

24Ever Game Introduction

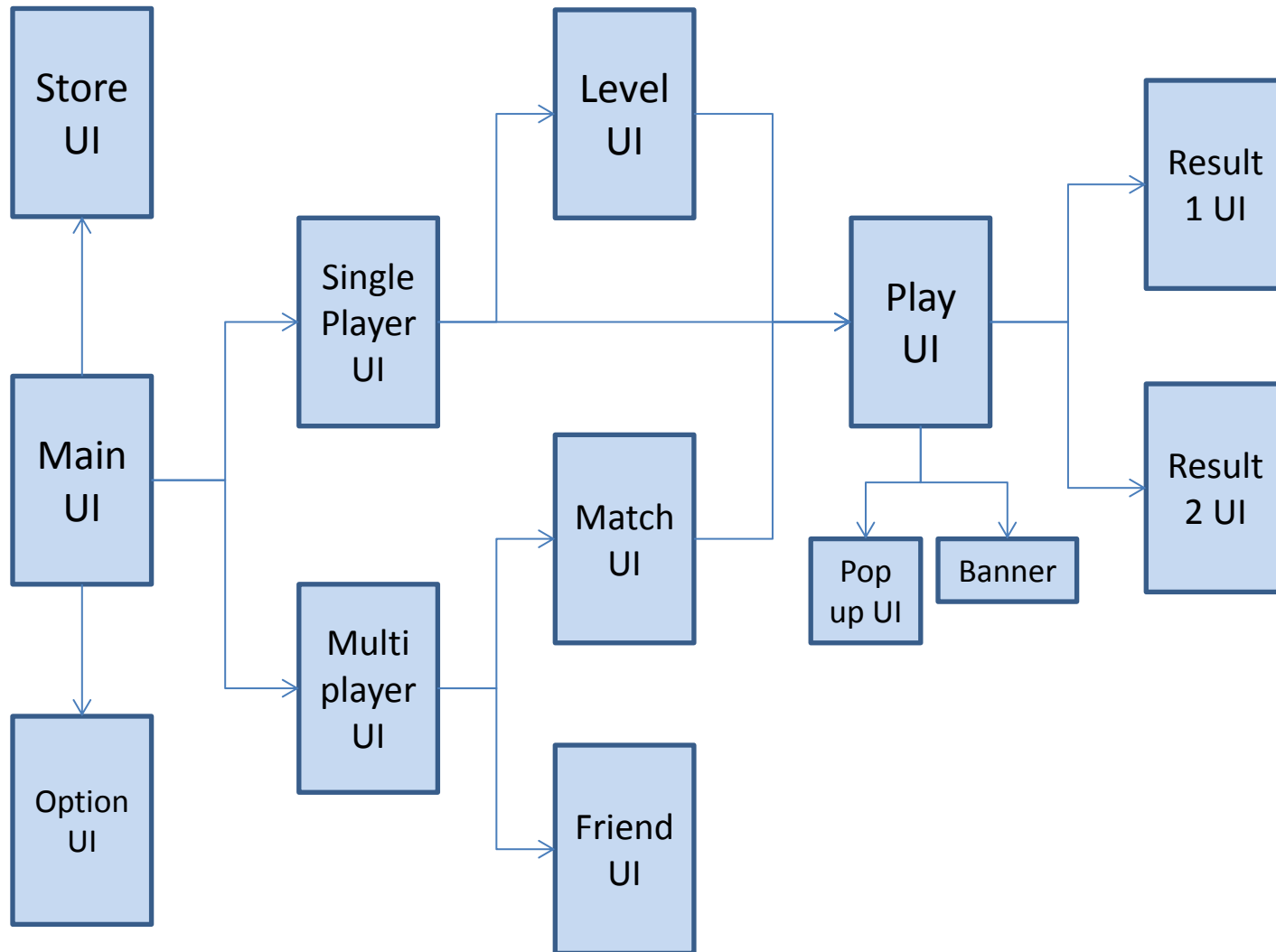
“24EVER” is a game for apple appstore.

The goal of the game is to find a way to manipulate four numbers so that the end result is 24. Addition, subtraction, multiplication and division may be used and each number can only be used once.

The list of items we need is:

1. launch image, app icon, UI design of all scenes of the app.
2. Support screen size of both 640x1136 and 640x960.
3. Files are preferred to be in (.eps) format so that resolution can be adjusted later.
4. Buttons are preferred to have three states (normal, selected and disabled).
5. Icons, buttons, background image etc. should have their own file so that later they can be moved around in case design is changed.

Overall Flowchart



Main UI

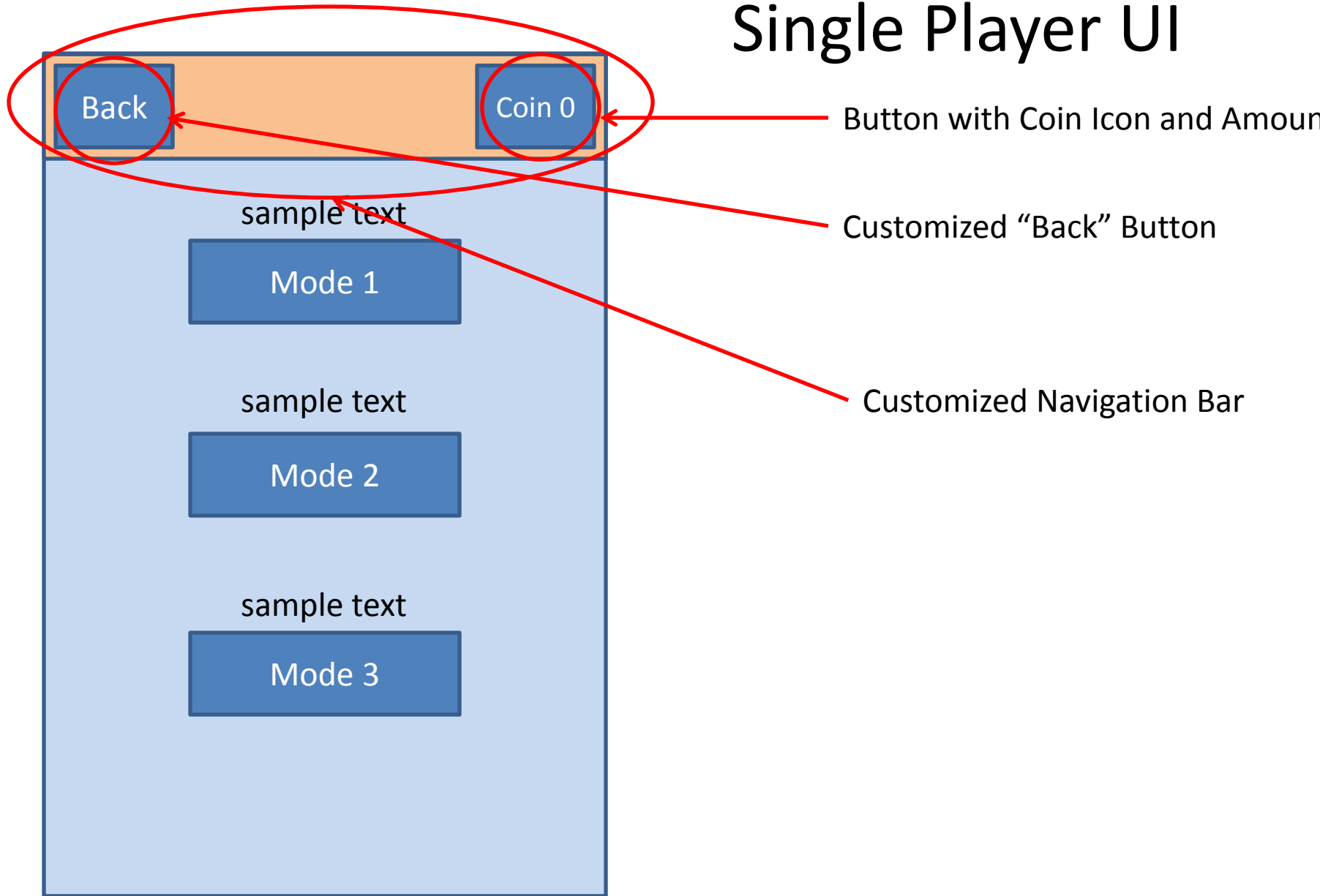


Button with Info Icon

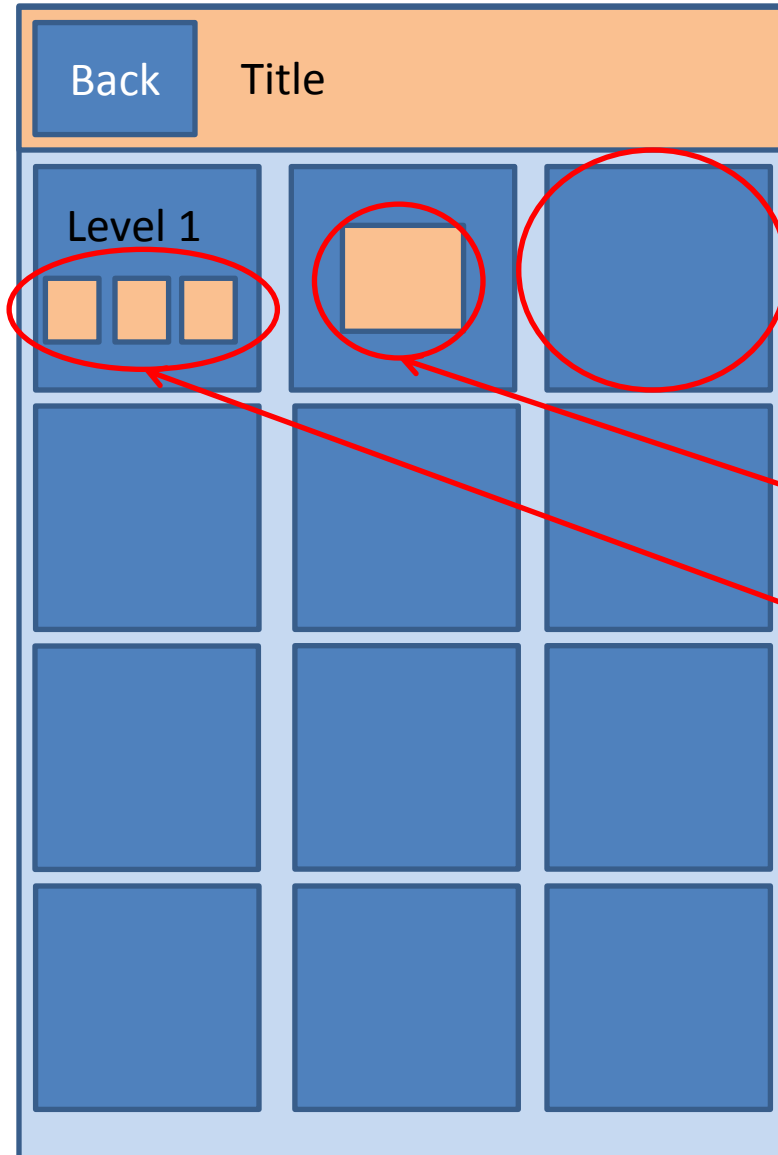
Button with Setting Icon

Game Logo

Single Player UI



Level UI

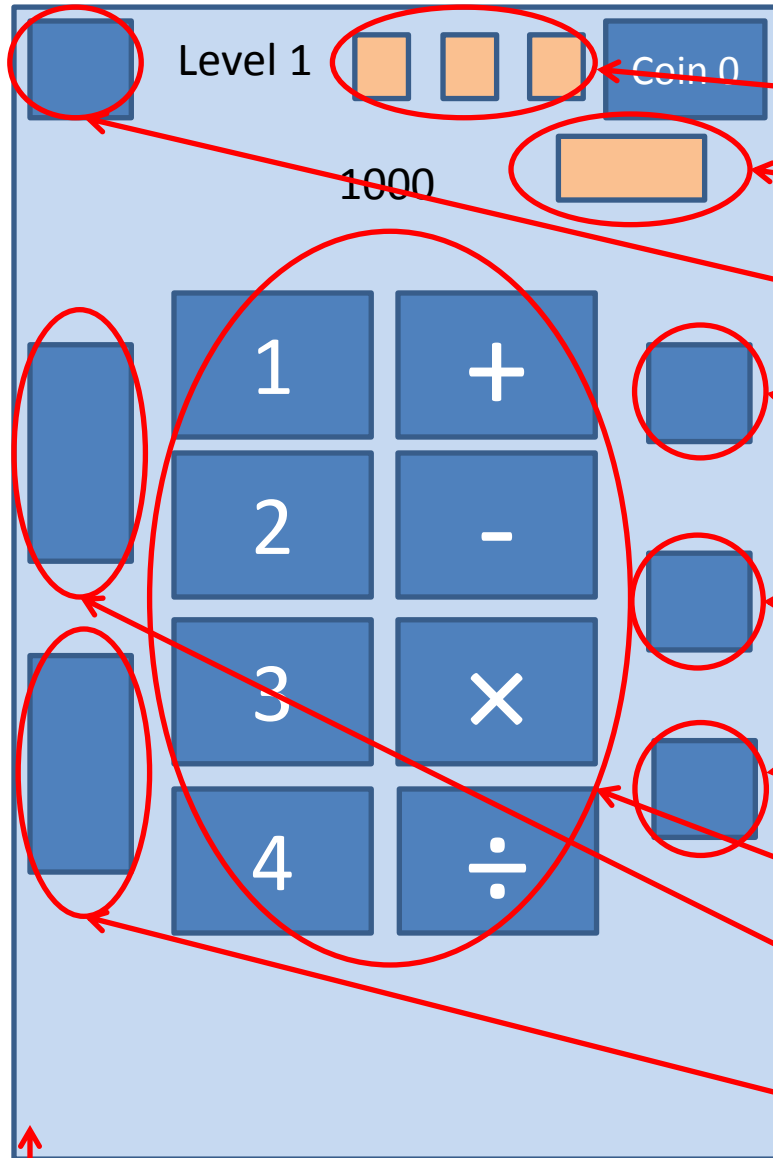


Each Level Background Image

Lock Icon

Three Star Icons (Full and Empty)

Play UI



Star Icon with Progress Bar

Combo Icon (eg. 3 combo)

Customized Pause Icon

Item 1 Icon (remove operators)

Item 2 Icon (calculate one step)

Ask for Help Icon

These Eight Main Buttons
Should Have Two States (Icons
of Selected and Not-Selected)

Clear/Reset Icon

Skip Icon

Same Background Image with red inner glow effect

Pop-up UI within Play UI

Ready/Go/Time Up/You Win/You Fail

Banner and Special Text
to Indicate Game Status

pause

Exit

Restart

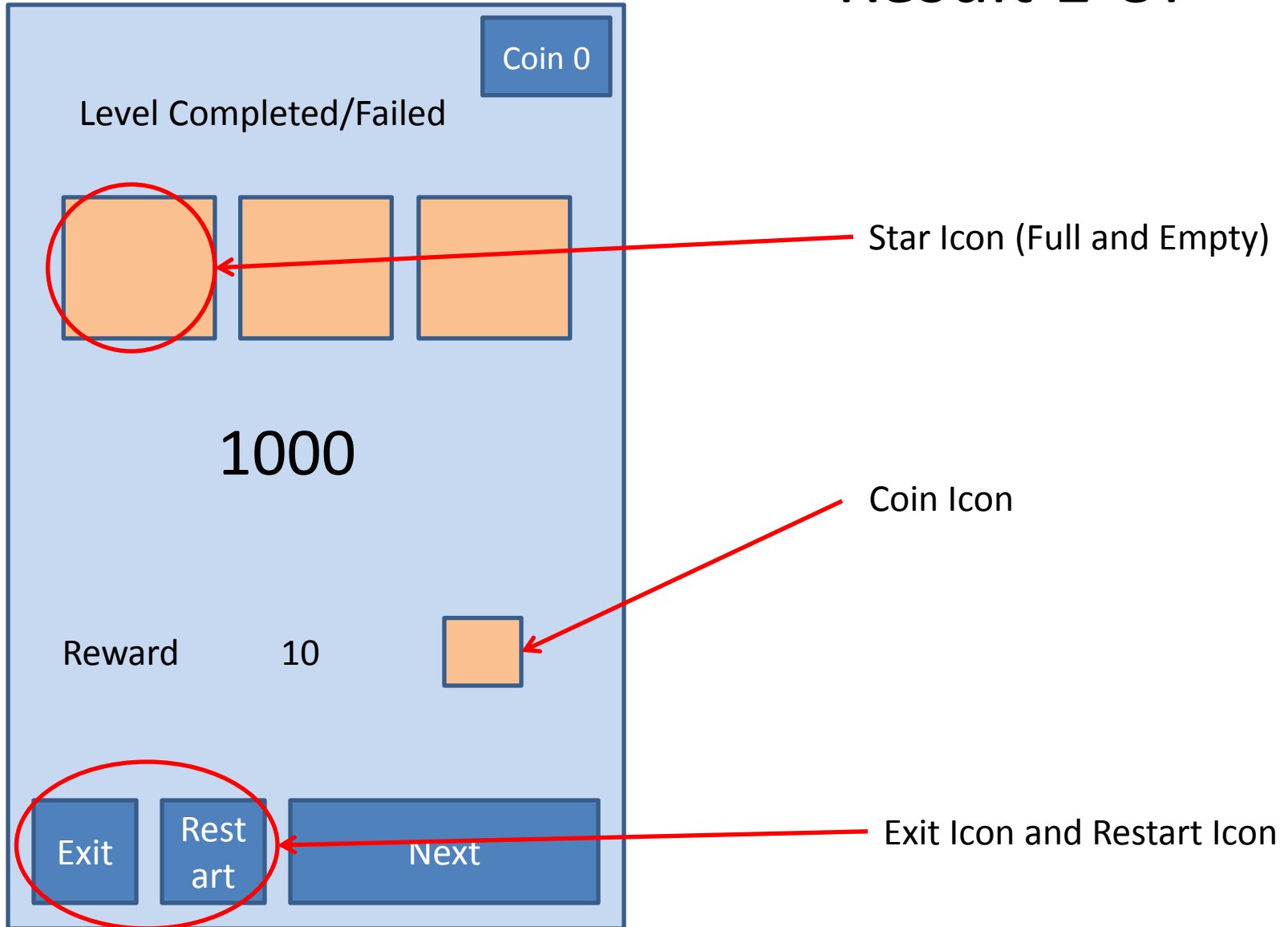
Sound
On/Off

Resume

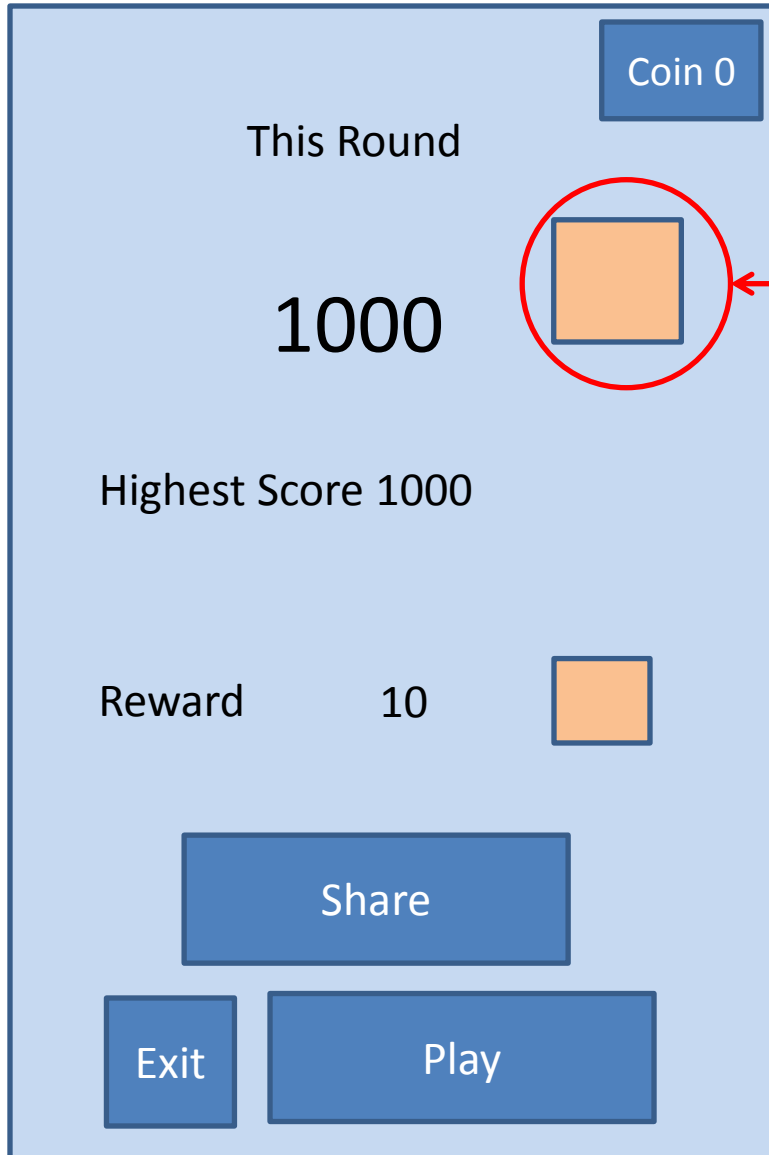
Ask for Help



Result 1 UI



Result 2 UI



New Highest Score Icon

Multiplayer/Friend UI

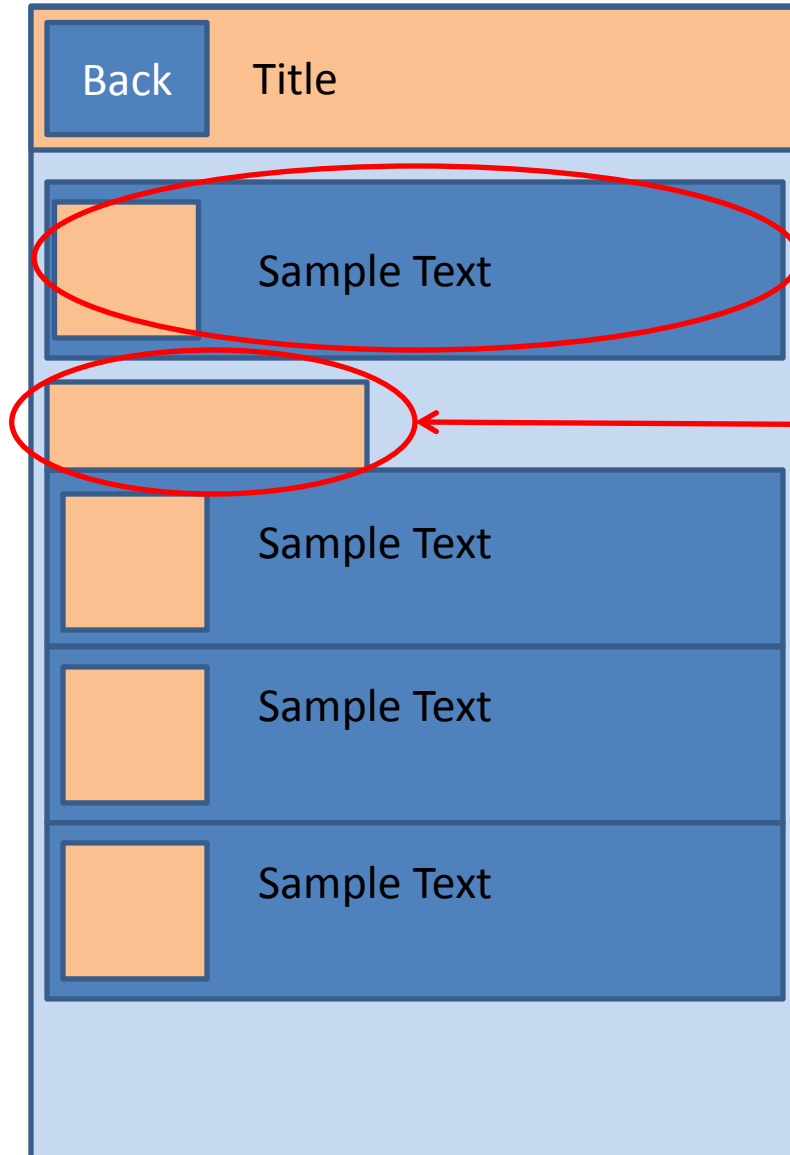
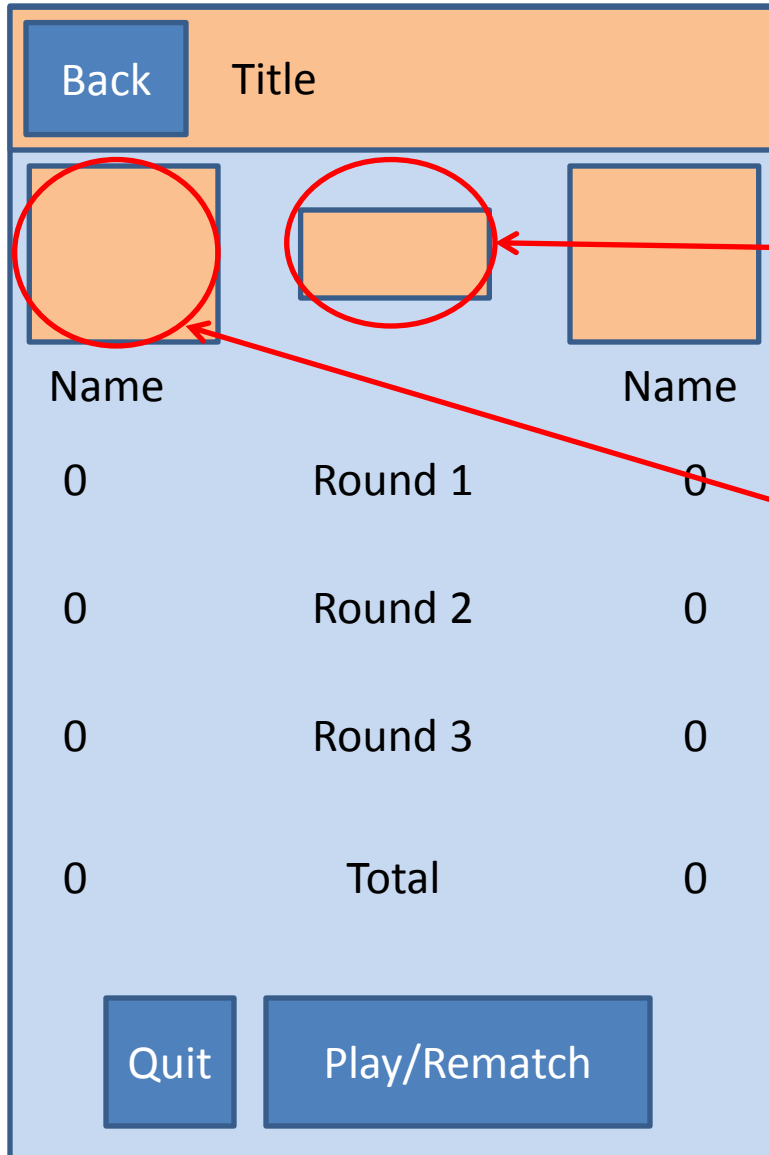


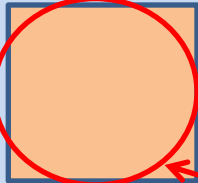

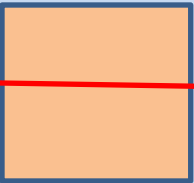
Table View Cell Background Image

Customized Header

Match UI



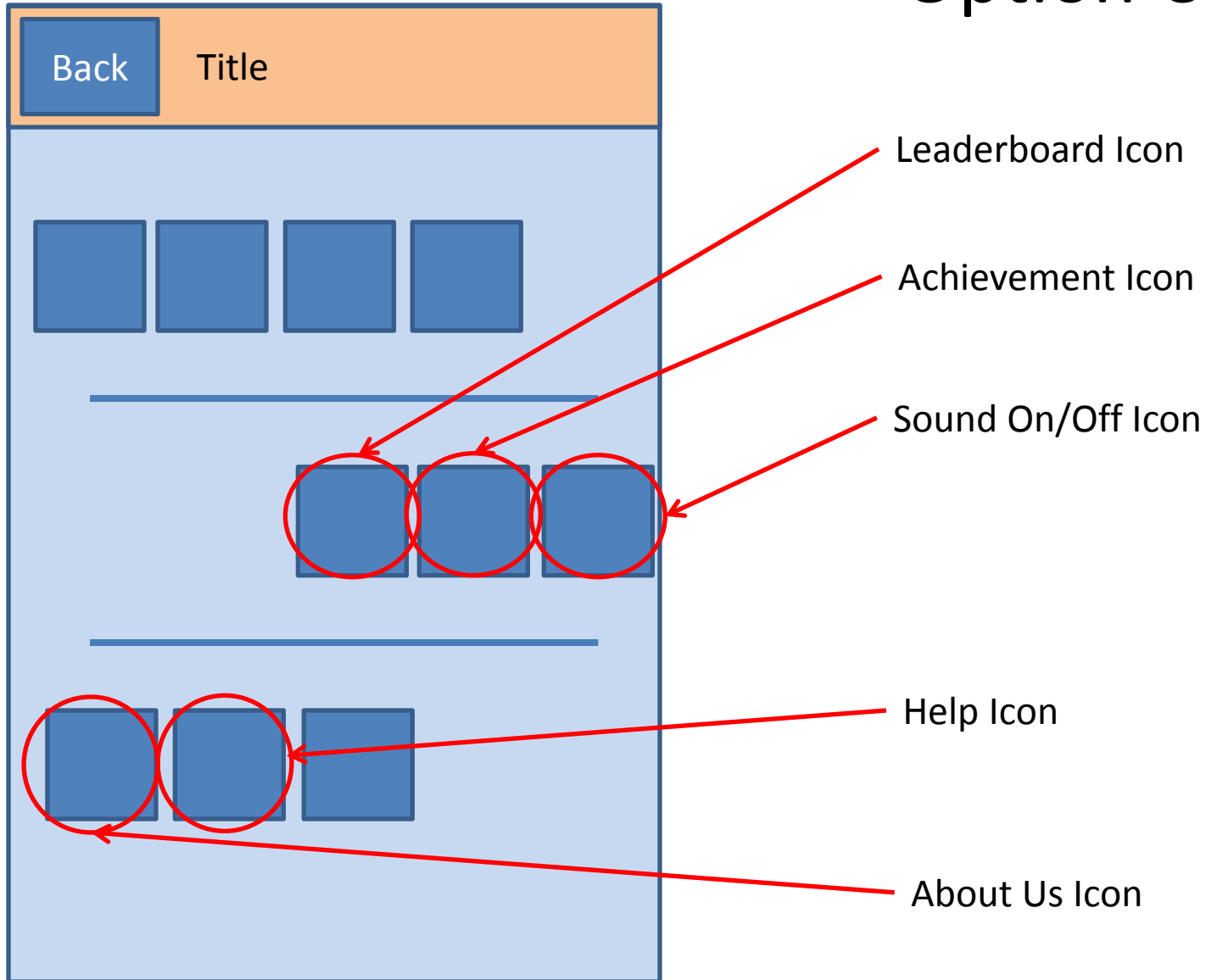
The image shows a 'Match UI' form with an orange header bar and a light blue body. The header contains a 'Back' button and a 'Title' label. The body features two orange square icons for player avatars, a central orange rectangular icon for the 'VS' symbol, and two 'Name' labels. Below these are four rows of scores for 'Round 1', 'Round 2', 'Round 3', and 'Total', each with a '0' on either side. At the bottom are 'Quit' and 'Play/Rematch' buttons. Red circles highlight the left avatar icon and the 'VS' icon. Red arrows point from the text labels 'VS Icon' and 'Person Icon with Image Frame' to their respective elements.

Title		
		
Name		Name
0	Round 1	0
0	Round 2	0
0	Round 3	0
0	Total	0
<div>Quit Play/Rematch</div>		

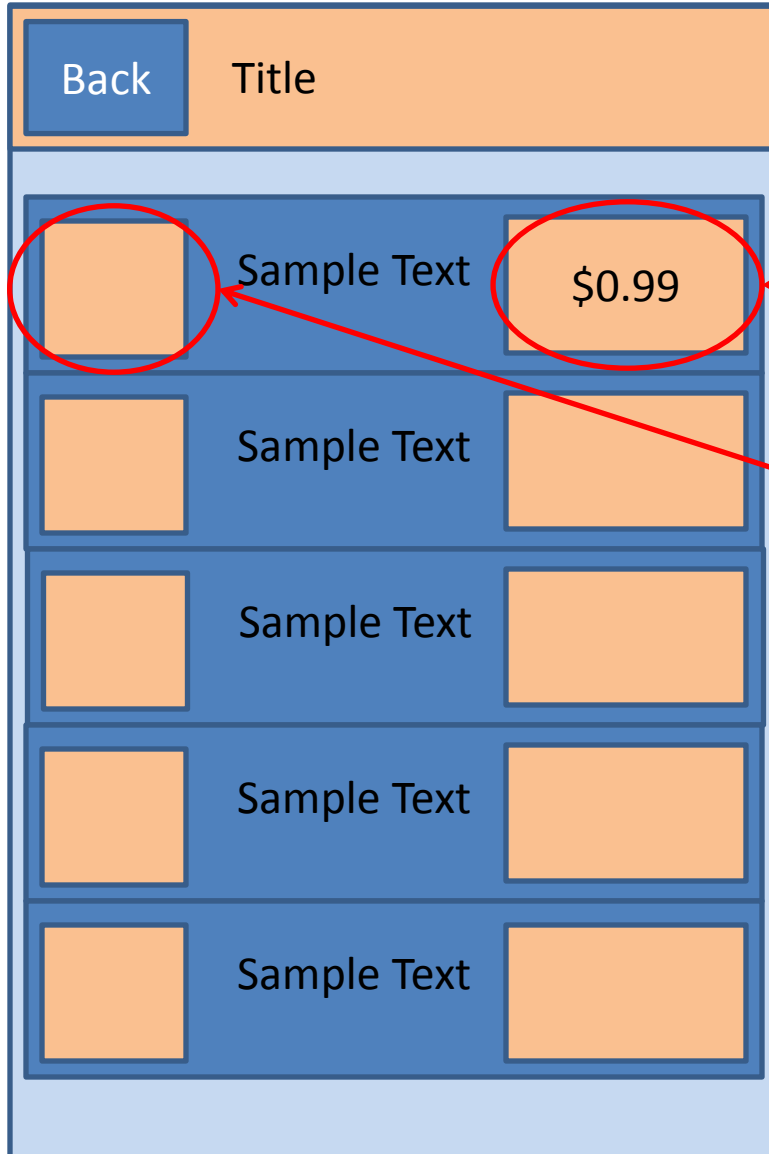
"VS" Icon

Person Icon with Image Frame

Option UI



Store UI



Button with Price

Coin Pack Icon (5 packs
from small to large)