Scribble Dash Milestone #3 Requirements

This requirements document explains Scribble Dash's Milestone #3 requirements. For each milestone, a new requirements document and an updated Figma file will be created. You can find all current milestones in the members area.

The mockups show the exact look and colors of a specific UI element. The app has a single theme, but no light or dark theme.

Note that this serves to give you an overall impression of what the app should be able to do. Feel free to decide how you implement specific things (e.g., how you display a specific loading progress or how you specify error messages).

You can find the mockups for Scribble Dash here:

https://www.figma.com/design/TTnnjuj2SSijQWo2KI5Eg0/Milestones--ScribbleDash?node-id=6837-100

Milestone #3 Goal

No app variants- just new ways to play!

It's expansion time! 🎨🎮 Introduce additional game modes to take Scribble Dash to the next level. Design and implement new screens for fresh challenges, and update existing screens to support the expanded gameplay.

Icons

All icons for the app can be Material design icons or taken from the mockups as SVG (in case an equivalent Material icon doesn't exist)

Technical Requirements

- **Home Screen (updated)**

- New game mode options included in a similar style as the existing One Round Wonder option
    - Speed Draw - on tap navigate to the *Speed Draw game mode flow*
    - Endless Mode - on tap navigate to the *Endless Mode game mode flow*
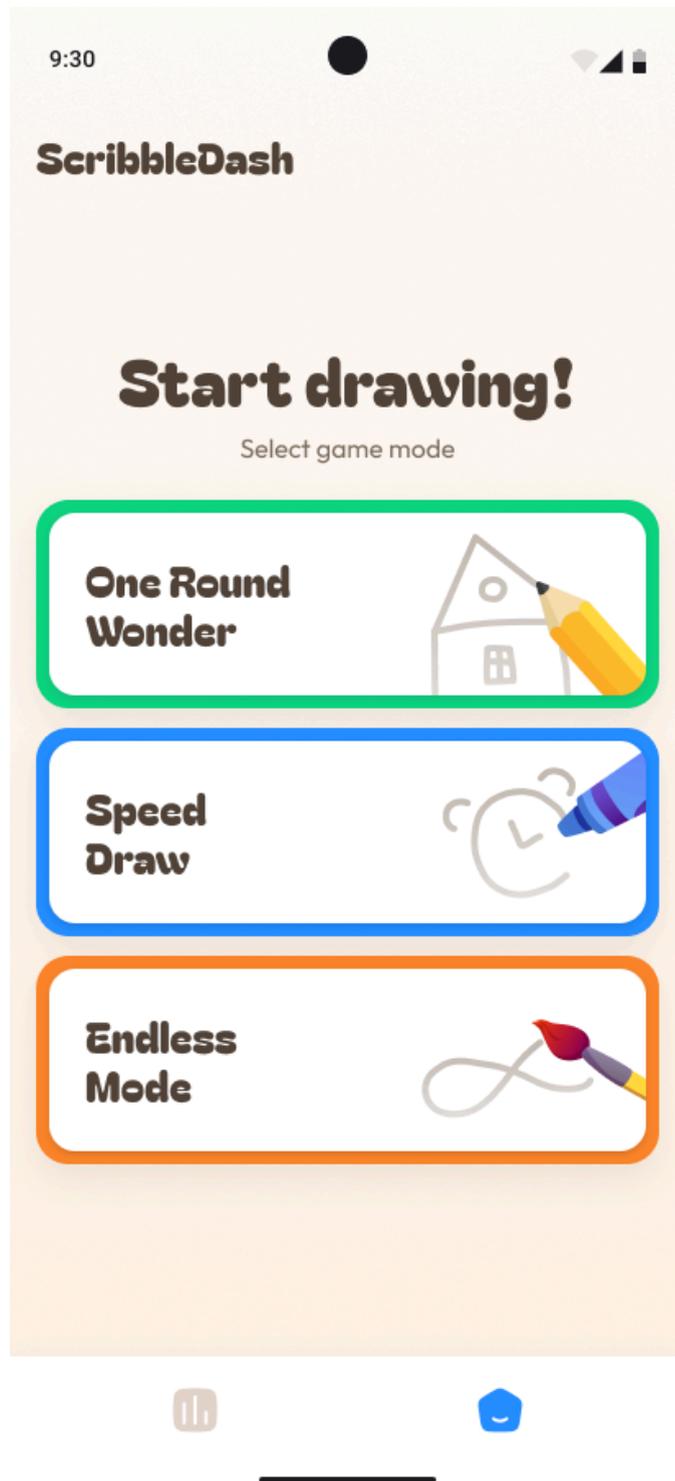
- **Speed Draw game mode flow**

The aim of the game mode is to draw as many drawings as possible within a time limit of 2 minutes.

- **Difficulty Selection Screen**
  - Reuse the existing screen (with behaviour) from *One Round Wonder game mode flow*

- **Draw Screen - Speed Draw variant**
  - Add a timer UI component at the top left of the screen
    - It starts at 2 minutes and **only** counts down when the user can draw and **not** when they are shown the example image
    - When there is 30 seconds or less left, the timer text switches to red
  - Add a counter UI component that represents the number of drawings the user has completed
    - The counter can only be incremented once the comparison of a drawing is complete
    - The rating needs to be at least **Meh (40% - 69%)** for the counter to increase
  - When starting this game mode, retrieve a list of drawings and randomise their order. Then loop through that list to show the user what they need to draw.
    - If the end of the list is reached, start from the beginning again
  - Countdown text
    - Shown to user while they view the next drawing
    - Starts with "3 seconds left"
    - Placed at the bottom center of the screen
  - The "Done" button on tap
    - Do not go to the *ResultsScreen*

- Trigger logic for comparing the example drawing with the user's drawing

- Show the following example drawing to the user and start the 3-second countdown in the form of simple Text (the timer in the top left corner is paused while the example drawing is shown - it continues when the user can start drawing again)

- *DO NOT* let the comparison algorithm block the game flow here

  - The comparison algorithm must happen in the background, and once it's complete, the counter should be incremented (if needed)
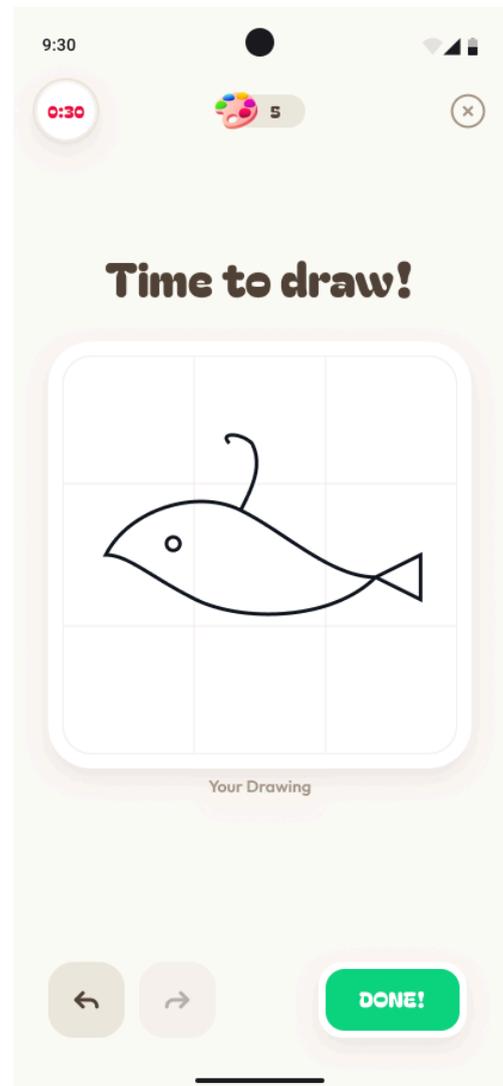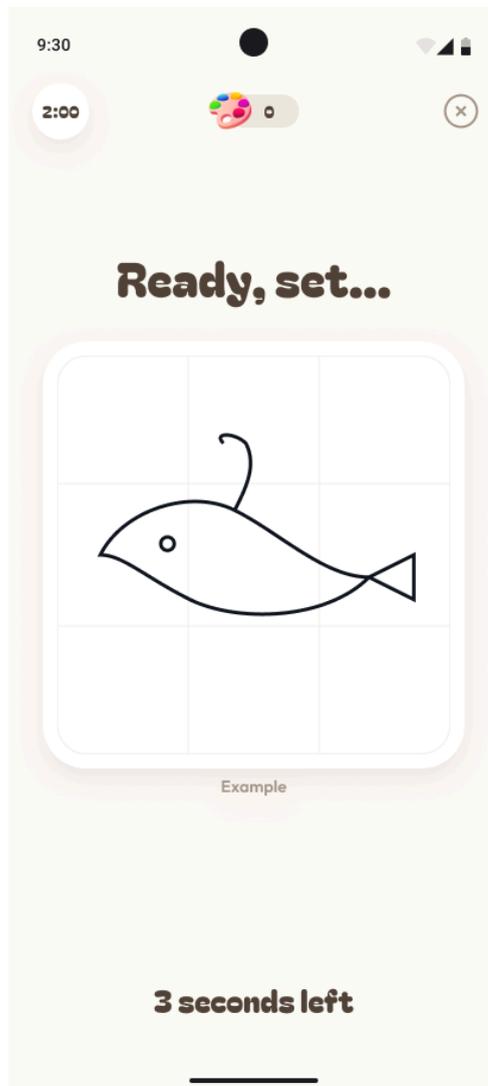
- **Results Screen - Speed Draw variant**
  - The button at the bottom of the screen has the text "Draw Again!" for the *Speed Draw game mode flow*
    - On tap, restart the *Speed Draw game mode flow*
  - "Time's up!" Text at the top center of the screen
  - Results UI component
    - Rounded corners
    - Average accuracy percentage for **all** drawings that got compared (not just the ones that got a *Meh* rating or higher)
    - The overall rating achieved based on the accuracy percentage
    - Randomly selected feedback text associated with the rating
    - Show score (the counter value) achieved in this round
    - If the counter (number of valid drawings completed) is higher than the user's previous best, it is considered a new high score.
      - Display a "New High Score" banner at the top of the results card
      - Highlight the counter value with a "NEW HIGH!" label underneath
    - If the user's overall accuracy percentage is the highest they've ever achieved for this game mode, it is also considered a new high score.
      - Display the "New high Score" banner at the top of the results card
      - Only show the "NEW HIGH!" label under the counter if the counter itself also reached a new high.
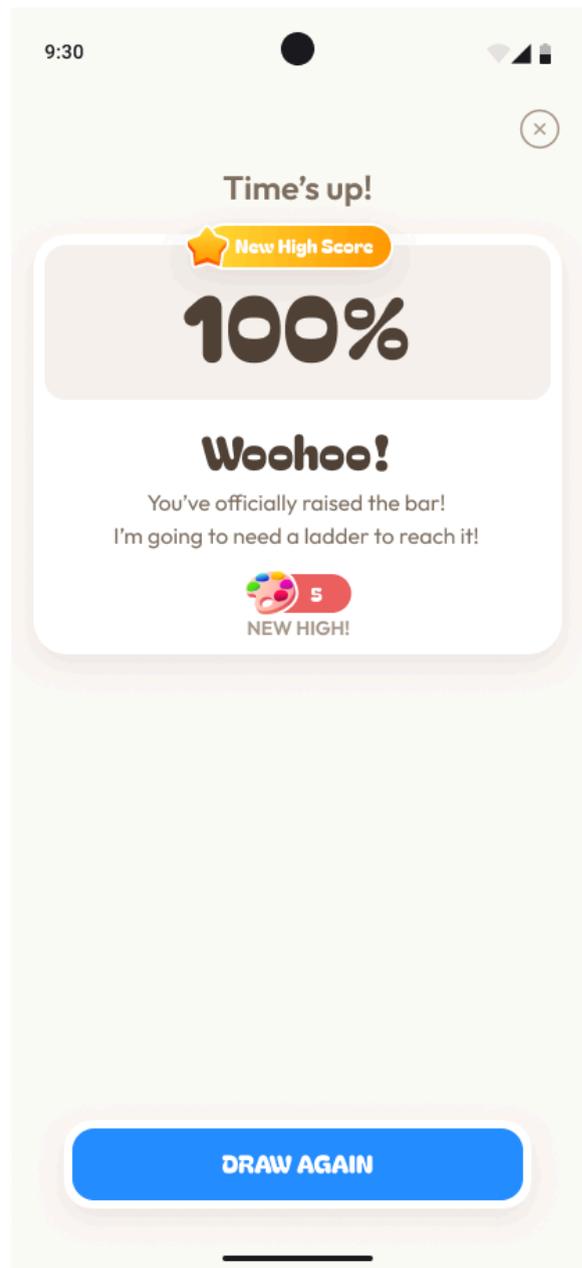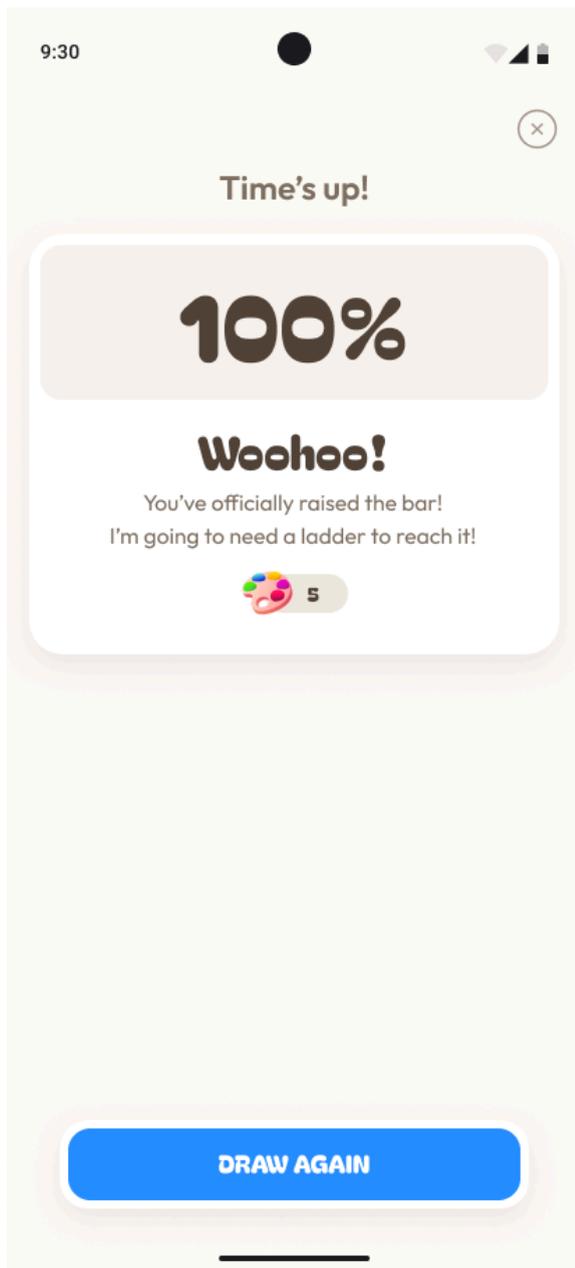
- **Endless Mode game mode flow**

The aim of the game mode is to allow the user to continue drawing as long as each drawing is at least a Good rating.

- **Difficulty Selection Screen**
 - Reuse the existing screen (with behaviour) from *One Round Wonder game mode flow*

- **Draw Screen - Endless Mode variant**
  - All existing behaviour from the *One Round Wonder Draw Screen* remains the same
  - Display custom component for user's current amount of drawings completed
  - The "Done" button
    - On tap perform the comparison algorithm and navigate to the *Results Screen*
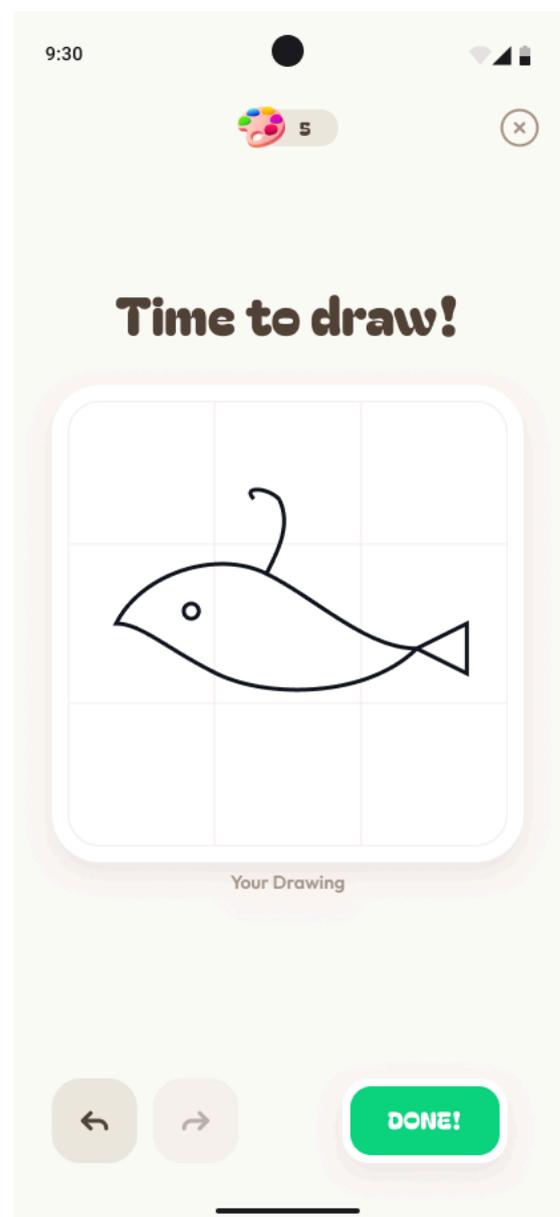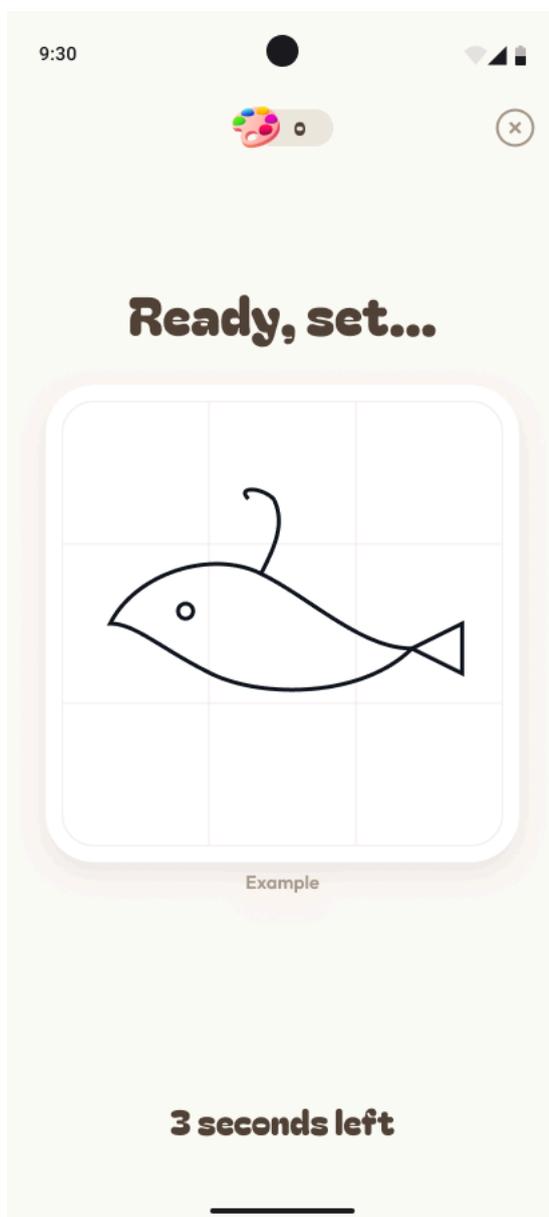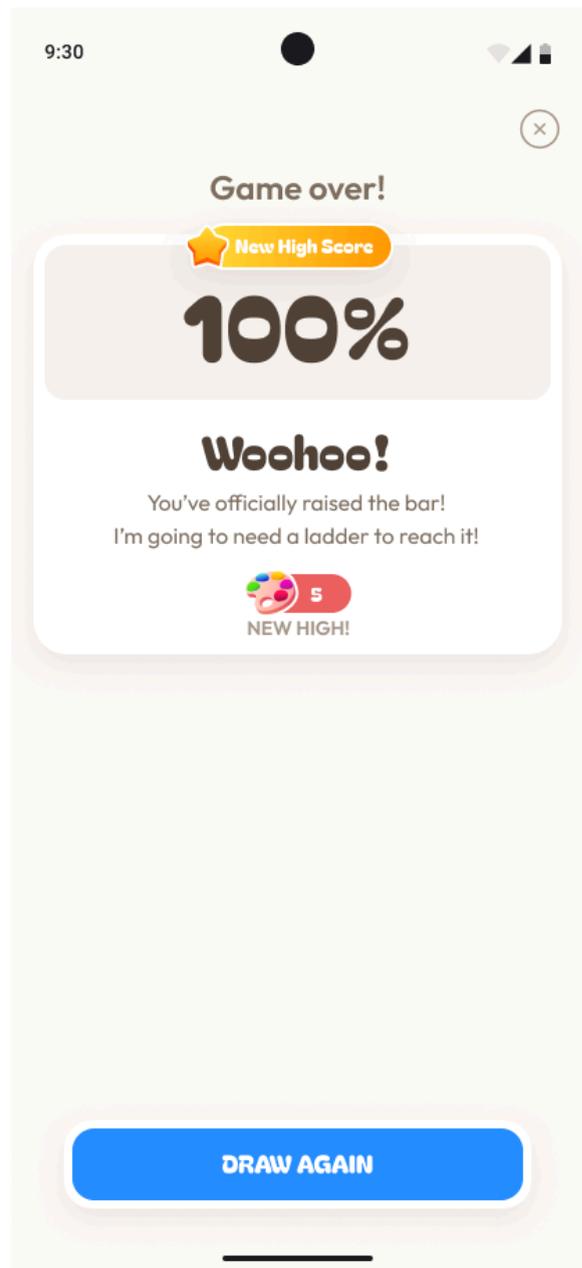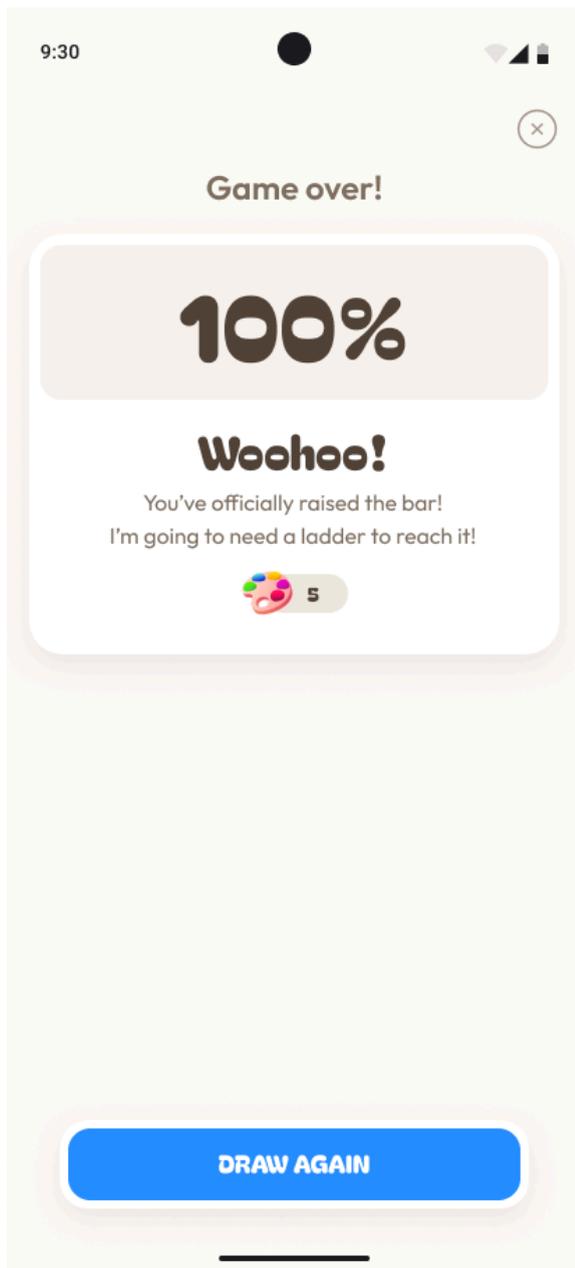
- **Results Screen (updated)**
  - Include the score UI component that shows the number of drawings that the user has completed so far
  - Alongside the accuracy score, two comparison drawings, rating, and feedback text of the existing design show a green check mark or a red X UI element when:
    - Green check - rating is at least *Good (70% - 79%)*
    - Red X - rating below *Good* (so if score is 69% or less)
  - The button at the bottom of the screen's text and behaviour changes depending on if the rating:
    - At least *Good (70% - 79%)* - Comparison passed, counter can get incremented, and user can attempt to draw another one.
      - Text: "Next Drawing"
      - On tap: Continue game mode and navigate to *DrawScreen* for the following example drawing
    - Rating *Meh(40% - 69%)* or less - Comparison failed, counter does not get incremented
      - Text "Finish"
      - On tap: Navigate to the *FinalResultsScreen*
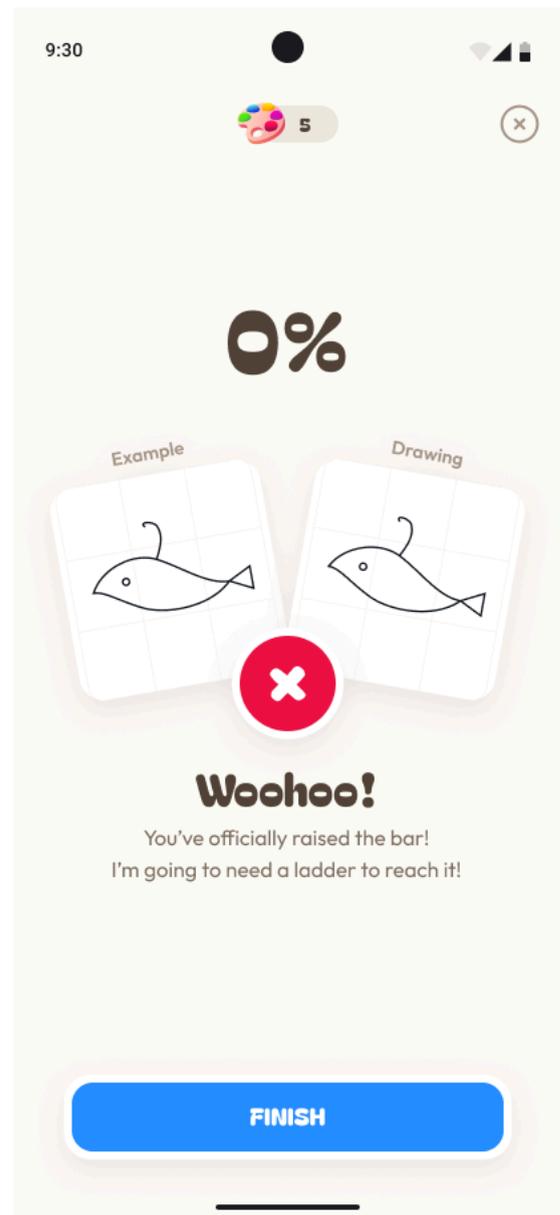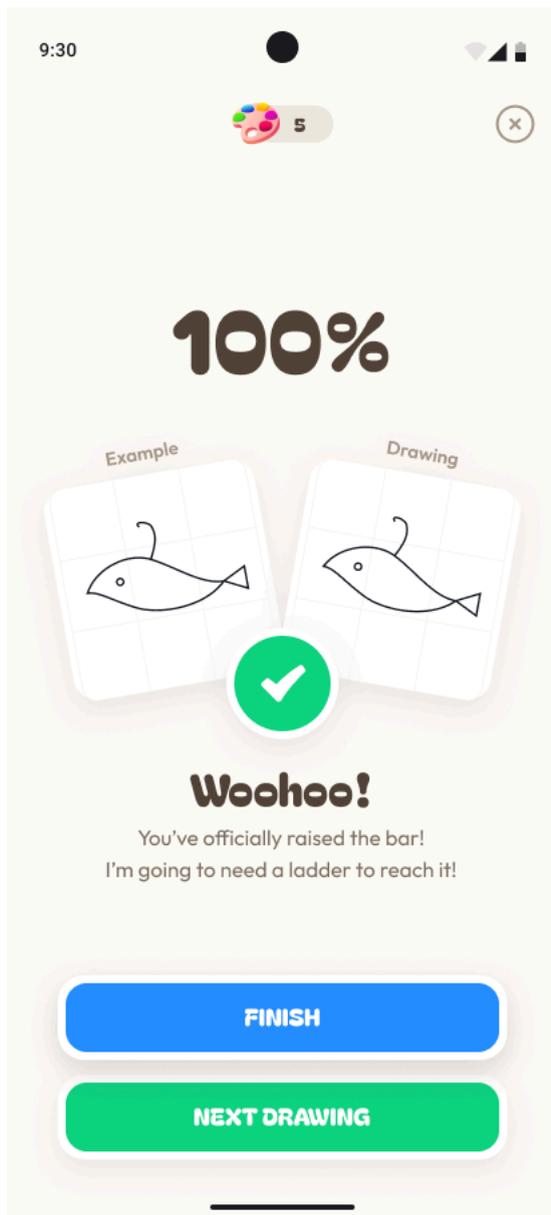
- **Final Results Screen**
  - Same requirements as the *ResultsScreen* from the *Speed Draw game mode flow*
    - Title is "Game over!"
    - Accuracy score is the average of all the drawing accuracy across all the drawings completed

- **Statistics Screen (updated)**
  - Title at the top left of the screen: "Statistics"
  - Custom UI list components to show a number and another to show a percentage
    - Max 4 digits allowed for the far right text
    - The items are:

- "Highest Speed Draw accuracy %" - The highest accuracy % user achieved in the *Speed Draw game mode flow* that was displayed on the *ResultsScreen*

- "Most Meh+ drawings in Speed Draw" - The highest score achieved in *Speed Draw game mode flow* that was displayed on the *ResultsScreen*

- "Highest Endless Mode accuracy %" - The highest accuracy % user achieved in the *Endless Mode game mode flow* that was displayed on the *ResultsScreen*

- "Most drawings completed in Endless Mode" - The highest score achieved in *Endless Mode game mode flow* that was displayed on the *ResultsScreen*

- Wrap text when it does not fit into one line

Ratings

The rating achieved is based on the user drawing accuracy score.

- Oops: 0% - 39%

- Meh: 40% - 69%

- Good: 70% - 79%

- Great: 80% - 89%

- Woohoo!: 90% - 100%