

Art Studio App User Experience – Screenshot Flows (August 19, 2012) – **SEE CHANGES BELOW**



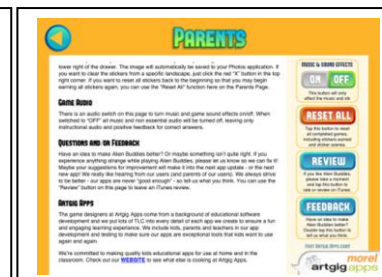
First time user



Returning user



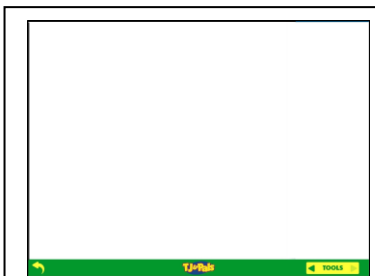
User has clicked "TJ's World" button



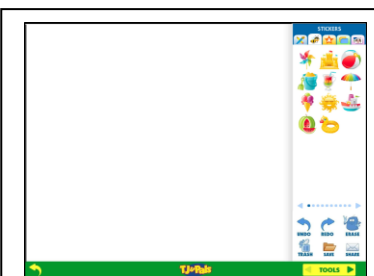
User clicks "Parent Guide". Not final.



User clicks "Start" from landing page and lands in "Art Tools"



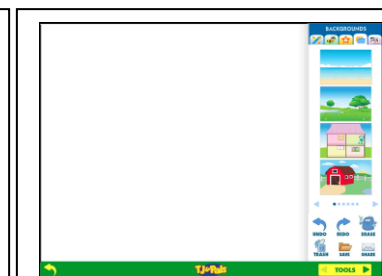
Toolbar hidden



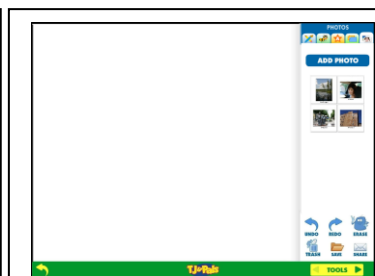
Stickers tab



Letters tab



Backgrounds tab



Photos tab. Photos imported from before.



User clicks "Resume" from landing page and lands in "Art Tools"



Toolbar hidden



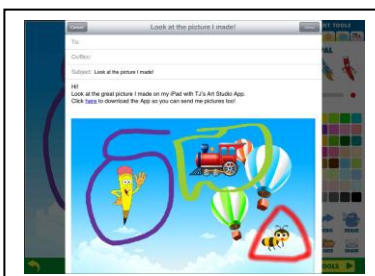
If Trash is pressed, this pop-up appears



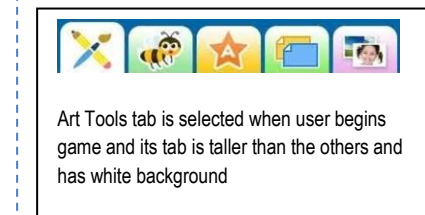
If user presses "Yes" on last screen



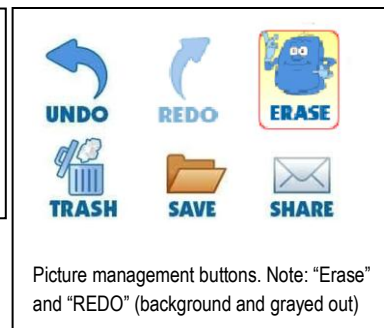
After user clicks "Save"



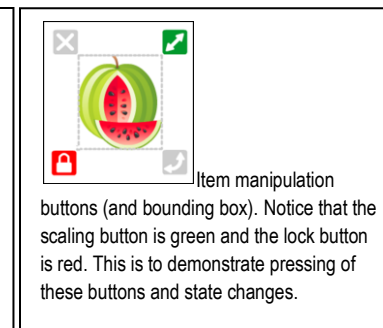
When user clicks "Share"



Art Tools tab is selected when user begins game and its tab is taller than the others and has white background



Picture management buttons. Note: "Erase" and "REDO" (background and grayed out)



Item manipulation buttons (and bounding box). Notice that the scaling button is green and the lock button is red. This is to demonstrate pressing of these buttons and state changes.

SEPT 3, 2012: See main user experience document for details of changes that have been made.