DROP 1 / REVEAL

FEED

Trigger coming soon highlights: Only show the highlight when the drop is upcoming and stop it after in case user have seen it (highlight should cover automatically)

STORIES ICON BEHAVIOUR

Available story: Stories from drops forom previous weeks

Active story: Story from a drop that is active right this week. Highlighted with a thin white ring, instead of the "new" highlight

Story coming soon: Story teasing about a drop that is coming. Include text (where) and a countdown or "coming soon" or "teaser" depending on more interactive story

Story ended: Half of the stories from a drop that is coming soon, or stories from earlier, but user's stories have unknown drop

Viewed story: Show drop highlight has been viewed than we can if review it's active (side bullets)

STORIES / ACTIVE

STORY LAYOUT / TYPO BREAK

Motion: Module / Animate in
How the highlight is revealed and animated on the first screen

Motion: Module / Animate out
How the highlight is dismissed (closed the module) animates out

Motion: Next Highlight
Next highlight within a drop is revealed

Motion: Previous highlight
Previous highlight within a drop is revealed

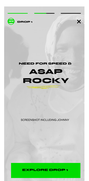
Motion: Next drop
Next drop (if available) is revealed

Motion: Previous drop
Previous drop (if available) is revealed

Highlights will be played one after another until user leaves or highlights loop stop
Yes

Moving to the next highlight: Tap on the right half of the screen, tap the right arrow, pressing on the left side of the screen, swipe left, swipe up, swipe down.

STORY LAYOUT / Heading hero



STORY LAYOUT / Heading hero

STORY LAYOUT / Secondary heading

TRANSITION between drops stories

Transition between stories of different drops
Transition between stories of different drops is shown in the Instagram above. The **new design of the transition** should include the following:
- visibly showing the last story before user zooms out
- visibly showing the story that is about to happen (the next story in the next drop)
- a touchy-vibe that the story is happening
- the transition should be fast and to the point

Transition should also include the following: show/animate headings on the story itself and show UI elements elements.

STORIES / coming soon

STORY LAYOUT / Heading hero

STORY LAYOUT / Interactive story

STORY LAYOUT / Countdown

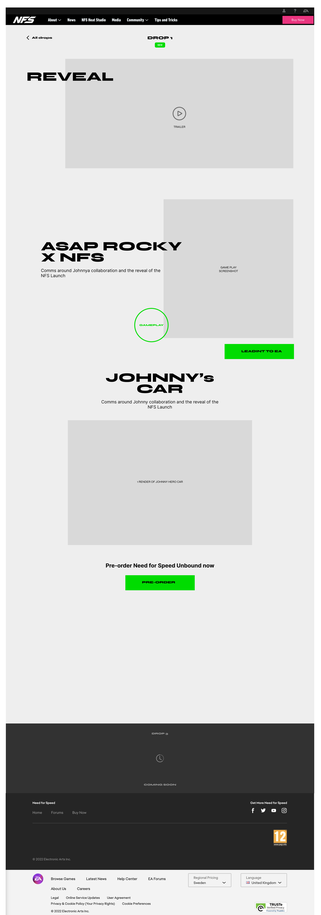
DROP PAGE

Scenario:
this is the only drop released

Scenario:
1 and 2 drops are released

GAMEPLAY

EA needs bring on Flicker: will based its stamp concepts
yes

EA / Polygon over Bell will based its „Johnny's car"
yes

OLdR-personalen taurhten will based for EA /focus groupe
yes