

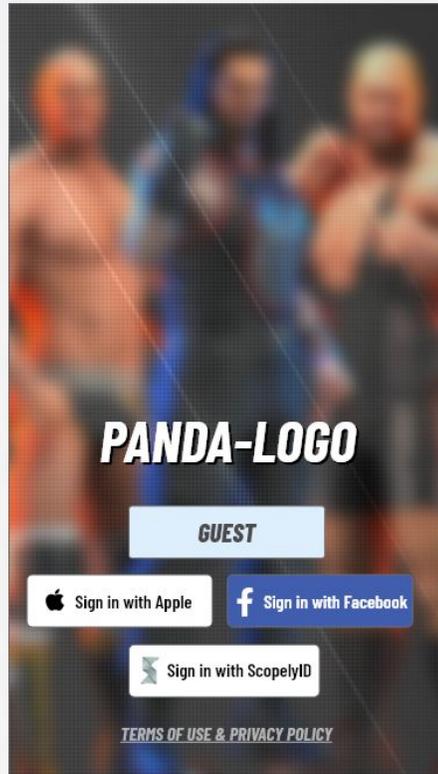
UX Spec

Social Login

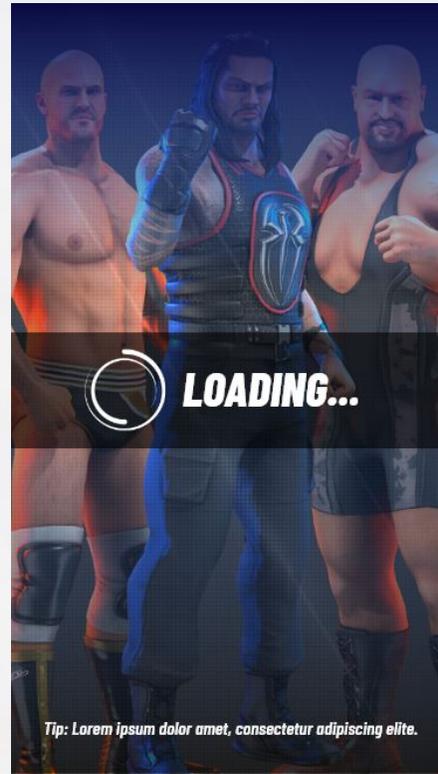


A note on new screens shown

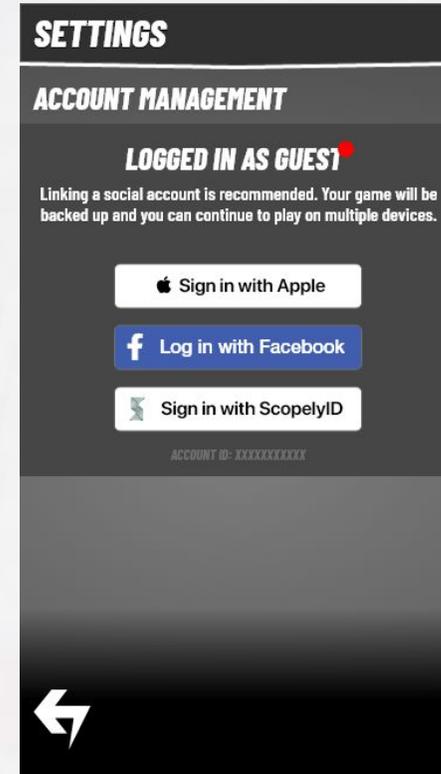
Social Login UX Spec



The **Login screen** is meant to be an attractive first impression of the game. The finer placement of buttons, logo, etc should be decided upon in conjunction with UI Art.



The **Loading Screen** has not been specced out yet. The version shown in this document is subject to change.



The **Settings Screen** has not been specced out yet. The version shown in this document is subject to change.

Social Login

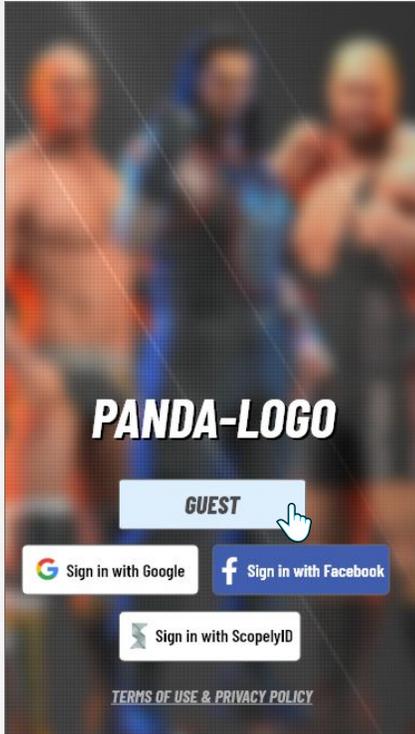
Login sequences



New user - Guest

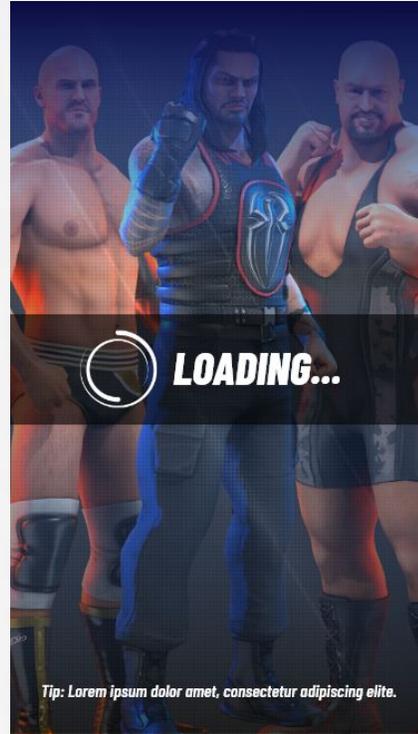
Social Login UX Spec

Login screen



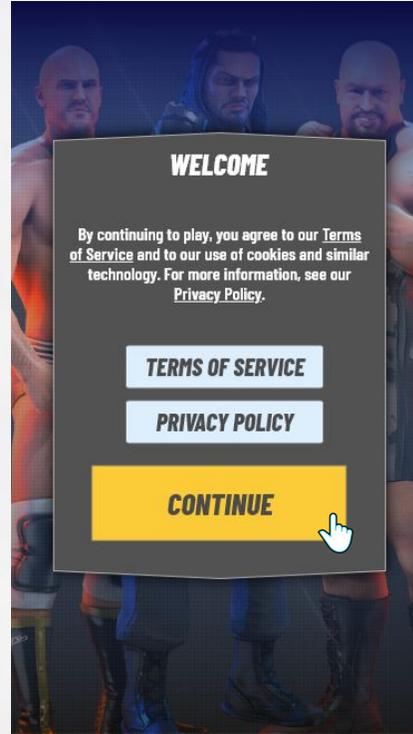
The new user taps "Guest"

Creating guest account



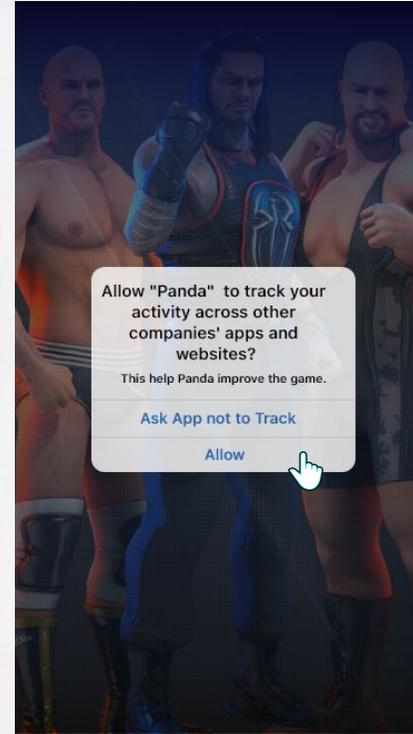
Loading commences and the new account is created.

GDPR compliance



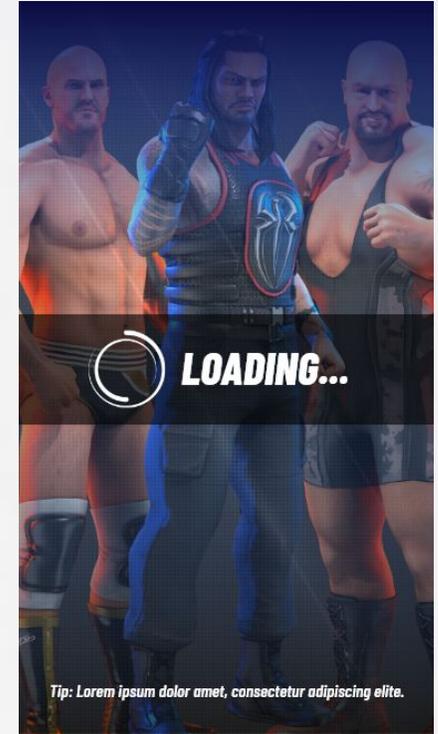
The user needs to Accept the ToS and PP before continuing on.

App Tracking transparency (iOS only)



This is where we will ask for consent to use tracking data or similar things that needs active consent.

Start game with new account



The game is being loaded with the newly created account.

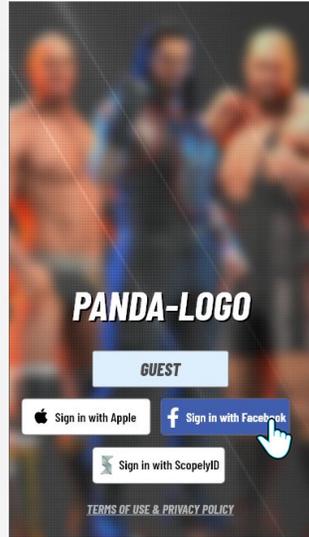
Background loading / OTA download will continue uninterrupted during GDPR compliance etc.



New user - Facebook (iOS)

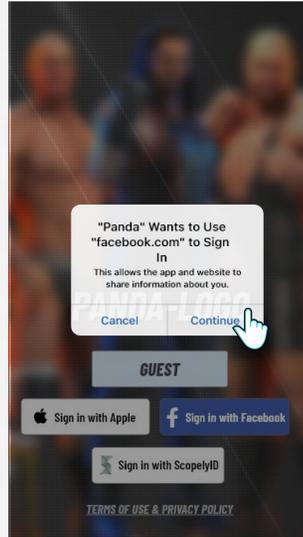
Social Login UX Spec

Login screen



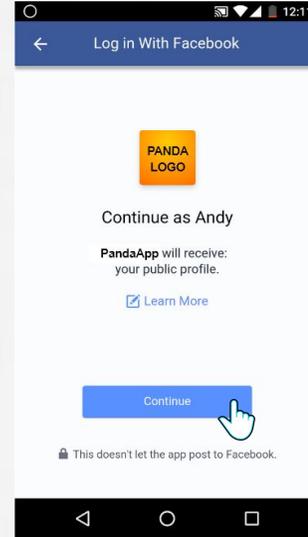
The new user taps the "Facebook" button

Facebook authorization



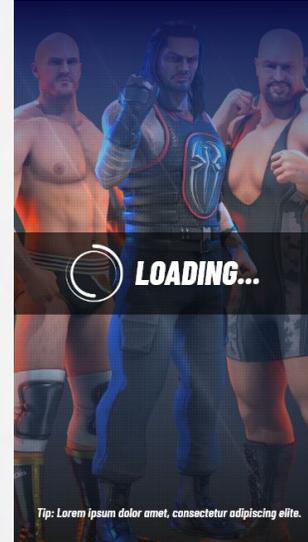
Facebook authentication takes place and is successful in this case.

Facebook confirmation



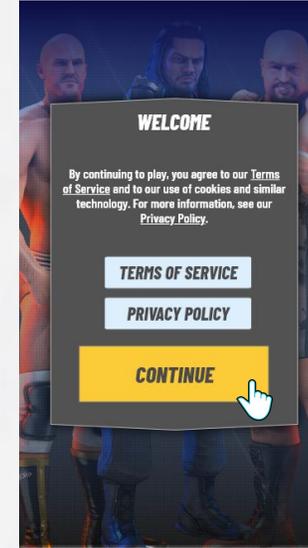
No existing account was found on Facebook and the player is asked to continue with Facebook.

Creating account + link



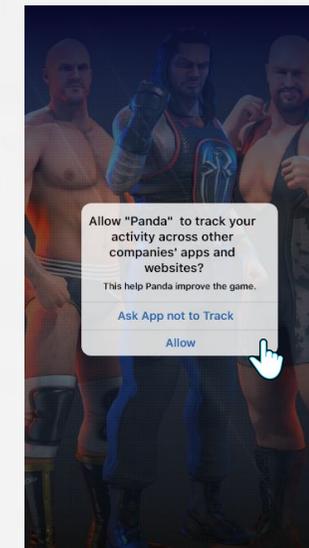
Loading commences and the new account is created and linked to the Facebook account.

GDPR compliance



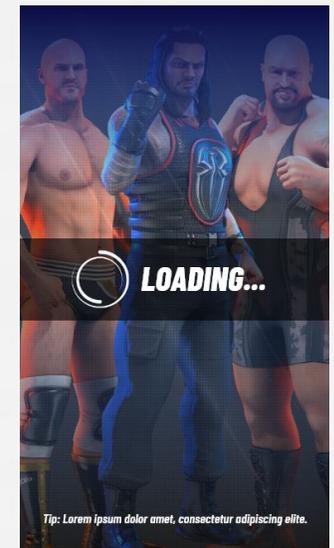
The user needs to Accept the ToS and PP before continuing on.

Tracking transparency (iOS)



This is where we will ask for consent to use tracking data or similar things that needs active consent.

Start game with new account



The game is being loaded with the newly created account.

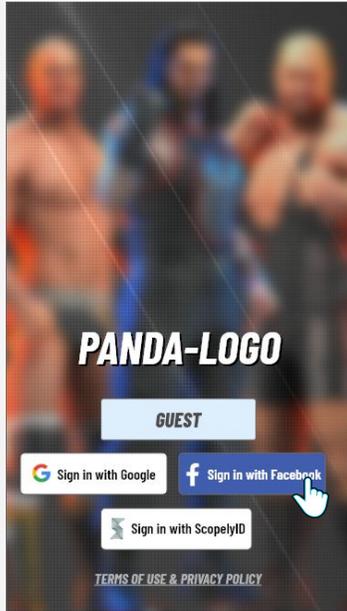
Background loading / OTA download will continue uninterrupted during GDPR compliance etc.



New user - Facebook (Android)

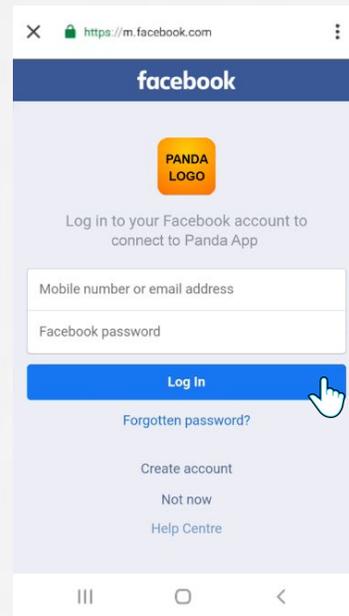
Social Login UX Spec

Login screen



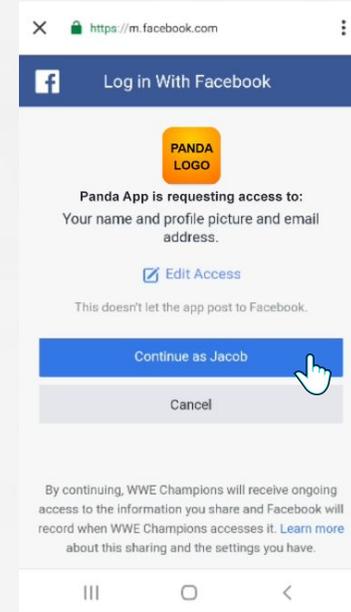
The new user taps the "Facebook" button

Facebook authorization



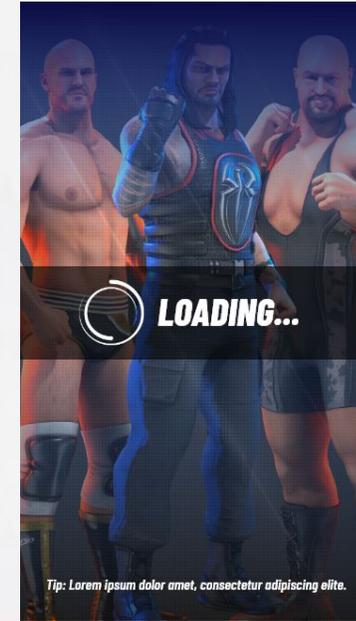
Facebook authentication takes place and is successful in this case.

Facebook confirmation



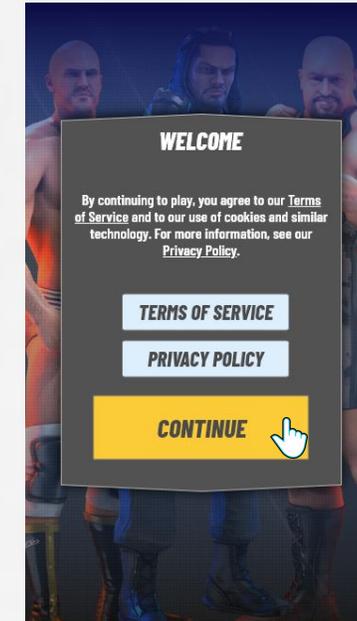
No existing account was found on Facebook and the player is asked to continue with Facebook.

Creating account + link



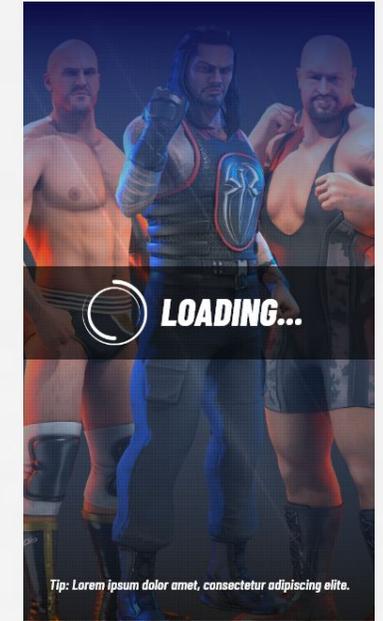
Loading commences and the new account is created and linked to the Facebook account.

GDPR compliance



The user needs to Accept the ToS and PP before continuing on.

Start game with new account



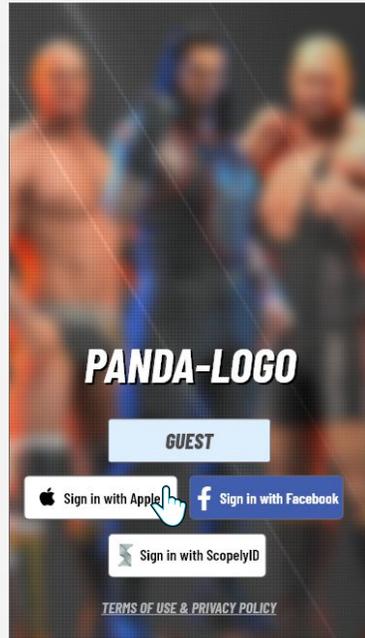
The game is being loaded with the newly created account.

Background loading / OTA download will continue uninterrupted during GDPR compliance etc.

New user - Native login (iOS)

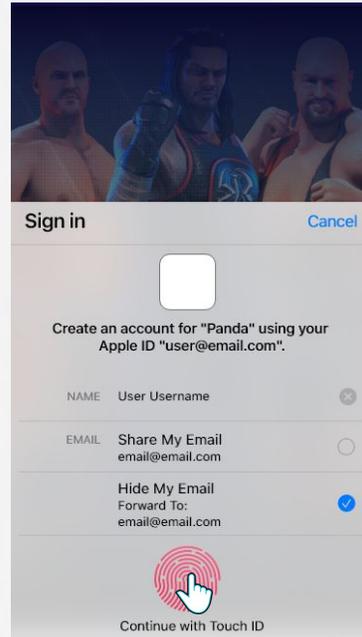
Social Login UX Spec

Login screen



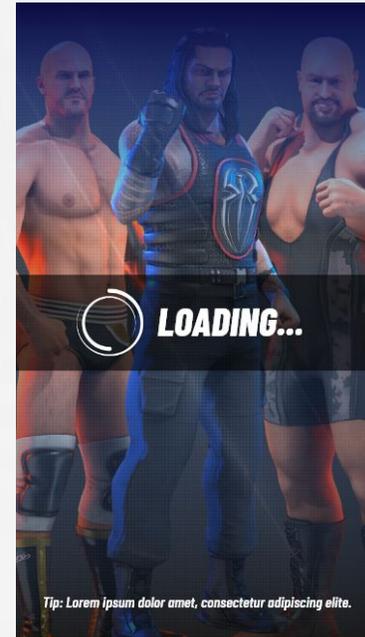
The new user taps the "Apple" button

Native sign in to app (iOS)



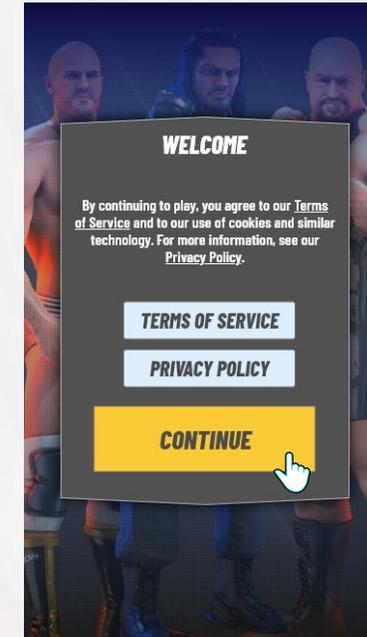
Native authentication takes place and is successful in this case.

Creating account + link



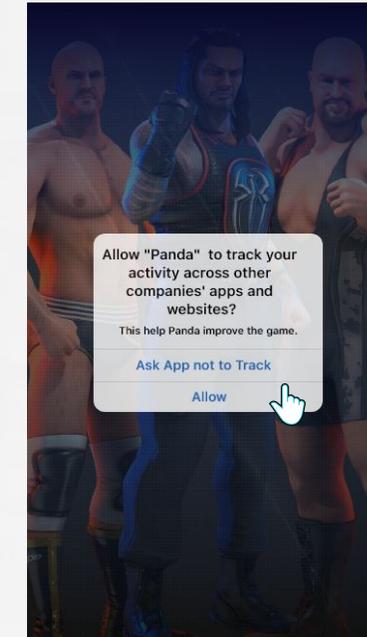
Loading commences and the new account is created. It is also linked to the native account.

GDPR compliance



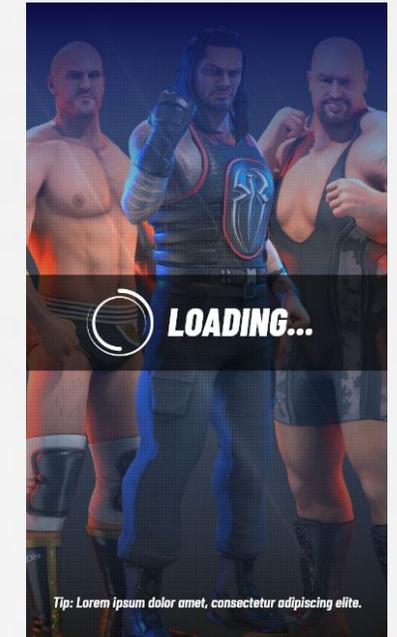
The user needs to Accept the ToS and PP before continuing on.

Tracking transparency (iOS only)



This is where we will ask for consent to use tracking data or similar things that needs active consent.

Start game with new account



The game is being loaded with the newly created account.

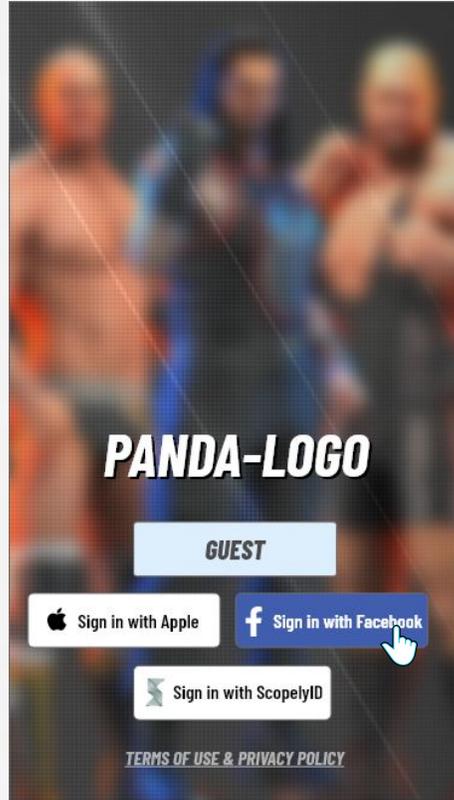
Background loading / OTA download will continue uninterrupted during GDPR compliance etc.



Returning user - Facebook (iOS)

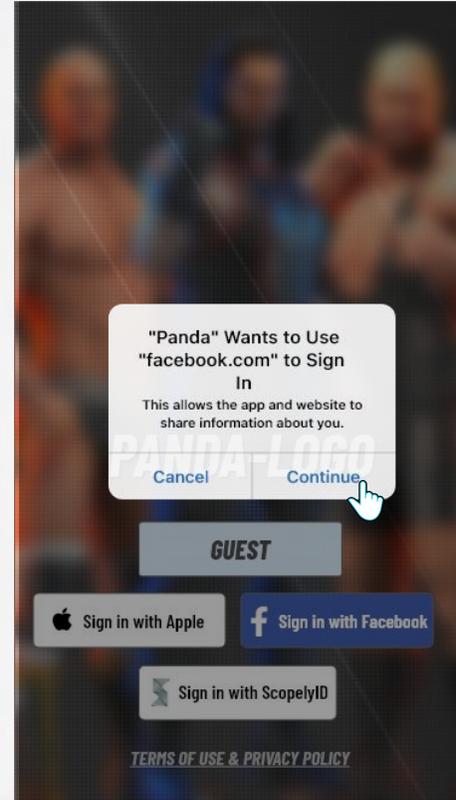
Social Login UX Spec

Login screen



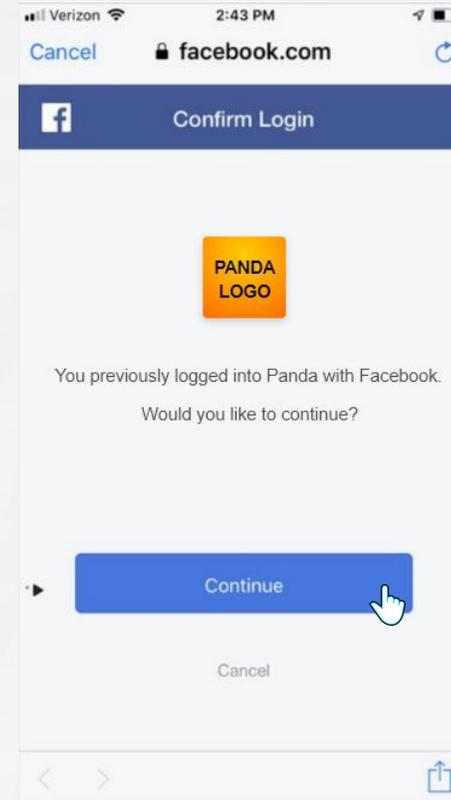
The returning user taps the "Facebook" button

Facebook authorization



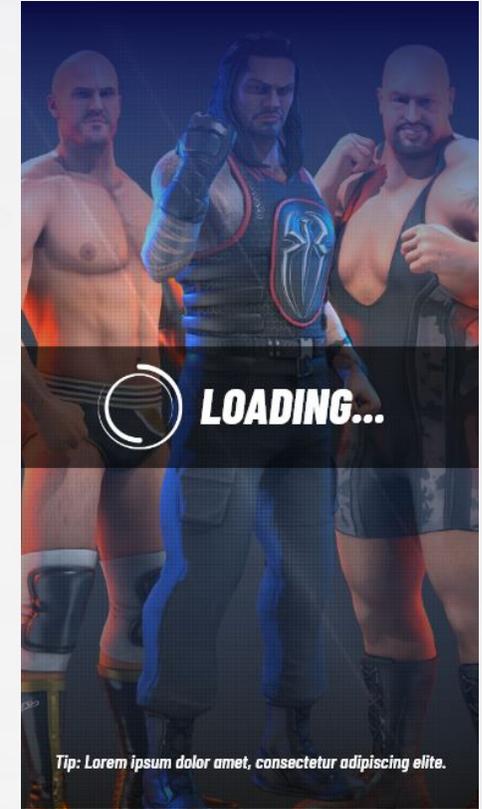
Facebook authentication takes place and is successful in this case.

Facebook confirmation



The player already has an account linked to Facebook and is asked if they want to continue with that account.

Fetch account, load game

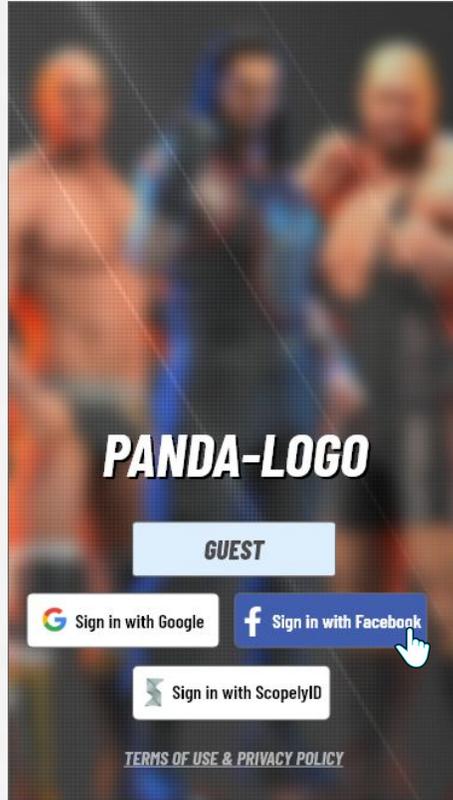


The account is fetched and the game is being loaded with the account.

Returning user - Facebook (Android)

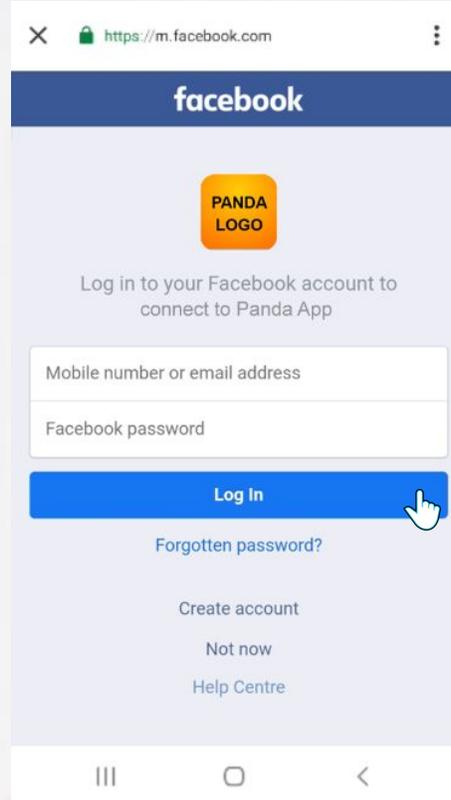
Social Login UX Spec

Login screen



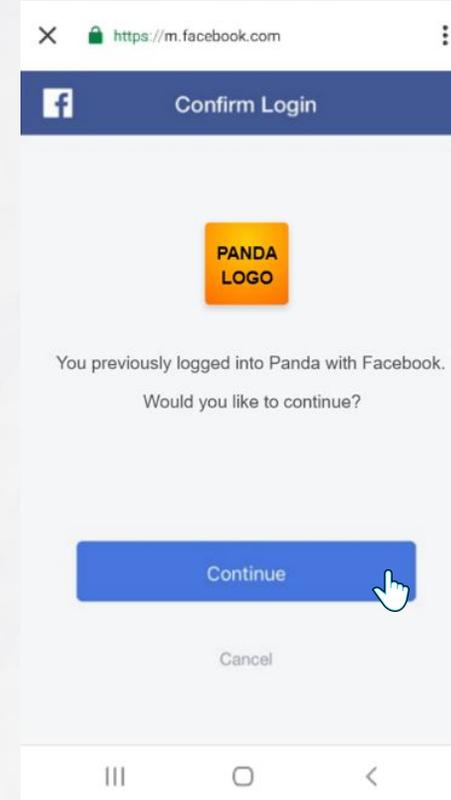
The returning user taps the "Facebook" button

Facebook authorization



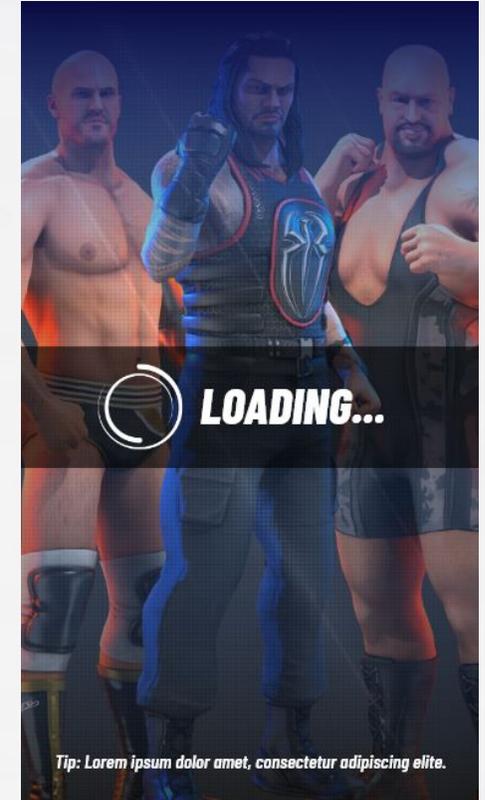
Facebook authentication takes place and is successful in this case.

Facebook confirmation



The player already has an account linked to Facebook and is asked if they want to continue with that account.

Fetch account, load game

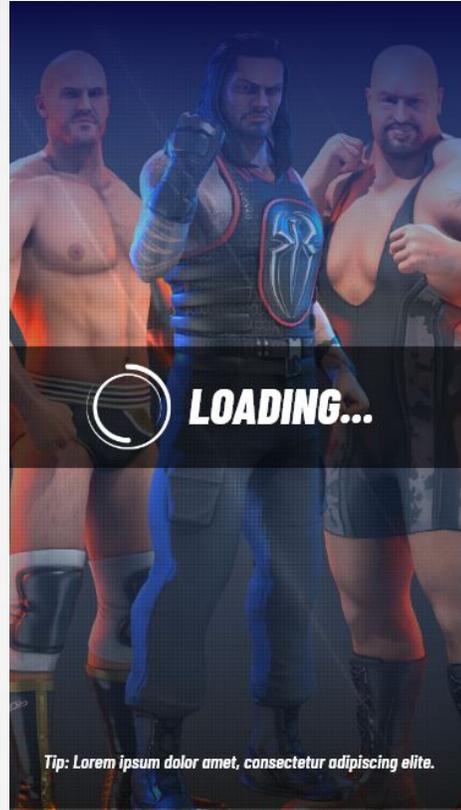


The account is fetched and the game is being loaded with the account.

Account found on device

Social Login UX Spec

Fetch account, load game



The account is fetched and the game is being loaded with the account.

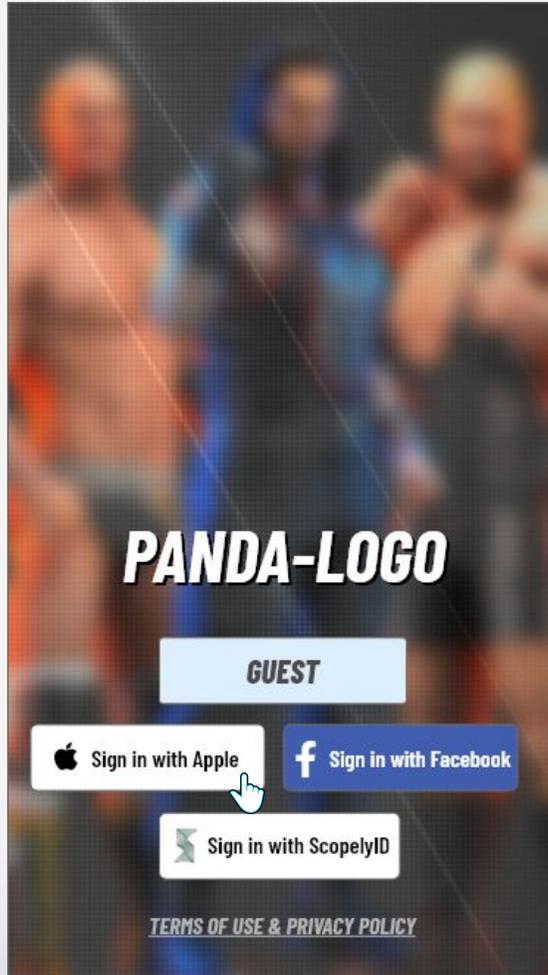
Once the user has started up the game and an account is present on their device, they will not see the login screen again. They can return to the log in screen by logging out from the Settings menu (but only if they are logged into a social media account)

Returning user - Native login iOS (not logged in edgcase)

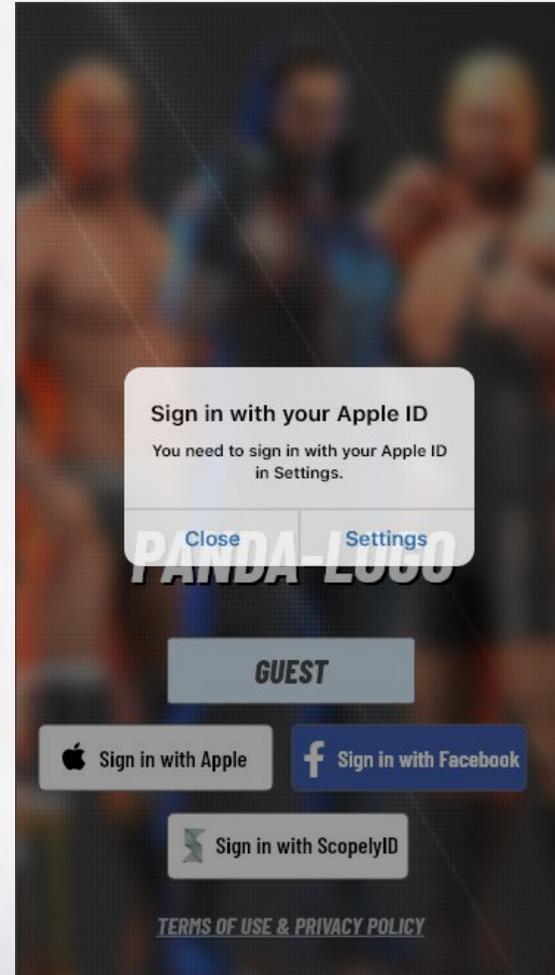
Social Login UX Spec

System spec: <https://docs.google.com/document/d/1KvHhv-F160qWouKUeFFPxp3YQd8C7n0bol0vsRqqqYE/edit?usp=sharing>
Comp Analysis: <https://docs.google.com/document/d/11XI6s5LEk4Mspzkef02SZ6aYsAp8aYmXv8fCENcMGwA/edit?usp=sharing>

Login screen



Not logged into Apple ID



Rarely, a user may try to "sign in with apple" without being signed on on their device.

Apple handles it like shown to the left.



Social Login

Account Management Link reward version



Account management - Guest

Social Login UX Spec

Home FTU



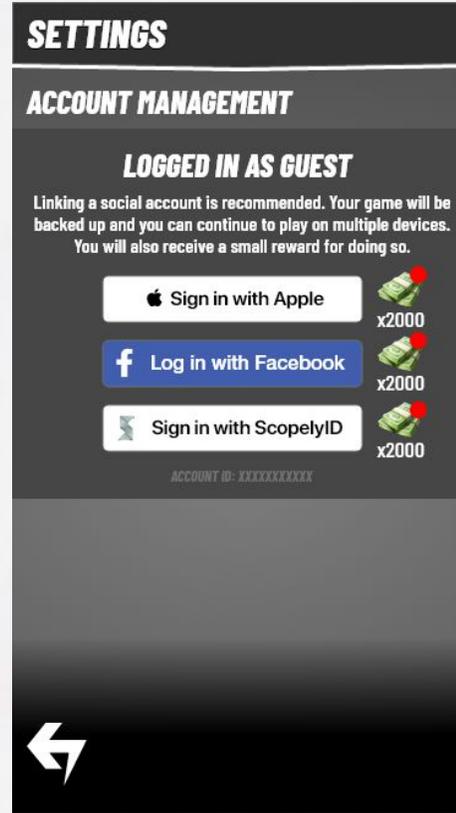
From the home screen, the hamburger menu will be badged the **first session** the player has. Once the menu has been opened once, it won't be shown again.

Hamburger Menu



The hamburger menu is opened and the settings button is badged until the player links their account. The badge on settings can remain until a link is established.

Settings screen



In the Settings, the player can read about the advantages of linking, and see what they will receive if they choose to link.

Home

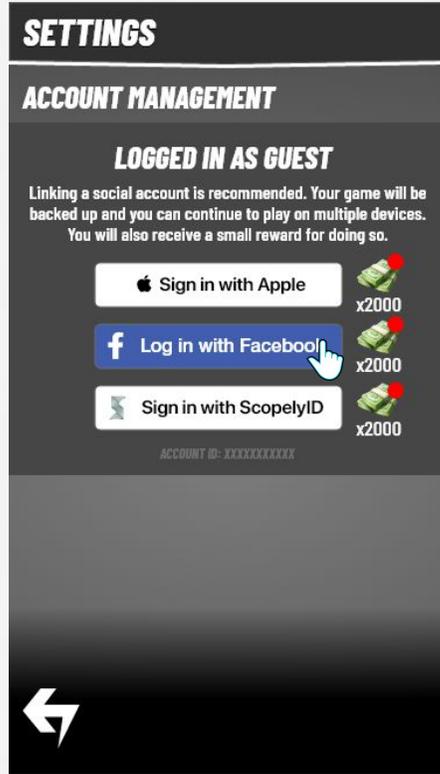


After being shown once, the badge will no longer appear on the settings button.

Link account

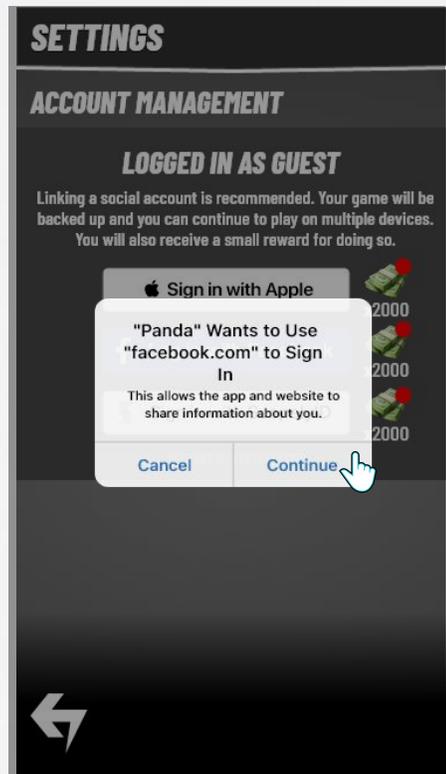
Social Login UX Spec

Settings screen



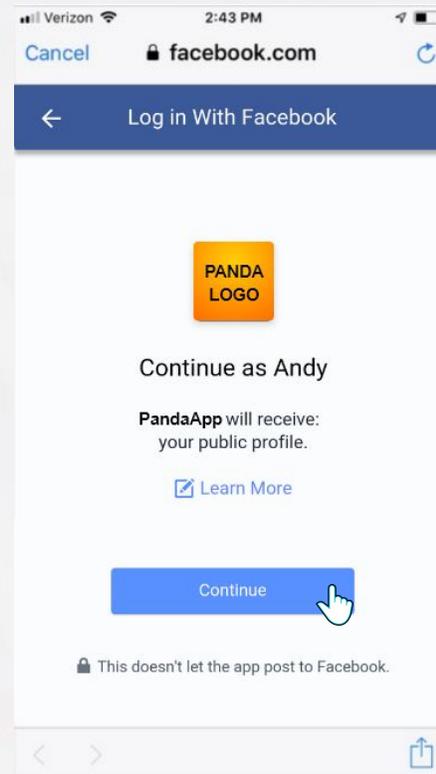
The player decides they want to link to Facebook and taps the "Facebook" button.

Facebook authentication



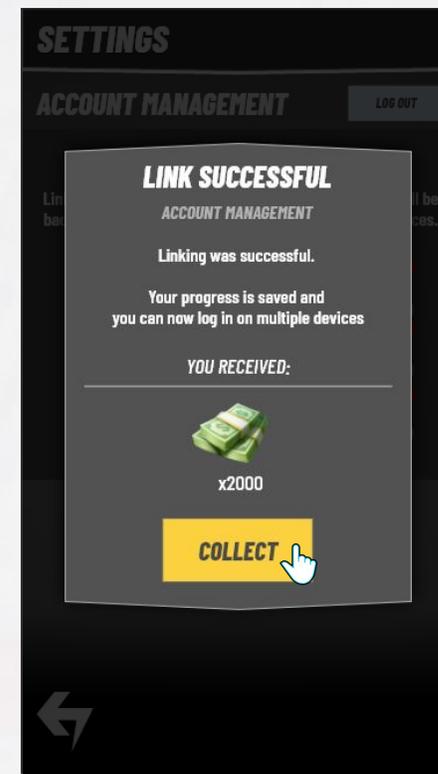
Facebook authentication takes place and is successful in this case.

Facebook confirmation



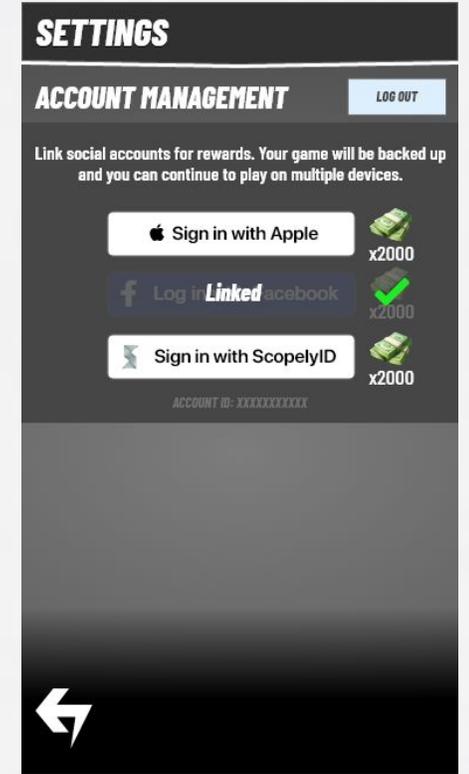
No existing account was found on Facebook and the player is asked to continue with Facebook.

Link successful



As the Facebook account is not already linked to a Game account, the link is successful. The player is rewarded with a bit of currency.

Back to settings



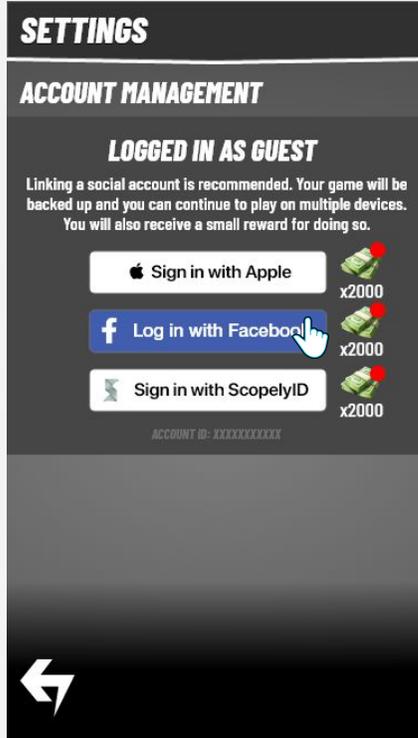
Upon return to the Settings screen, the "Facebook" button is updated and the reward is checkmarked to encourage the player to "Check all the marks". The Log Out button is now shown.



Link account - account exists

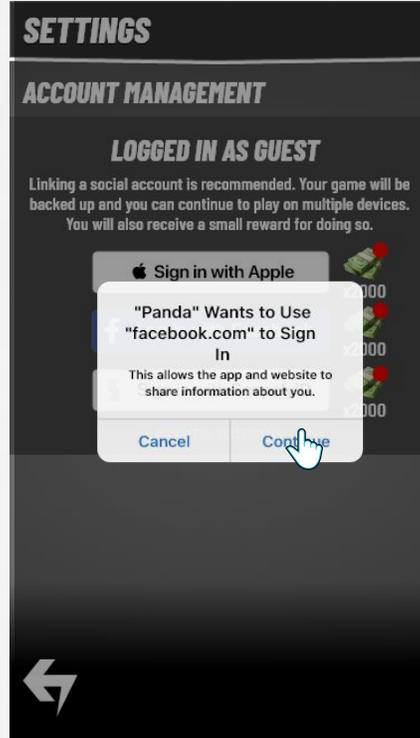
Social Login UX Spec

Settings screen



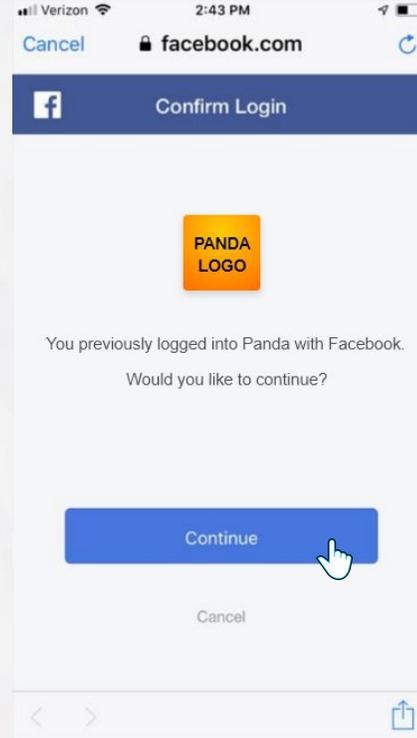
The player decides they want to link to Facebook and taps the "Facebook" button.

Facebook authentication



Facebook authentication takes place and is successful in this case.

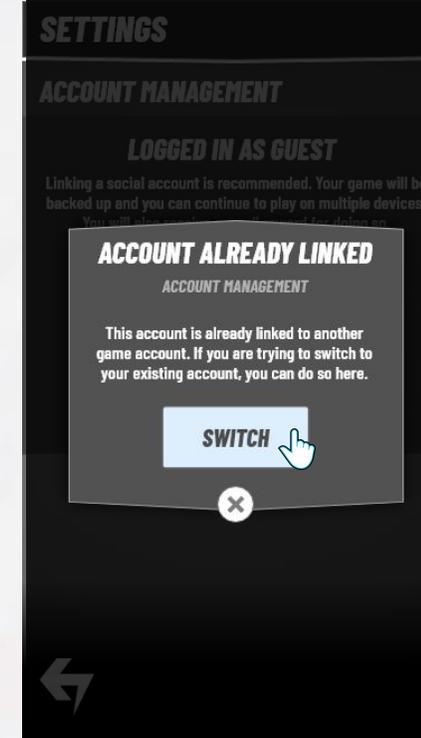
Facebook login



The player chooses to continue with the Facebook login.

(If the player chooses "Cancel" here, they player will be returned to the game without an active link, and there should be an error message)

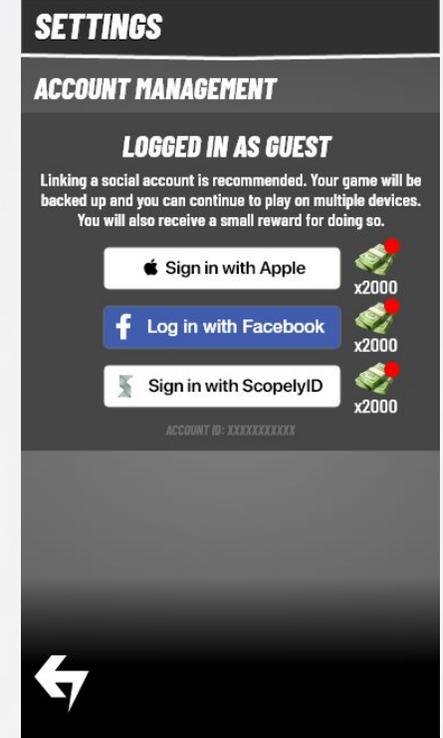
Facebook account already in use



As the Facebook account is already linked to another Game account, we ask the player if they want to switch to the existing account.

The player does not, and chooses "Back" to return to the settings.

Back to Settings



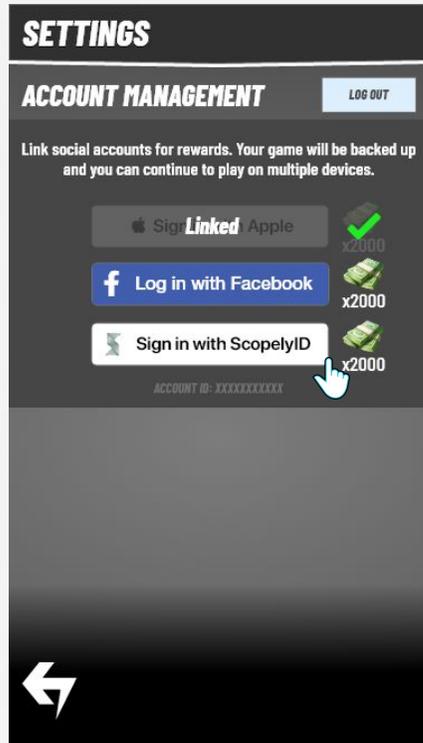
Back at the "Link Account" screen there are no changes.



Link account - switch account

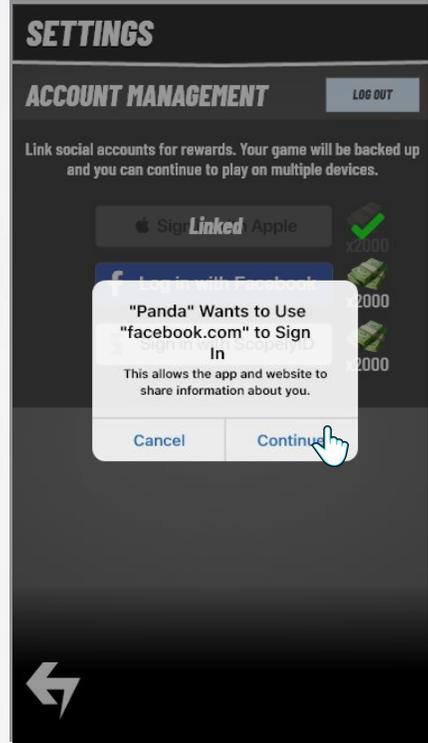
Social Login UX Spec

Settings screen



The player decides they want to link to Facebook and taps the "Facebook" button.

Facebook authentication



Facebook authentication takes place and is successful in this case.

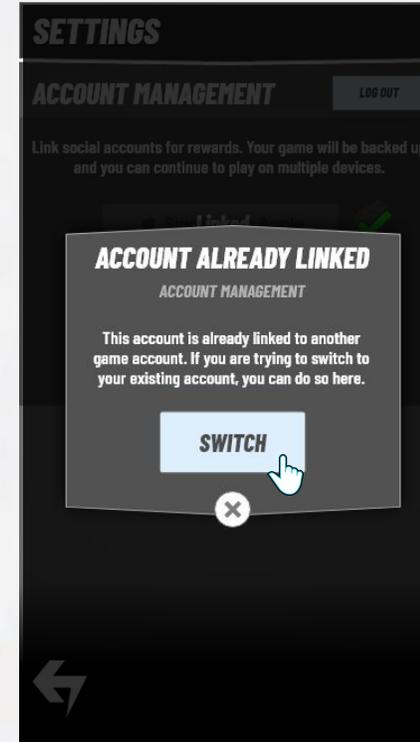
Facebook login



The player chooses to continue with the Facebook login.

(If the player chooses "Cancel" here, they player will be returned to the game without an active link, and there should be an error message)

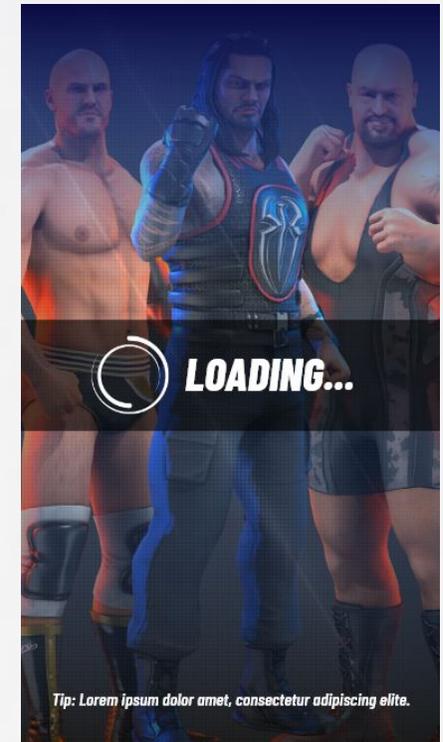
Facebook account already in use



As the Facebook account is already linked to another Game account, we ask the player if they want to switch to the existing account.

The player chooses switch to continue loading the existing account.

Game restarts with loaded account



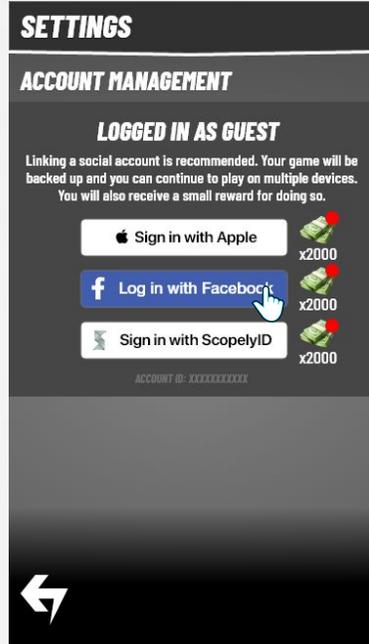
The game logs out the old profile and fetches the new one and restarts.



Link account - switch account as guest

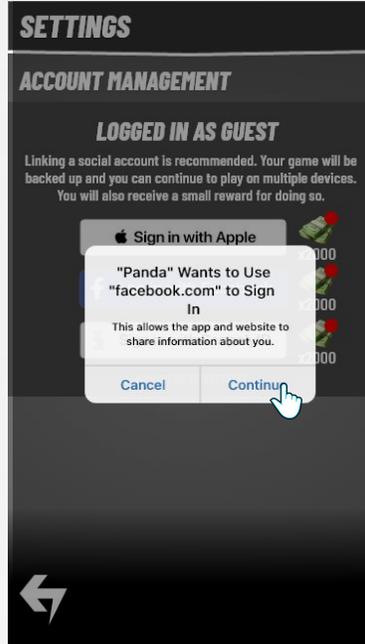
Social Login UX Spec

Settings screen



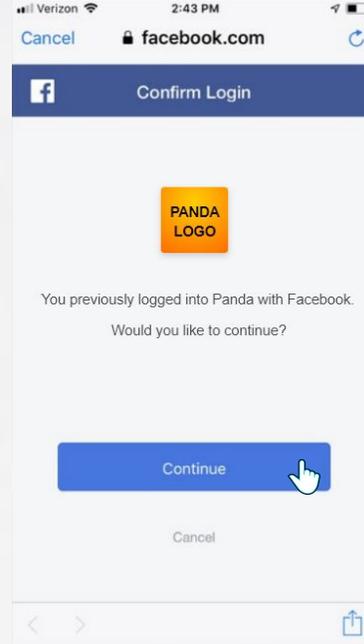
The player decides they want to link to Facebook and taps the "Facebook" button.

Facebook authentication



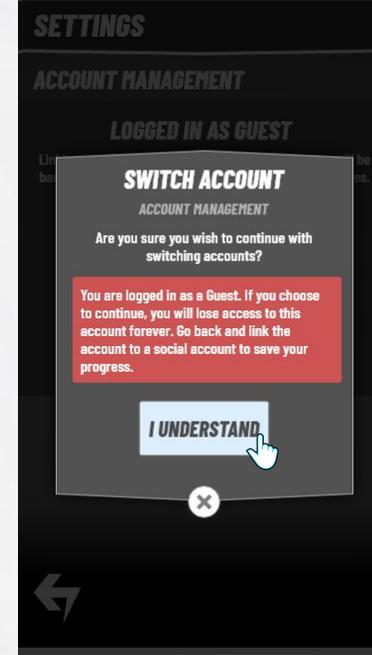
Facebook authentication takes place and is successful in this case.

Facebook login



The player chooses to continue with the Facebook login.

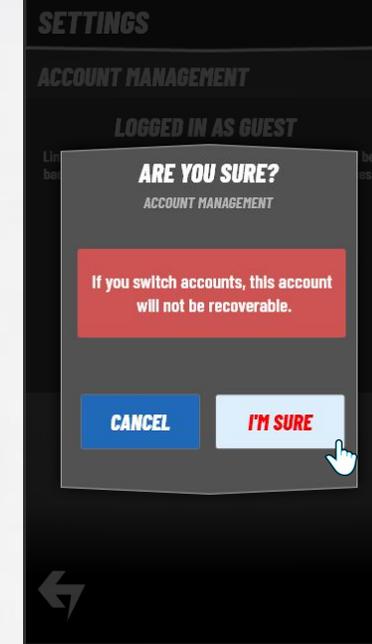
Facebook account already in use



The Facebook account is already linked to another Game account, and we ask the player if they want to switch to the existing account.

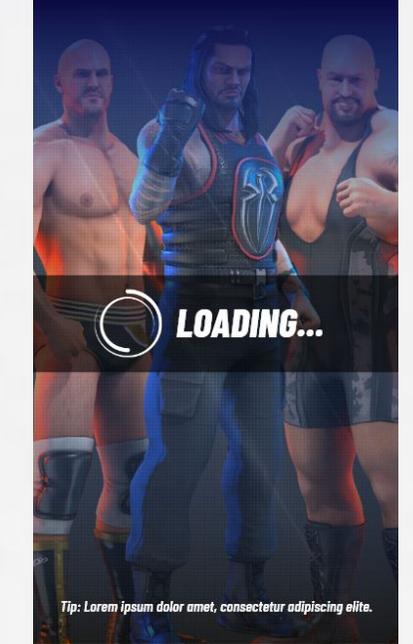
As they are a guest, they are warned that they will lose access to the guest account.

Confirm the switch



As the Guest account will not be recoverable, a final warning is issued to the player.

Game restarts with loaded account



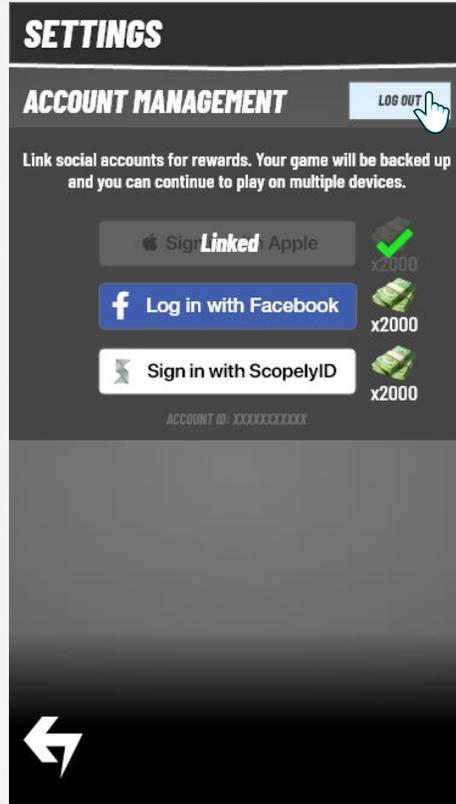
The game logs out the old profile and fetches the new one and restarts.



Log out

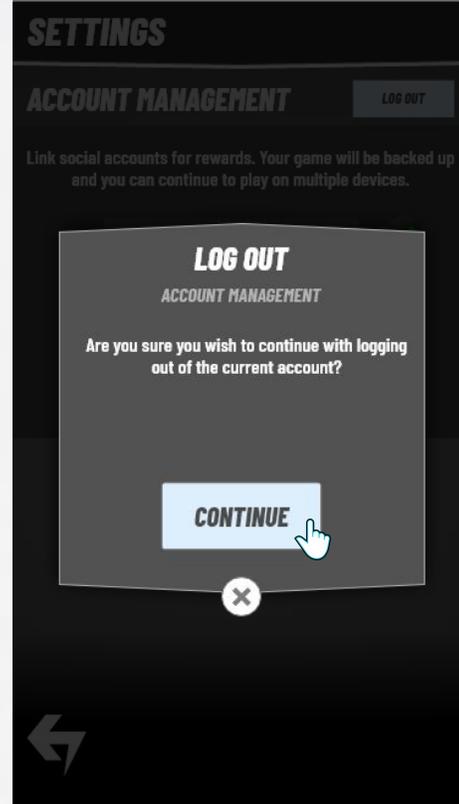
Social Login UX Spec

Settings screen



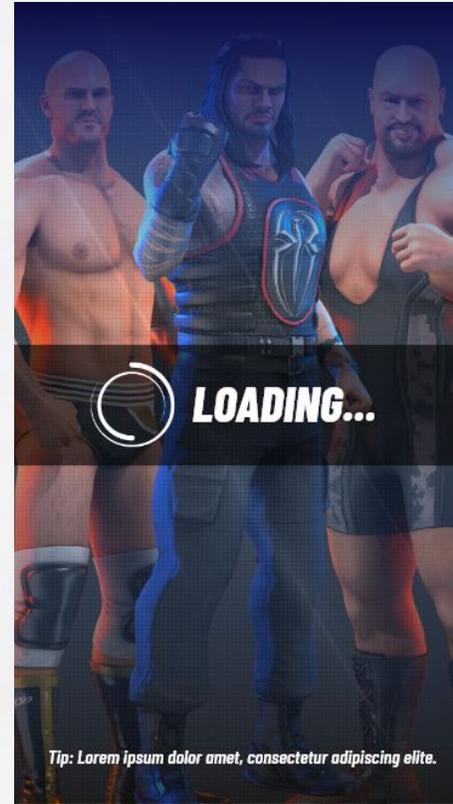
The "log out" is only active when signed in with a linked account. The player decides they want to switch over to another account and taps the "Log out" button.

Log out confirmation popup



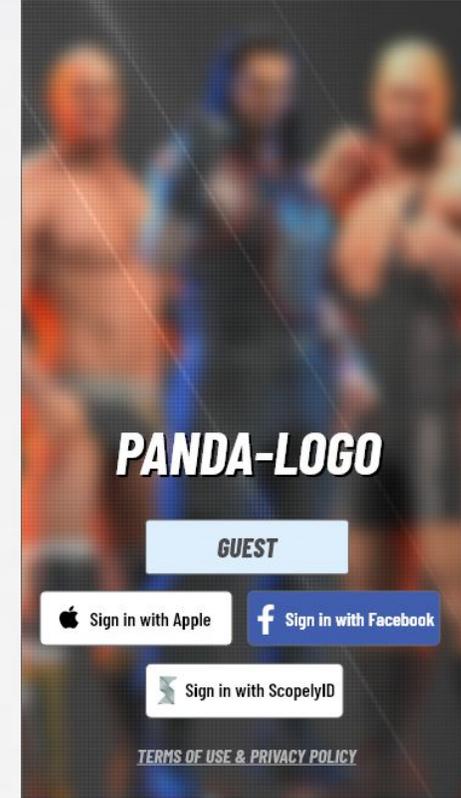
The player is asked to confirm the log out. This is mainly to avoid accidental taps on the button.

Restarting game



After confirmation, the game restarts straight to the login screen bypassing any splash screens etc.

Login screen



The user can now login from scratch.



Social Login

Account Management

No reward version



Account management - Guest (no rewards version)

Social Login UX Spec

Home FTU



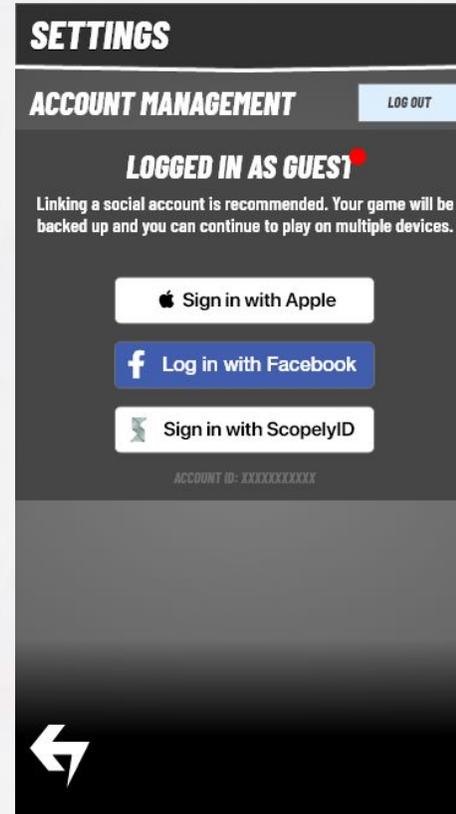
From the home screen, the hamburger menu will be badged the **first session** the player has. Once the menu has been opened once, it won't be shown again.

Hamburger Menu



The hamburger menu is opened and the settings button is badged until the player links their account. The badge on settings can remain until a link is established.

Settings screen



In the Settings, the player can read about the advantages of linking.

Home

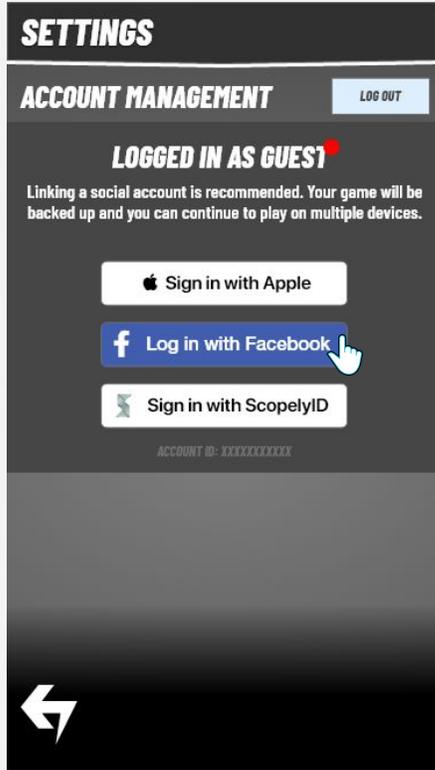


After being shown once, the badge will no longer appear on the settings button.

Link account (no reward version)

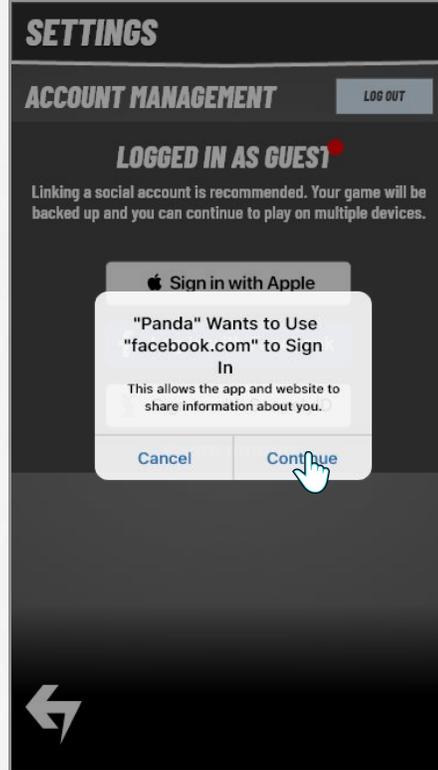
Social Login UX Spec

Settings screen



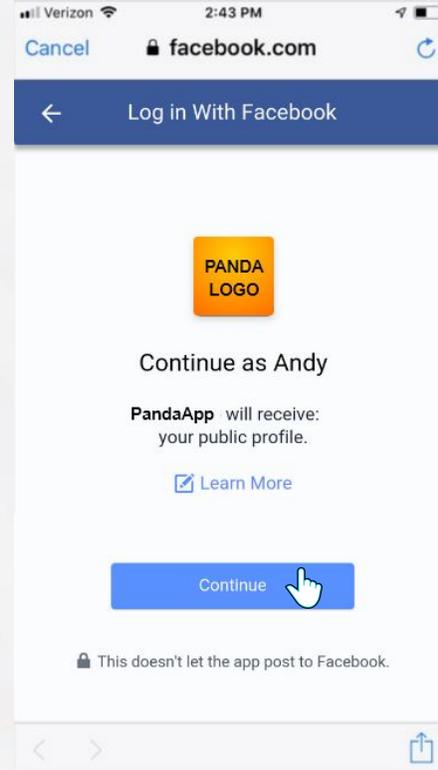
The player decides they want to link to Facebook and taps the "Facebook" button.

Facebook authentication



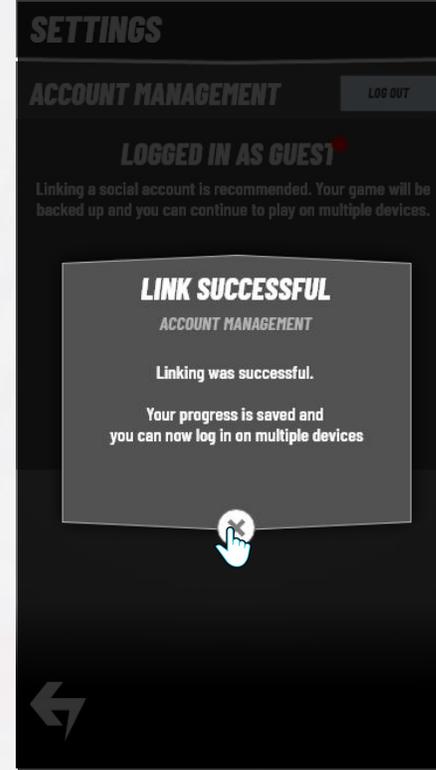
Facebook authentication takes place and is successful in this case.

Facebook confirmation



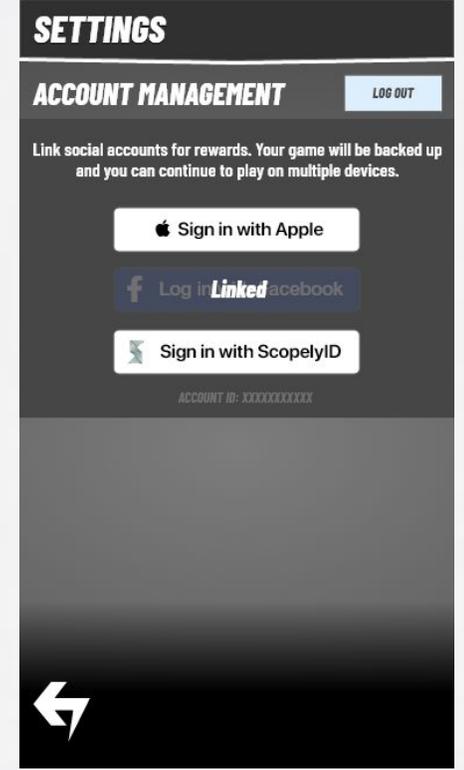
No existing account was found on Facebook and the player is asked to continue with Facebook.

Link successful



As the Facebook account is not already linked to a Game account, the link is successful.

Back to settings



As they return to the Settings screen, the "Facebook" button is shown to be linked.

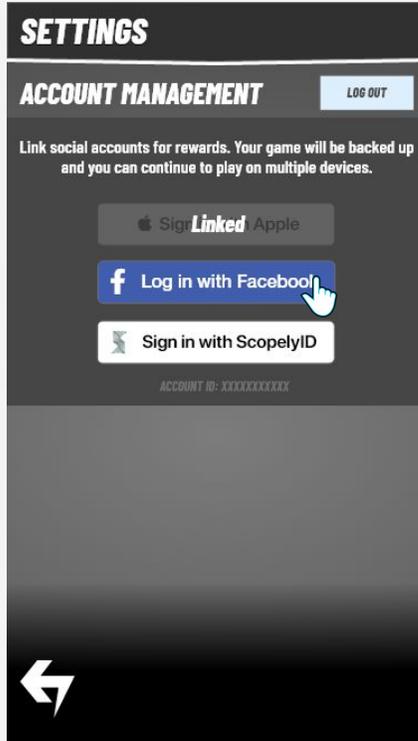
The log out button is now active.



Link account - switch account (no reward version)

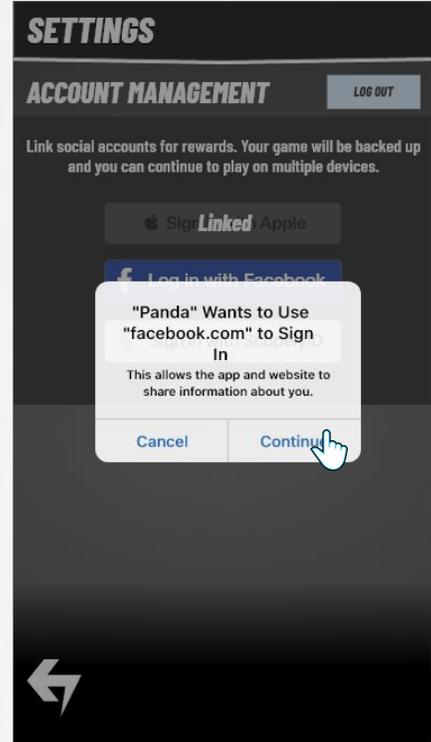
Social Login UX Spec

Settings screen



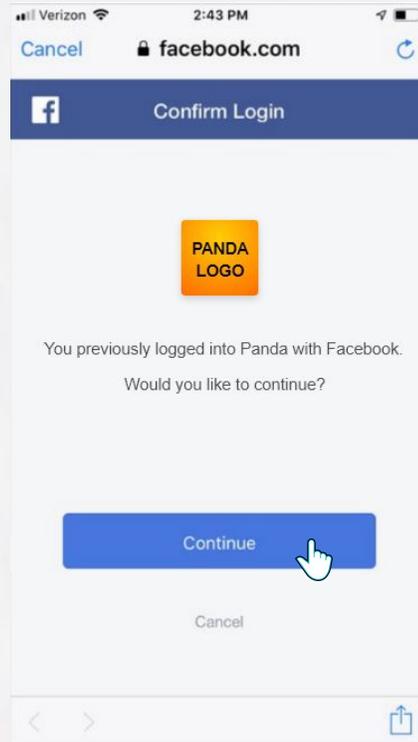
The player decides they want to link to Facebook and taps the "Facebook" button.

Facebook authentication



Facebook authentication takes place and is successful in this case.

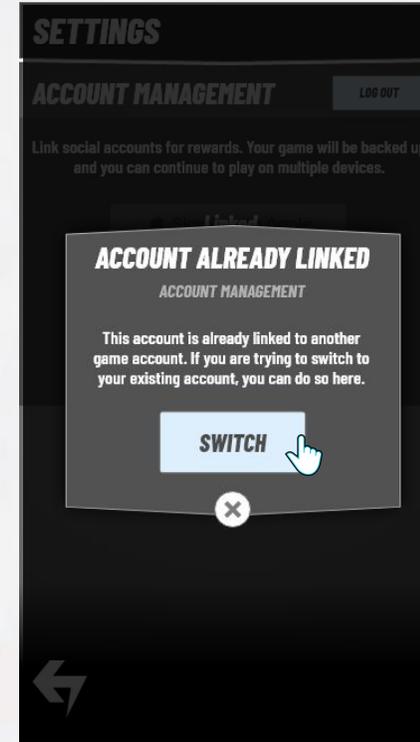
Facebook login



The player chooses to continue with the Facebook login.

(If the player chooses "Cancel" here, they player will be returned to the game without an active link, and there should be an error message)

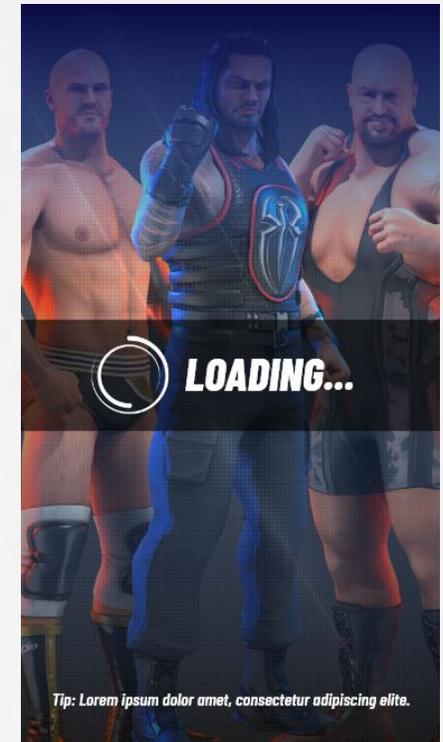
Facebook account already in use



As the Facebook account is already linked to another Game account, we ask the player if they want to switch to the existing account.

The player chooses switch to continue loading the existing account.

Game restarts with loaded account



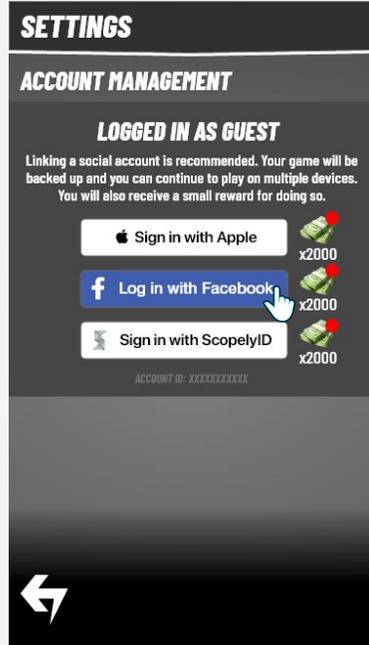
The game logs out the old profile and fetches the new one and restarts.



Link account - switch account as guest

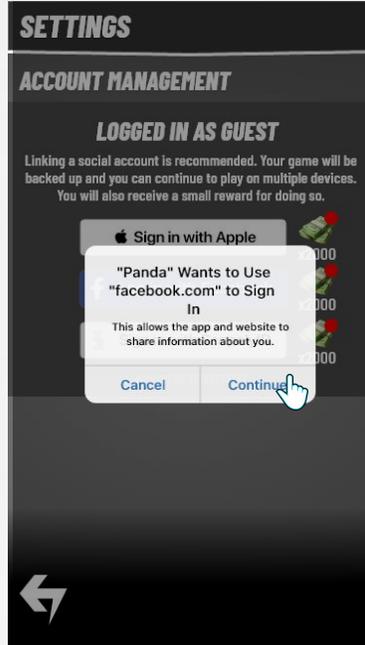
Social Login UX Spec

Settings screen



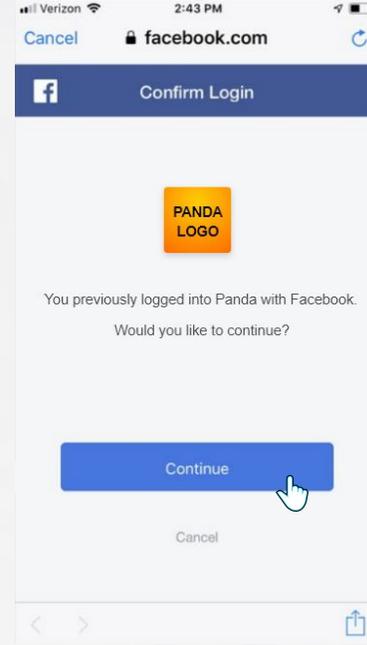
The player decides they want to link to Facebook and taps the "Facebook" button.

Facebook authentication



Facebook authentication takes place and is successful in this case.

Facebook login



The player chooses to continue with the Facebook login.

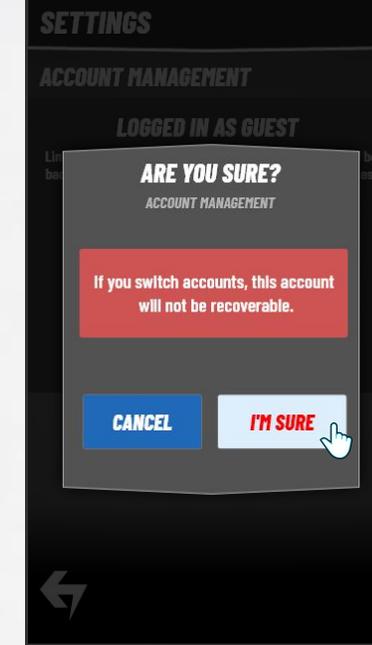
Facebook account already in use



The Facebook account is already linked to another Game account, and we ask the player if they want to switch to the existing account.

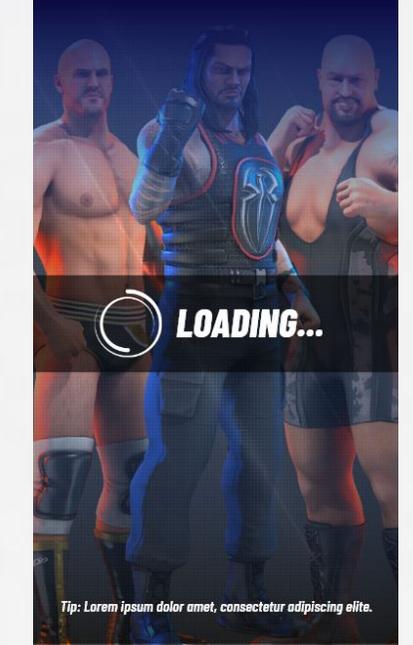
As they are a guest, they are warned that they will lose access to the guest account.

Confirm the switch



As the Guest account will not be recoverable, a final warning is issued to the player.

Game restarts with loaded account



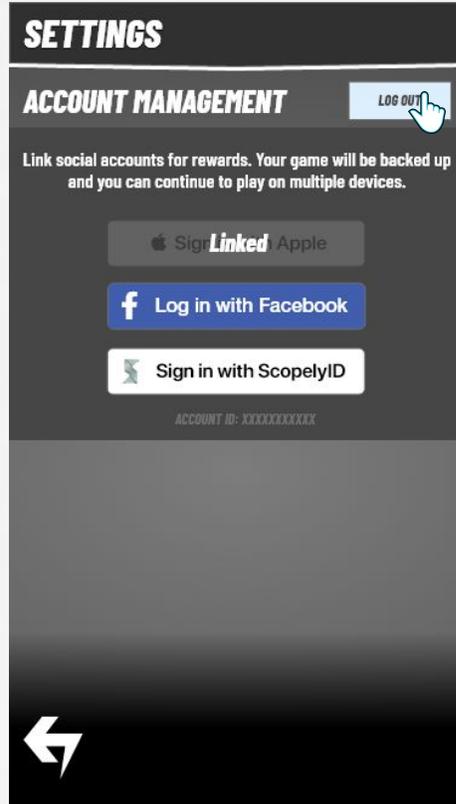
The game logs out the old profile and fetches the new one and restarts.



Log out - (no reward version)

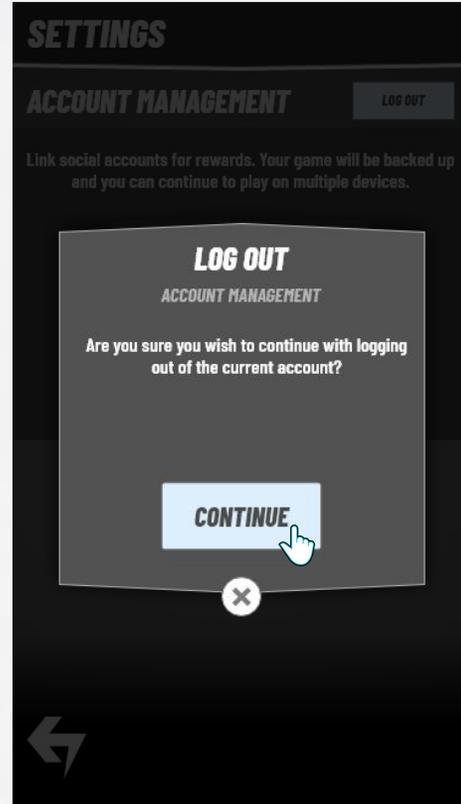
Social Login UX Spec

Settings screen



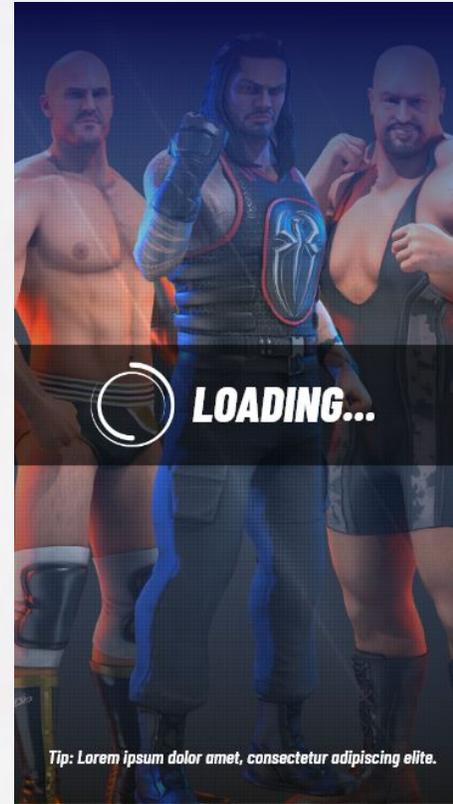
The player decides they want to switch over to another account and taps the "Log out" button.

Log out confirmation popup



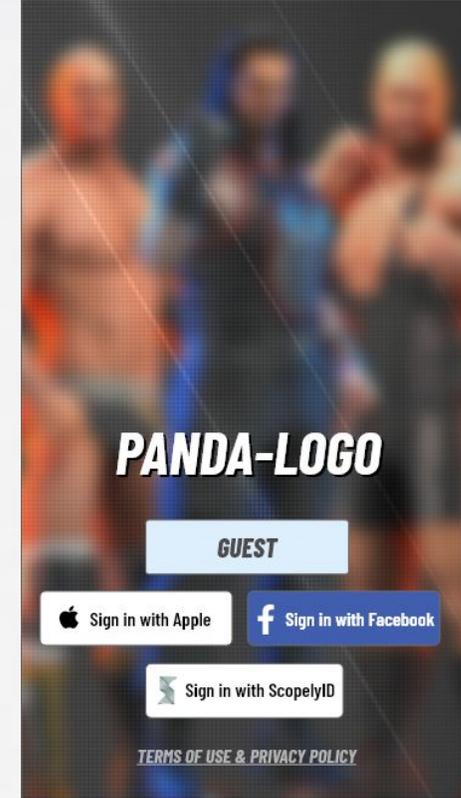
The player is asked to confirm the logout. This is mainly to avoid accidental taps on the button.

Restarting game



After confirmation, the game restarts straight to the login screen bypassing any splash screens etc.

Login screen



The user can now login from scratch.



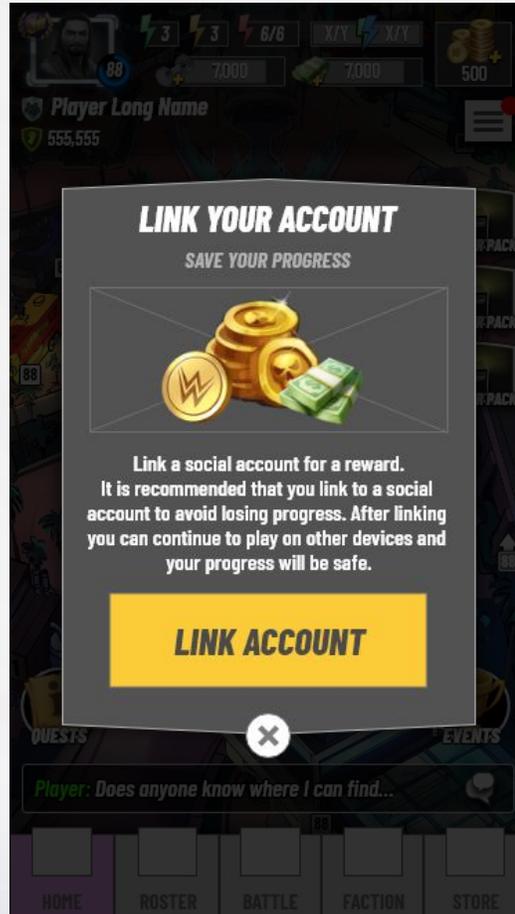
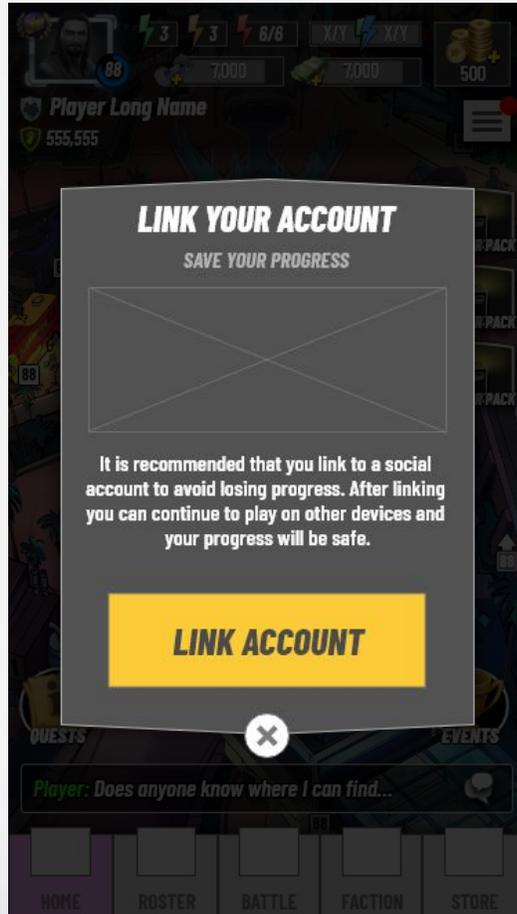
Social Login

Social Login reminders



Social Login reminder examples

Social Login UX Spec



Example of Social Login reminder.

Live Ops are encouraged to set up a reminder for players to link the account. The cadence of these interstitials should not be high enough to be perceived as being annoying to the player.

However, this reminder should be shown to the player immediately after their first purchase as their account now has gained monetary value.

The button takes the user straight to the [Settings screen](#) where they can link.

Social Login

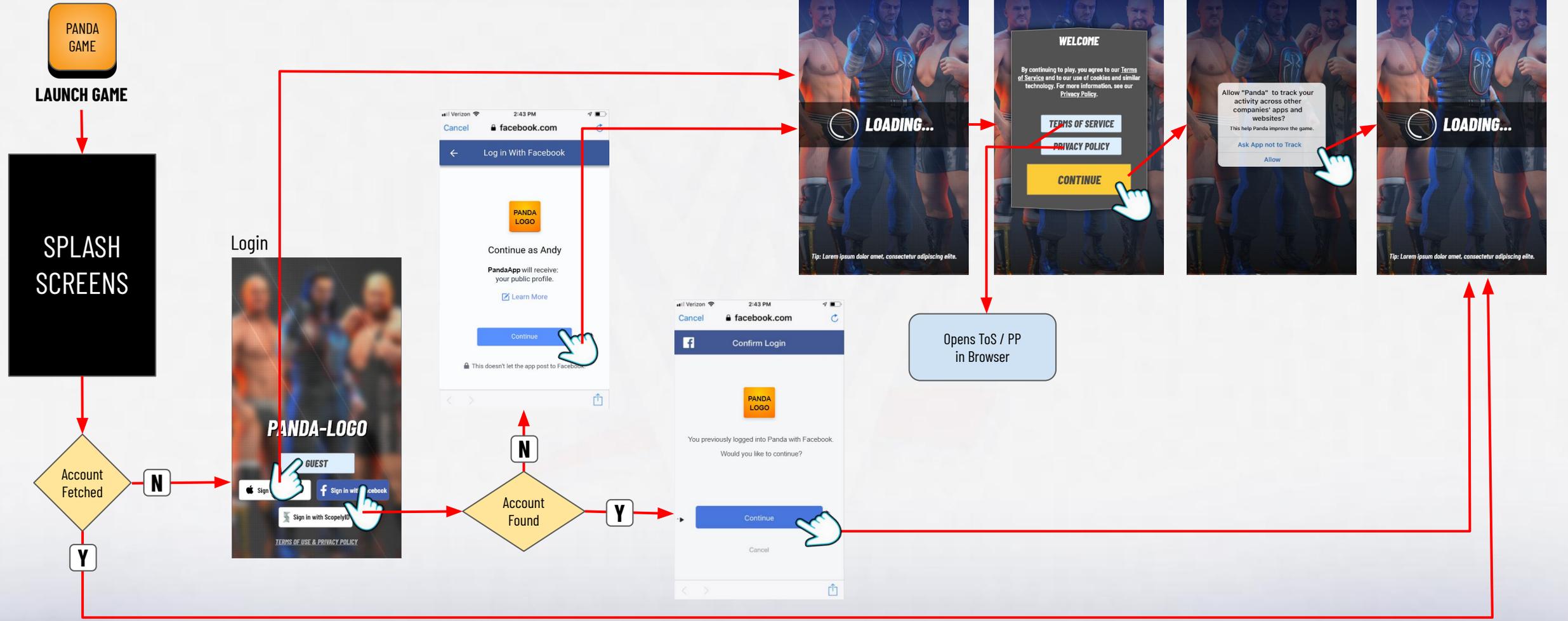
Screen flows



Login flow

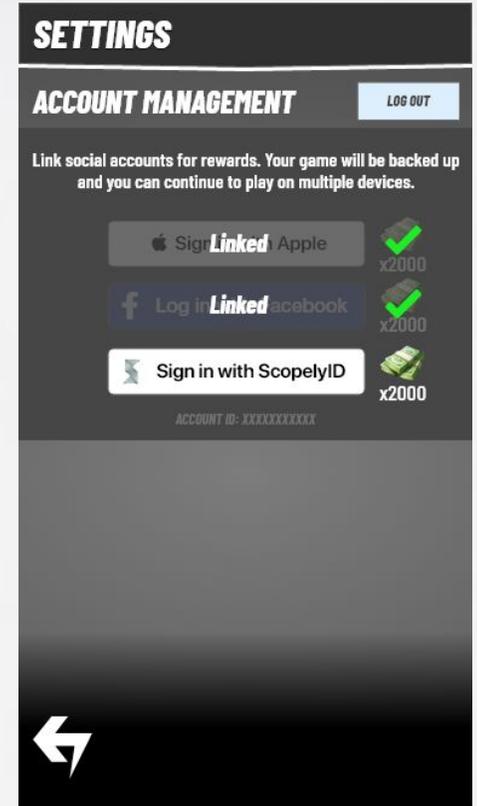
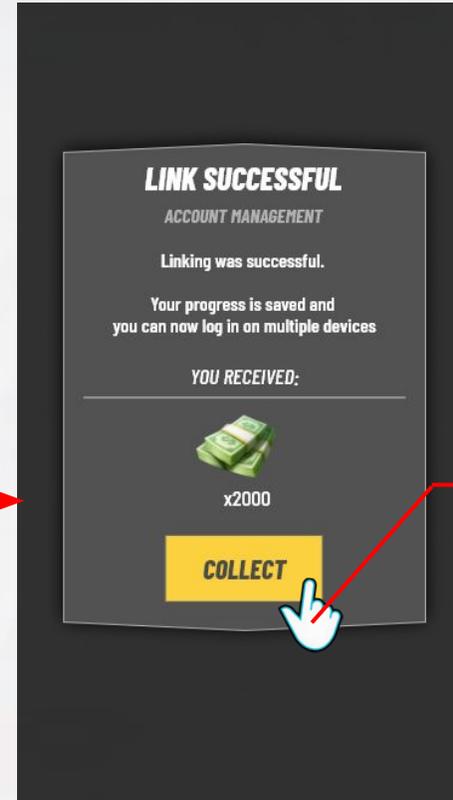
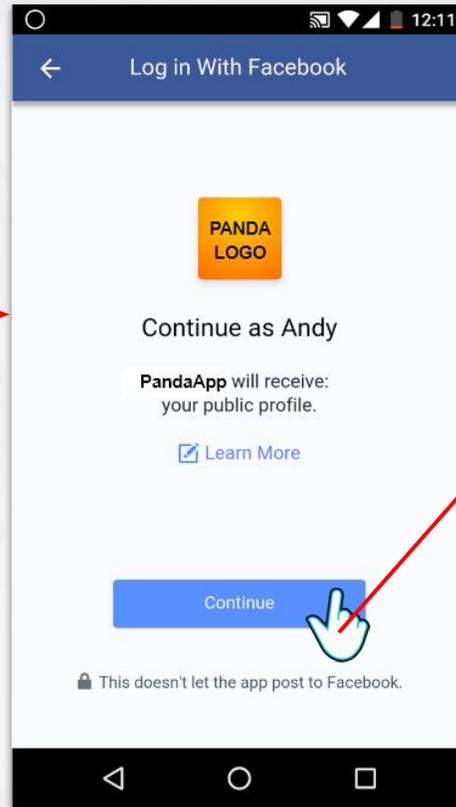
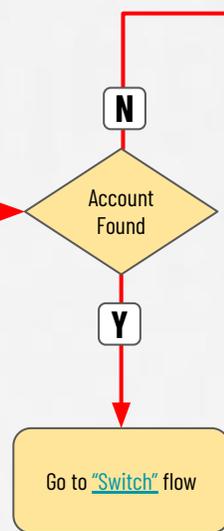
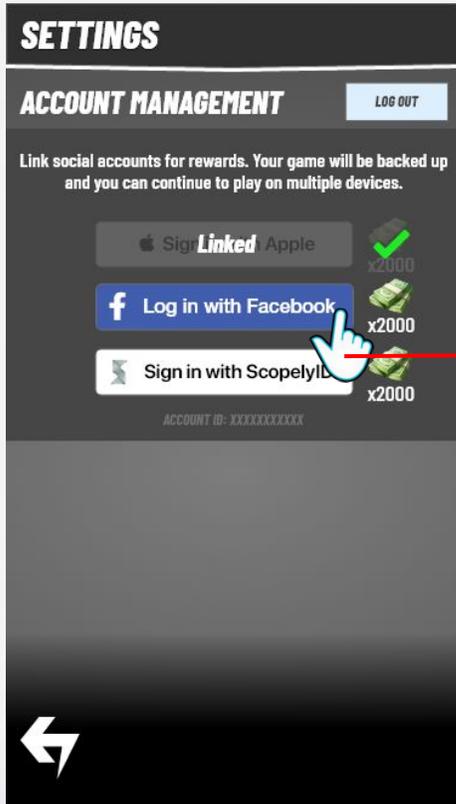
Social Login UX Spec

Complete launch flow yet to be defined



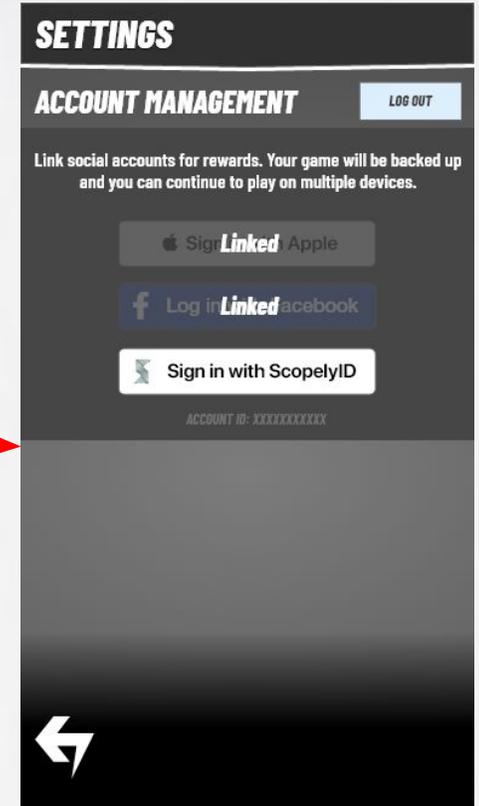
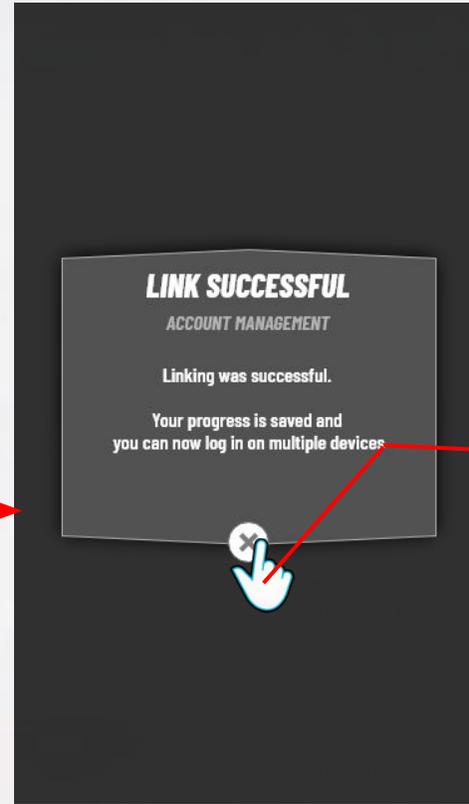
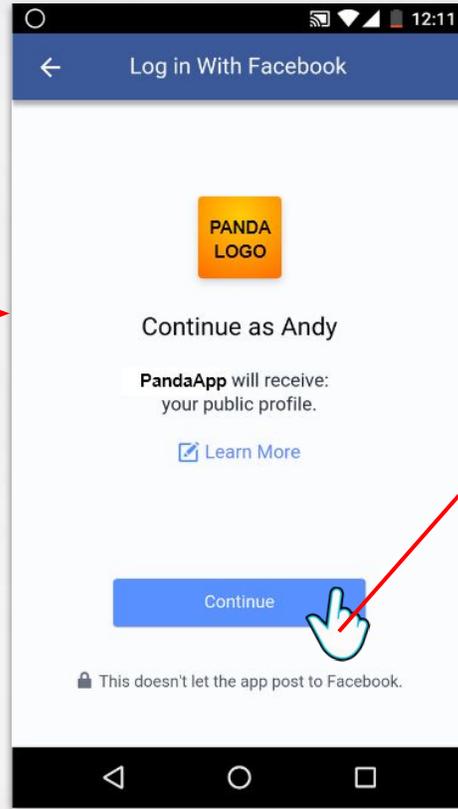
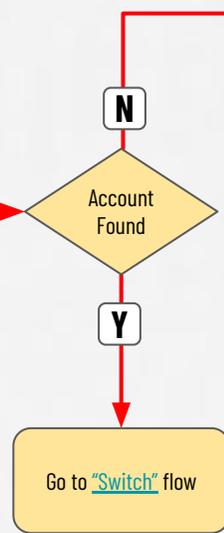
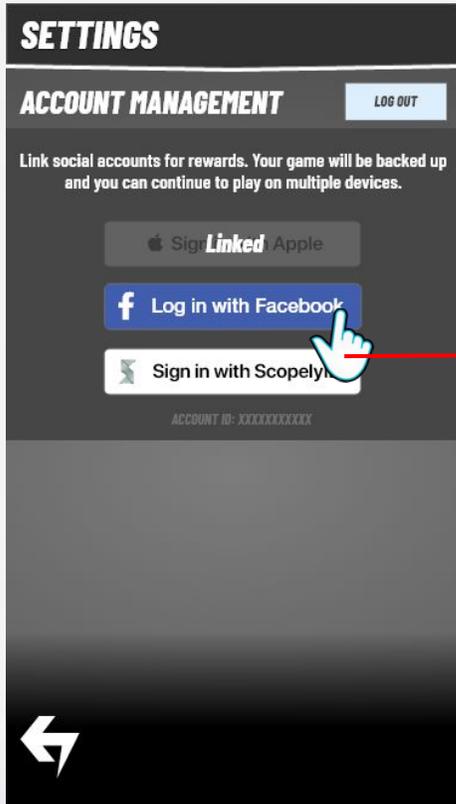
Link account flow

Social Login UX Spec



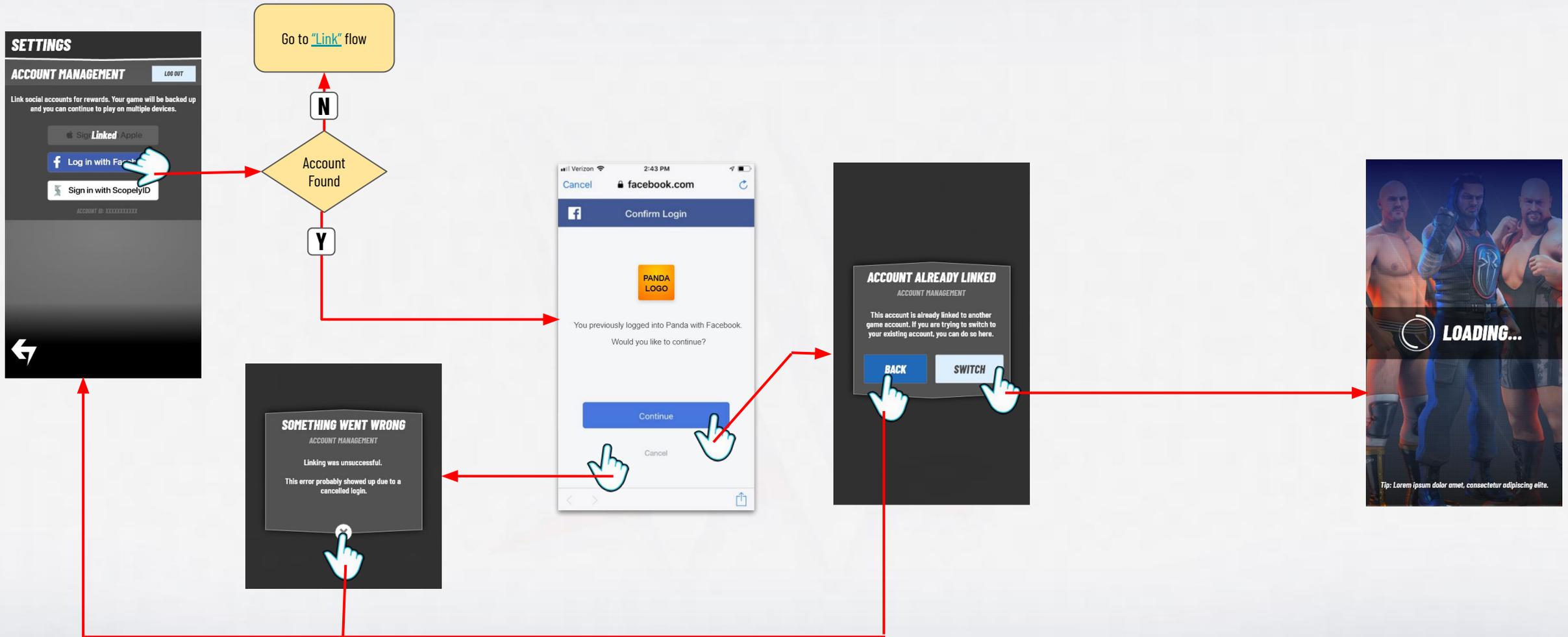
Link account flow - no rewards

Social Login UX Spec



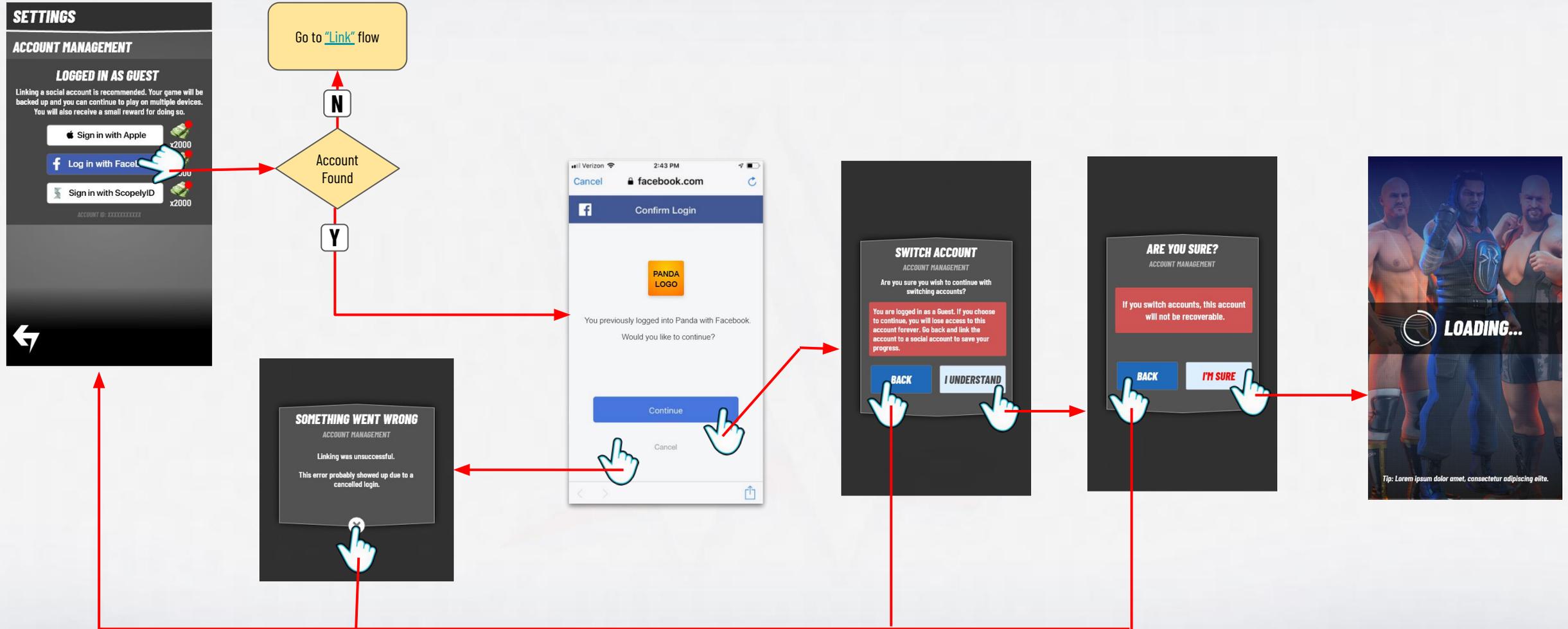
Switch account flow

Social Login UX Spec



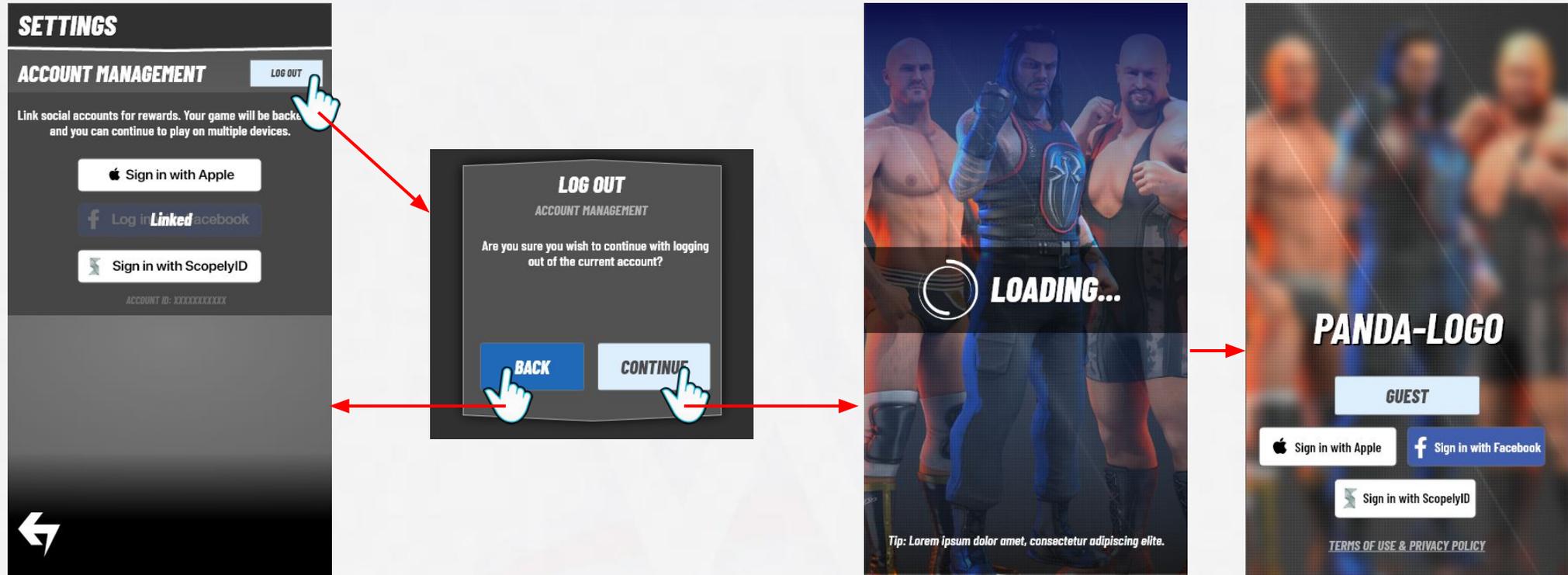
Switch account flow - as Guest

Social Login UX Spec



Log out flow

Social Login UX Spec



Logged out, restarting straight to login