

Introduction

We need your help to design a game play scene of a word game app for apple appstore.

Here is the list of items we need:

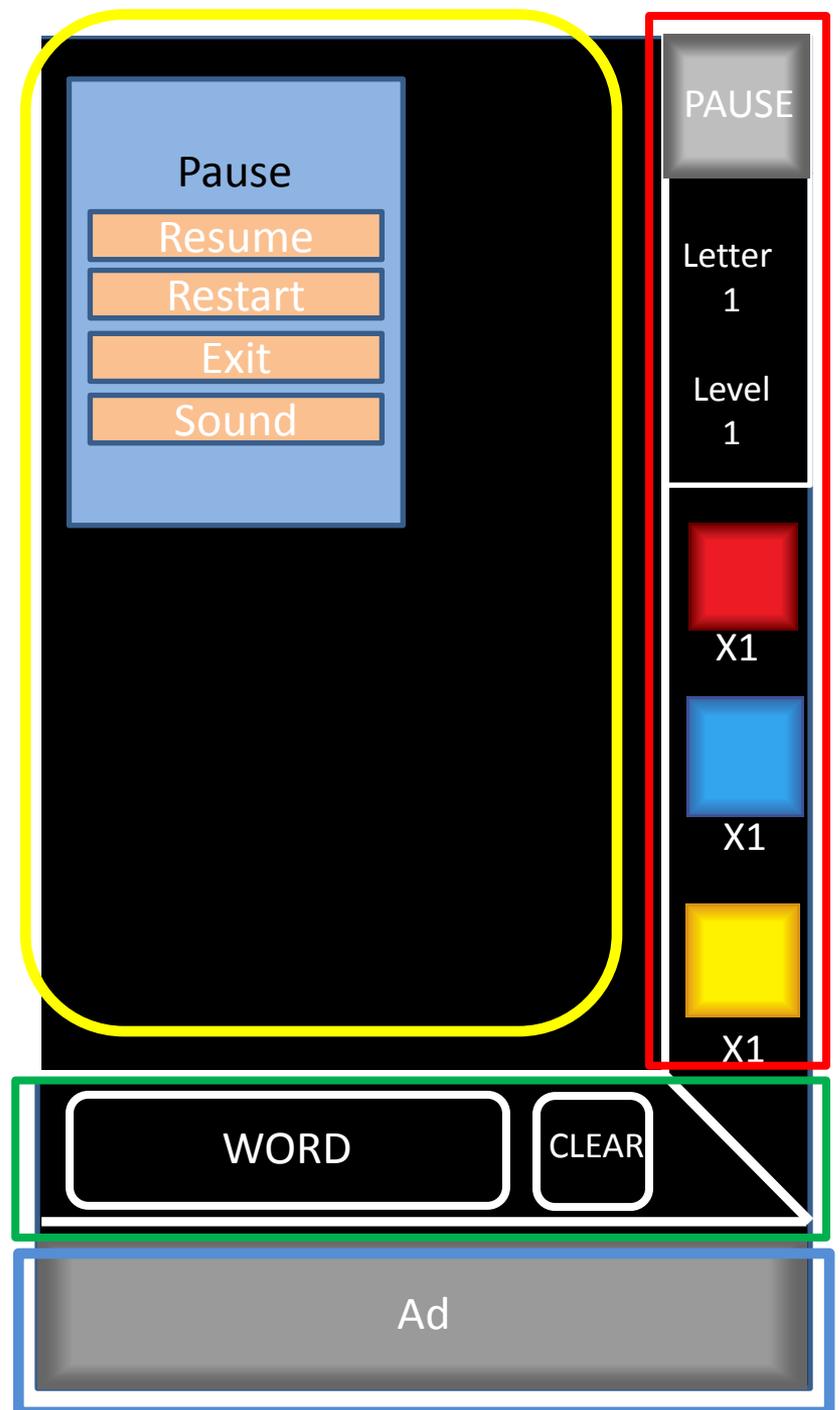
1. The overall UI design of this scene and the pop-up window within the scene.
2. The button designs of this scene.
3. One ice drawing around the frame.
4. One lightning animation around the button.
5. This scene will support both iphone and ipad. So the screen size will be 640x1196 and 1536x2048

UI design:

Please keep the layout untouched and keep the main section (circled out in yellow) background color in pure black.

Here is the list of items we'd like to point out.

1. Right now we separate different sections with plain white lines. We would like some adjustment on that. Maybe some imprinted line.
2. Section in red. We would like some gradient on the background. We also need design of the pause button, three power up buttons and game information (letter/level). In terms of the power-up buttons designs, we basically need icons of fire, ice and lightning.
3. Section in green. Please design the background as well as the two buttons. One is the word button where user taps the button to confirm the word and the other is a clear button where user clears the word.
4. Section in blue. This is where we put ad. So when ad is not shown, it needs to fit well into the overall scene.
5. Pause pop-up window with several buttons. The proportion is not real.

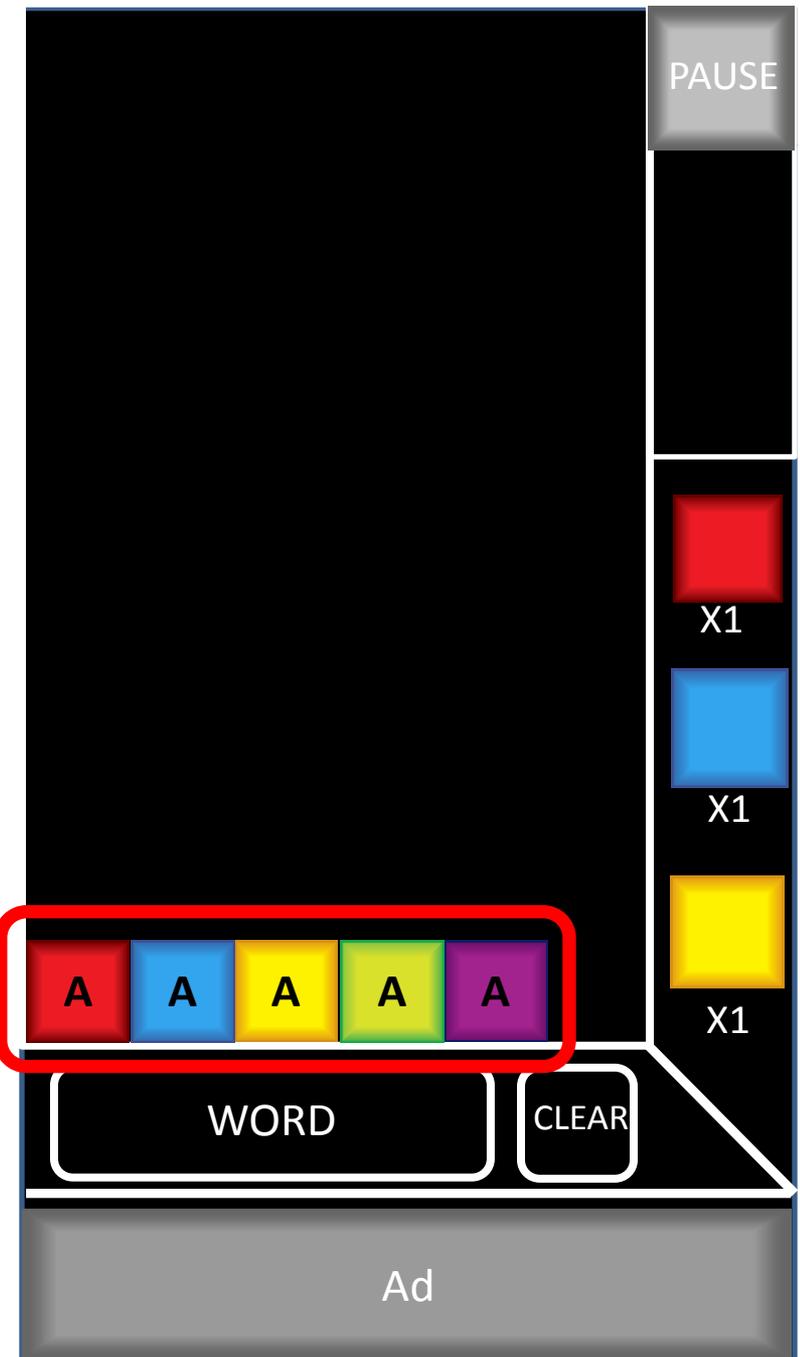
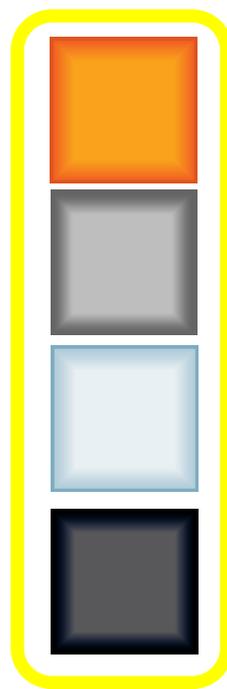


Letter Buttons:

We need design of **square and rectangular** buttons in 9 different colors. (red, blue, yellow, green, purple, orange, gray, white and black) Five buttons (circled out in red) will be displayed in the main section. The other four (circled out in yellow) will be used somewhere else or reserved.

We already have the sample square buttons with the colors we want.

1. But we need your help to polish these buttons. Give these buttons a little bit more 3D feel, make the slopes sharper on the four edges of the buttons, and adjust the color slightly to make them fit better into the black background and stand out more.
2. Besides, we need your help to design an alternative version of these buttons when they are selected. What we have in mind is to have some white border with inner glow effect around the buttons.
3. Also, we need a rectangular version of these buttons.

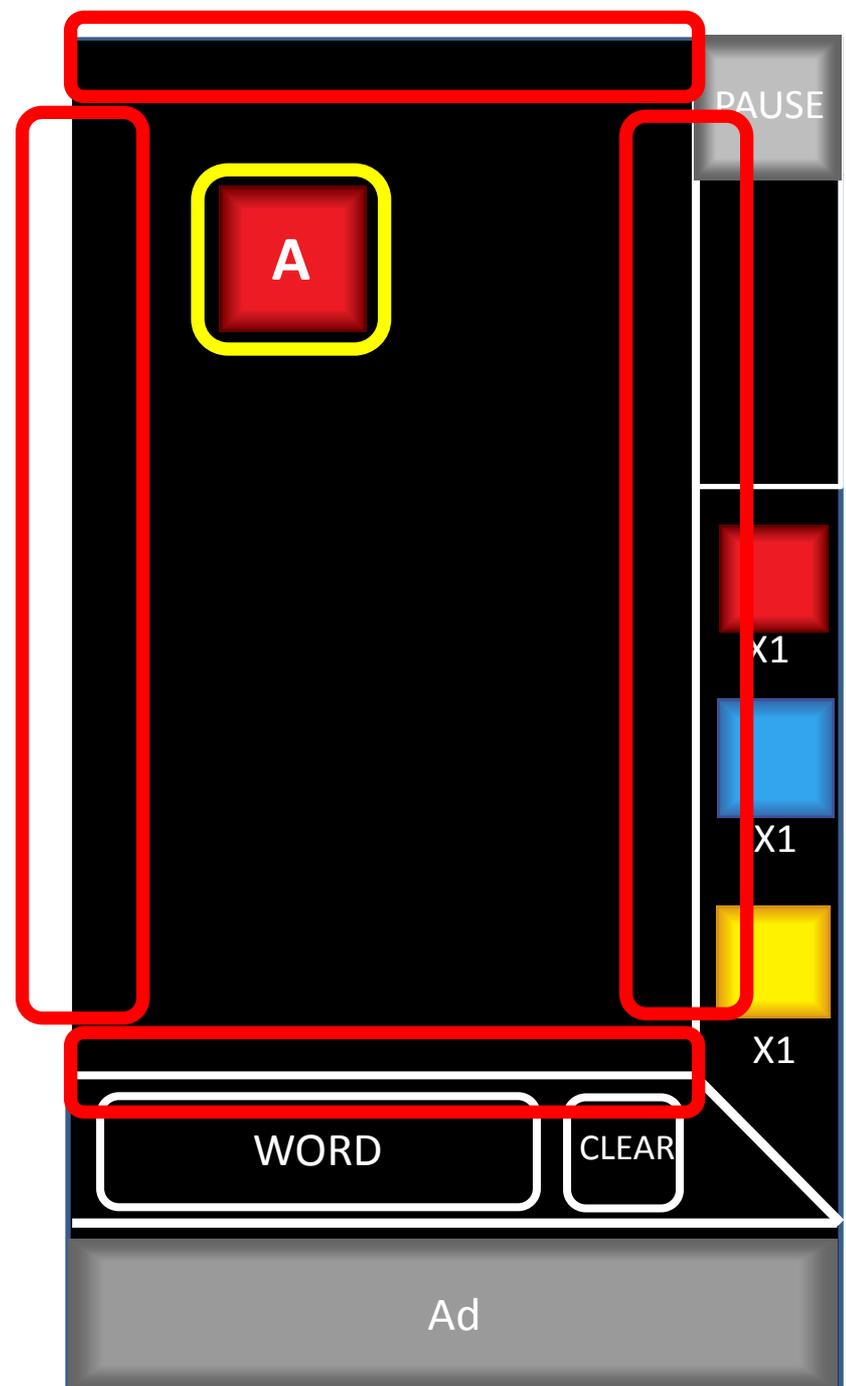


Ice/Snow Drawing:

We need ice build-up around the frame, which is circled out in red. And snow build-up around the letter which is circled out in yellow.

The ice should not stretch too much into the main section since it may interfere user with tapping the letters. Hopefully the ice build-up drawing is flexible to some extent so that we can put it for both iphone and ipad screens.

Here is some sample we prefer. Again ice is circled out in red and snow is circled out in yellow.



Lightning Animation:

We need a lightning animation in a square shape that surrounds the letter, which is circled out in yellow. In order to achieve the animation, we need around 5 to 6 similar images so that we can play them in sequence.

Since the letter is pretty small on the iPhone, the lightning should be recognizable and looking good in small scale. And we want the lightning to be in a more comic style and in the yellow tone.

We guess one way to design this. Fix four points on the corners of the square and try to create some random lightning between each pair of points.

Again, some samples for reference.



This design has a main stroke and a side stroke, which is also good. But it is too realistic and detailed.



A lightning mock-up we made for your reference.

