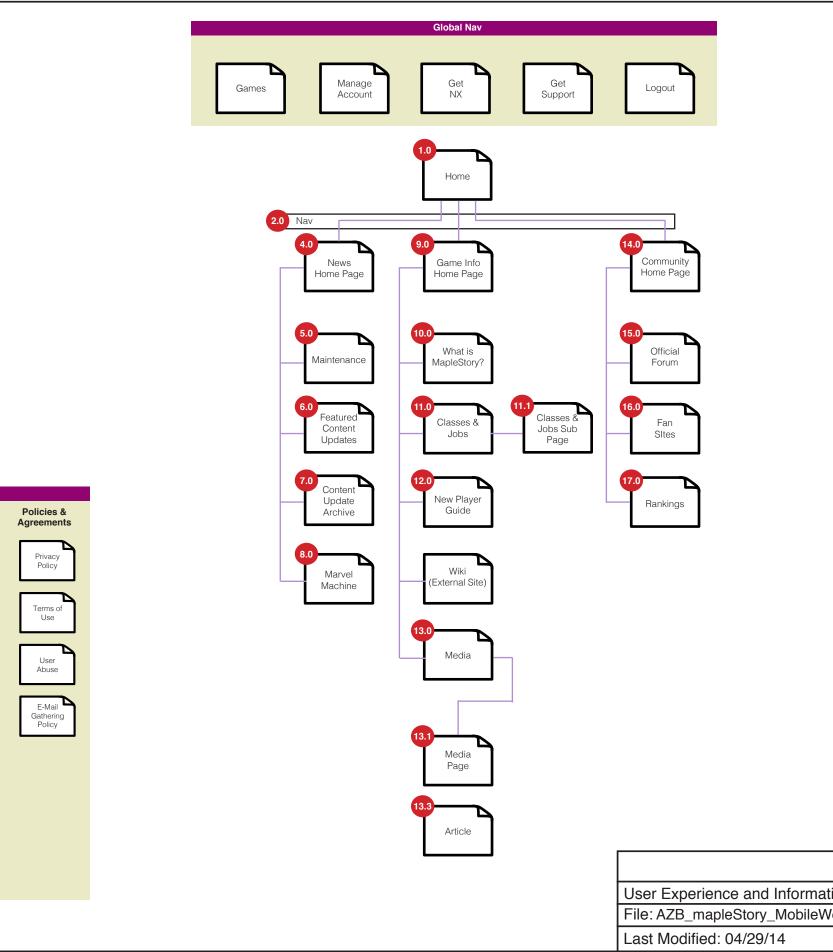
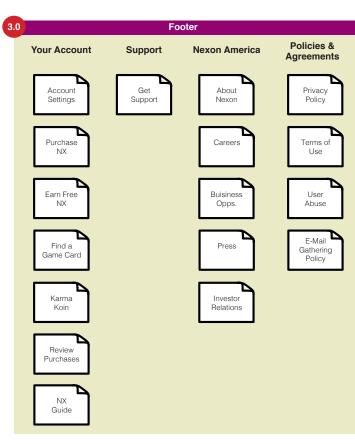
Date	Version	
04/29/14	1.0	Original docume



User Experience/Information Architecture Responsive Mobile Design

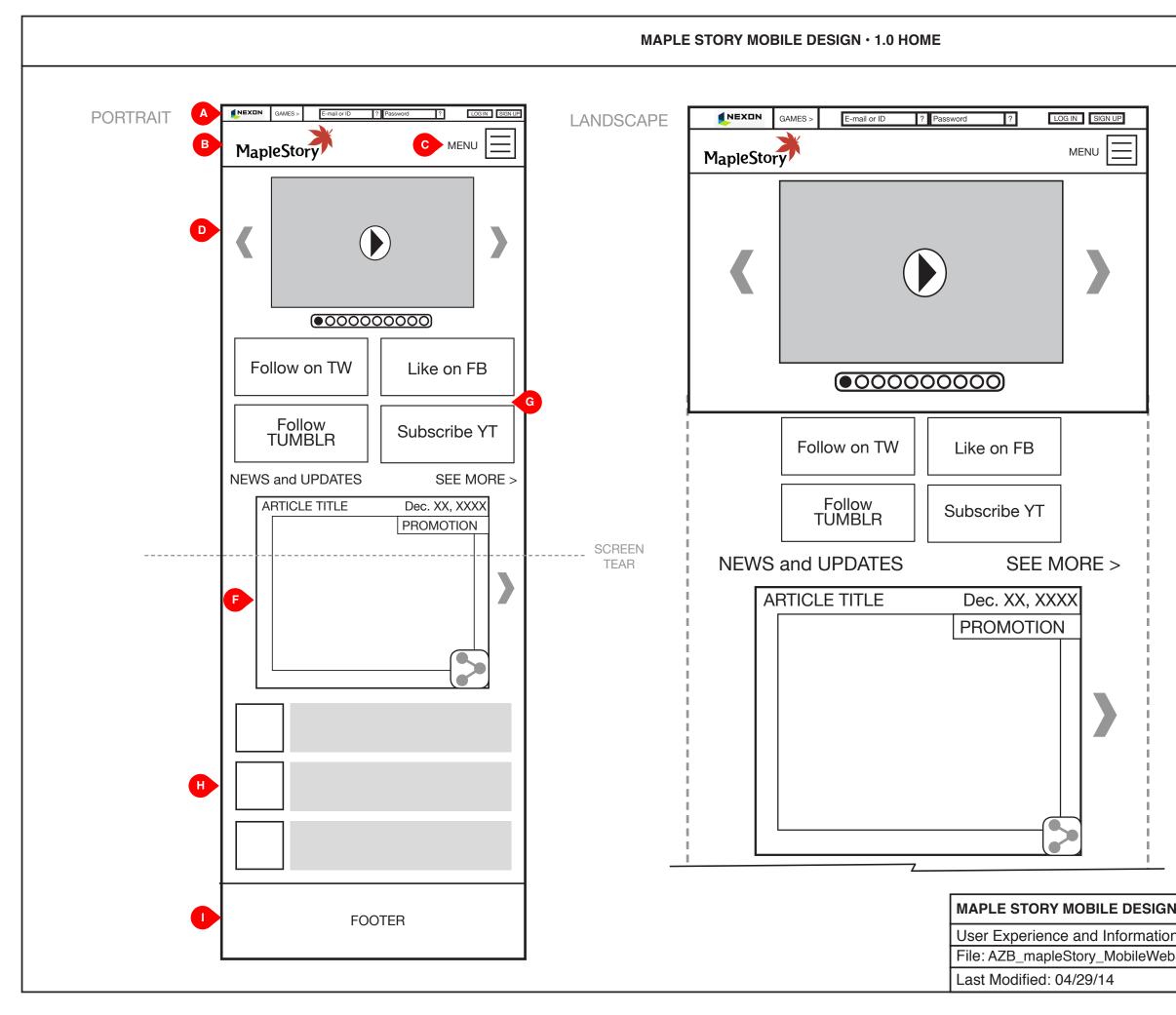
MAPLE STORY MOBILE DESIGN · SITE MAP





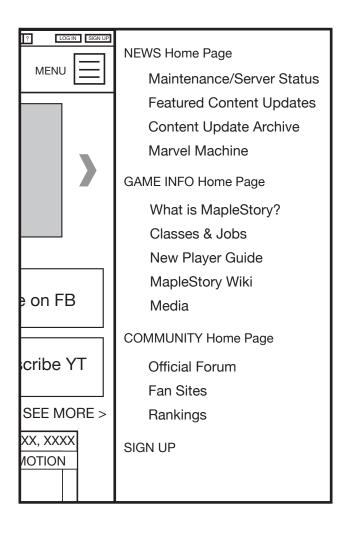


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	2 of 20





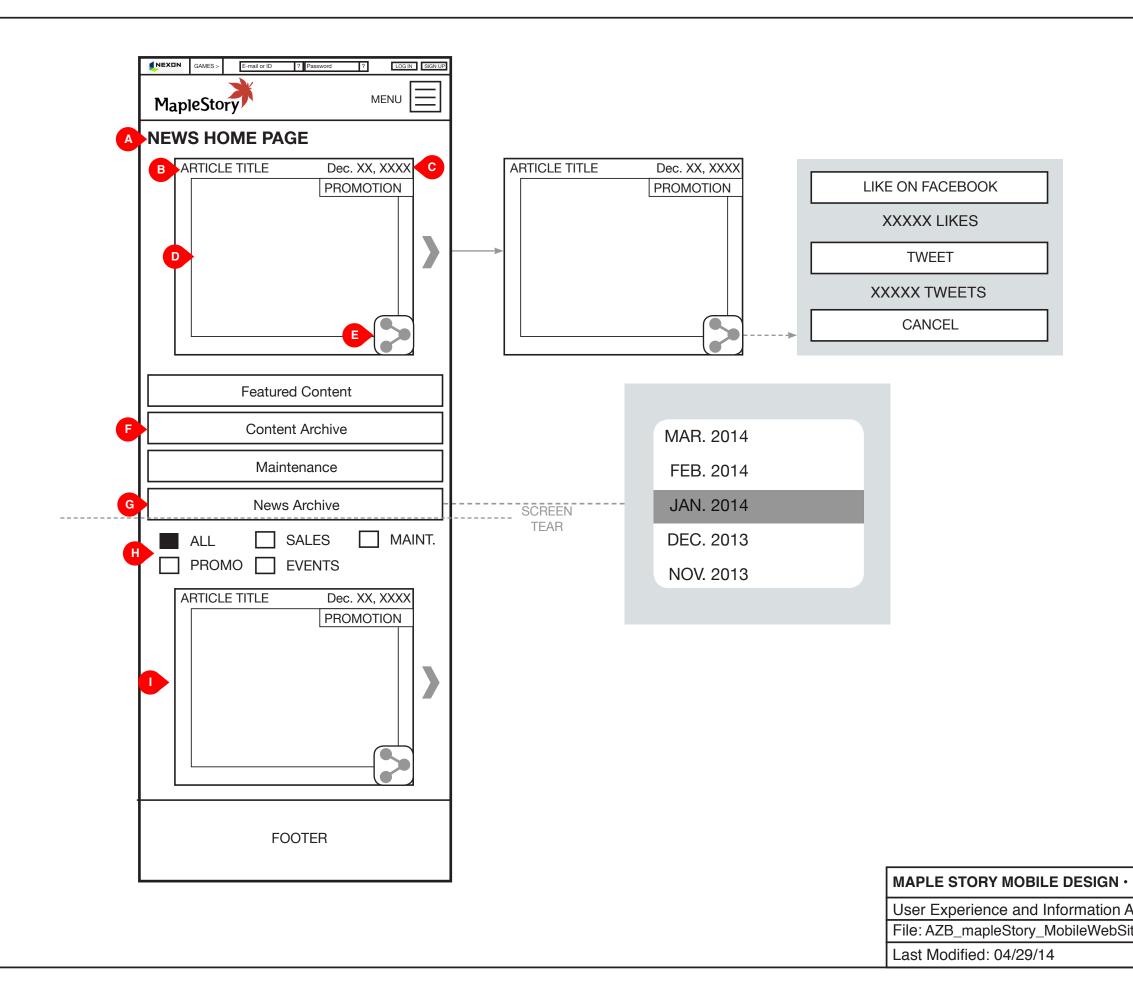
1	
	FUNCTIONAL ANNOTATIONS
	SCREEN DESCRIPTION: This is the responsive index page of the site. The portrait and landscape layout are the same, keeping the same layout.
	The screen tear is at QVGA height (320x480).
	A. NEXON GLOBAL NAVIGATION This is the Nexon global navigation. This navigation is a constant across the Nexon group of sites.
	B. SITE LOGO This is the logo for the site. There is no functionality with this logo.
	C. MAIN NAVIGATION DRAWER This is the main navigation of the site for mobile. When the user selects the nav button, the site slides to the right and the nav is accessible.
	D. ROTATING CONTENT CAROUSEL The image gallery houses ads, show information, links or videos.
	F. NEWS ENTRY This is the news entry. These entries have social media options. The latest content floats up and shows on the main page. The user can swipe to the left and right to see more content.
	G. SOCIAL MEDIA BUTTONS These buttons will not link out to the social media pages, but will allow you to Follow, Like, etc. User login will be required.
	H. MEDIA COMMUNITY This is a graphic icon and short news blurb.
	I. FOOTER This is the sites footer.
• RESP	ONSIVE
Archite	cture
Site_ext	V1.0.pdf v 1.0
	3 of 20



MAPLE STORY MOBILE DESIGN · N
User Experience and Information Arc
File: AZB_mapleStory_MobileWebSite
Last Modified: 04/29/14

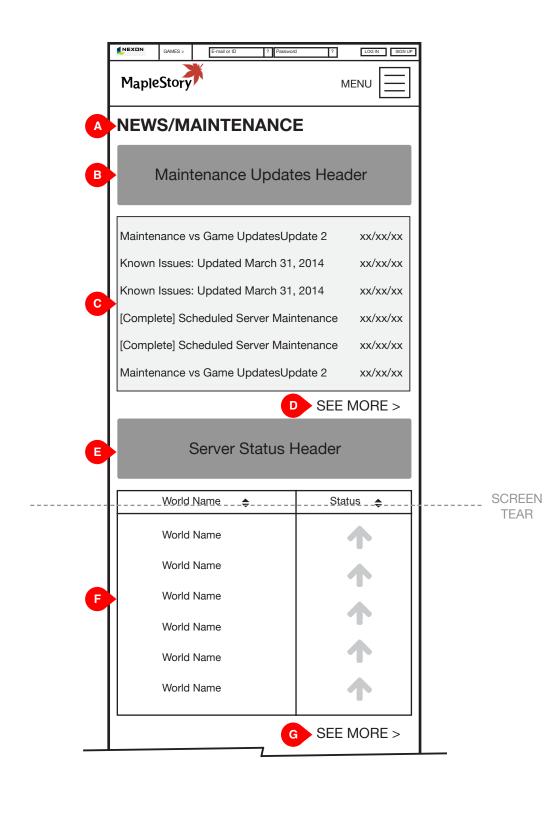


	AL ANNOTATIONS	
SCREEN DE mobile navig	ESCRIPTION: The Ma ation is a drawer bas	apleStory website ed menu.
ATION		
ture		v 1.0
I.0.pdf		
		4 of 20





FUNCTIONAL ANNOTATIONS	
SCREEN DESCRIPTION: Maple	Story maintenance
information is displayed on this p	age.
A. PAGE TITLE This is the title of the page.	
B. ARTICLE TITLE This is the title of the article.	
C. ARTICLE DATE This is the date in which the artic (put live).	le was published
D. ARTICLE CONTENT This is the content of the article. image or an embedded video.	This can either be ar
E. SOCIAL MEDIA MODAL BUT The user can either share an arti see how many users have liked t When the user presses the butto over the page.	cle, like the article or he content.
The user can: • Like on Facebook • See Facebook likes • Tweet the item • See tweet amounts	
F. NEWS BUTTONS These buttons take the user to th pages.	eir corresponding
G. NEWS ARCHIVE This is the archive of previous co	ntent.
H. PARSING BUTTONS These buttons parse the news ite names are (TBD).	ems. These button
I. NEWS ITEMS These are the currently parsed it view them by scrolling left or righ	
HOME PAGE	
cture	
/1.0.pdf	v 1.0
	5 of 20



MAPLE STORY MOBILE DESIGN
User Experience and Information
File: AZB_mapleStory_MobileWebS
Last Modified: 04/29/14



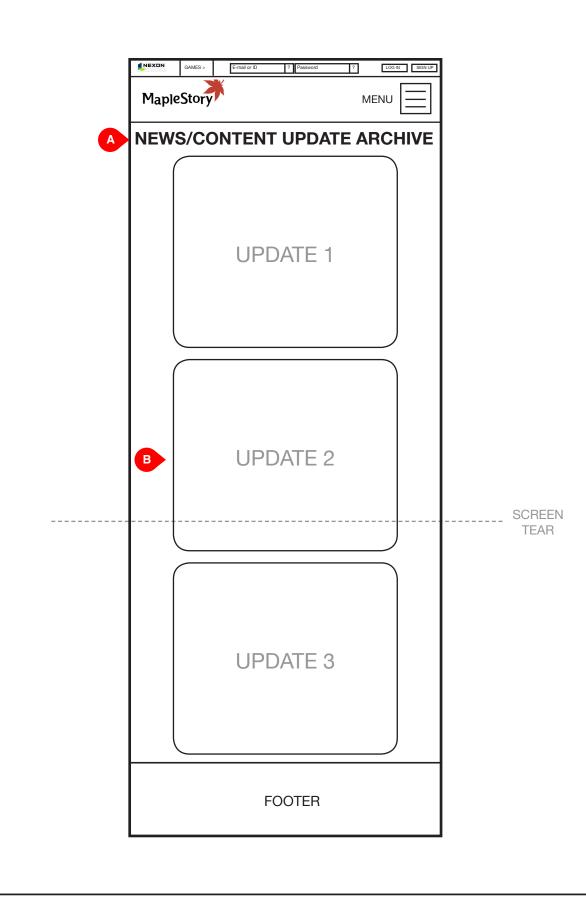
r		
	FUNCTIONAL ANNOTATIONS	
	SCREEN DESCRIPTION: Maple information is displayed on this particular the particular sector of the s	
	A. PAGE NAME/BREADCRUME This is the name of the page. The gate via these breadcrumbs.	
	B. MAINTENANCE HEADER This is the header of the mainten- either be a graphic or text.	ance. This could
	C. MAINTENANCE COLUMN This is the header of the mainten- either be a graphic or text.	ance. This could
	E. SEE MORE BUTTON This navigates the user to the con nance Updates.	nplete list of Mainte-
	E. SERVER STATUS HEADER This is the header of the server s either be a graphic or text.	tatus. This could
	F. SERVER STATUS This is the status of the game ser are displayed alphabetically. The listing order by clicking on the so	user can change the
	G. SEE MORE BUTTON This navigates the user to the cor Status.	mplete list of Server
l		
• MAIN	TENANCE	
Archite	cture	-
Site_ext\	/1.0.pdf	v 1.0
		6 of 20

	MapleStory	E-mail or ID ? Password		
A	NEWS/ FEATURE	CONTENT UP	DATES	
В	FE	ATURED CON WINDOW	ΓΕΝΤ	SCREEN
		FOOTER		

MAPLE STORY MOBILE DESIGN • F
User Experience and Information A
File: AZB_mapleStory_MobileWebSite
Last Modified: 04/29/14



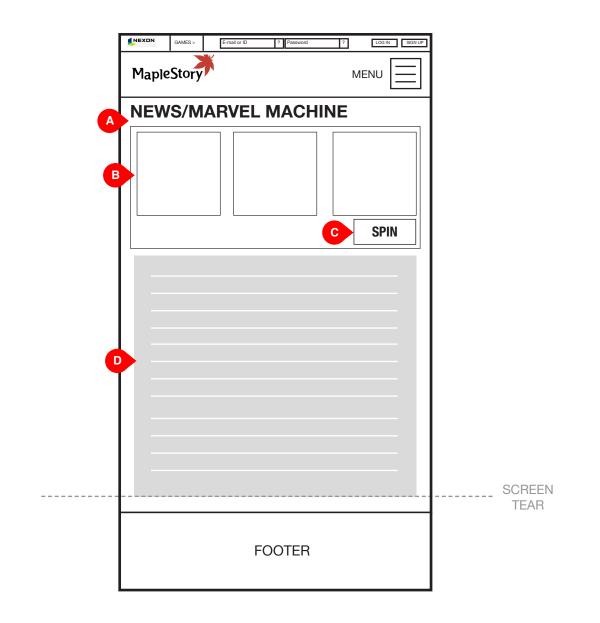
	FUNCTIONAL ANNOTATIONS	
	SCREEN DESCRIPTION: MapleS content is on this page.	Story current feature
	A. PAGE NAME/BREADCRUMB This is the name of the page. The gate via these breadcrumbs.	
	B. UPDATE GRAPHIC This is a large graphic design piec in width but be flexible to manage (and be scroll able). This page will designed piece highlighting a gam update.	different lengths showcase a e's latest content
	This page will consist of graphics	and HTML copy.
AT	URE CONTENT UPDATES	
hite	ecture	
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MAPLE STORY MOBILE DESIGN
User Experience and Information
File: AZB_mapleStory_MobileWebS
Last Modified: 04/29/14



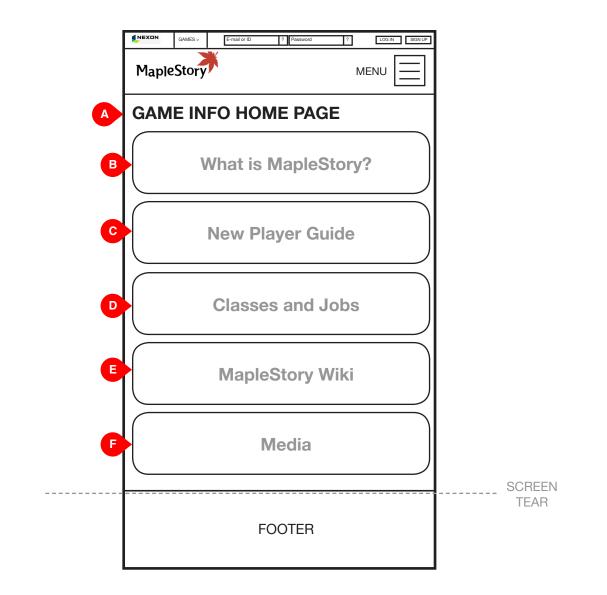
FUNCTIONAL ANNOTATIONS	
SCREEN DESCRIPTION: The are pleStory content updates are loca	
A. PAGE NAME/BREADCRUMB This is the name of the page. The gate via these breadcrumbs.	
B. UPDATE BUTTONS These button take the user to the details the update and it's informa are laid out like the featured conte page. The user scrolls down throu	tion. These pages
]
CONTENT UPDATE ARCHIVE	1
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MAPLE STORY MOBILE DESIGN •
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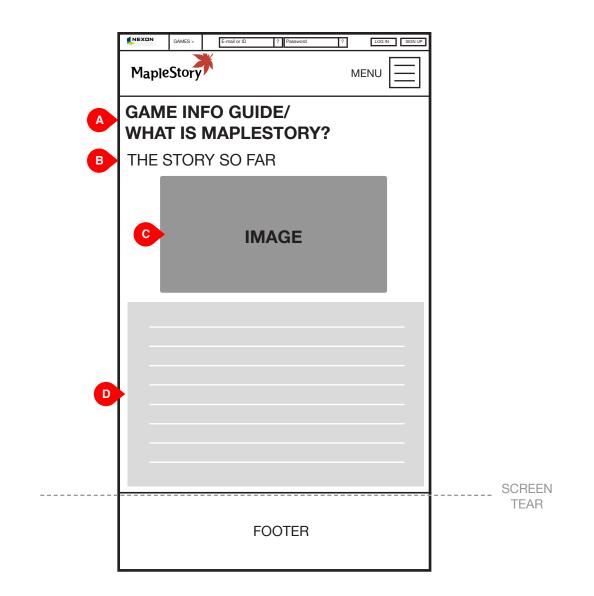
FUNCTIONAL ANNOTATIONS	
SCREEN DESCRIPTION: This p marvel machine. As long as the able, they'll have access to use	user has spins avail-
The machine is 'inactive' during periods.	non-promotion
In the design it will be indicated spin.	if the user eligible to
A. PAGE NAME/BREADCRUM This is the name of the page. Th gate via these breadcrumbs.	
B. MARVEL MACHINE The use can spin a slot machine prizes which they can then trade currency.	
C. SPIN BUTTON The user presses this button to s	spin for their prizes.
D. MARVEL MACHINE COPY This is information about the Ma	
	1
cture /1.0.pdf	v 1.0



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User Experience and Information
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Last Modified: 04/29/14



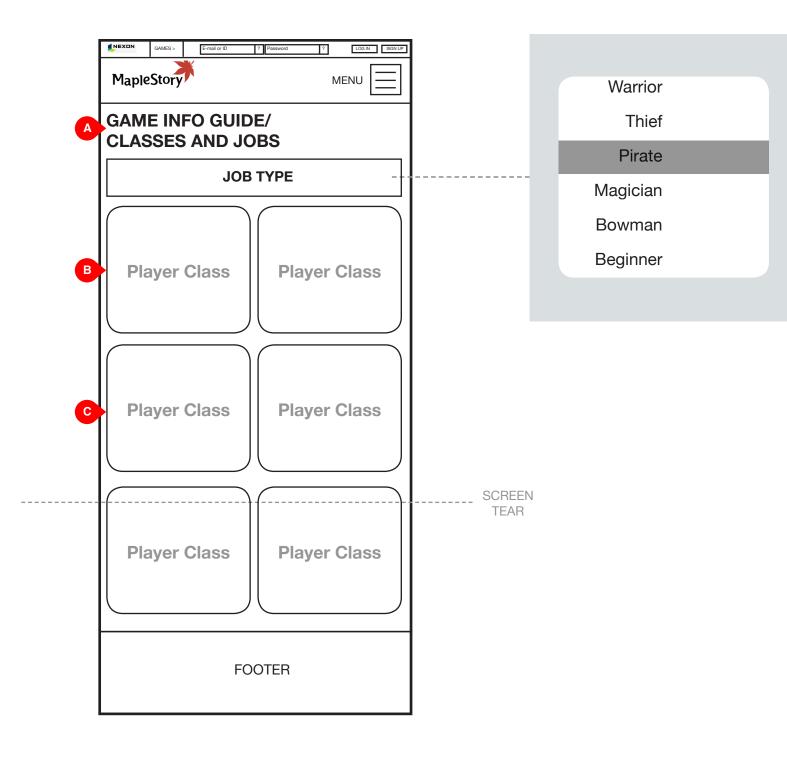
FUNCTIONAL ANNOTATIONS	
SCREEN DESCRIPTION: This is home page.	the game info guide
A. PAGE NAME/BREADCRUMB This is the name of the page. The gate via these breadcrumbs.	
B. WHAT IS MAPLESTORY? BU This button takes the user to the page.	
C. NEW PLAYER GUIDE BUTTO This button takes the user to the page.	
D. CLASSES AND JOBS BUTTO This button takes the user to the o page.	
E. MAPLESTORY WIKI BUTTON This button takes the user to the page.	
F. MEDIA BUTTON This button takes the user to the r	nedia page.
N · GAME INFO Home Page	
n Architecture	
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MAPLE STORY MOBILE DESIG
User Experience and Information
File: AZB_mapleStory_MobileWe
Last Modified: 04/29/14



FUNCTIONAL ANNOTATIONS	
SCREEN DESCRIPTION: The u the game via this page.	ser can learn about
A. PAGE NAME/BREADCRUMI This is the name of the page. Th gate via these breadcrumbs.	3S e user can also navi-
B. SECTION NAME This is the name of the section.	
C. SECTION IMAGE This is the image related to this s	section.
D. SECTION COPY This is the descriptive copy of the	e section.
IS MAPLESTORY?	
tecture	- v 1.0
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MAPLE STORY MOBILE DESIGN · CLASSES AND JOBS	
User Experience and Information Architecture	4.0
File: AZB_mapleStory_MobileWebSite_extV1.0.pdf	v 1.0
Last Modified: 04/29/14	12 of 20



FUNCTIONAL ANNOTATIONS

SCREEN DESCRIPTION: The user can learn about classes and jobs in the game via this page. The user selects a job type, and the player classes appear for that type of job.

A. PAGE NAME/BREADCRUMBS

This is the name of the page. The user can also navigate via these breadcrumbs.

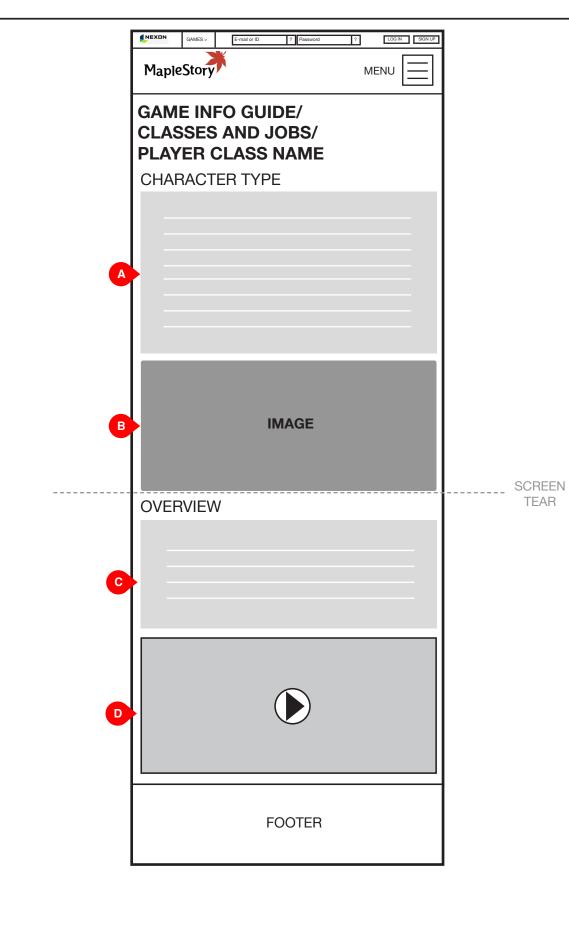
B. JOB PARSER

The user selects the character job that they're interested in. When the user presses the Job Type button the job type wheel pop up appears.

C. PLAYER CLASS

The players classes appears here when the user selects a job above. The user can scroll down to see all of the classes of the job type.

MAPLE STORY MOBILE DESIGN • 11.1 CLASSES AND JOBS SUB PAGE



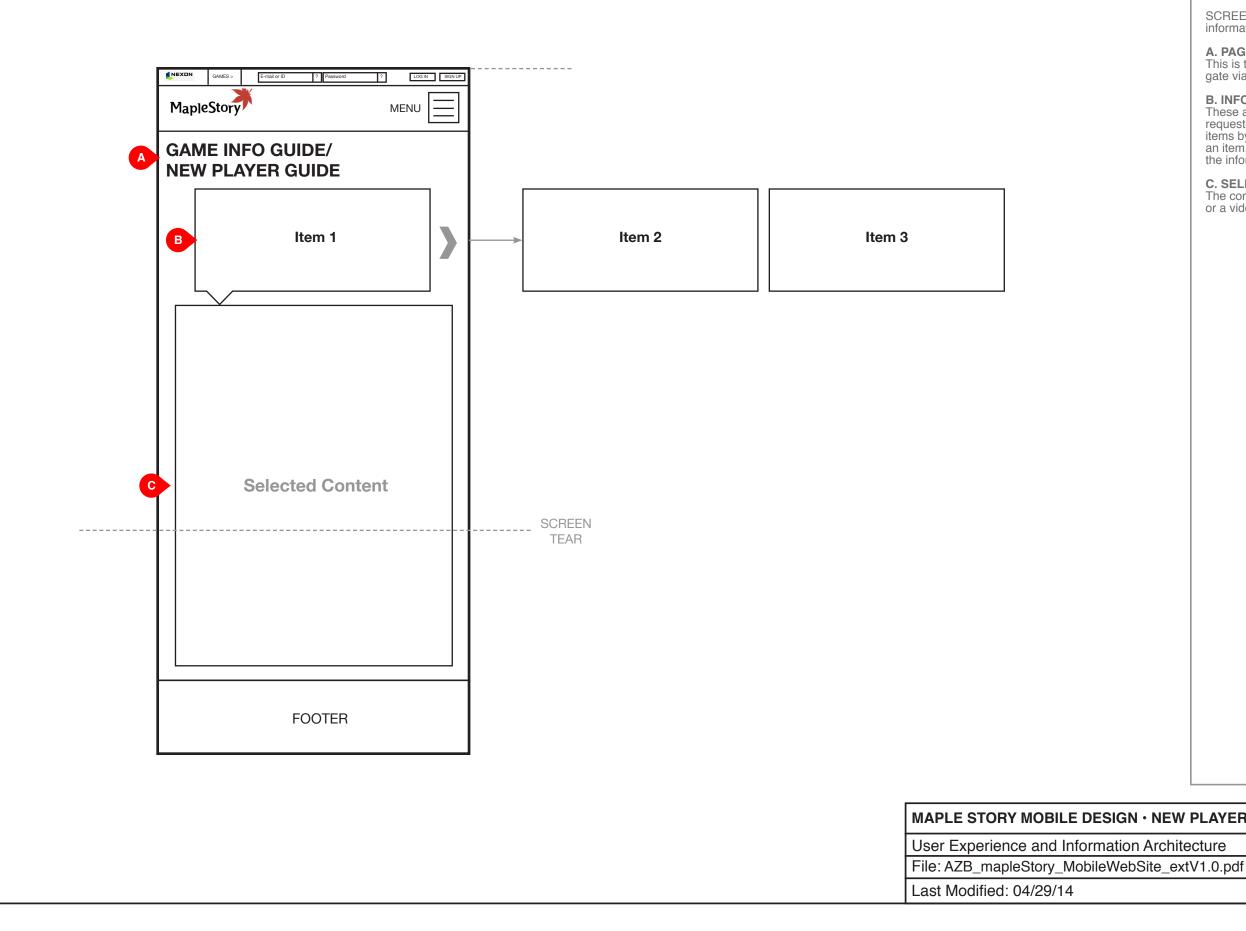
TEAR

MAPLE STORY MOBILE DESIGN •
User Experience and Information A
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Last Modified: 04/29/14



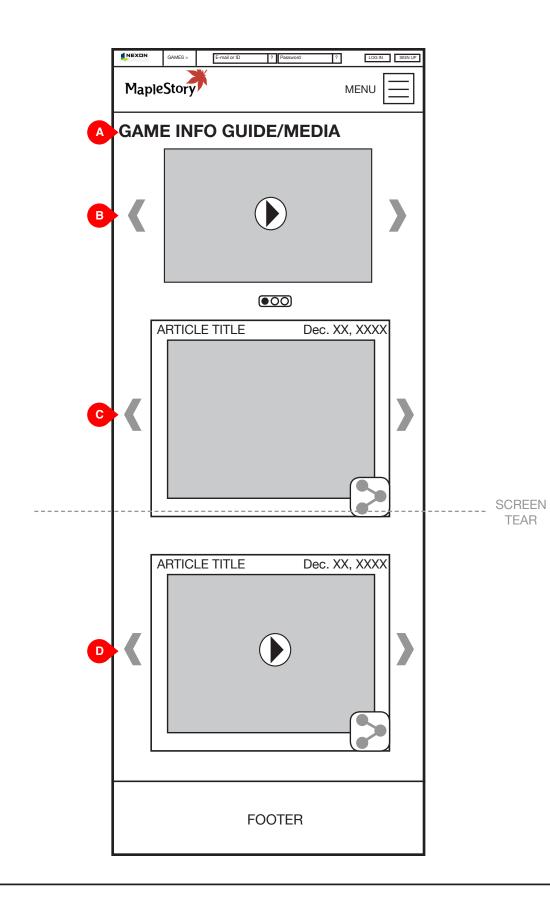
FUNCTIONAL ANNOTATIONS	
SCREEN DESCRIPTION: The us different character classes in Map can use the breadcrumbs to navig classes and jobs page.	bleStory. The user
A. CHARACTER TYPE INFORM The informational overview of the explained here.	
B. CHARACTER ELEMENT GR This graphic shows a graphic for	
C. OVERVIEW The overview section details out t character type.	he specifics of the
D. VIDEO This is a video for the class. All vi mobile media player.	deos play in the
L]
SSES AND JOBS SUB PAGE	
ecture ttV1.0.pdf	v 1.0

ebSite_extV1.0.pdf





FUNCTIONAL ANNOTATIONS	
SCREEN DESCRIPTION: The us information for the new player via	
A. PAGE NAME/BREADCRUMB This is the name of the page. The gate via these breadcrumbs.	
B. INFORMATION BUTTONS These are the buttons that the use requested information. The user of items by swiping left or right. Whe an item, the Selected Content are the information.	an filter through the end of the user selects
C. SELECTED CONTENT The content in this area can eithe or a video.	r be a graphic, text
LAYER GUIDE	
ture	
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User Experience and Information Archi
File: AZB_mapleStory_MobileWebSite_e
Last Modified: 04/29/14



	FUNCTIONAL ANNOTATIONS	
	SCREEN DESCRIPTION: MapleS media is displayed on this page.	Story video related
	A. PAGE NAME/BREADCRUMB This is the name of the page. The gate via these breadcrumbs.	
	B. MEDIA CAROUSEL This should be a three video carou a single video at a time. The user right to view more content.	
	C. IMAGE CAROUSEL These are images of game play. T the image into a larger view.	he user can expand
	D. VIDEOS These are the videos. The video p media player.	lays in the mobile
GN • MEDI	4	
tion Archite		v 1.0
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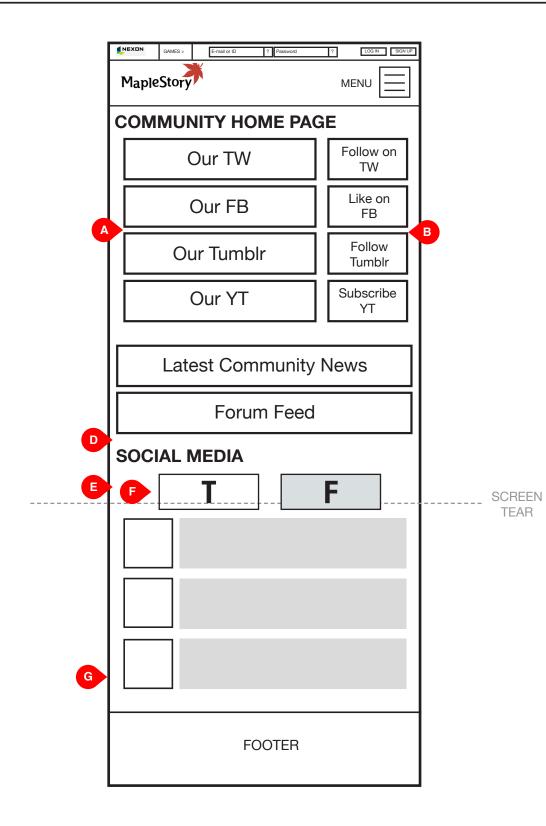
		GAMES >	E-mail or ID	? Password	?	LOG IN SIGN UP]	
	Maple	Story	K		М			
A	НОМ	E/NI	EWS/C	URRE	NT			
В						Q		
С	ART		E TITL	E	VIEWS		F	
	DATE:	5/2/1	4 D					
G			PAGE	GRAP	HIC			
H								
								SCREEN
								TEAR
			F	OOTER				

MAPLE STORY MOBILE DESIGN •
User Experience and Information A
File: AZB_mapleStory_MobileWebSit
Last Modified: 04/29/14



FUNCTIONAL ANNOTATIONS	
SCREEN DESCRIPTION: Mapl displayed on this page.	eStory content is
A. PAGE NAME/BREADCRUM This is the name of the page. Th gate via these breadcrumbs.	
B. SEARCH MODULE This is the search module for the	e site's articles.
C. ARTICLE TITLE This is the title of the article.	
D. ARTICLE DATE This is the date of the article.	
E. SOCIAL MEDIA The user can see the likes and the with this page in this section. The the amount of likes and tweets.	
F. VIEW COUNT This is the amount of views the	article has had.
G. PAGE GRAPHIC This is the graphic for the page.	
H. COPY This is the page copy.	
cture /1.0.pdf	v 1.0
	16 of 20

MAPLE STORY MOBILE DESIGN • 14.0 COMMUNITY HOME PAGE

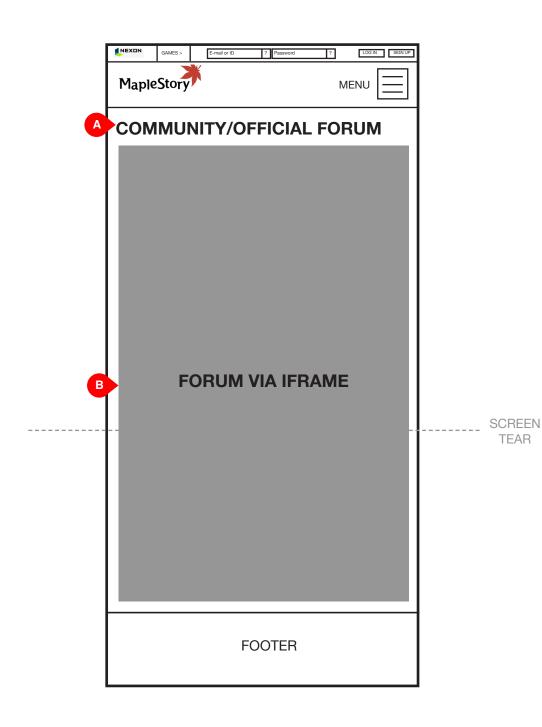


MAPLE STORY MOBILE DESIGN • 0
User Experience and Information A
File: AZB_mapleStory_MobileWebSite
Last Modified: 04/29/14



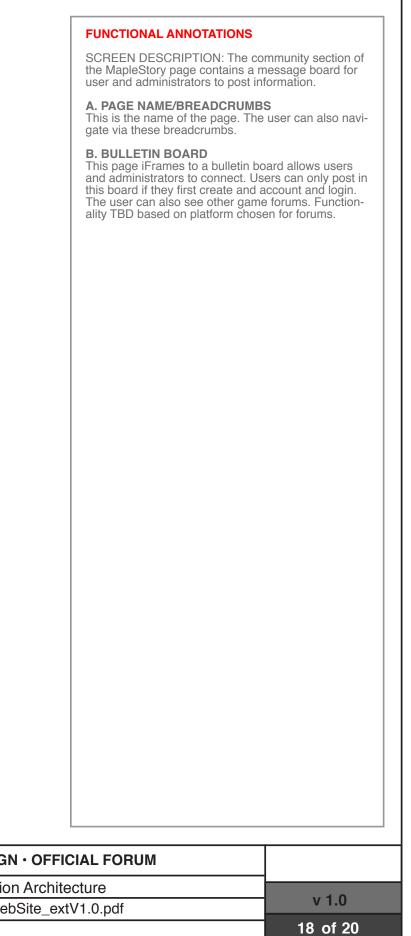
 FUNCTIONAL ANNOTATIONS SCREEN DESCRIPTION: The copage. A. SOCIAL MEDIA LINKS These are the social media links tuser to the MapleStory social media B. SOCIAL MEDIA BUTTONS These buttons will not link out to the pages, but will allow you to Follow login will be required. C. PAGE GRAPHIC This is a pages main graphic. D. LATEST COMMUNITY NEWS 	hat navigate the lia sites. he social media y, Like, etc. User
 page. A. SOCIAL MEDIA LINKS These are the social media links t user to the MapleStory social media B. SOCIAL MEDIA BUTTONS These buttons will not link out to ti pages, but will allow you to Follow login will be required. C. PAGE GRAPHIC This is a pages main graphic. D. LATEST COMMUNITY NEWS	hat navigate the lia sites. he social media y, Like, etc. User
These are the social media links t user to the MapleStory social media B. SOCIAL MEDIA BUTTONS These buttons will not link out to the pages, but will allow you to Follow login will be required. C. PAGE GRAPHIC This is a pages main graphic. D. LATEST COMMUNITY NEWS	lia sites. ne social media y, Like, etc. User
These buttons will not link out to the pages, but will allow you to Follow login will be required. C. PAGE GRAPHIC This is a pages main graphic. D. LATEST COMMUNITY NEWS	, Like, etc. User
This is a pages main graphic. D. LATEST COMMUNITY NEWS	PUITTON
	BUTTON
This button takes the user to the r	
E. FORUM FEED BUTTON This button takes the user to the f	orum page.
H. MEDIA COMMUNITY FILTER These buttons parse the media co	ommunity feed.
G. MEDIA COMMUNITY This is a graphic icon and short ne	ews blurb.
MUNITY HOME PAGE	
	v 1.0
:V1.0.pdf	17 of 20

MAPLE STORY MOBILE DESIGN • 15.0 OFFICIAL FORUM

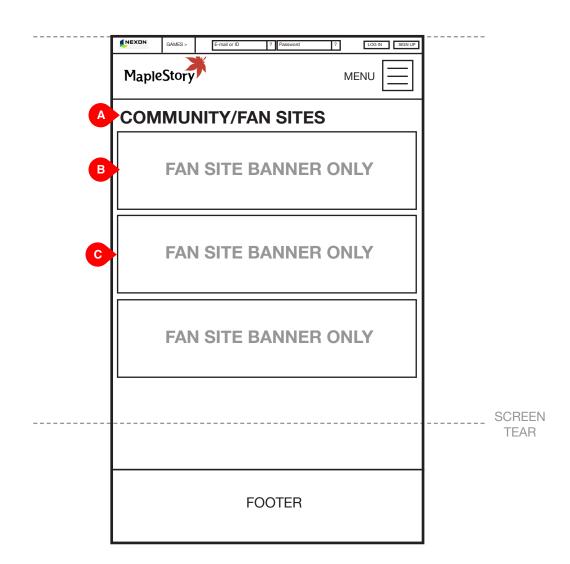


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Last Modified: 04/29/14





MAPLE STORY MOBILE DESIGN • 16.0 FAN SITES



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User Experience and Information A
File: AZB_mapleStory_MobileWebSit
Last Modified: 04/29/14



FUNCTIONAL ANNOTATIONS	
SCREEN DESCRIPTION: The us sites via this page.	er can view fan
A. PAGE NAME/BREADCRUMB This is the name of the page. The gate via these breadcrumbs.	
B. HEADER GRAPHIC This is the main image of the page	e.
C. FAN SITE BANNER This is the image related to this w acts as a button link to the corresp	ebsite. Each banner ponding website.
]
SITES	
ecture ttV1.0.pdf	v 1.0
	19 of 20

	MAPLE STORY MOBILE DESIGN • 17.0 RANKINGS
MEXON GAMES> E-mail or ID ? Password ? LOG IN SIGNLP MapleStory MENU	
A COMMUNITY/RANKINGS B Character T	Character 1 Character 2
Character Name Weekly Monthly Legendary Classic Rank Character Character Classic Rank Character Classic Rank Character Classic Rank Character Name	Character Name Rank
World Job Level/Move J K L XXX XXX XXX XXXX XXX XXX	SCREEN TEAR
M 4 Name ▼ 5 Name ▼ 109278 Name N 1 2 3 4 5 6 7 8 >>	
Page 1 of 100 Showing 1 - 15 of 1500 users FOOTER	

MAPLE STORY MOBILE DESIG
User Experience and Information
File: AZB_mapleStory_MobileWe
Last Modified: 04/29/14



	FUNCTIONAL ANNOTATIONS		
	SCREEN DESCRIPTION: Users of rank within the MapleStory common		
	A. PAGE NAME/BREADCRUMB This is the name of the page. The gate via these breadcrumbs.		
	B. CHARACTER SELECTION The user can select their characte	r from this button.	
	C. CHARACTER INFORMATION This is the information about the c can select and view their characte		
	D. SEARCH FUNCTIONS The user can search though the ra following: • Character name • Rank	ankings via the	
	The user can also parse the ranking one of these buttons.	ngs by selecting	
	E. TITLE BAR The title bar consists of the followi • Rank • Character • Character Name	ng:	
	When the bar is pressed the follov shown via dropdown: • World • Job • Level/Move	ving attributes are	
	F. HIDE/SHOW This arrow shows if the Title Bar is	shown or hidden.	
	G. RANK This is the rank.		
	H. CHARACTER IMAGE The current graphic status of the c played in this area	character is dis-	
	I. CHARACTER NAME This is the characters name.		
	J. WORLD This indicates what server the user is on. K. JOB This is the character's in game job.		
	L. LEVEL/MOVE This is the level of the character based off of experience points earned in the game. Move indicates the experience points the character has earned.		
	M. USER'S CHARACTER RANK This is the users selected character must be logged in to see this.		
	N. RANK PAGINATION The user can navigate the ranks v The user can also input a specific	ia this pagination. page.	
• RANK	INGS		
Arobito	cture		
IAICIIILE			