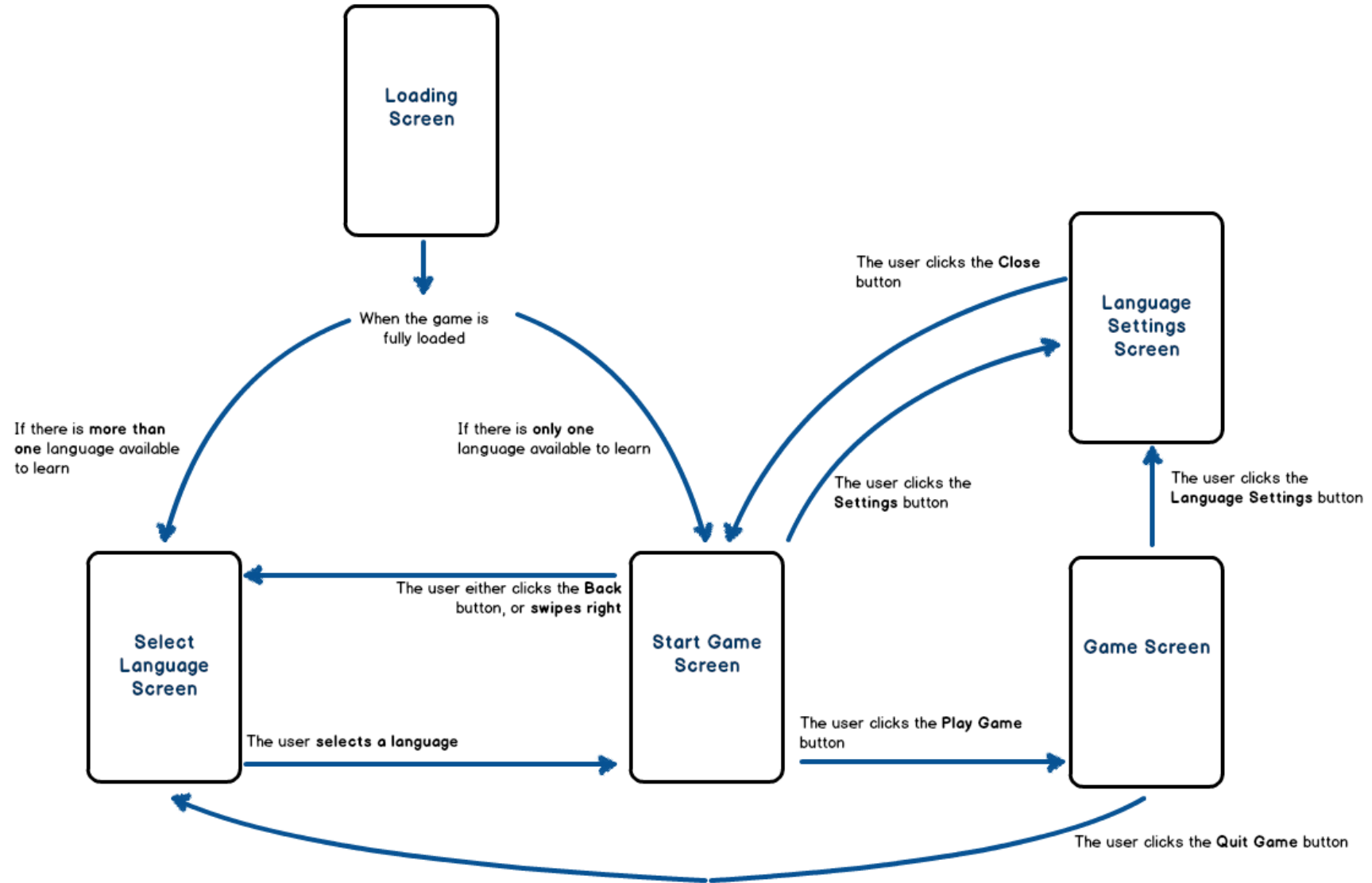# Nichimoto Application Flow and Common Screens

The Nichimoto family of games are designed to make it fun to learn and practise using a foreign character set such as Japanese Kana.
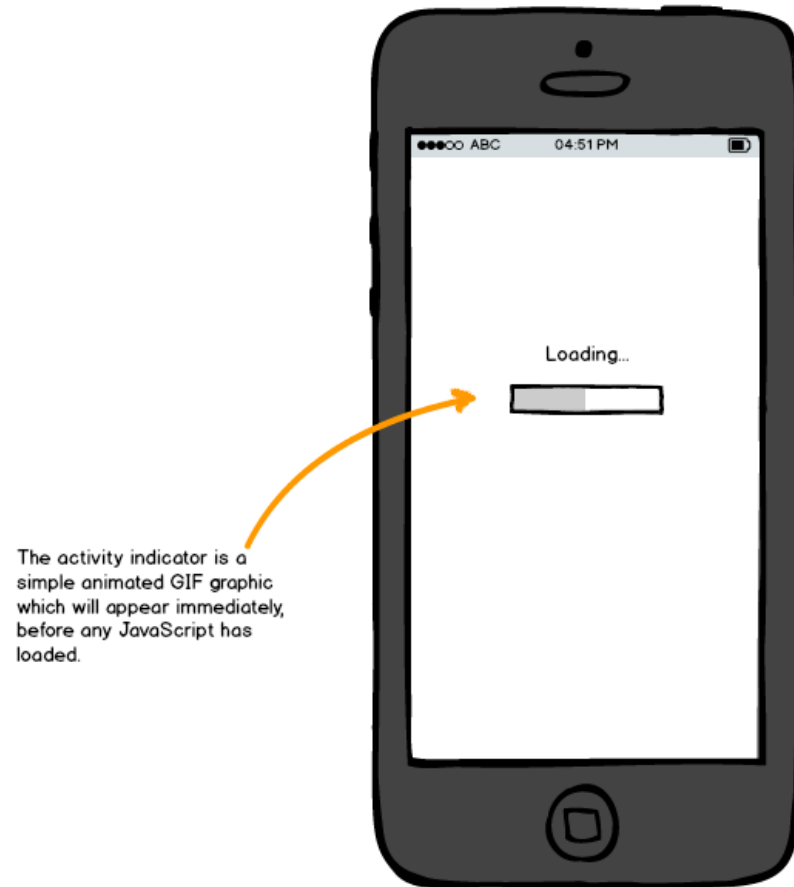
Each Nichimoto game uses a common "wrapper" application structure to allow the user to choose game and language settings. This document describes the "wrapper" application.

Screen Flow

Loading Screen

When the game is fully loaded

If there is **more than one** language available to learn

If there is **only one** language available to learn

The user clicks the **Close** button

Language Settings Screen

The user clicks the **Settings** button

The user clicks the **Language Settings** button

The user either clicks the **Back** button, or **swipes right**

Select Language Screen

Start Game Screen

Game Screen

The user **selects a language**

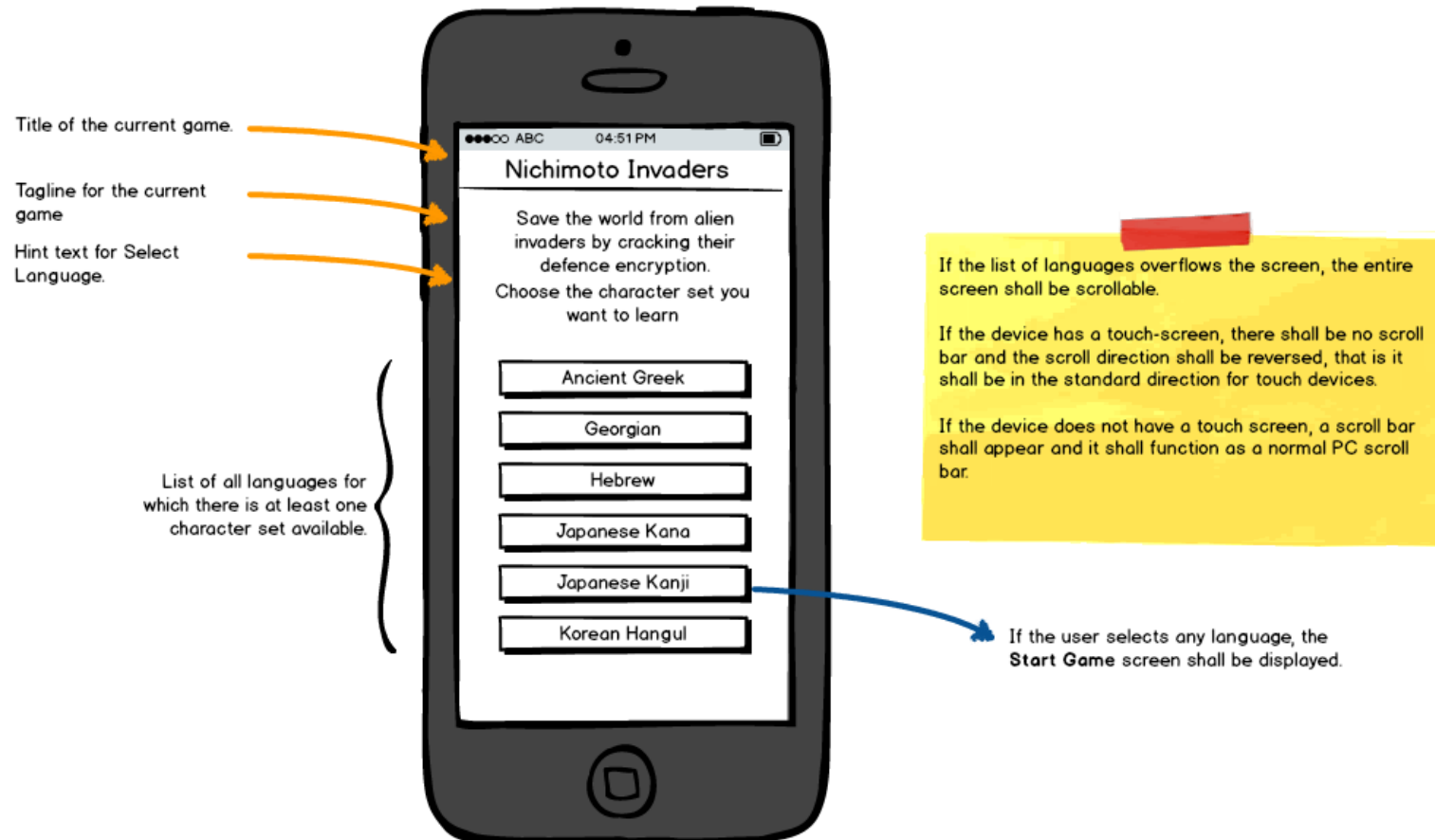The user clicks the **Play Game** button

The user clicks the **Quit Game** button

Loading Screen

The Loading Screen is the first screen that the user sees, appearing as soon as they launch the game.

Loading...

The activity indicator is a simple animated GIF graphic which will appear immediately, before any JavaScript has loaded.
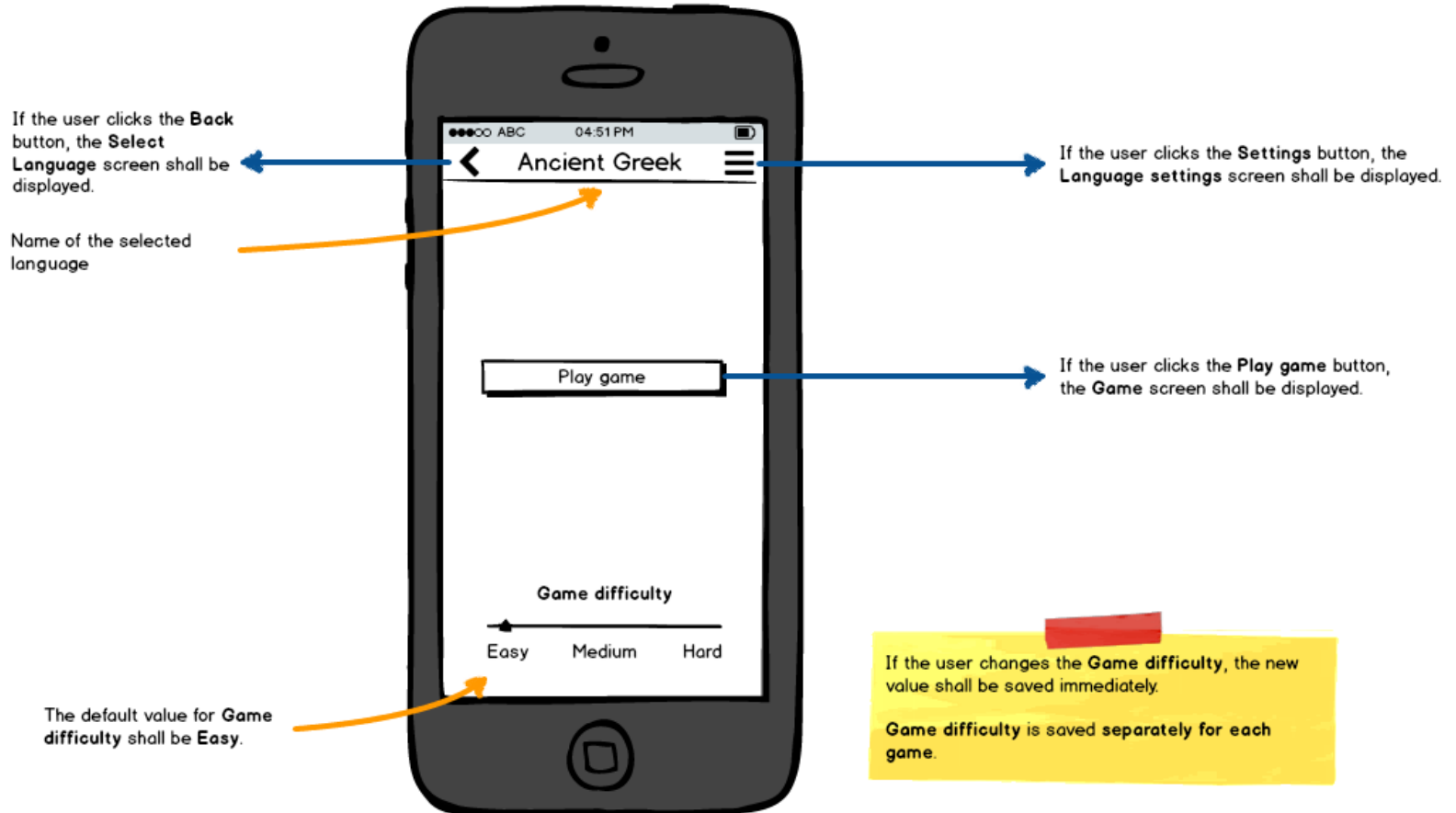
●●●○○ ABC   04:51 PM

Select Language Screen

The Select Language screen is displayed as soon as the game is fully loaded, if and only if there is more than one available language.

Title of the current game.

Tagline for the current game

Hint text for Select Language.

List of all languages for which there is at least one character set available.

Nichimoto Invaders

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Save the world from alien invaders by cracking their defence encryption.

Choose the character set you want to learn

Ancient Greek

Georgian

Hebrew

Japanese Kana

Japanese Kanji

Korean Hangul

If the list of languages overflows the screen, the entire screen shall be scrollable.

If the device has a touch-screen, there shall be no scroll bar and the scroll direction shall be reversed, that is it shall be in the standard direction for touch devices.

If the device does not have a touch screen, a scroll bar shall appear and it shall function as a normal PC scroll bar.

If the user selects any language, the **Start Game** screen shall be displayed.

Start Game Screen

The Start Game screen is displayed if the user selects a language on the Select Language screen.
It is also displayed as soon as the game is fully loaded, if and only if there only one available language.

If the user clicks the **Back** button, the **Select Language** screen shall be displayed.

Name of the selected language

If the user clicks the **Settings** button, the **Language settings** screen shall be displayed.

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‹ Ancient Greek   ≡

Play game

If the user clicks the **Play game** button, the **Game** screen shall be displayed.

Game difficulty

Easy   Medium   Hard

The default value for **Game difficulty** shall be **Easy**.

If the user changes the **Game difficulty**, the new value shall be saved immediately.

Game difficulty is saved **separately for each game**.

Language Settings Screen

The Language Settings screen is displayed if the user clicks the "Settings" button on the Start Game screen, or chooses "Language settings" from the Game screen.
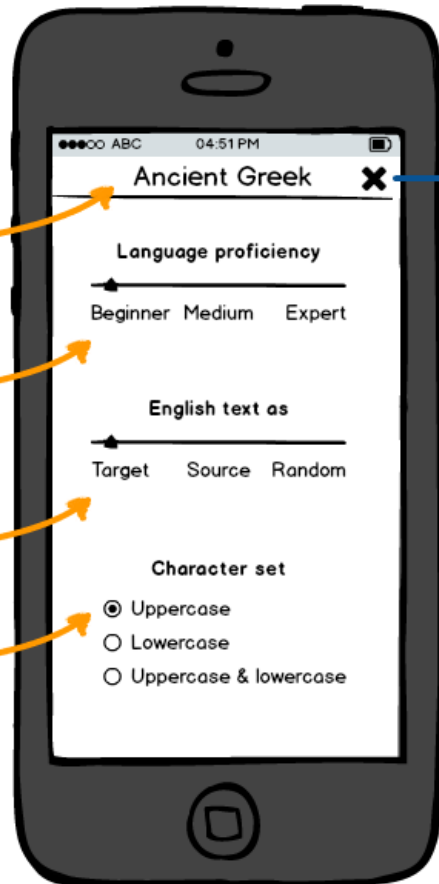
Name of the selected language

The default value for **Language profiency** shall be **Beginner**.

The default value for **English text as** shall be **Target**.

The default value for **Character set** shall be the first list item.

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Ancient Greek ✖

Language proficiency

Beginner Medium   Expert

English text as

Target   Source   Random

Character set

◉ Uppercase
○ Lowercase
○ Uppercase & lowercase

If the user clicks the **Close** button, the **Start Game** screen shall be displayed.

Language settings are saved per language, across all games.

Whichever game the user plays, the same values shall be saved and loaded for:

· Language proficiency
· English text as
· Character set

If the user changes any setting, the new value shall be saved immediately.

There will always be at least one character set in a language.

Even if there is only one character set, the list will be shown, with the one entry, which will be selected.

Game Screen

The Game Screen is displayed if the user clicks the "Play game" button on the Start Game screen.
This is the screen on which the user plays the game.

Name of the selected language

This text shall display the user's progress through the character sets available for this language, in the form:

[current set number]/[number of sets]

for example:

1/3

This text shall display the user's progress through the current character set, as a percentage.

If the user clicks the **Pause** button, the **Game Screen** shall enter the **Paused** state.

If the user clicks the **Play** button, the **Game Screen** shall enter the **Playing** state.

The scrolling text shall display game status and statistics, one item after another. Each item to be displayed shall:

- scroll onto the screen from the left.
- stop in the middle of the screen for 4 seconds.
- scroll off the screen to the right.

The next item shall begin scrolling onto the screen as sooon as the previous item has commpletely exited the screen.

After the last item has been displayed, the cycle shall begin again with the first item.

The items to display are:

Language: [current language name]
Character set: [name of current character set]
Most confused: [\most confused item 1] [most confused item 2]

If the user clicks the **Language settings** button, the game shall end and the **Language Settings** screen shall be displayed.

If the user clicks the **Quit game** button, the game shall end and the **Select Language** screen shall be displayed.

Playing

●●●○○ ABC   04:51 PM   ▭
1/3   Ancient Greek   0%

Game play area

Paused

●●●○○ ABC   04:51 PM   ▭
1/3   Ancient Greek   0%
[Scrolling text]

Paused

Play

Language settings

Quit game