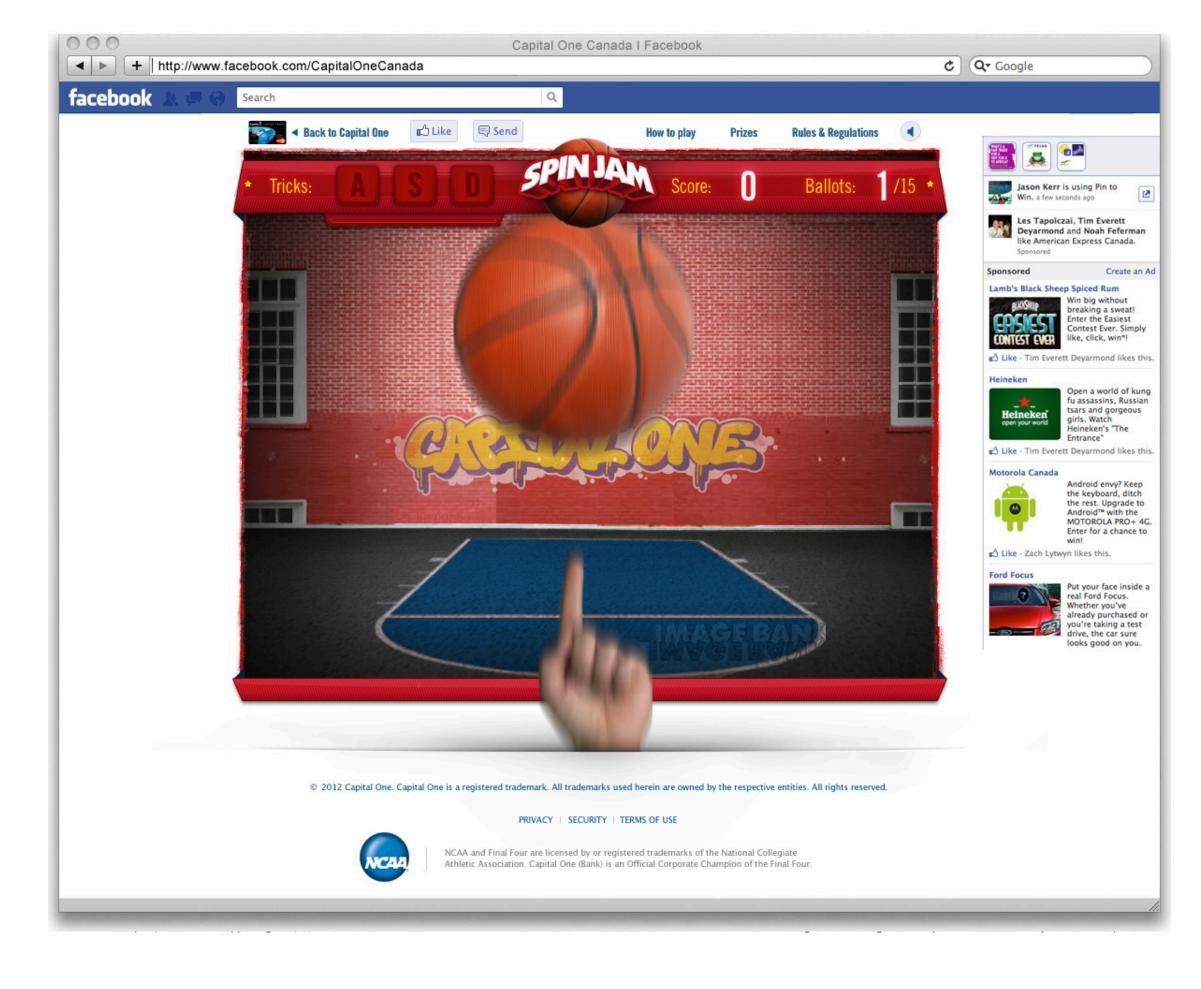
- 1. Back to Capital One will take users back to the Capital One Canada brand page.
- 2. Like button will like our application page as well as allow users to post this link to their wall. Send will post this application link to a friends wall.
- 3. How To Play will launch in an overlay & will detail game mechanics.
- 4. Prizing will launch in an overlay and will speak to the prize offerings of the contest as well as entry dates.
- 5. Rules & Regulations will launch in an overlay and have the legal documentation for participants.
- 6. Volume control will allow users to toggle on or off the sound.
- 7. Tricks are initiated by the user by pressing the A, S or D keys. They will have a 10 second load rate in which they can't be activated. Once activated, they will play out for approximately 5 seconds and reset the counter to zero. Each button will display a different trick.
- 8. Points are accumulated for the amount of time keeping the ball in play as well as using tricks. For each second of gameplay users are awarded 4 points. Each trick played is worth 40 points.
- 9. Ballots are earned for every 80 points the user has achieved up to 15 ballots maximum.
- 10. The power bar is activated by the user pressing the space bar during gameplay. When kept in the middle range of the bar, the ball will be in perfect balance, the higher and lower end of the bar will give the user less control over the ball.





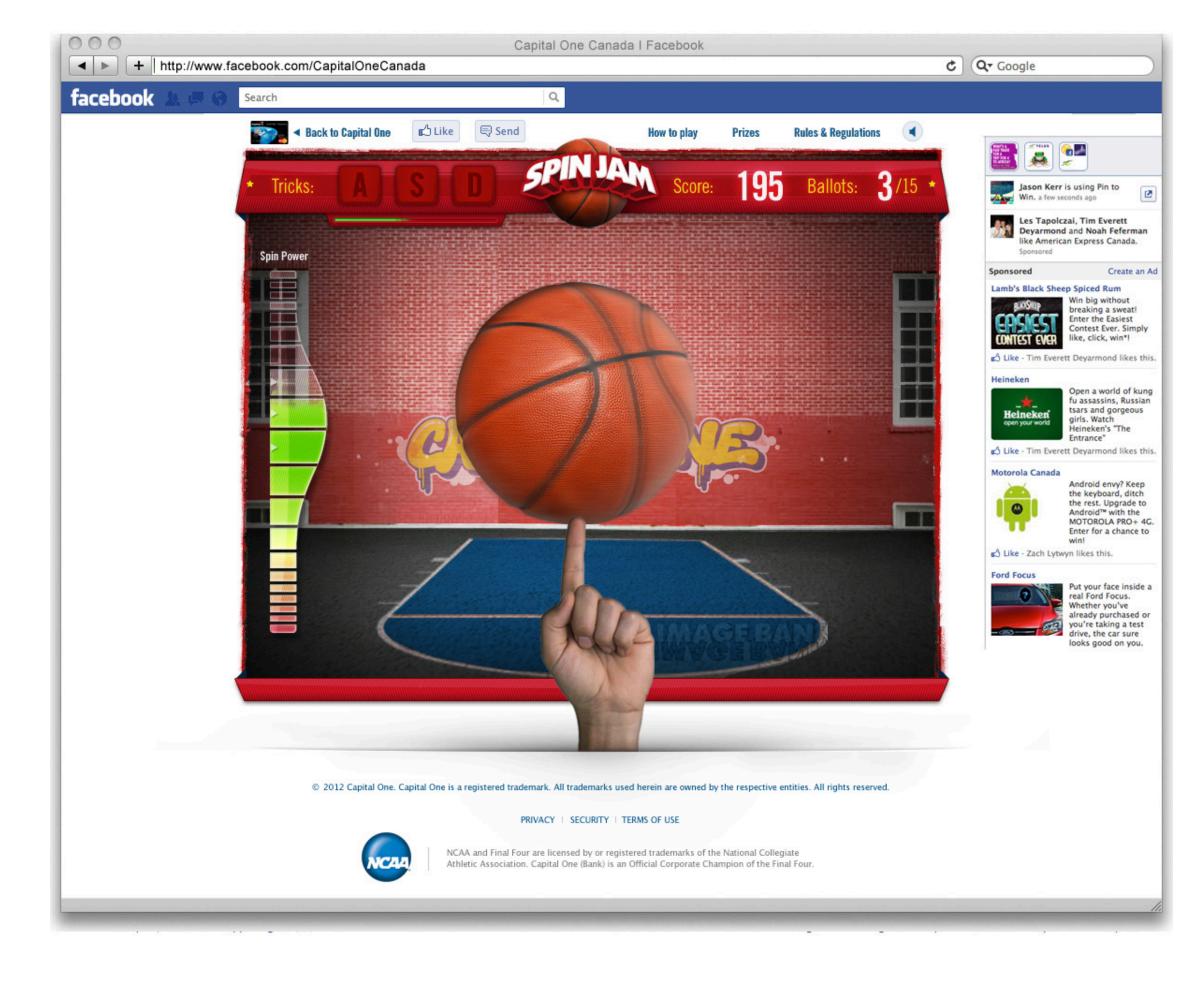
## TAXI

#### **CAPITAL ONE NCAA CONTEST - GAME - BALL DROP**





#### **CAPITAL ONE NCAA CONTEST - GAME - GAME PLAY**

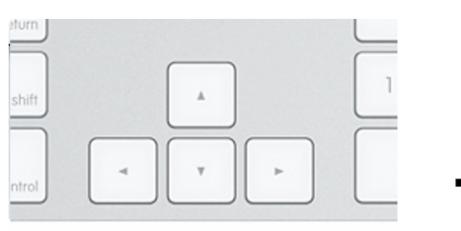




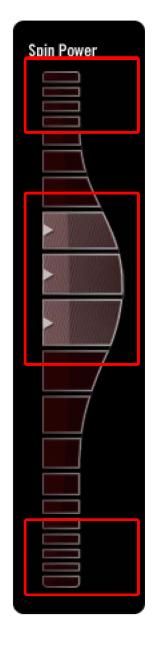
#### **CAPITAL ONE NCAA CONTEST - GAME - BALL CONTROL**

#### **Overview**

Users can balance the ball with the mouse or their keyboard keys.







 $\rightarrow$ 

Ball will be much harder to control, user will have to rebalance the ball until the speed decreases.

Ball will have some sway, but will be easy to balance.

Ball will be much harder to control, user will have to rebalance the ball until the speed increases.

#### CONTROL

Users use the left and right arrow keys to balance the ball or use the mouse to guide the ball to

centre it.



#### **Overview**

'Power' keeps the ball spinning - too much or too little power and the ball will fall off the finger.





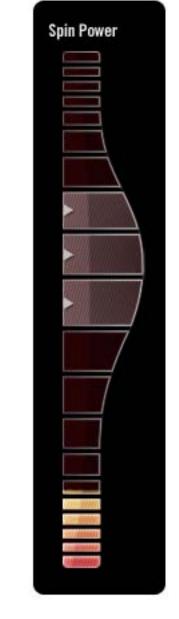
#### CONTROL

Ball power is controlled by pressing either spacebar or the left mouse button.



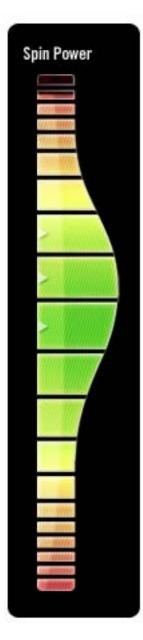
**EMPTY POWER BAR** 

The power bar uses colour variations and a bulge to indicate the "sweet spot."

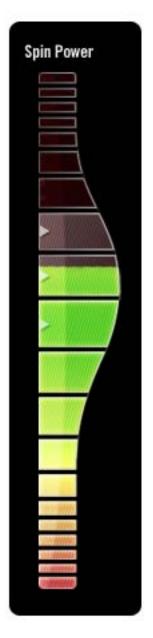


#### **PRESSING TOO SLOW**

When the spacebar/left mouse button isn't pressed often enough, the power level drops.



## Pressing the spacebar/left mouse button too often will result in too much power.



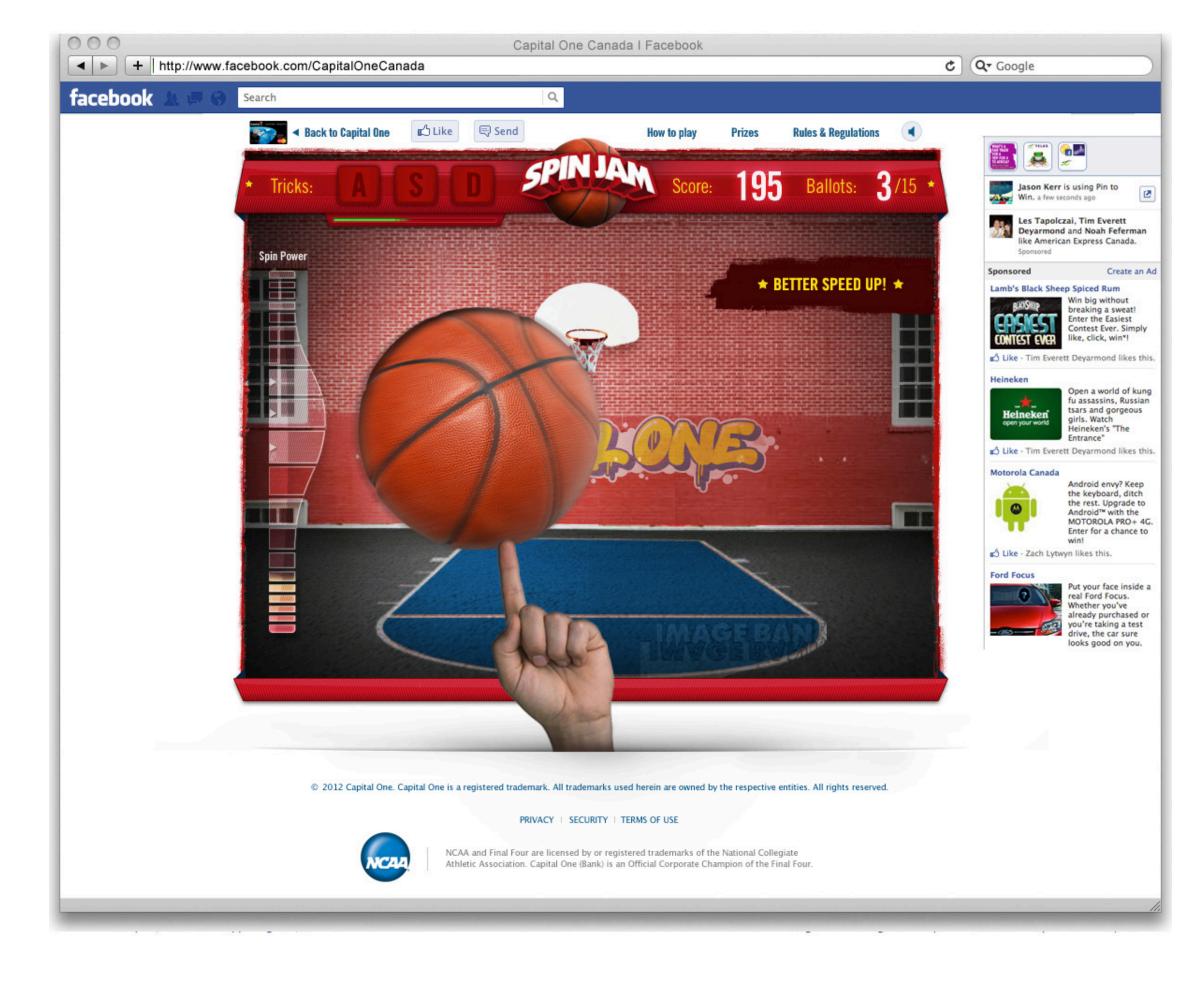
#### **PRESSING TOO FAST**

#### **SWEET SPOT**

Keeping power within the 'sweet spot' maintains optimal balance.

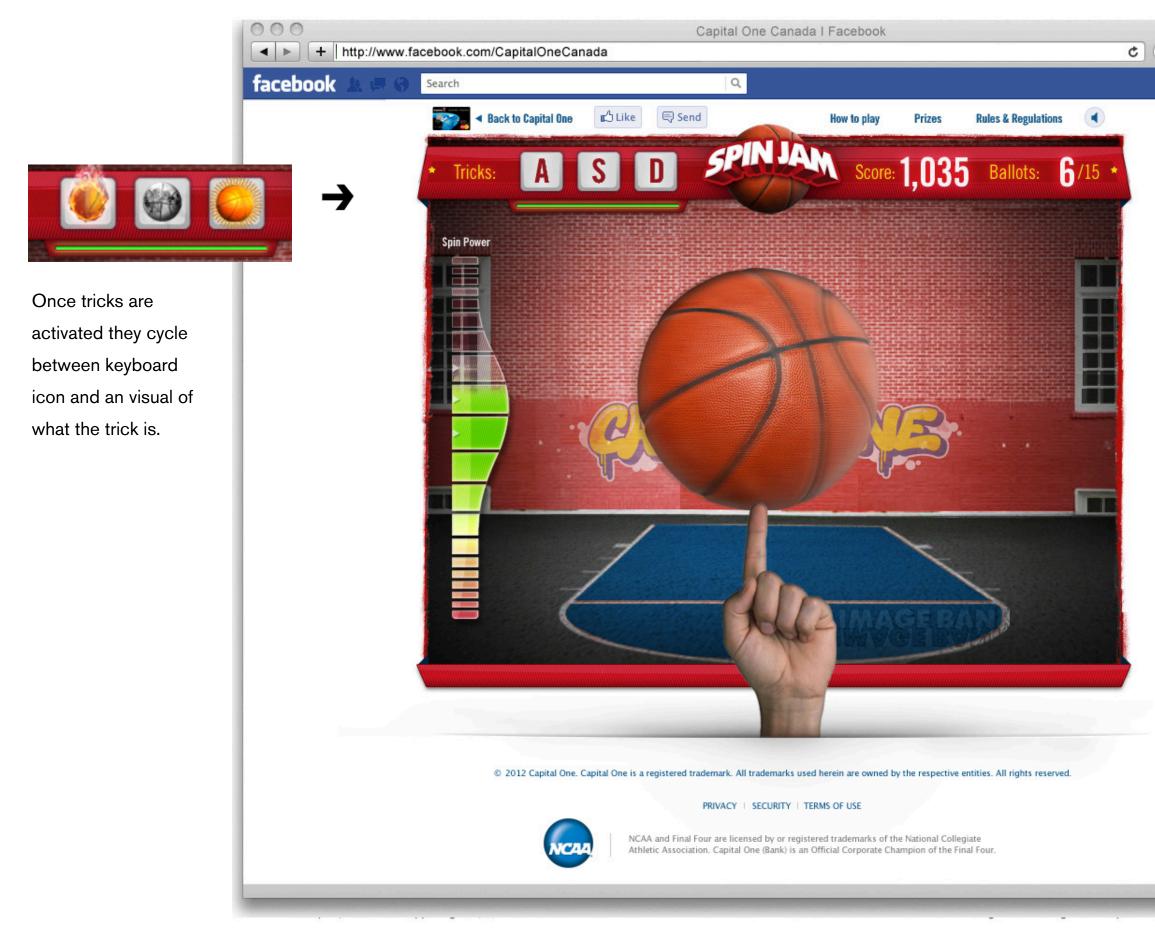


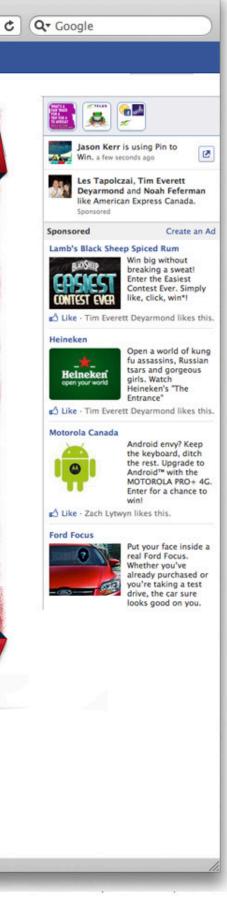
#### **CAPITAL ONE NCAA CONTEST - GAME - MESSAGING**





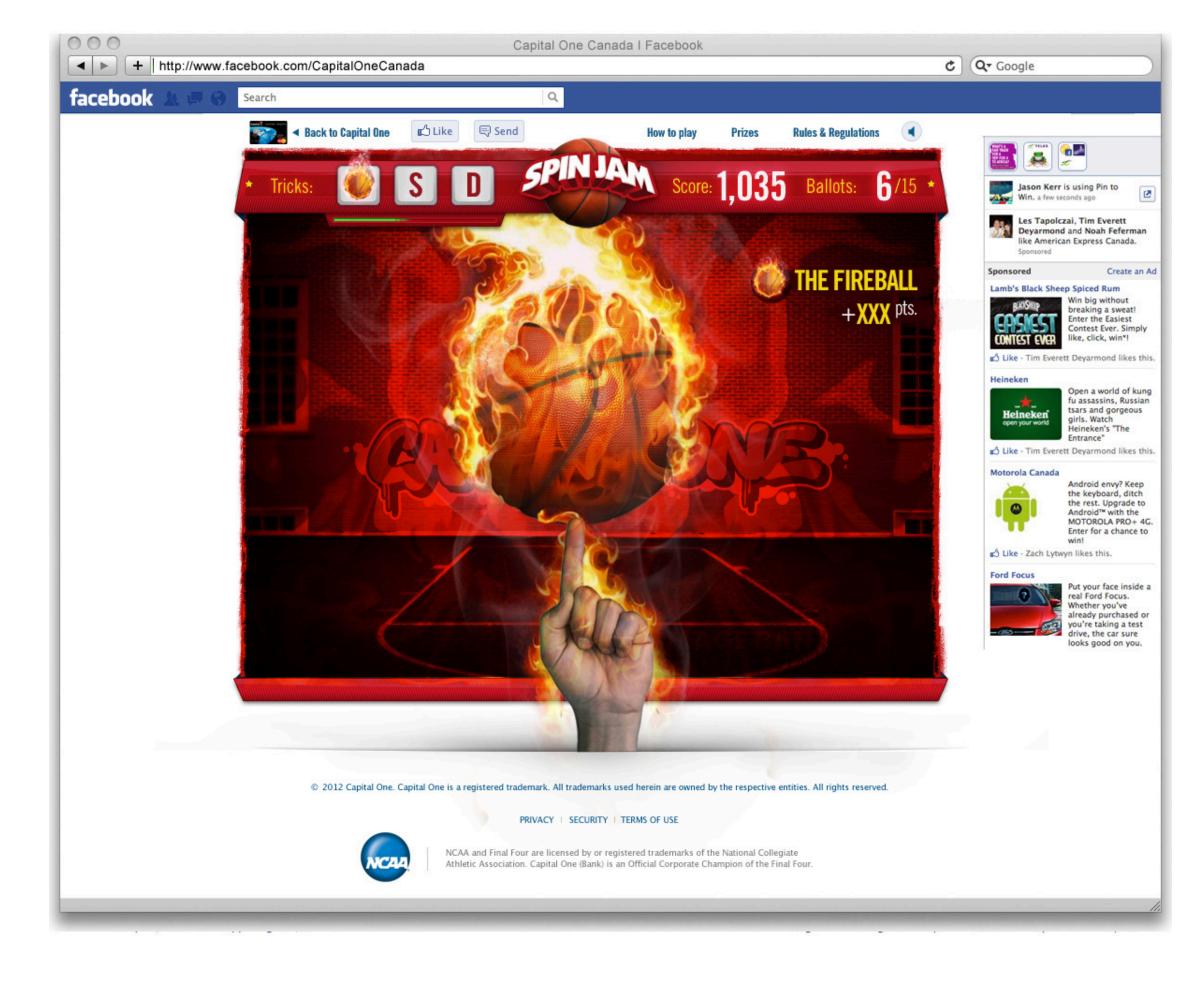
#### **CAPITAL ONE NCAA CONTEST - GAME - TRICKS CHARGED**





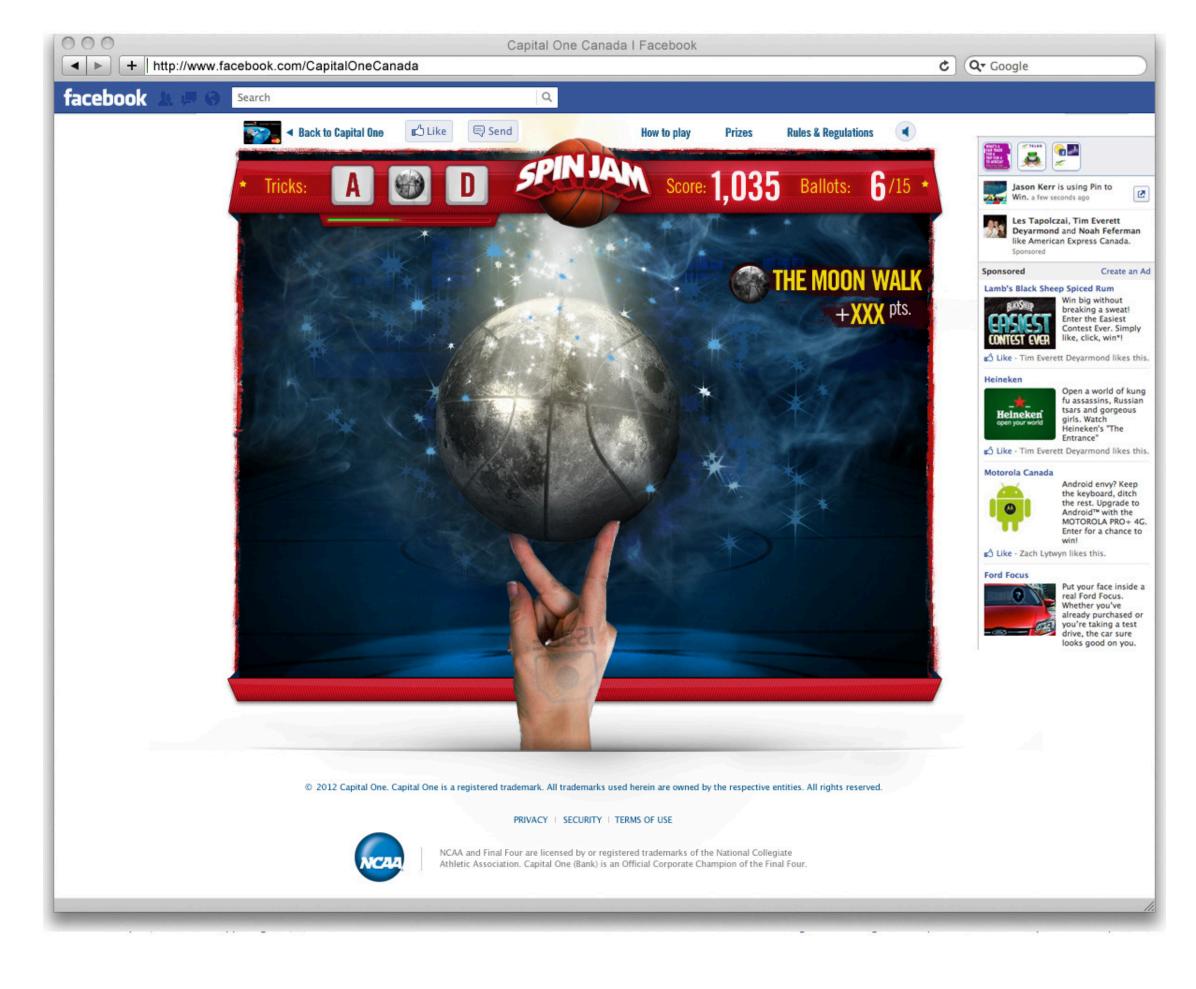


#### **CAPITAL ONE NCAA CONTEST - GAME - FIREBALL**





#### **CAPITAL ONE NCAA CONTEST - GAME - THE MOON WALK**



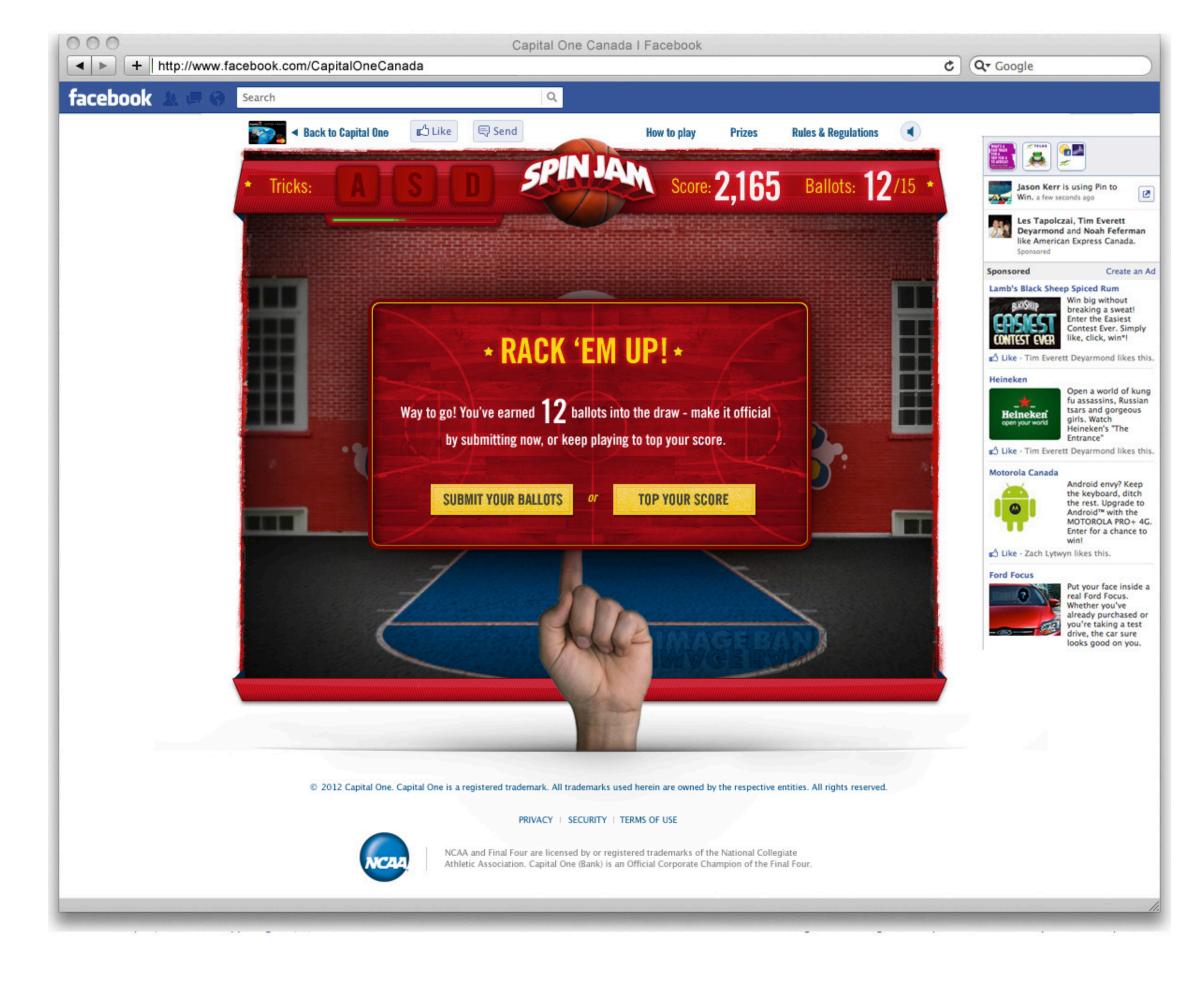


#### **CAPITAL ONE NCAA CONTEST - GAME - IT'S ALL GOOD**



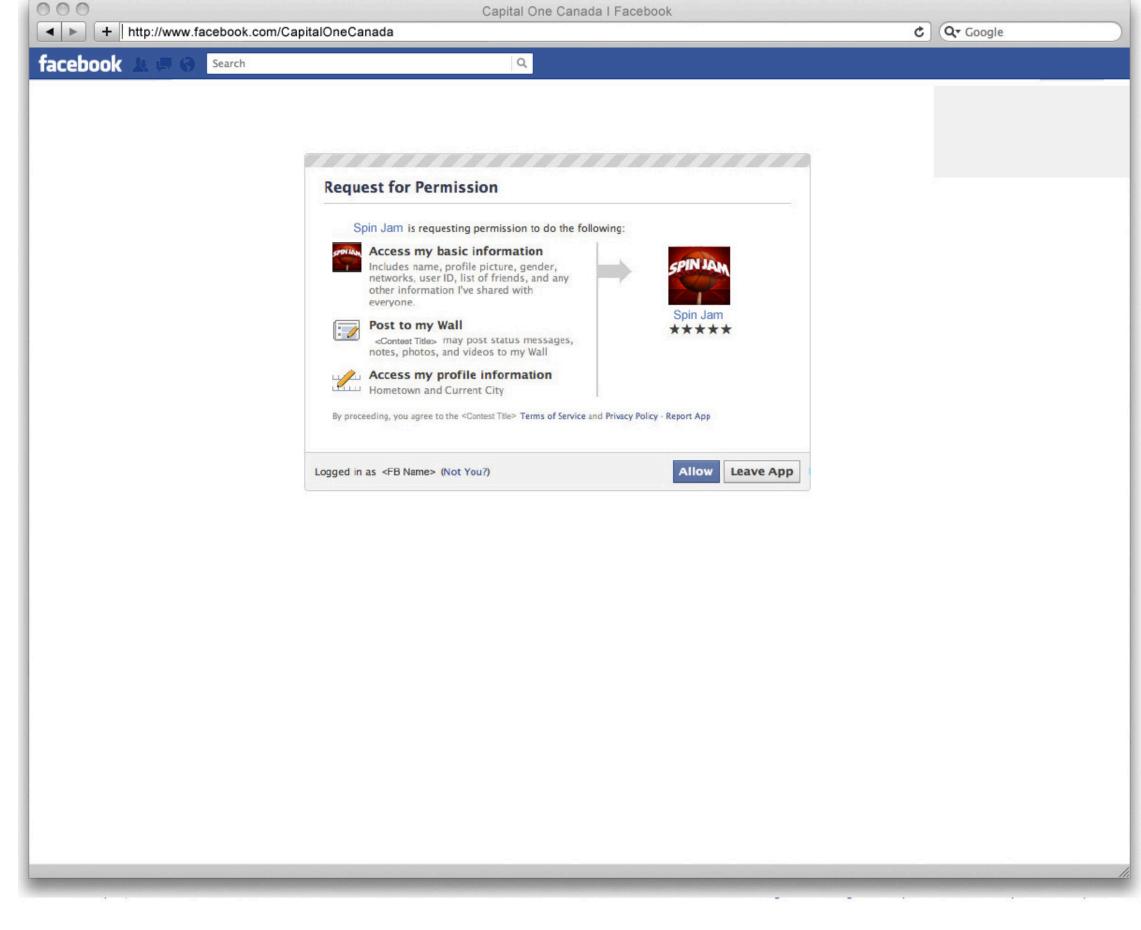


#### **CAPITAL ONE NCAA CONTEST - GAME - GAMEOVER**





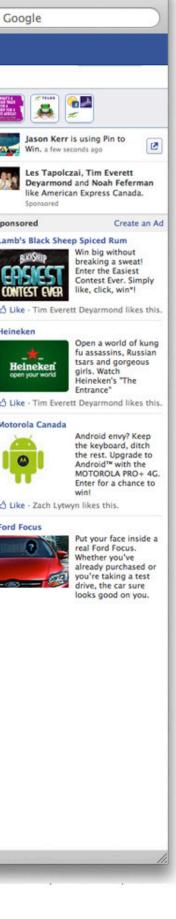
#### **CAPITAL ONE NCAA CONTEST - GAME - AUTHENTICATION**





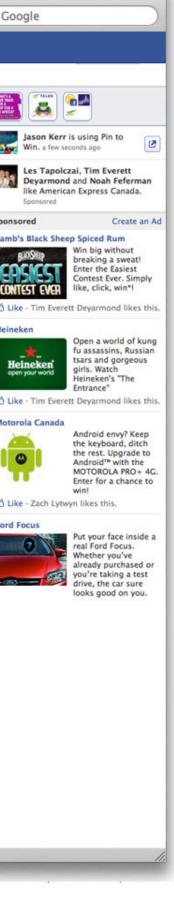
#### **CAPITAL ONE NCAA CONTEST - GAME - SUBMIT BALLOTS**

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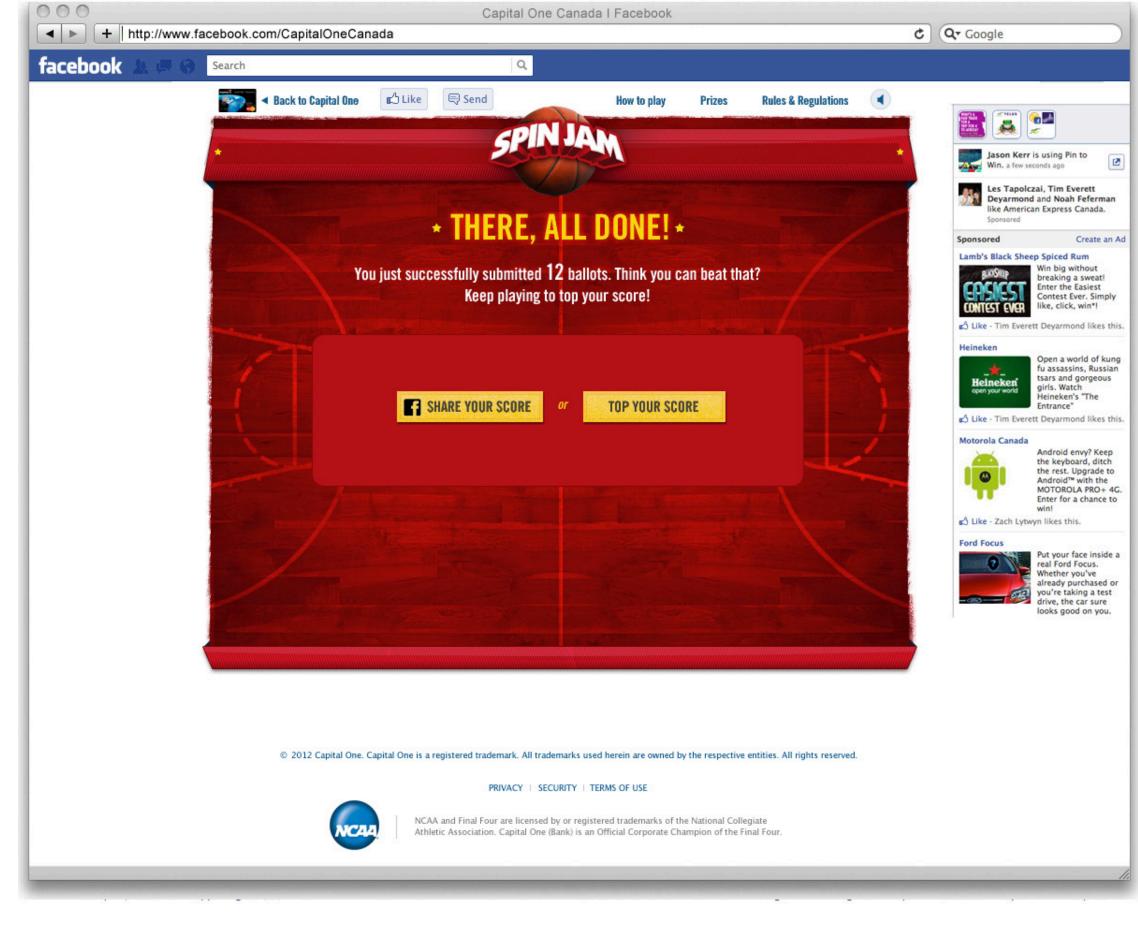


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#### **CAPITAL ONE NCAA CONTEST - GAME - SUCCESSFUL ENTRY**



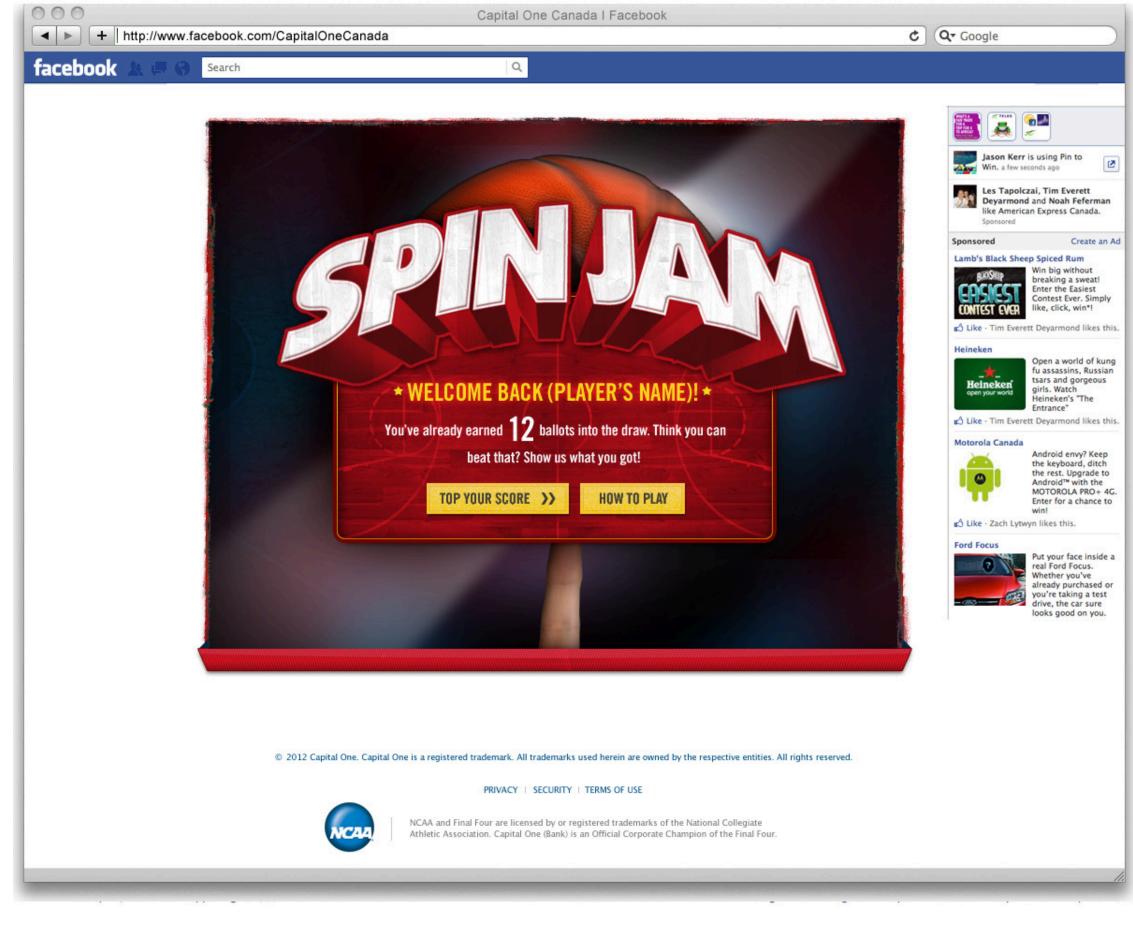


#### **CAPITAL ONE NCAA CONTEST - GAME - SHARE**



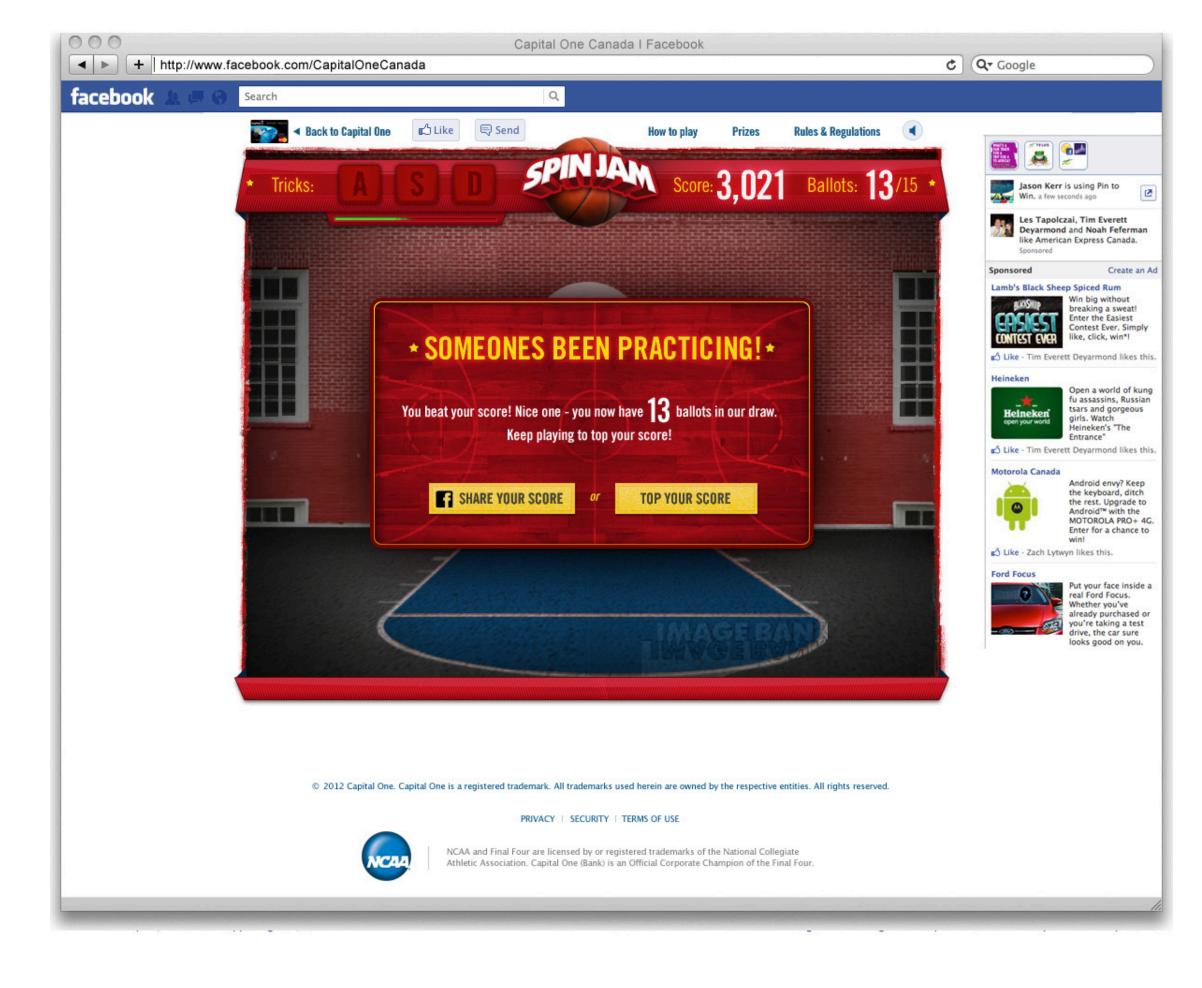


#### **CAPITAL ONE NCAA CONTEST - INTRO - RETURNING PLAYER**





#### **CAPITAL ONE NCAA CONTEST - GAMEOVER (BEAT HIGH SCORE) - RETURNING PLAYER**





#### **CAPITAL ONE NCAA CONTEST - GAMEOVER (DIDN'T BEAT HIGH SCORE) - RETURNING PLAYER**

