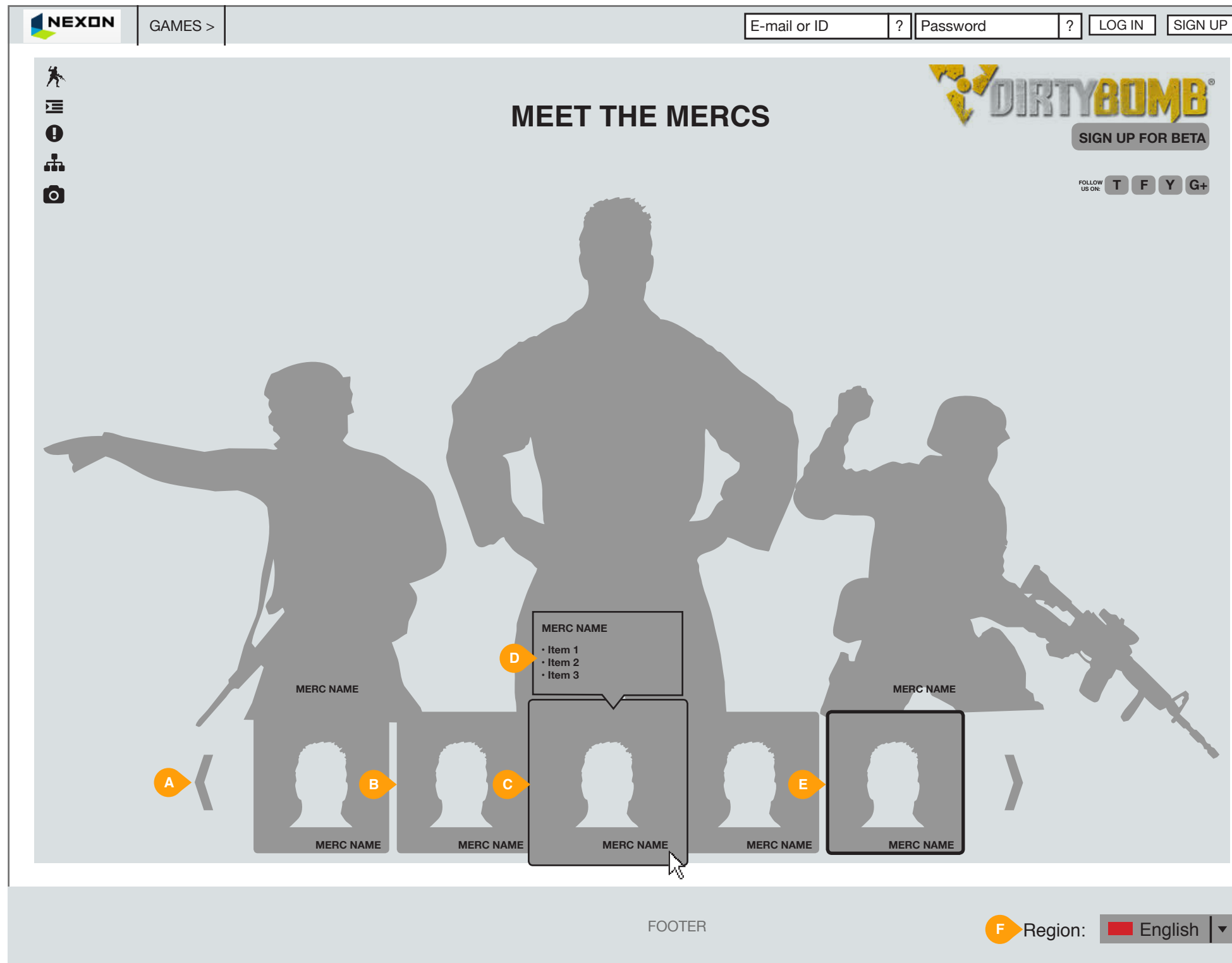




User Experience/Information Architecture  
Concept 2  
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Date	Version	Description
04/17/14	1.0	Original document
04/29/14	2.0	Revised
04/30/14	3.0	Second round - Prelim revisions
05/06/14	4.0	Further revisions
05/13/14	5.0	Round 5 Revision
05/16/14	6.0	Further Revisions
05/20/14	7.0	Further Revisions



**FUNCTIONAL ANNOTATIONS**

**SCREEN DESCRIPTION:** The user can view the different mercs in Dirty Bomb with a full cast carousel with the character thumbs at the bottom. When a character is selected, the carousel spins to display the character into center position and the full dossier appears.

The main merc character will animate slightly (ie., rocking slightly back and forth, tossing up and catching an object, flexing, etc). Will likely be an animated GIF. **Possibly Flash.**

Over time as more mercs are introduced, the merc thumbs will become smaller to facilitate more selection. A second row can be added as well.

**A. ROTATE ARROWS**

These arrows allow the user to scroll through the mercs.

**B. MERC THUMBS**

This is a merc in the rotation. The farther the merc is to the left or right reduces their sizing.

**C. MOUSED OVER MERC THUMB**

This merc is moused over.

**D. MOUSED OVER MERC POP UP**

When rolling over a Merc Thumb, this pop up will appear containing the Merc's name and a list of attributes.

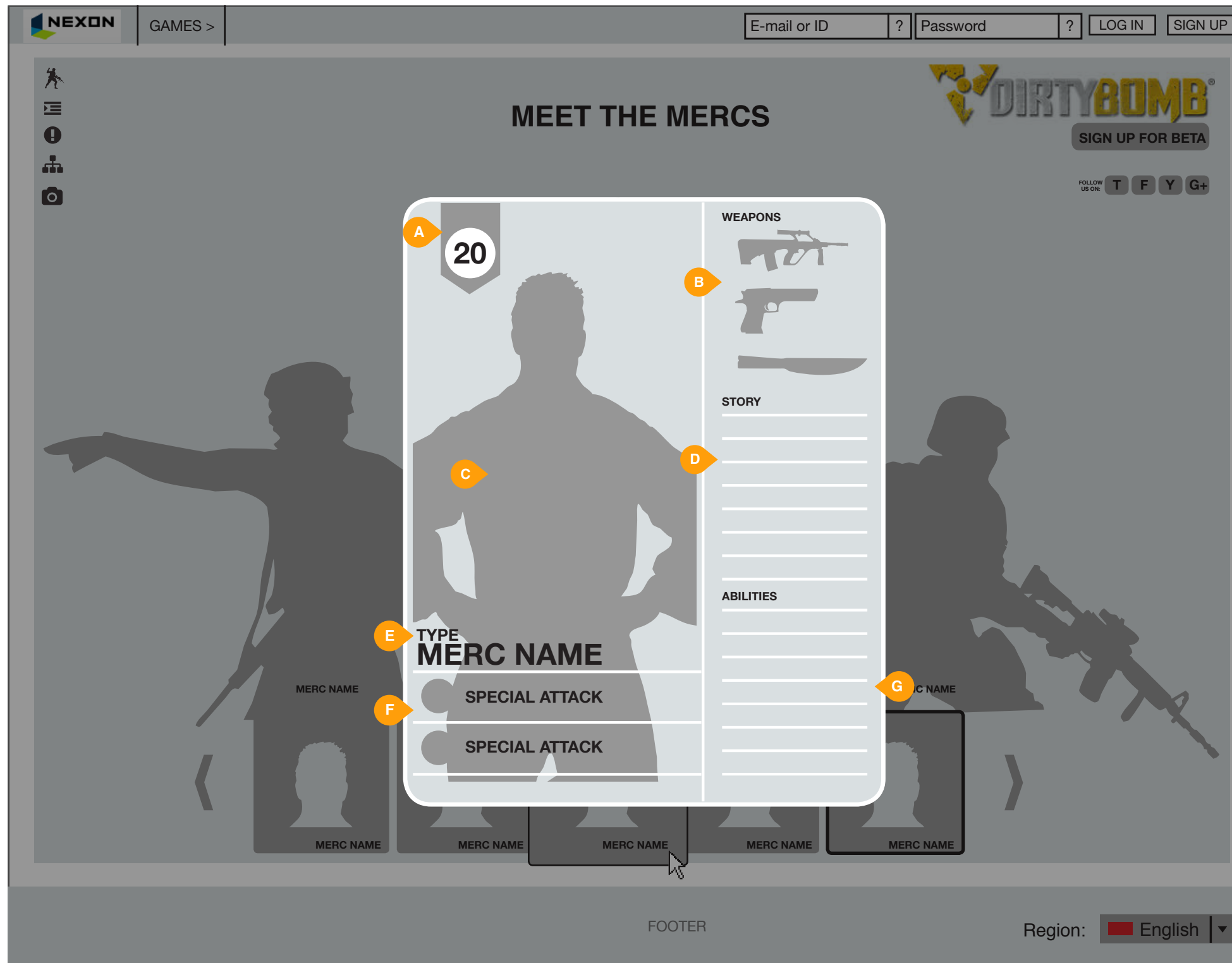
**E. SELECTED MERC THUMB**

This merc is selected and viewed. When the user clicks on a merc, the thumb and image moves to the center spot.

**F. MULTI-LINGUAL SUPPORT DROP DOWN**

This pull down allows the user to change their region for language support. This includes the following regions with their respective flags:

- English
- French
- German
- Spanish



**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: The blister card pop up (a blister card is the character description on the back of action figure packaging) displays the following information.

Design of this page will be driven by in-game character card design, which is TBD. Will contain similar info, but will likely be laid out differently.

This card will be based off of in game design.

To go back to the carousel the user just needs to click on the background.

**A. MERCENARY NUMBER**

This is the number of the mercenary in the complete list.

**B. WEAPONS**

These are the characters weapons.

**C. CHARACTER IMAGE**

This is the characters image.

**D. CHARACTER STORY**

This is the character's story.

**E. MERCENARY NAME**

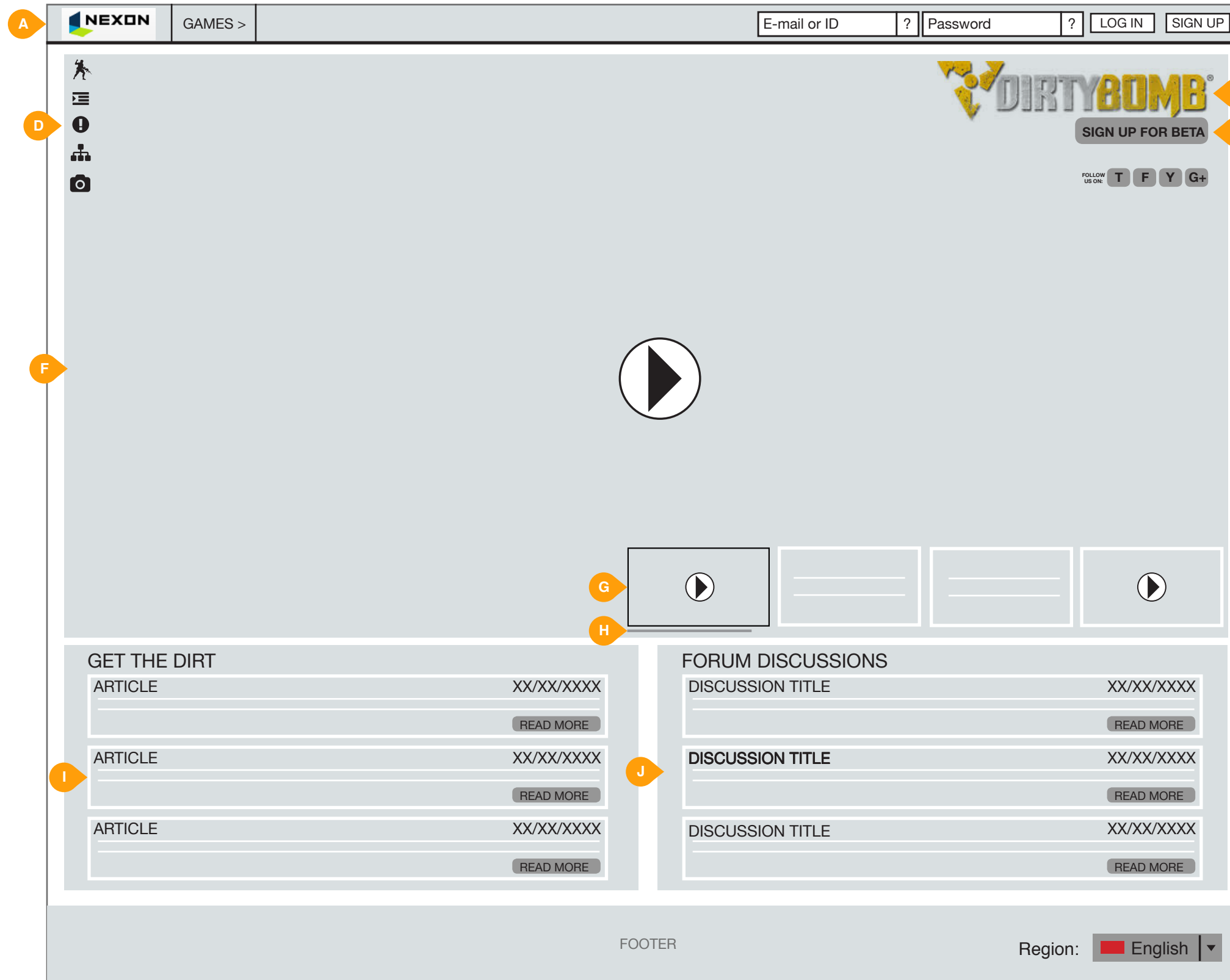
This is the name of the Mercenary.

**F. SPECIAL ATTACK**

These are the characters special attack.

**G. ABILITIES**

These are the characters special abilities.



**FUNCTIONAL ANNOTATIONS**

**SCREEN DESCRIPTION:** When the user returns to the site (via cookies), the merc carousel is replaced with the news content carousel.

**A. NEXON GLOBAL NAVIGATION**

This is the Nexon global navigation. This navigation is a constant across the Nexon group of sites. The user clicks on an icon and the icons navigation slides out and down. Global nav will need to be built responsively by Nexon to work on responsive mobile experience.

**B. SITE LOGO**

This is the logo for the site. There is no functionality with this logo.

**C. MEET THE MERCS BUTTON**

This button navigates the user to the Mercs page.

**D. MAIN NAVIGATION**

This is the main navigation of the site.

**E. SIGN UP FOR BETA BUTTON**

This button takes the user to sign up page for applying for the beta. **TBD**

**F. ROTATING CONTENT CAROUSEL**

The image gallery houses ads, show information, links or full bleed videos. This carousel can also display recent news.

**G. CAROUSEL THUMBS**

These thumbs show the content in the carousel. These items will be separately defined in the CMS. The items will not be dynamic (ie., it won't automatically pull in the latest video or new article).

Thumbs can be used to promote video content or other marketing messaging (such as a link to a news article or a forum).

**H. CAROUSEL TIMER**

As this line grows the thumb above it is displayed. When the line reaches another thumb the carousel content changes.

**I. NEWS ITEMS**

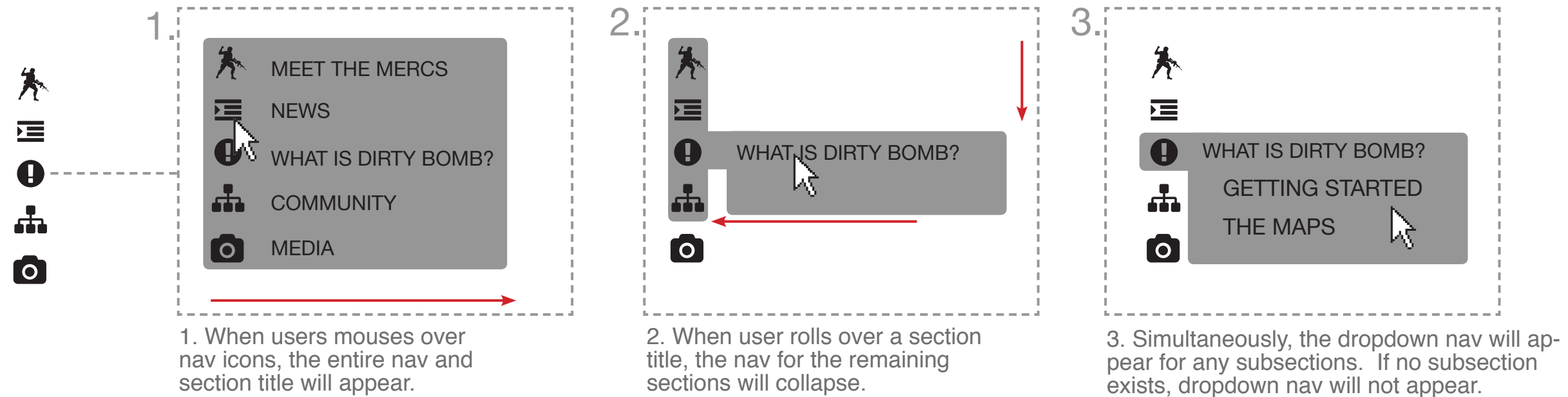
These are 3 news updates that the administrator can post in the C.M.S.

**J. FORUM DISCUSSIONS**

These are 3 discussions from the forum that the administrator can post in the C.M.S.

This will have to manually entered and will not be dynamically connected to the forum backend.

DIRTY BOMB • (RETURNING) HOME	[ayzenberg]
User Experience and Information Architecture	
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NEXON
GAMES >

E-mail or ID ?

Password ?

LOG IN

SIGN UP

SIGN UP FOR BETA

FOLLOW US ON: T F Y G+

▶

|\_|\_|

|\_|\_|

▶

**GET THE DIRT**

ARTICLE	XX/XX/XXXX
<a href="#">READ MORE</a>	
ARTICLE	XX/XX/XXXX
<a href="#">READ MORE</a>	
ARTICLE	XX/XX/XXXX
<a href="#">READ MORE</a>	

**FORUM DISCUSSIONS**

DISCUSSION TITLE	XX/XX/XXXX
<a href="#">READ MORE</a>	
DISCUSSION TITLE	XX/XX/XXXX
<a href="#">READ MORE</a>	
DISCUSSION TITLE	XX/XX/XXXX
<a href="#">READ MORE</a>	

FOOTER
Region: English ▼

**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: A news item slide would contain the following information:

**A. TITLE**  
This is the title of the news item

**B. TAGLINE**  
This is the descriptive tagline of the news item.

**C. IMAGE SAMPLE**  
This is a sample of image placement on the news item.

<b>DIRTY BOMB • HOME (NEWS SLIDE)</b>	<b>[ayzenberg]</b>
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<b>v 7.0</b>	
<b>6 of 28</b>	



**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: Marketing information can also be displayed on the home page via a full page modal with video.

**A. MARKETING MODAL**

When the user comes to the site they are greeted by the marketing modal. The user can close the modal by clicking the No Thanks button or can close it by clicking outside of the modal.

**B. VIDEO**

This is the video component of the modal.

**C. CLOSE BUTTON**

This button allows the user to close the modal.

**D. C.T.A.**

This is the C.T.A. that navigates the user to the specified content.



**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: Marketing information can also be displayed on the home page via a full page modal with text.

**A. MARKETING MODAL**

When the user comes to the site they are greeted by the marketing modal. The user can close the modal by clicking the No Thanks button or can close it by clicking outside of the modal.

**B. COPY**

This is the body copy of the modal.

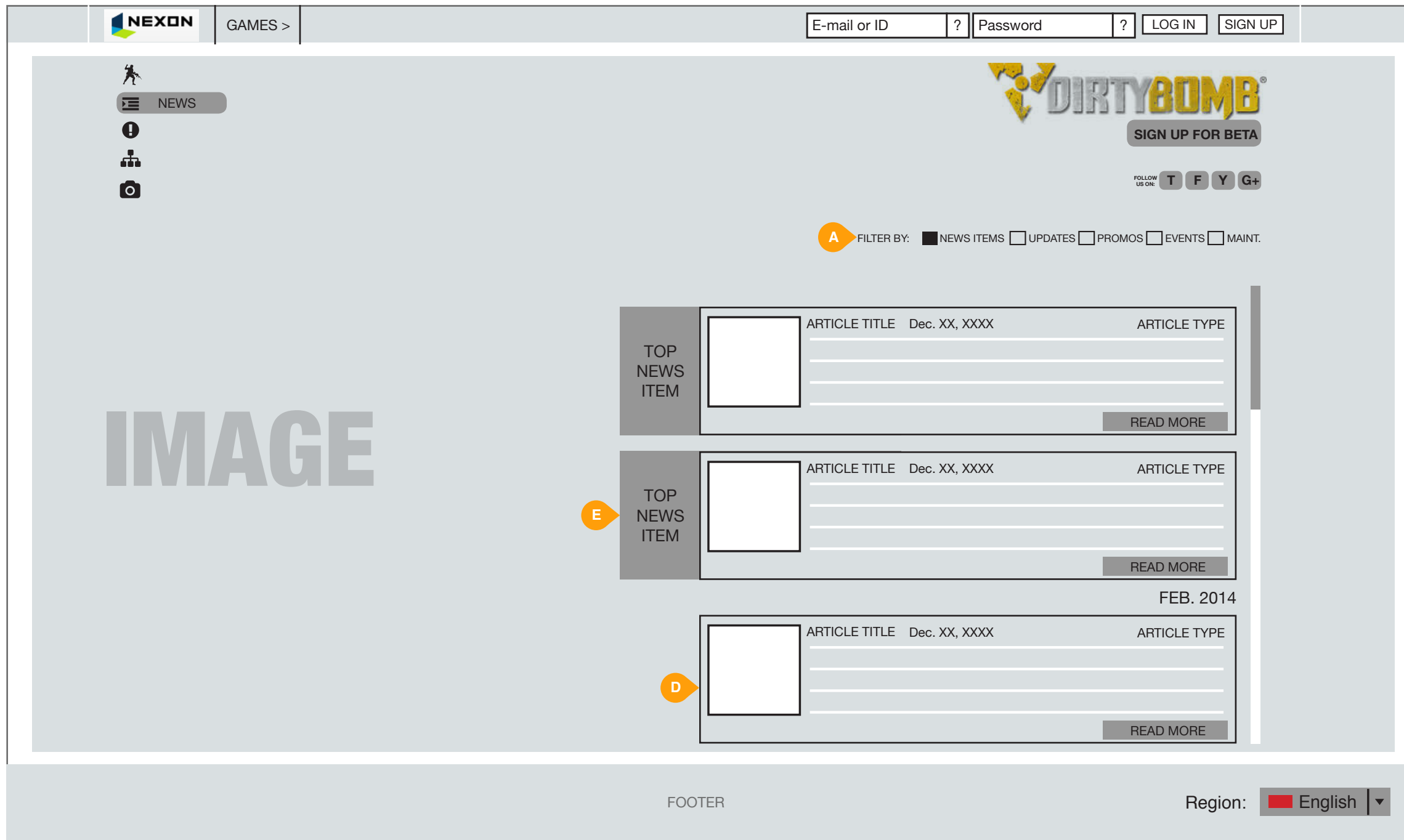
**C. CLOSE BUTTON**

This button allows the user to close the modal.

**D. C.T.A.**

This is the C.T.A. that navigates the user to the specified content.





**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: The advanced Dirty Bomb news page features a scrollable news list that is laid out by date. The articles would be aligned with the global nav and have a fixed width.

**A. NEWS PARSING**

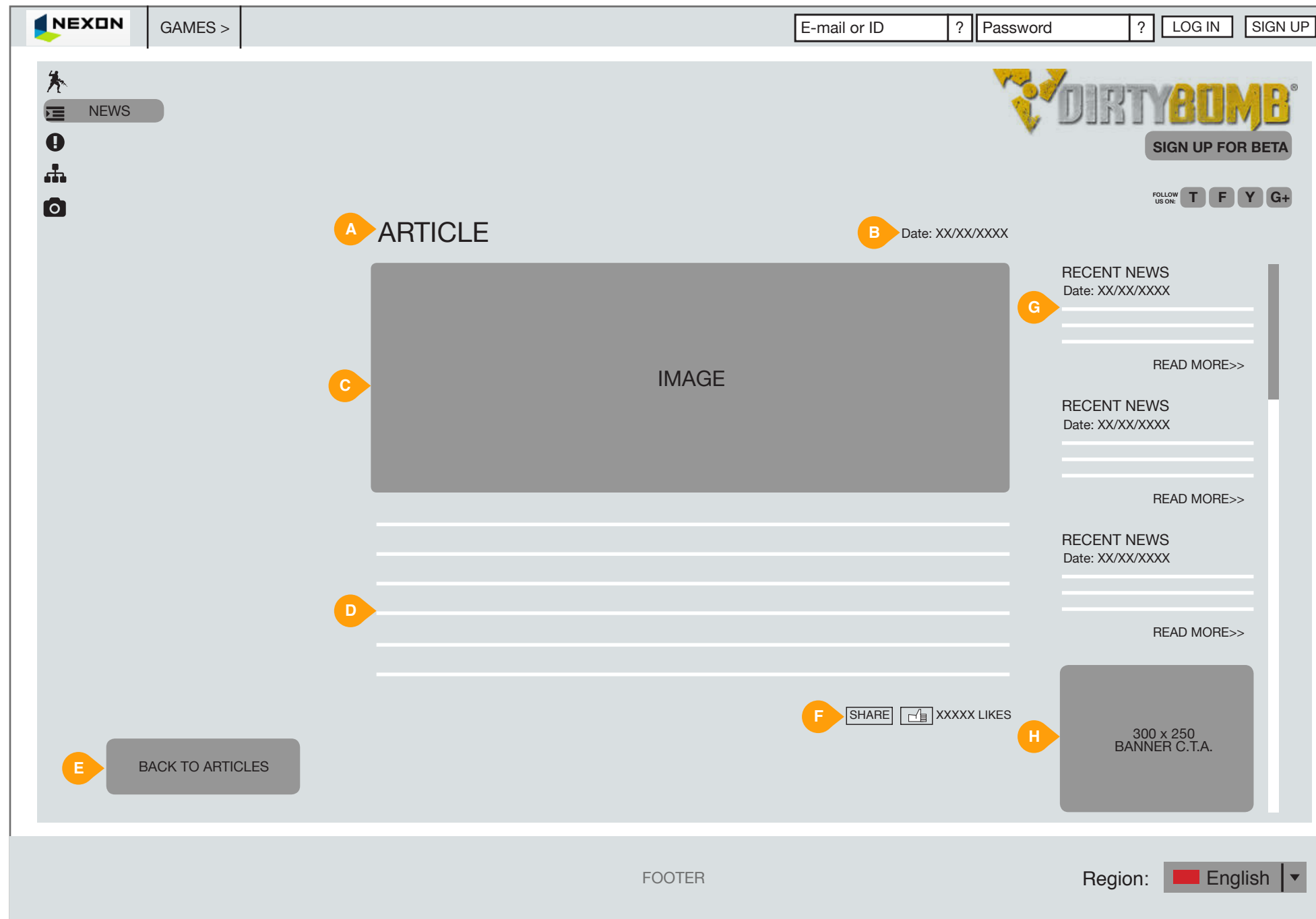
These check boxes parse the news items list. When a section is selected the news items drop down below the selected button.

**B. NEWS LIST**

This is the news list. As the user scrolls down through the news items, older items are displayed.

**C. TOP NEWS ITEM**

This is the top news on the site is delineated by a tag.



**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: A news article is laid out as per the template in the CMS. The user can scroll the news item as the rest of the page stays in place.

**A. ARTICLE TITLE**  
This is the name of the article.

**B. ARTICLE DATE**  
This is the date of the article.

**C. ARTICLE IMAGE**  
This is the image of the article.

**C. ARTICLE COPY**  
This is the copy of the article.

**E. BACK TO ARTICLES BUTTON**  
This button navigates the user to the main news page.

**F. SOCIAL MEDIA SHARE MODULE**  
The user can share the article on their social media as per this module.

**G. RECENT NEWS MODULE**  
This is a recent news module. The viewer can navigate to the page via the Read More button.

**H. BANNER C.T.A.**  
This 300 x 250 banner can be used for marketing or news purposes. This will be an image (jpeg/gif/png) defined by the client.



**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: The about Dirty Bomb page shows the user what the games overview is.

**A. PAGE NAME/BREADCRUMBS**  
This is the name of the page. The user can also navigate via these breadcrumbs.

**B. WHAT IS DIRTY BOMB? BLADE**  
This is an example of one of the blades of the What is Dirty Bomb? page layout. This blade would contain a title, image with lightbox modal, and copy.

User will be able to add additional blades or change order via CMS.

**C. ABOUT NAVIGATION**  
The user can navigate throughout the about section via this navigation.

NOTE: Added as reference. May not be included in phase 1.

<b>DIRTY BOMB • WHAT IS DIRTY BOMB?</b>	<b>[ayzenberg]</b>
User Experience and Information Architecture	
File: AZB_dirtybombUI_Concept2_v7.indd	v 7.0
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**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: The Getting Started page informs the user about starting game play.

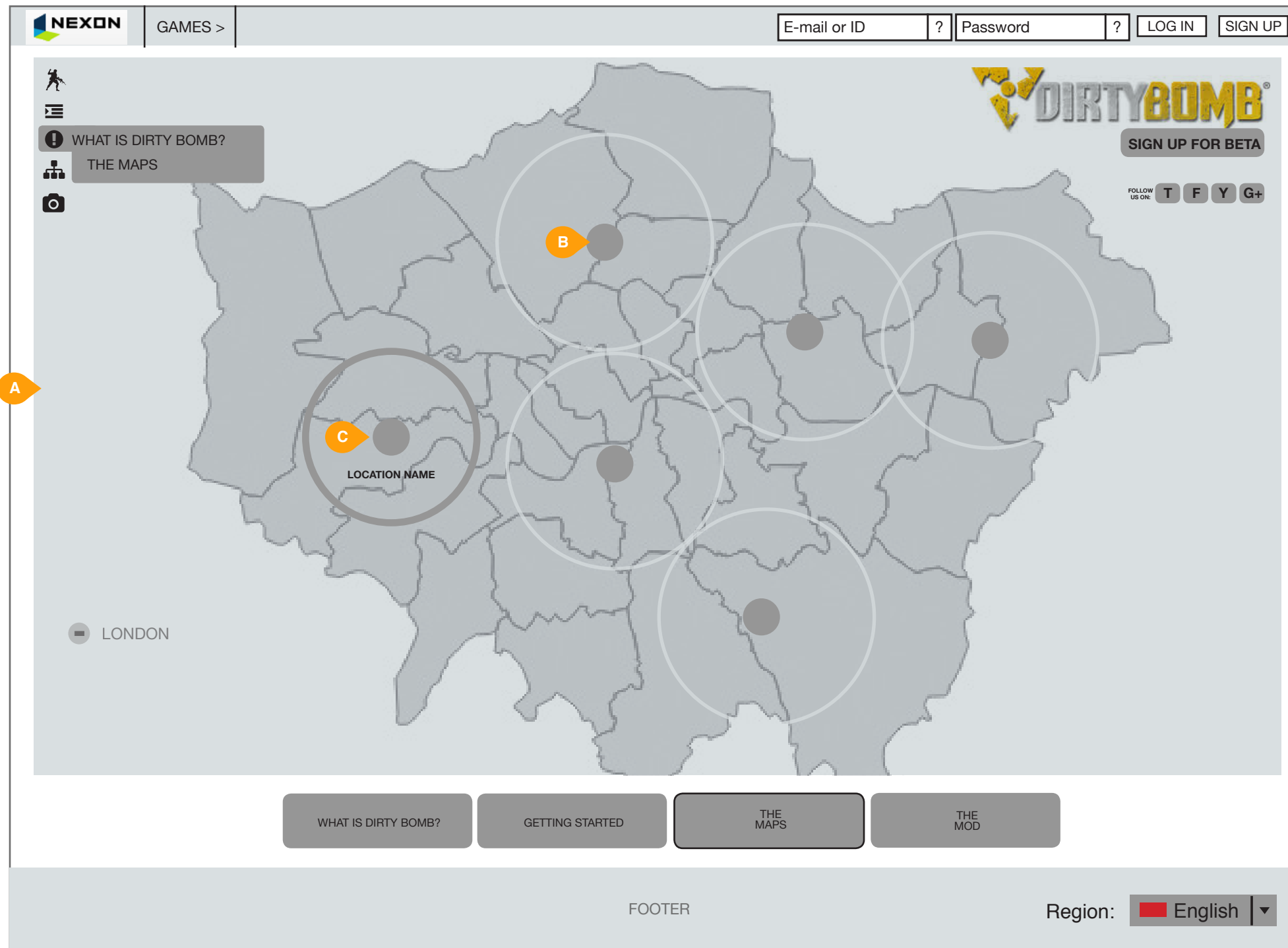
**A. PAGE NAME/BREADCRUMBS**  
This is the name of the page. The user can also navigate via these breadcrumbs.

**B. WHAT IS DIRTY BOMB? BLADE**  
This is an example of one of the blades describing the start of game play. This blade would contain a title, image with lightbox modal, and copy.

User will be able to add additional blades or change order via CMS.

**C. ABOUT NAVIGATION**  
The user can navigate throughout the about section via this navigation.

<b>DIRTY BOMB • GETTING STARTED</b>	<b>[ayzenberg]</b>
User Experience and Information Architecture	v 7.0
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**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: The user can learn about the maps in the game via this page. The user selects an area of the map and then are navigated to that section.

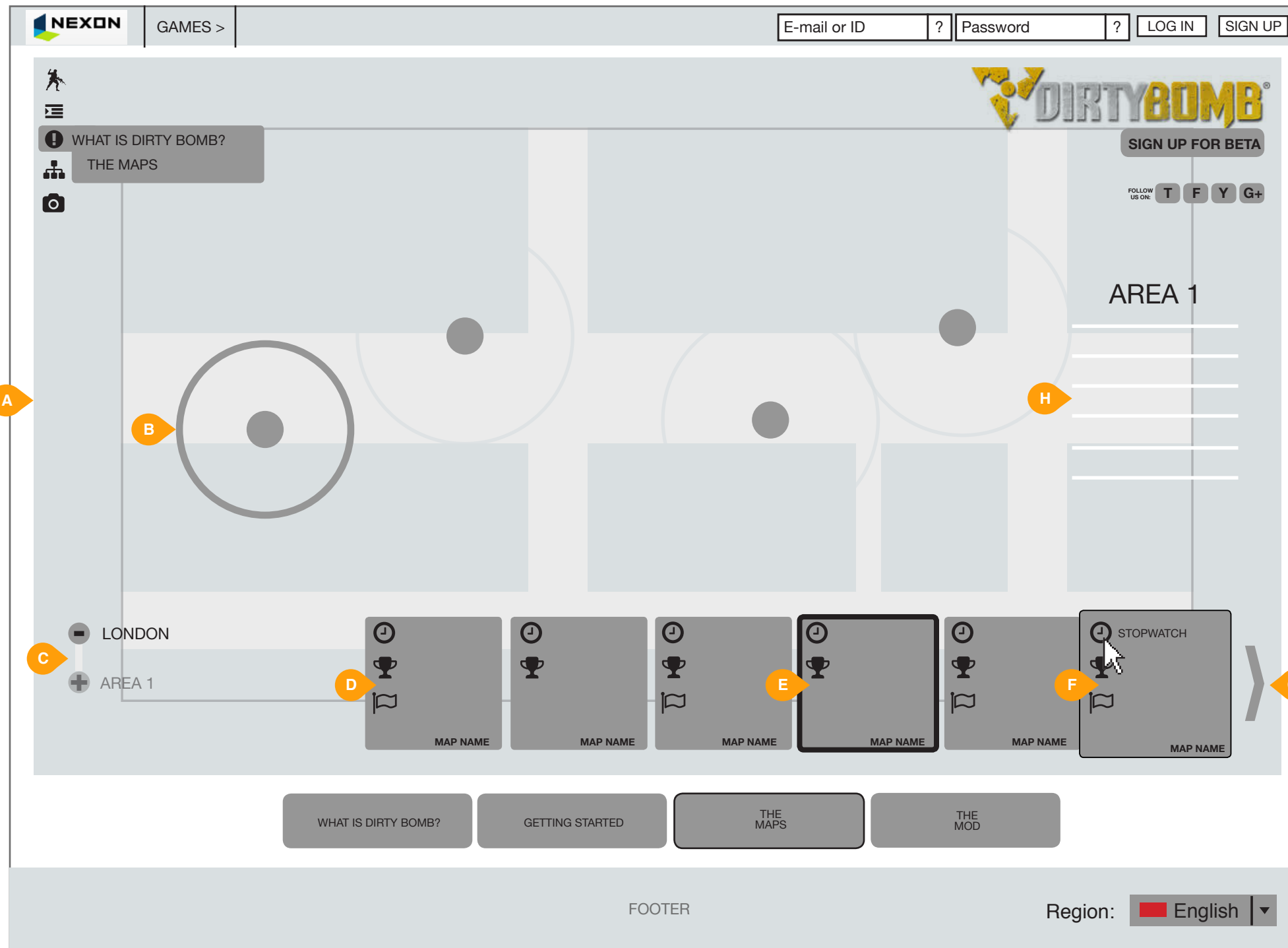
**A. MAP**  
This is the map of London. This map will be a set size and will not be full bleed.

**B. MAP BUTTON**  
These are the locations of the maps.

Map points will be defined in the CMS so the location can be flexible. If changes are needed to a map point location, user will have to change the X/Y coordinates within the CMS.

**C. SELECTED MAP BUTTON**  
This location on the maps has been moused over.

<b>DIRTY BOMB • THE MAPS</b>		<b>[ayzenberg]</b>
User Experience and Information Architecture		v 7.0
File: AZB_dirtybombUI_Concept2_v7.indd		13 of 28
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**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: The user can push down into the maps represented as a tactical game play image.

**A. MAP**  
This is a tactical/street view of a map point in London.

**B. SELECTED MAP BUTTON**  
This hot zone location on the map has been moused over. Clicking this button will take the user to the in game play beauty shot. **Map points will be defined in the CMS so the location can be flexible. If changes are needed to a map point location, user will have to change the X/Y coordinates within the CMS.**

**C. FAUX ZOOM BUTTONS**  
These +/- buttons take navigate the user to and from the tactical to the street view. These buttons operate like the zoom buttons on a web based map.

**D. MAP BUTTONS**  
These are the buttons that the user uses to see the requested information for each map. These buttons also contain icons for the available modes. When the user mouses over the mode icons, a rollover will name the mode.

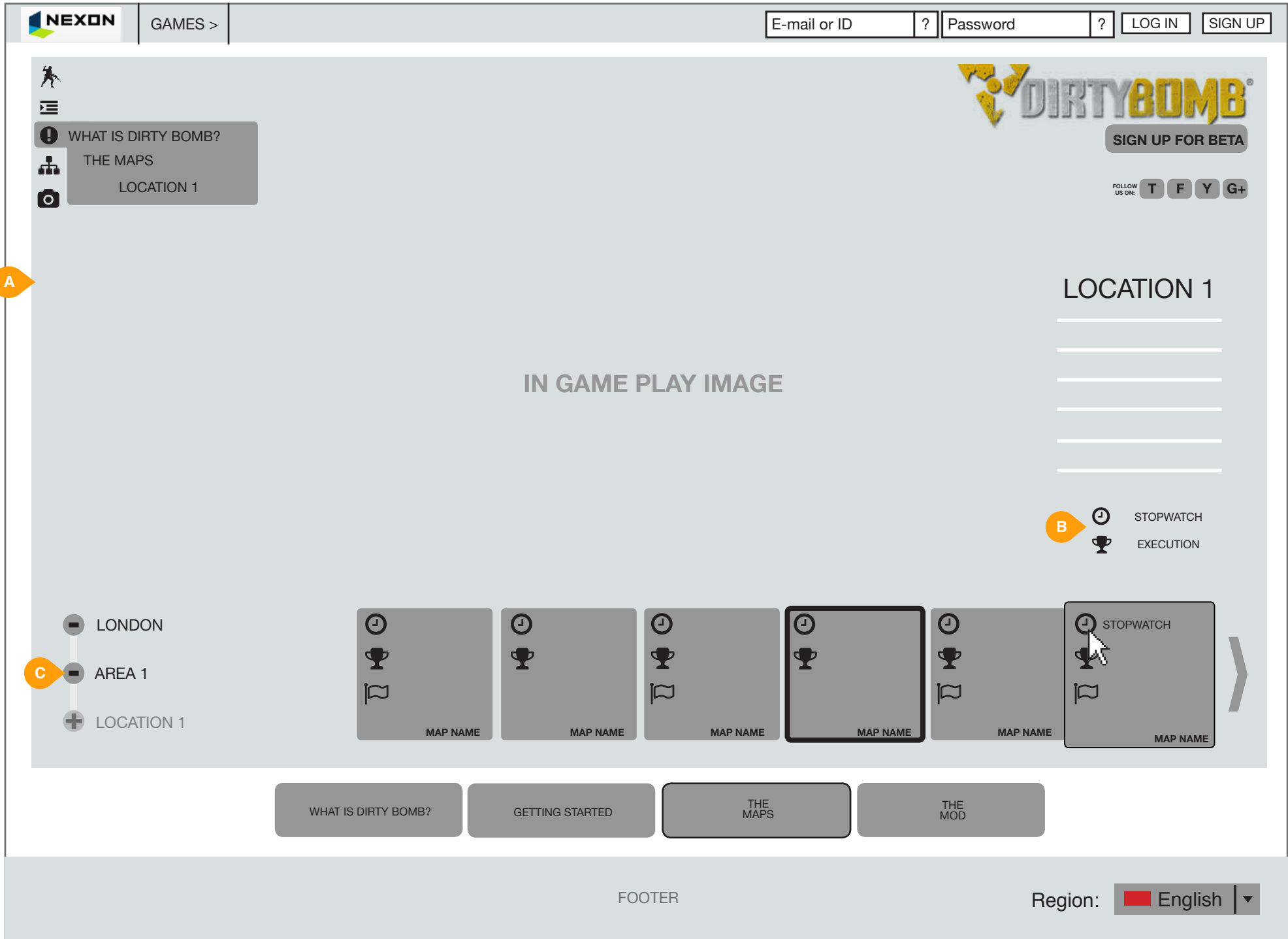
**E. SELECTED MAP BUTTON**  
This is the map that has been selected and is being currently viewed.

**F. ROLLED OVER MAP BUTTON**  
This is the moused over map button.

**G. SCROLL RIGHT ARROW BUTTON**  
This button allows the user to scroll right to view more maps.

**H. CONTENT COPY/GAMEPLAY MESSAGING**  
This area describes the current map.

DIRTY BOMB • THE MAPS - TACTICAL VIEW	[ayzenberg]
User Experience and Information Architecture	
File: AZB_dirtybombUI_Concept2_v7.indd	v 7.0
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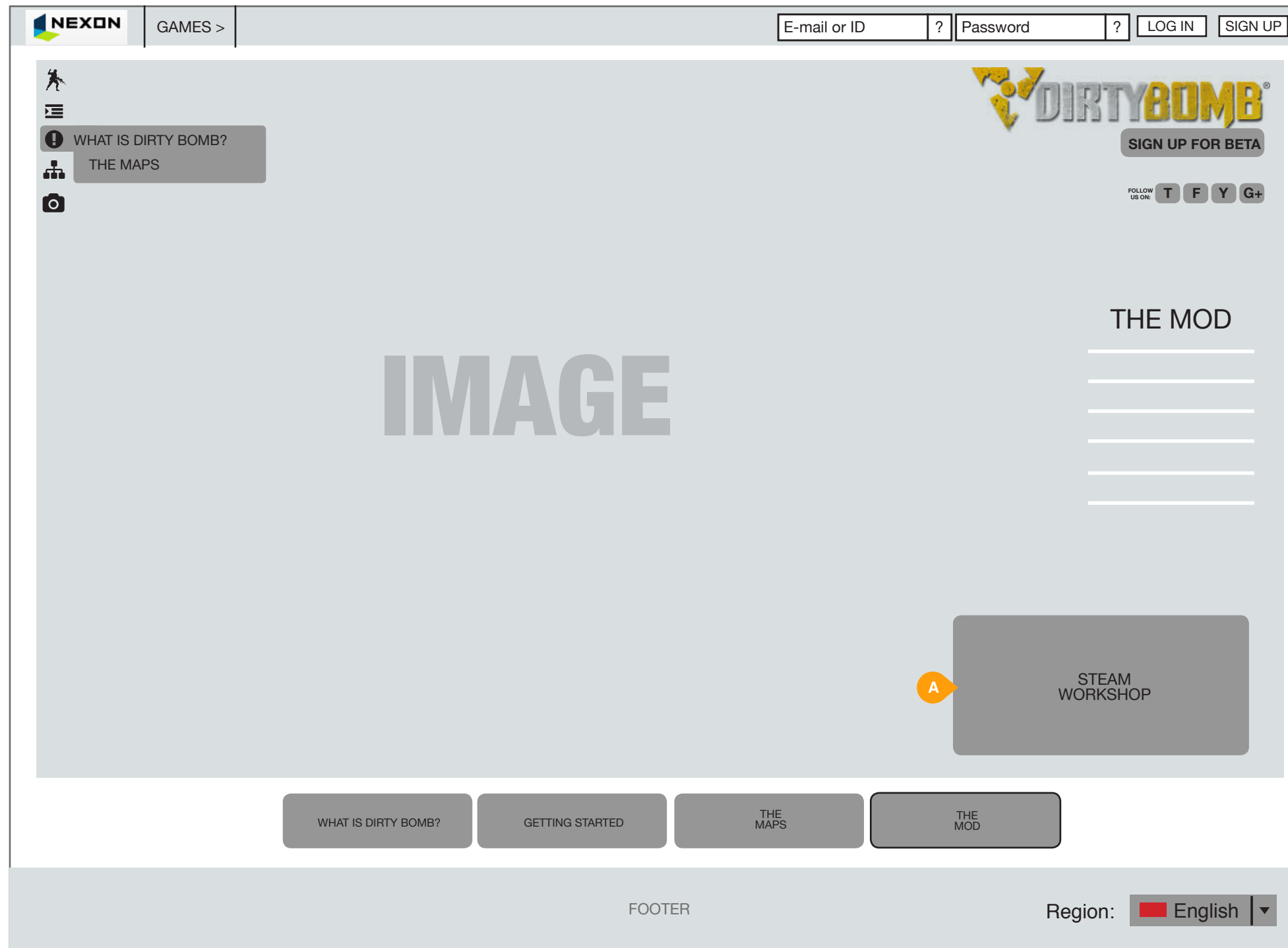
**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: This is the detail image of the maps based off of a section chosen previously.

**A. SELECTED CONTENT**  
The content in this area can either be a graphic, text or a video.

**B. AVAILABLE MODES**  
These are the modes that are available with this map.

**C. FAUX ZOOM BUTTONS**  
These +/- buttons take navigate the user to and from the tactical to the street view. These buttons operate like the zoom buttons on a web based map.



**FUNCTIONAL ANNOTATIONS**

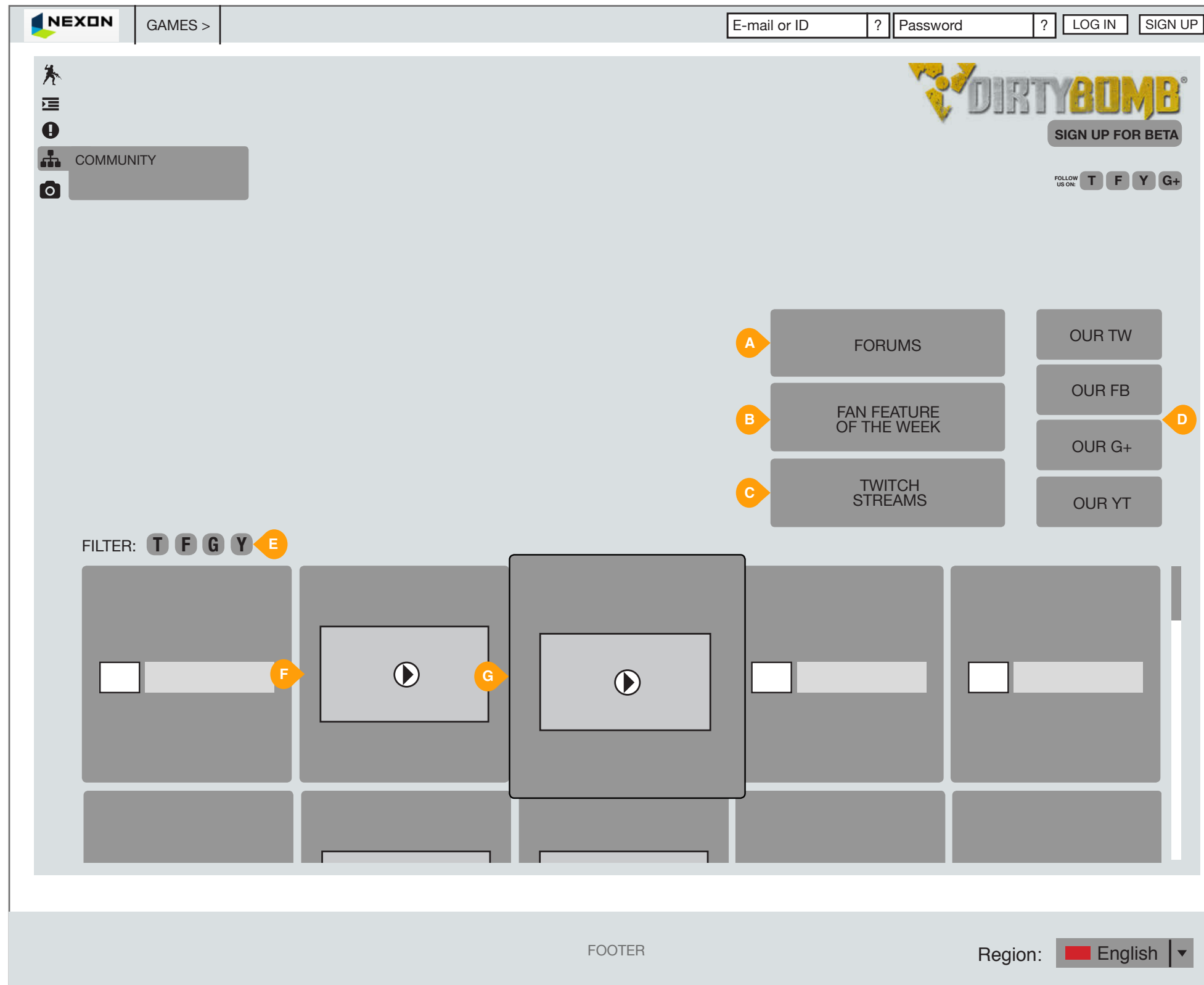
SCREEN DESCRIPTION: The user can learn about the mod for the game via this page. The information fills the entire page.

**A. DOWNLOAD CTA**

The user can download the mod kit via this button. Clicking this link will take user to the Steam page.

DIRTY BOMB • THE MOD (PHASE 2)	<b>[ayzenberg]</b>
User Experience and Information Architecture	
File: AZB_dirtybombUI_Concept2_v7.indd	v 7.0
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**FUNCTIONAL ANNOTATIONS**

**SCREEN DESCRIPTION:** This dynamic social media interface allows the user to parse through the different social media platforms and see content. This content's popularity can be shown via different sized cels. The larger the cel the more popular the post.

The following social media platforms will be parsable:

- Twitter
- Facebook
- Google+
- YouTube

**A. FORUMS**

This cel operates like a button that navigates the user to the Dirty Bomb forums.

**B. FAN FEATURE OF THE WEEK**

This is the fan feature of the week.

**C. TWITCH STREAMS**

This cel operates like a button that navigates the user to the Dirty Bomb twitch streams.

**D. SOCIAL MEDIA LINKS**

These are the social media links that navigate the user to the Dirty Bomb social media sites.

*The Social Media Links will likely not change, they will not be editable in the CMS. These will be hard coded into the template.*

**E. SOCIAL MEDIA FILTER BUTTONS**

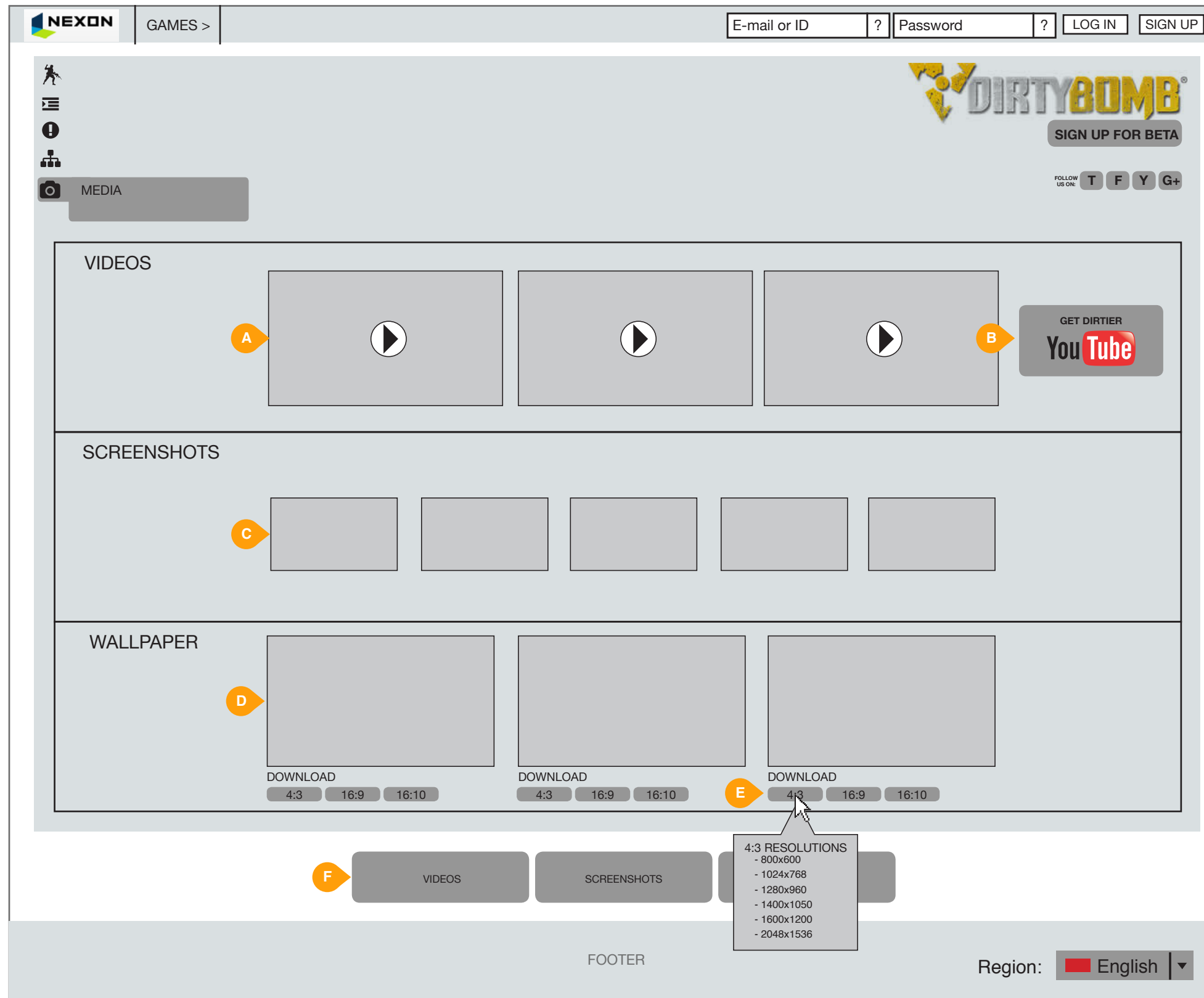
This allows the user to hide or show different types of social media feeds.

**F. CEL**

This is the cel of social media content.

**G. MOUSE OVER STATE CEL**

This is the cel of social media content.



**FUNCTIONAL ANNOTATIONS**

**SCREEN DESCRIPTION:** The media home page contains the most popular videos, images and wallpapers.

**A. FEATURED VIDEOS**

These are the featured videos for the site. They are selected in the C.M.S.

**B. YOUTUBE BUTTON**

This button navigates the user to the Dirty Bomb YouTube page.

**C. FEATURED SCREENSHOTS**

These are the featured screenshots for the site. They are selected in the C.M.S. Another row could be added should more screenshots be needed to be displayed.

**D. FEATURED WALLPAPERS**

These are the featured wallpapers for the site. They are selected in the C.M.S.

**E. DOWNLOAD BUTTONS**

These allow the user to download the correct screen size of their monitor. When moused over, a pop up will display the resolutions for the aspect ratio. When the user mouses over the ratio buttons, a pop up appears that shows the resolutions that the download will work with.

- 4:3
  - 800x600
  - 1024x768
  - 1280x960
  - 1400x1050
  - 1600x1200
  - 2048x1536

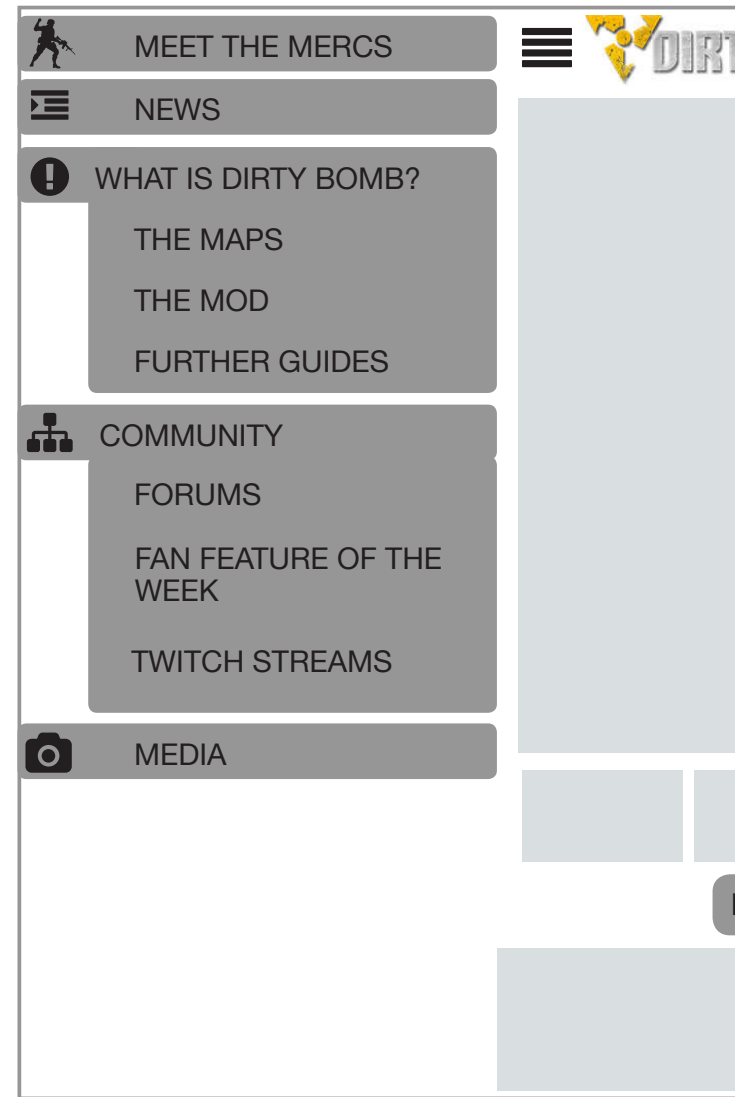
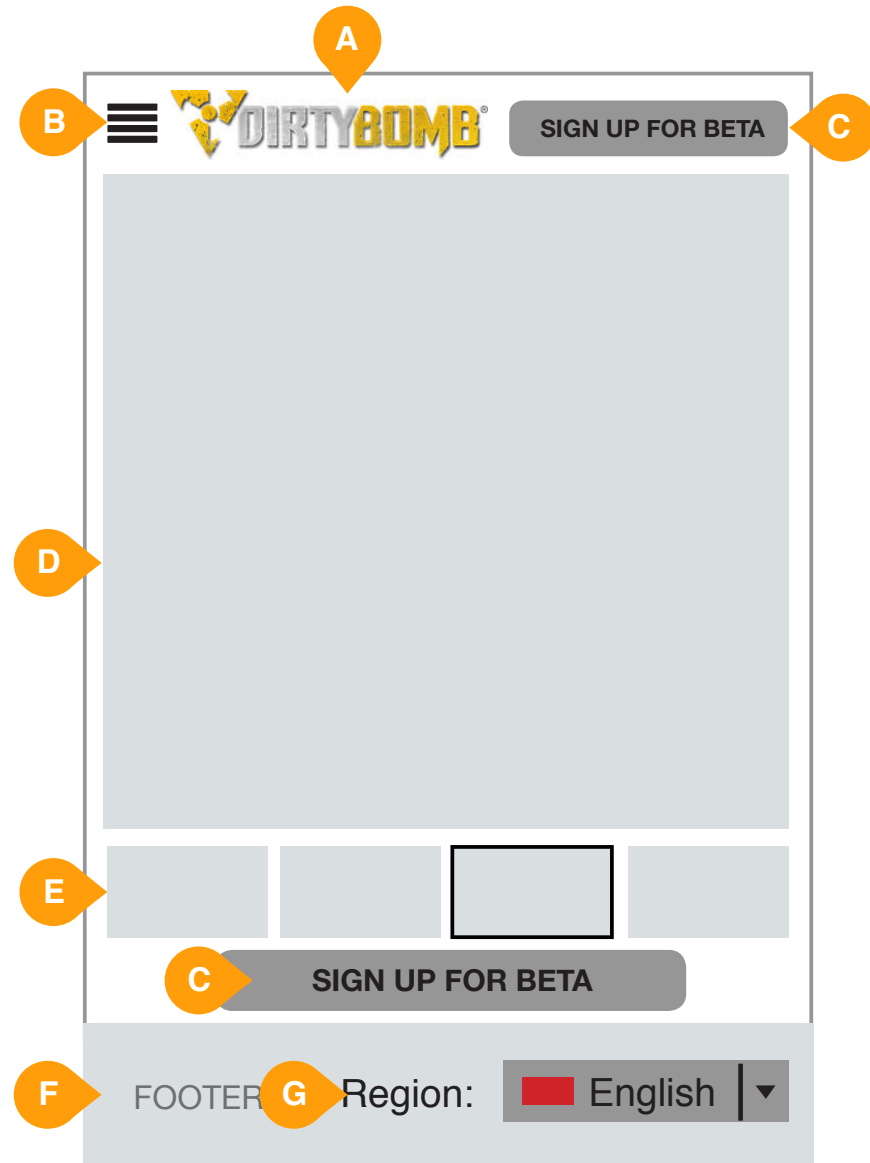
- 16:9
  - 852x480
  - 1280x720
  - 1365x768
  - 1600x900
  - 1920x1080

- 16:10
  - 1280x800
  - 1680x1050
  - 1920x1200
  - 2560x1600
  - 3840x2400
  - 7680x4800

**F. CONTENT PARSER**

These button allows the user to change between the following:

- Videos
- Images
- Wallpapers
- **TBD**



**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: The index page can also be laid out with different functionality to optimize real estate. If there is a video on the slide, it will appear as an item that can be opened in the media player.

**A. SITE LOGO**

This is the logo for the site. There is no functionality with this logo.

**B. MAIN NAVIGATION**

This is the main navigation of the site.

**C. SIGN UP FOR BETA BUTTON**

This button takes the user to sign up page for applying for the beta. TBD

**D. ROTATING NEWS/CONTENT CAROUSEL**

The image gallery houses ads, show information, links or full bleed videos. This carousel can also display recent news.

**E. CAROUSEL THUMBS**

These thumbs show the content in the carousel. These alternate every 5 minutes.

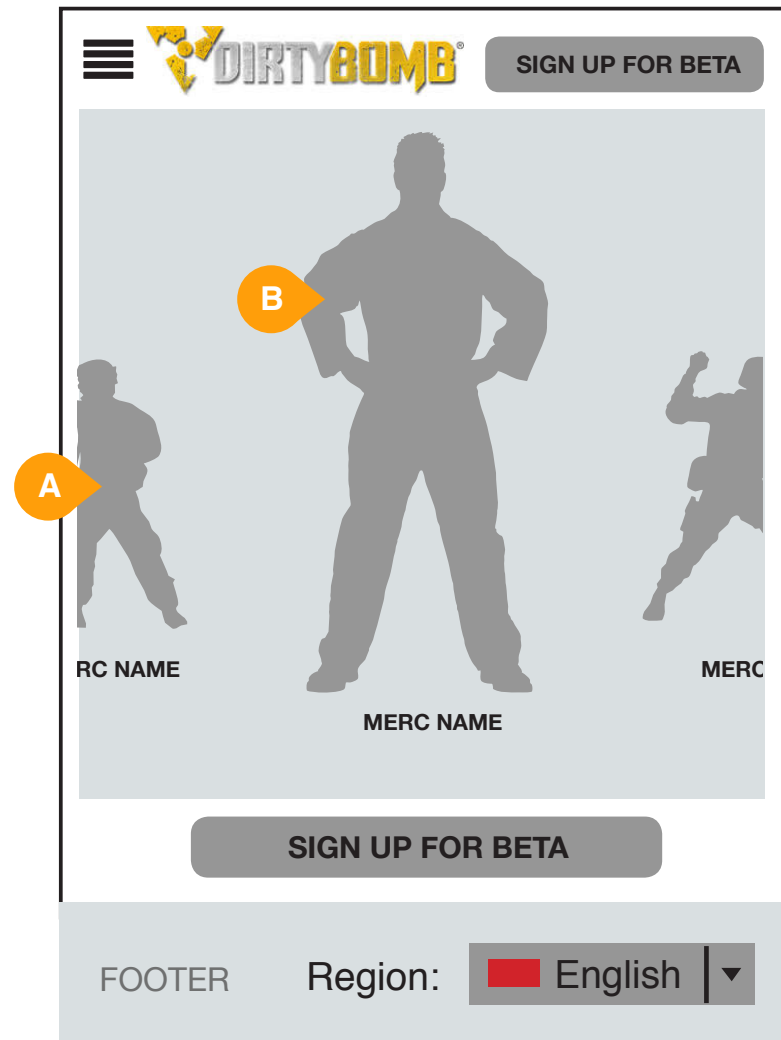
**F. FOOTER**

This is the sites footer.

**G. MULTI-LINGUAL SUPPORT DROP DOWN**

This pull down allows the user to change their region for language support via a mobile wheel. This includes the following regions with their respective flags:

- English
- French
- German
- Spanish



**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: The user can view the different mercs in Dirty Bomb with a full cast carousel. Any merc on the page can be selected. When they are, the carousel rotates to put that merc in the prioritized area.

**A. BACKGROUND MERCS**

This is a merc in the rotation. The farther the merc is to the left or right reduces their sizing.

**B. PRIORITIZED MERC**

This merc is front and center.



**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: The character carousel detail of each character displays the following information.

To go back to the carousel the user just needs to click on the background.

**A. MERCENARY NAME**  
This is the name of the Mercenary.

**B. CHARACTER STORY**  
This is the character's story.

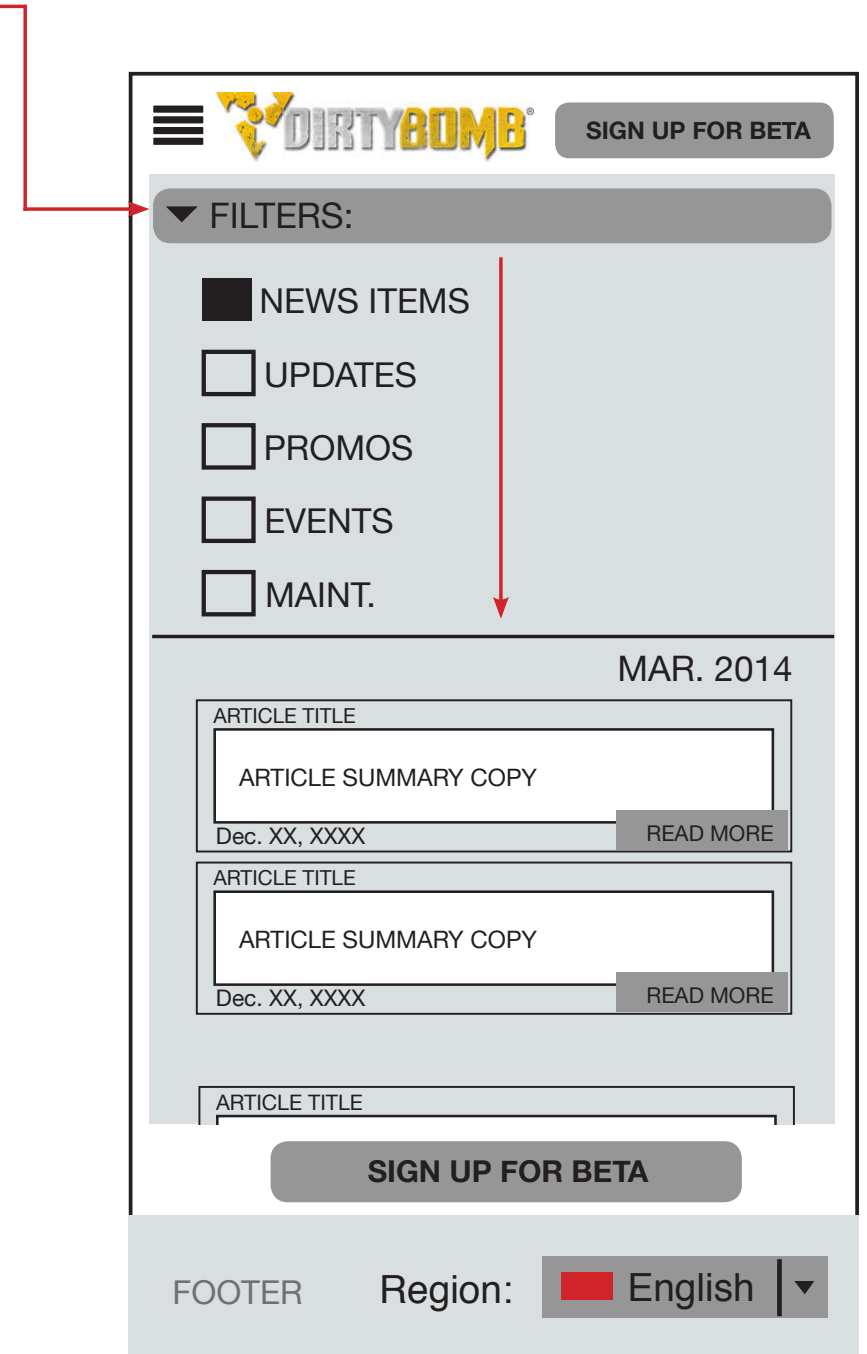
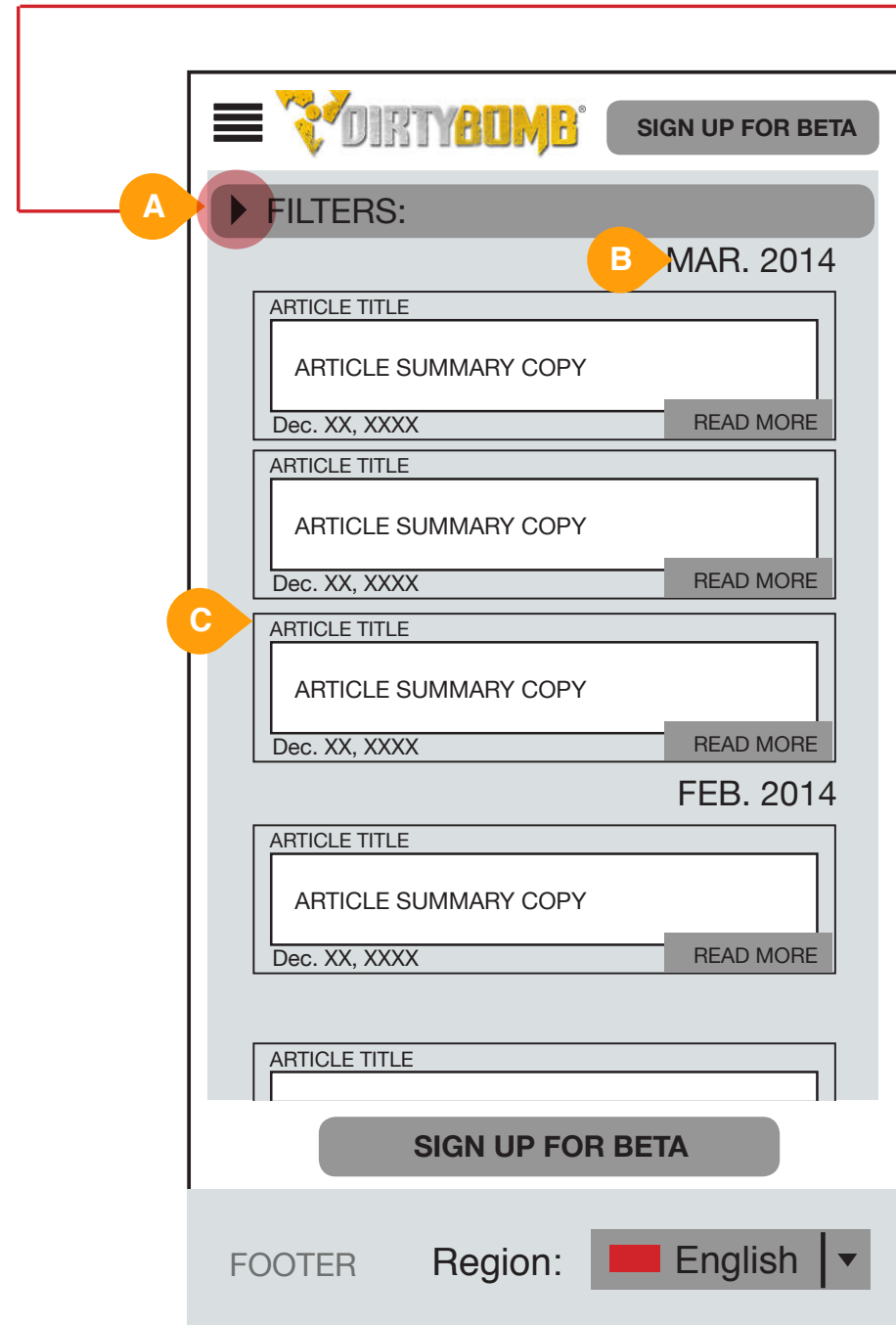
**C. CHARACTER IMAGE**  
This is the characters image.

**D. STATS**  
This is the characters stats.

**E. WEAPONS**  
These are the characters weapons.

**F. ABILITIES**  
These are the characters special abilities.

**G. BACK TO MERCS BUTTON**  
This button navigates the user back to the mercenary carousel.



**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: The advanced Dirty Bomb news page features a scrollable news list that is laid out by date.

**A. FILTER DROPDOWN**

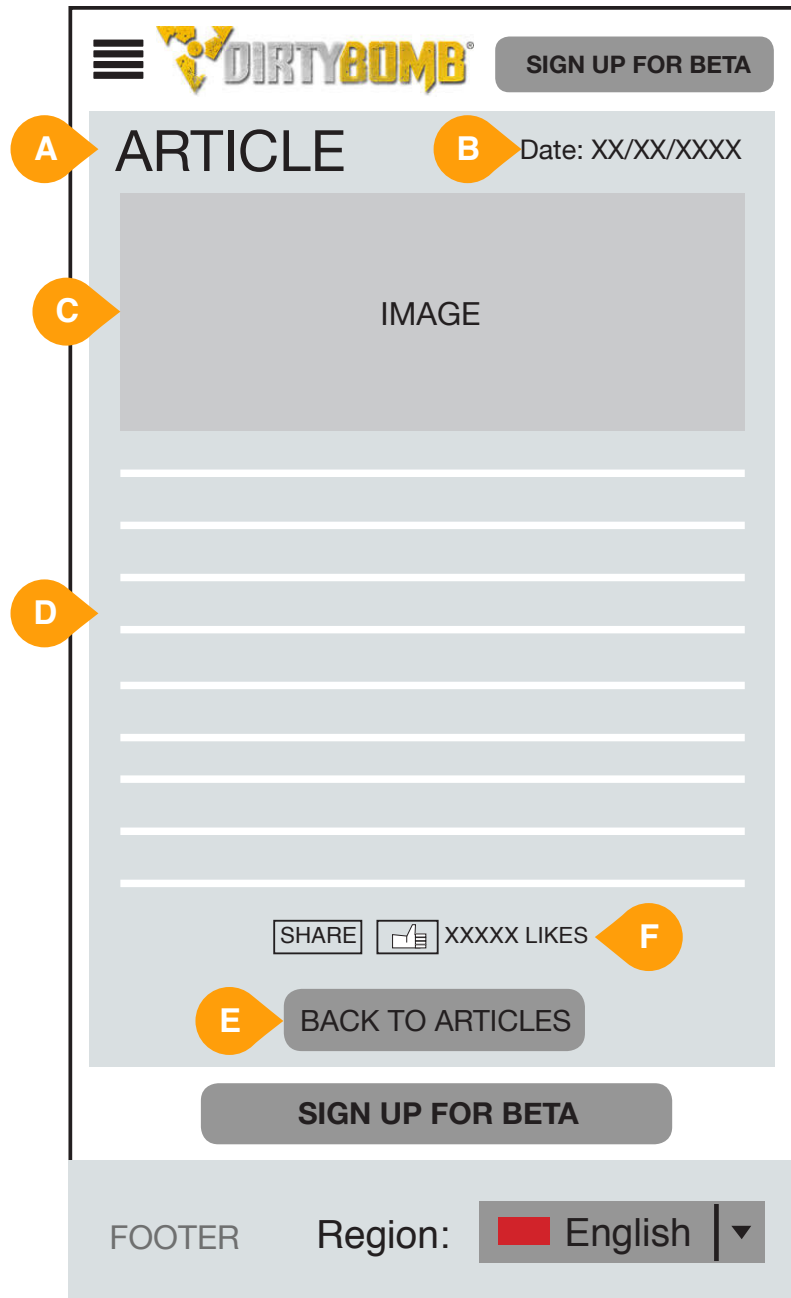
This button displays the drop down of the check box filters. When the user touches the filters button the drop down will recede and the news items will update.

**B. DATE**

This is the date of a set of articles.

**C. NEWS LIST**

This is the news list. As the user scrolls down through the news items, older items are displayed.



**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: A news item is laid out as per the template in the CMS.

**A. ARTICLE TITLE**

This is the name of the article.

**B. ARTICLE DATE**

This is the date of the article.

**C. ARTICLE COPY**

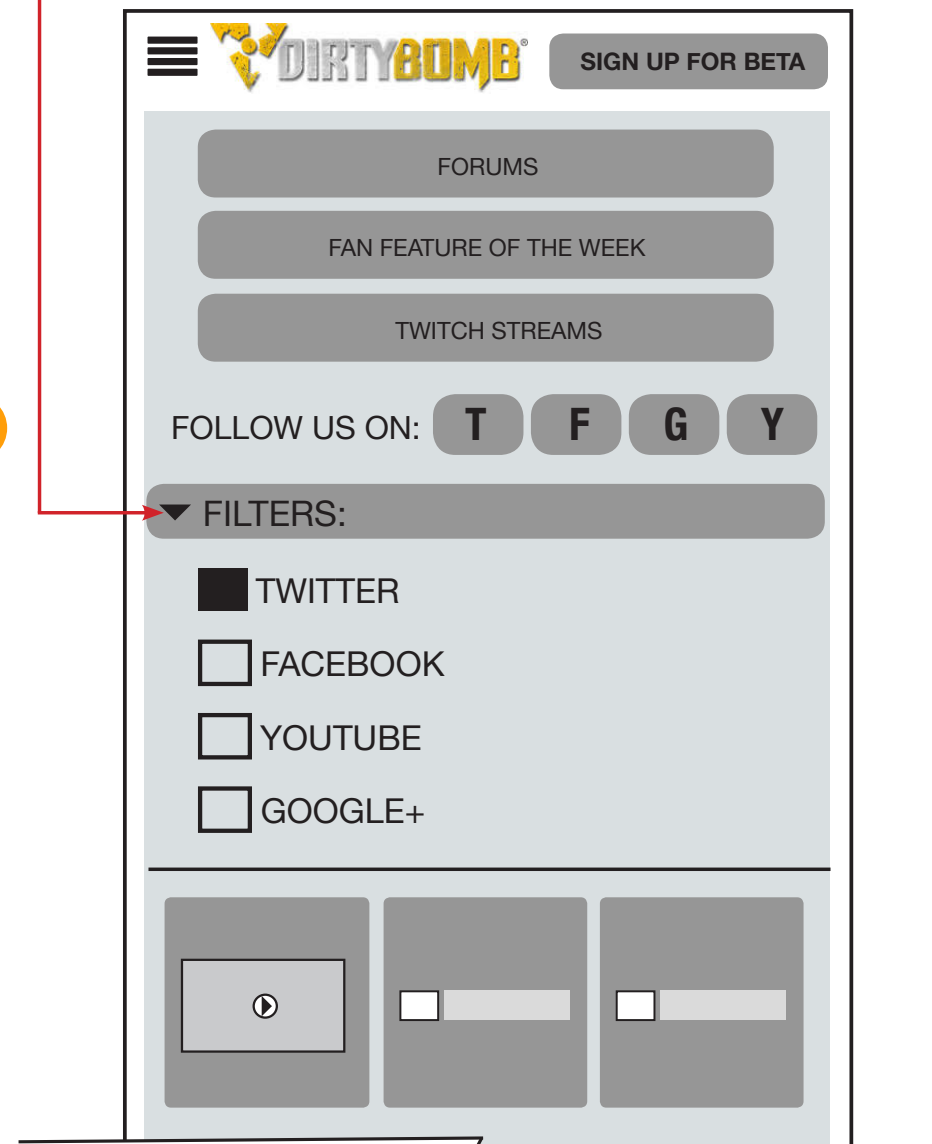
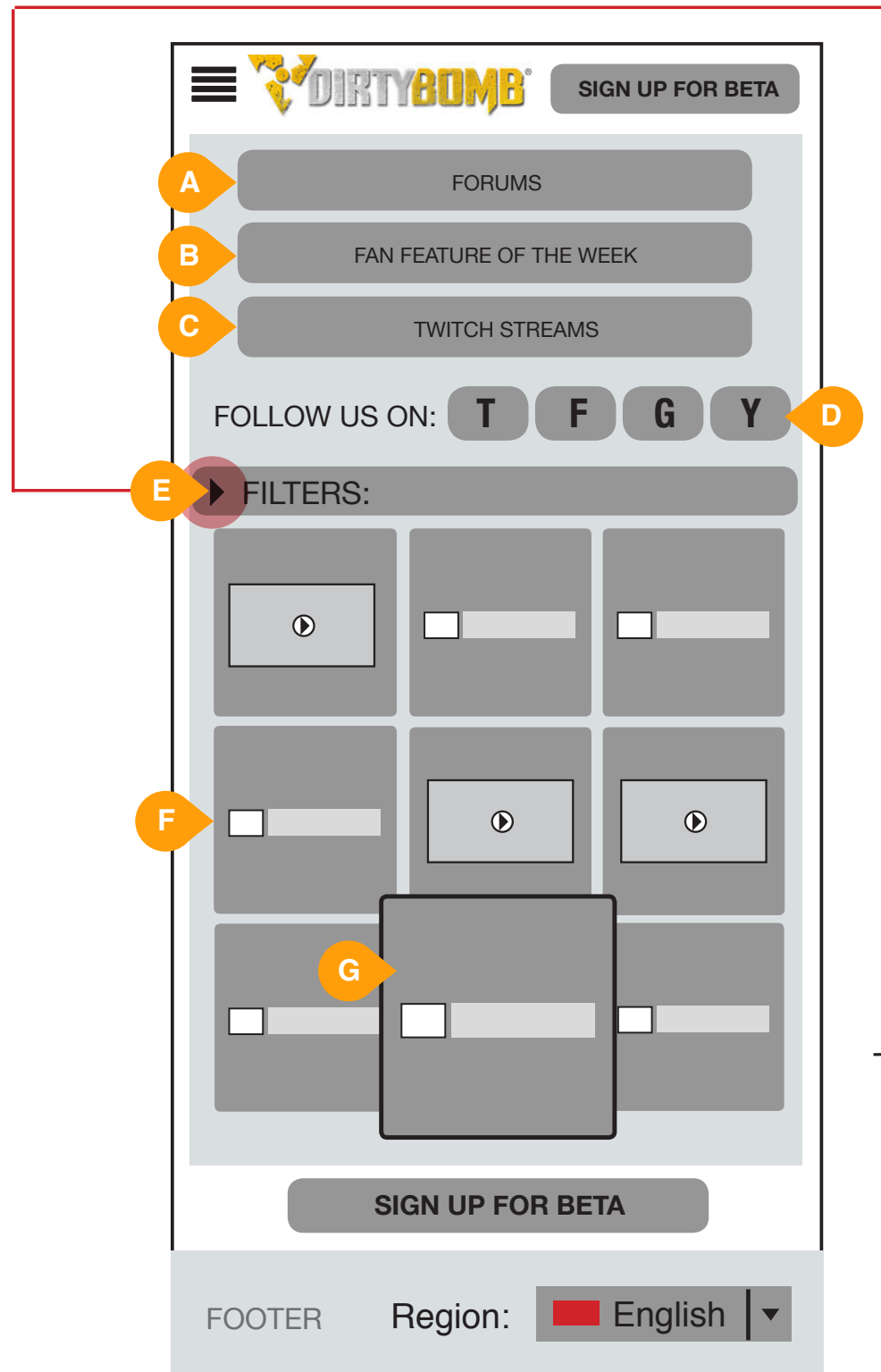
This is the copy of the article.

**E. BACK TO ARTICLES BUTTON**

This button navigates the user to the main news page.

**F. SOCIAL MEDIA SHARE MODULE**

The user can share the article on their social media as per this module.



**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: This dynamic social media interface allows the user to parse through the different social media platforms and see content. This content's popularity can be shown via different sized cels. The larger the cel the more popular the post.

The following social media platforms will be parsable:

- Twitter
- Facebook
- Google+
- YouTube

**A. FORUMS**  
This cel operates like a button that navigates the user to the Dirty Bomb forums.

**B. FAN FEATURE OF THE WEEK**  
This is the fan feature of the week.

**C. TWITCH STREAMS**  
This cel operates like a button that navigates the user to the Dirty Bomb twitch streams.

**D. FOLLOW US ON BUTTONS**  
These buttons allow the user to follow the one or all of the Dirty Bomb social media sites.

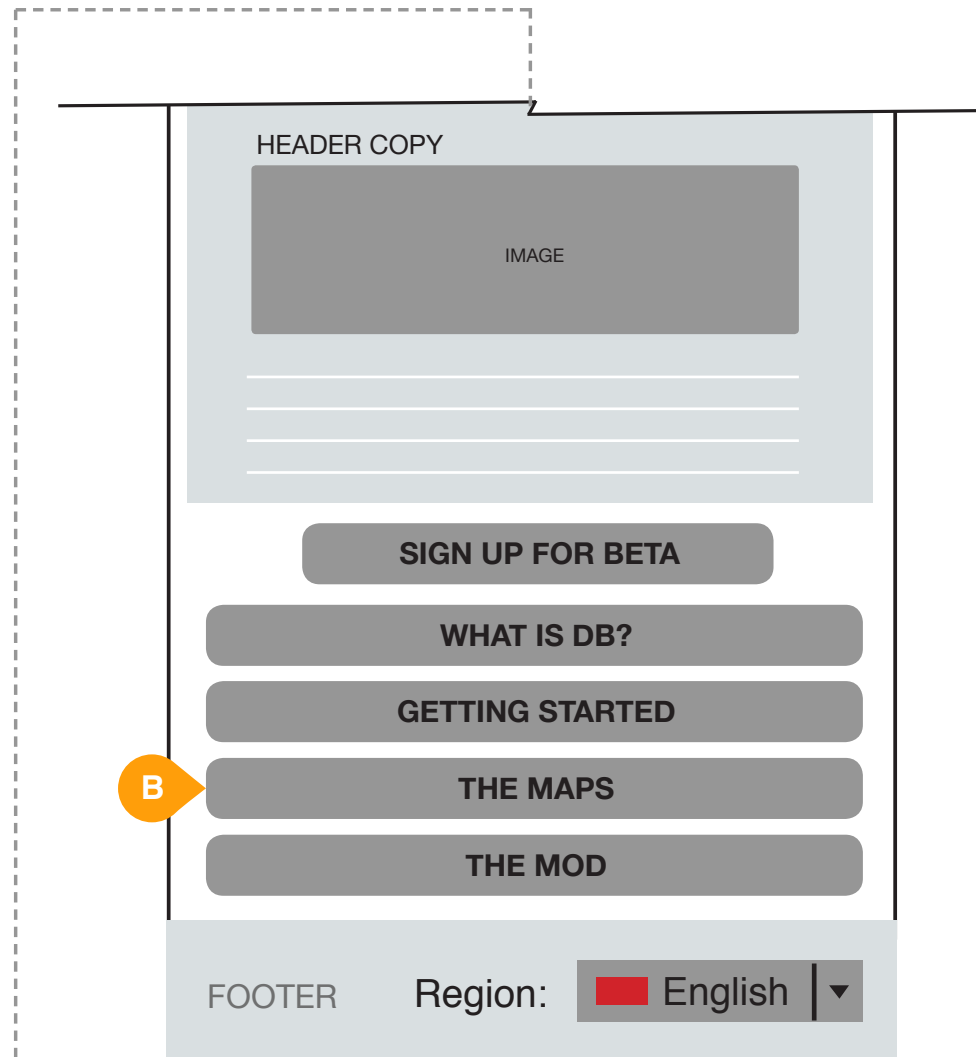
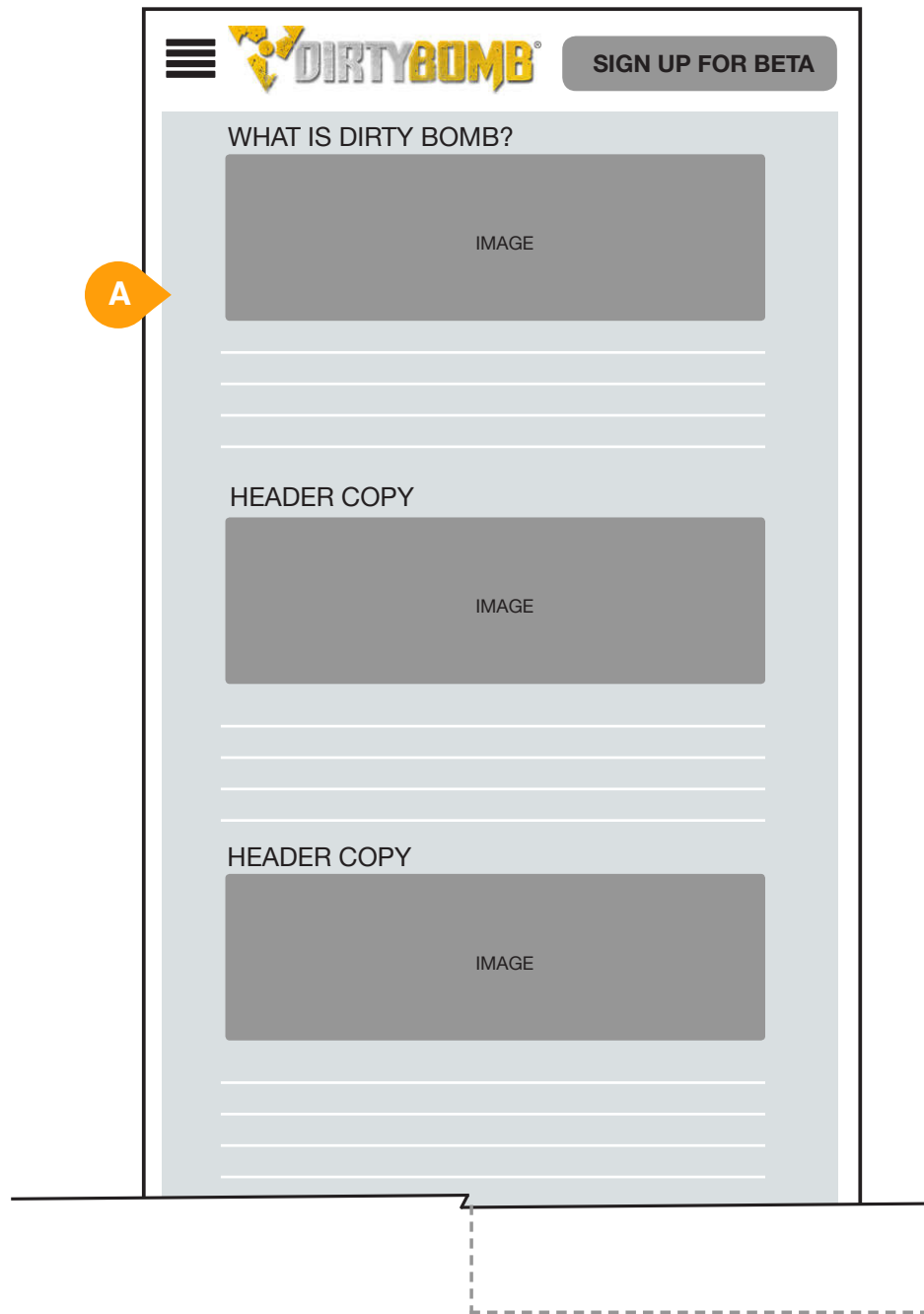
**E. SOCIAL MEDIA FILTER DROPDOWN**  
This button displays the drop down of the check box filters. When the user touches the filters button the drop down will recede and the news items will update.

**F. CEL**  
This is the cel of social media content.

**G. MOUSE OVER STATE CEL**  
This is the cel of social media content.

DIRTY BOMB • MOBILE COMMUNITY	<b>[ayzenberg]</b>
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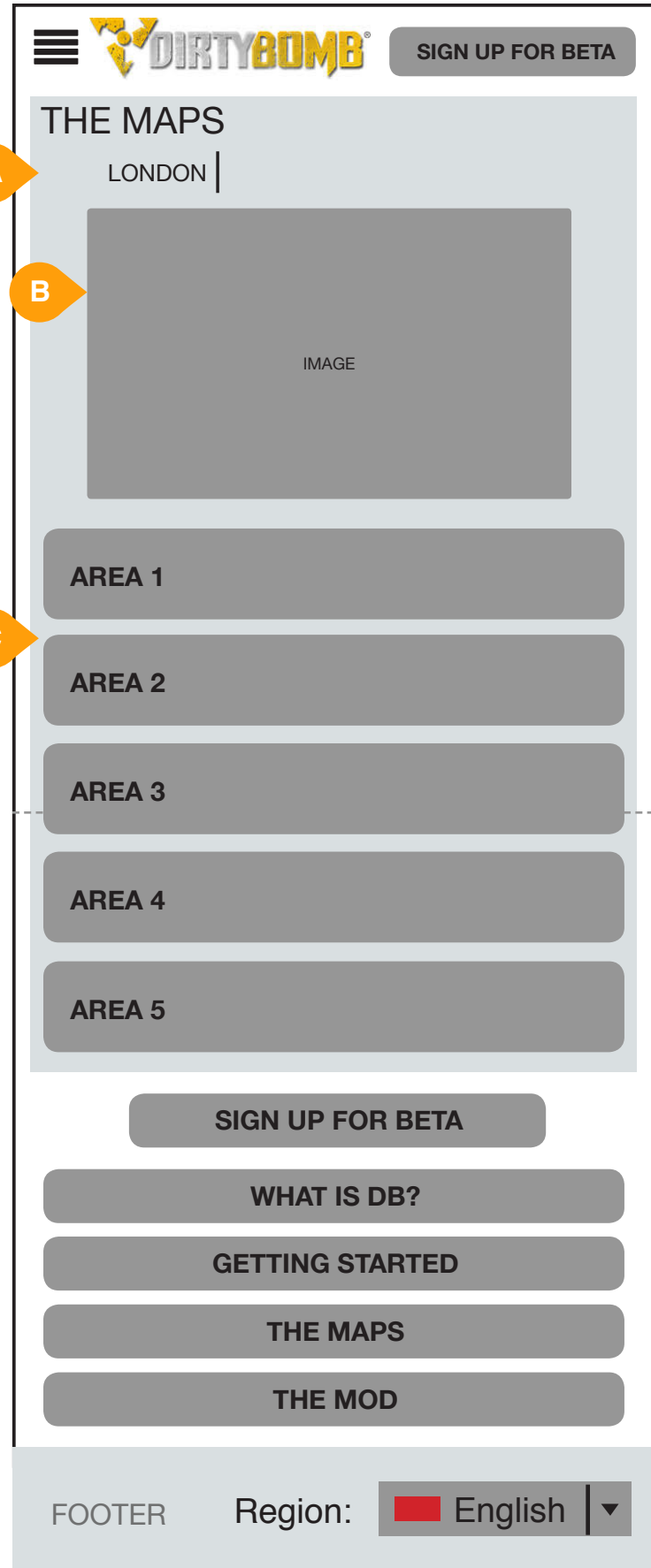


**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: The About Dirty Bomb page displays the games overview.

**A. WHAT IS DIRTY BOMB? BLADE**  
This is an example of one of the blades of the what is Dirty Bomb page layout. This blade would contain a title, image with lightbox modal, and copy.

**B. ABOUT NAVIGATION**  
The user can navigate throughout the about section via this navigation.



**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: The user can learn about the maps in the game via this page. The user selects an areas via a list menu.

**A. MAP PAGINATION/BREADCRUMBS**  
This indicates the page hierarchy of the maps. The current page is indicated and the area and location names update in the sub pages. The user can also use this as a navigation to go back to the previous page(s).

**B. MAP IMAGE**  
This is the image of the map of london.

**C. AREA BUTTONS**  
These are the buttons that navigate the user to their respective area.

SCREEN TEAR

DIRTY BOMB · MOBILE THE MAPS	[ayzenberg]
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SIGN UP FOR BETA

## THE MAPS

LONDON | AREA 1

IMAGE

LOCATION 1

LOCATION 2

LOCATION 3

LOCATION 4

LOCATION 5

SIGN UP FOR BETA

WHAT IS DB?

GETTING STARTED

THE MAPS

THE MOD

FOOTER
Region:  English | ▼

A

B

SCREEN  
TEAR

**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: The user can push down into the maps represented as a tactical game play image.

**A. AREA IMAGE**  
This is the image of the map of the corresponding area.

**B. LOCATION BUTTONS**  
These are the buttons that navigate the user to their respective location.

<b>DIRTY BOMB · MOBILE THE MAPS (TACTICAL VIEW)</b>	<b>[ayzenberg]</b>
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SCREEN  
TEAR

**FUNCTIONAL ANNOTATIONS**

SCREEN DESCRIPTION: This is the detail image of the maps based off of a section chosen previously.

**A. GAMEPLAY IMAGE**

This is an image of gameplay from the game.

**B. AVAILABLE MODES**

These are the modes that are available with this map.