

Adventures of Jasmin

Loading

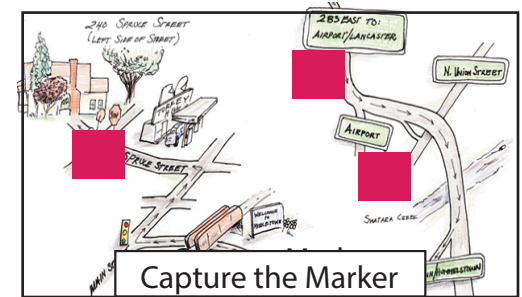
Splash screen that appear after the application icon is pressed

Instruction on how to use the App

Skip

Next

Give some instructions on how to use the system, explain the map and the markers and how to capture them. The user can skip this if he wishes (if not the first time that he opens the app)



Screen showing the map it doesn't track the user position only shows the markers locations ; Maybe give pointer on how to get to those places; There is a capture the marker button for users to press.

Camera View

When the button is pressed goes into the camera view mode and the user points to the marker

Camera View

Tap the screen to uncover the adventure

Once the marker is recognized the text appears behind the text is the camera view mode so we see the "real" world as the user presses we see the animation world. Once everything is uncovered animation starts

2D animation of Jasmin adventure plays

Close/Back

Once the animation is over a close button appears that takes the user to the map screen.