Wet Seal My Boutiques Application

MODIFICATION DATE Wed Jun 09 2010 CREATOR Anthony Zeoli

FILE NAME WS_FacebookApp(v5.1)060410

DESCRIPTION Wet Seal Facebook Application Wire Frames and Process Flow Charts

VERSION HISTORY Wed Jun 09 2010

pgs 2, 3, 4 - Fixed all numbering, checked spelling and references

pg 9 - Added ability to add categories to improvements.

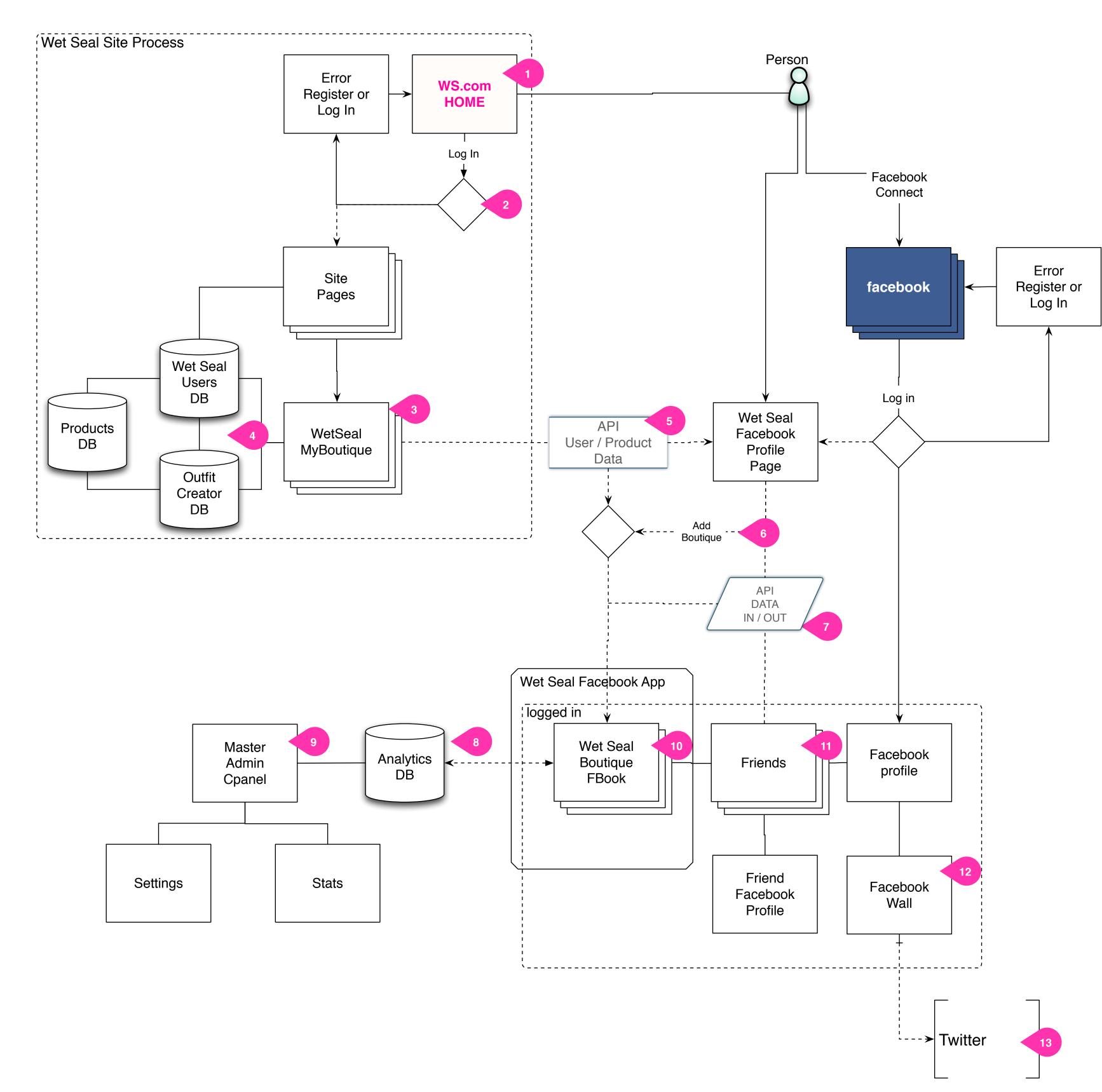
pgs 10, 11, 12 - Made minor design changes

pg 14 - Events, added ability to add categories, url, ticker text

pg. 15 - Mocked up Boutiques Viewer with left/right to see other boutiques and up/down to see levels.

Main Process Flow





Notes

1 WetSeal.com Home

2 Person Login to WetSeal.com

- Person is logged in, display error if user name/password false, return user to home.
- Log in to site if user name/password is true, display site pages.

3 Wet Seal Boutique on WetSeal.com

- Logged in user can access Wet Seal Boutique, favorite products and create outfits.

4 Wet Seal Outfit Creator, Products and User DB

- System stores user data along with any outfits created.

5 API Wet Seal to Facebook

- An API matches Wet Seal user data and outfits created with Facebook fan page (3.6) and with Facebook User Profile after add Facebook boutique to Wall. user profile (3.7).

6 Add Wet Seal Facebook Boutique

- Person may add Wet Seal Facebook Boutique (3.7) to their Facebook profile.

7. Data Layer

- Data from User and Friends is then shared back to Wet Seal Profile Page.

8. Analytics Data

- Aggregate application data compiled for review through the Master Admin control panel (3.9), where admin can make content changes and view stats.

9. Master Admin Cpanel

- Admin may make changes to Wet Seal Boutique Application, as well as view stats.

10. Wet Seal Boutique on Facebook

- Person may create and add outfits to their Boutiques, improve their shop through a variety of programs, engage in team play, generate badges, and earn/spend Boutique dollars. May also start a mall or join another person's mall. See pg. 2 for extended detail of boutique functions.

11. Friends

- A person can view all their friends who are also part of the Boutique game environment, invite friends to play along with them, and view all friends in-game details.

12. Facebook Wall Notifications

- System notifications are displayed on the primary person's profile Facebook Wall, as well as sent upstream to appear in Facebook's main status update stream. Upstream action is not displayed.

13. Twitter

- If person has added Twitter app to Facebook profile, notification will also be sent to Twitter. Note: it cannot be ascertained whether a user has added a Twitter configuration to their Facebook profile.

User Process Flow

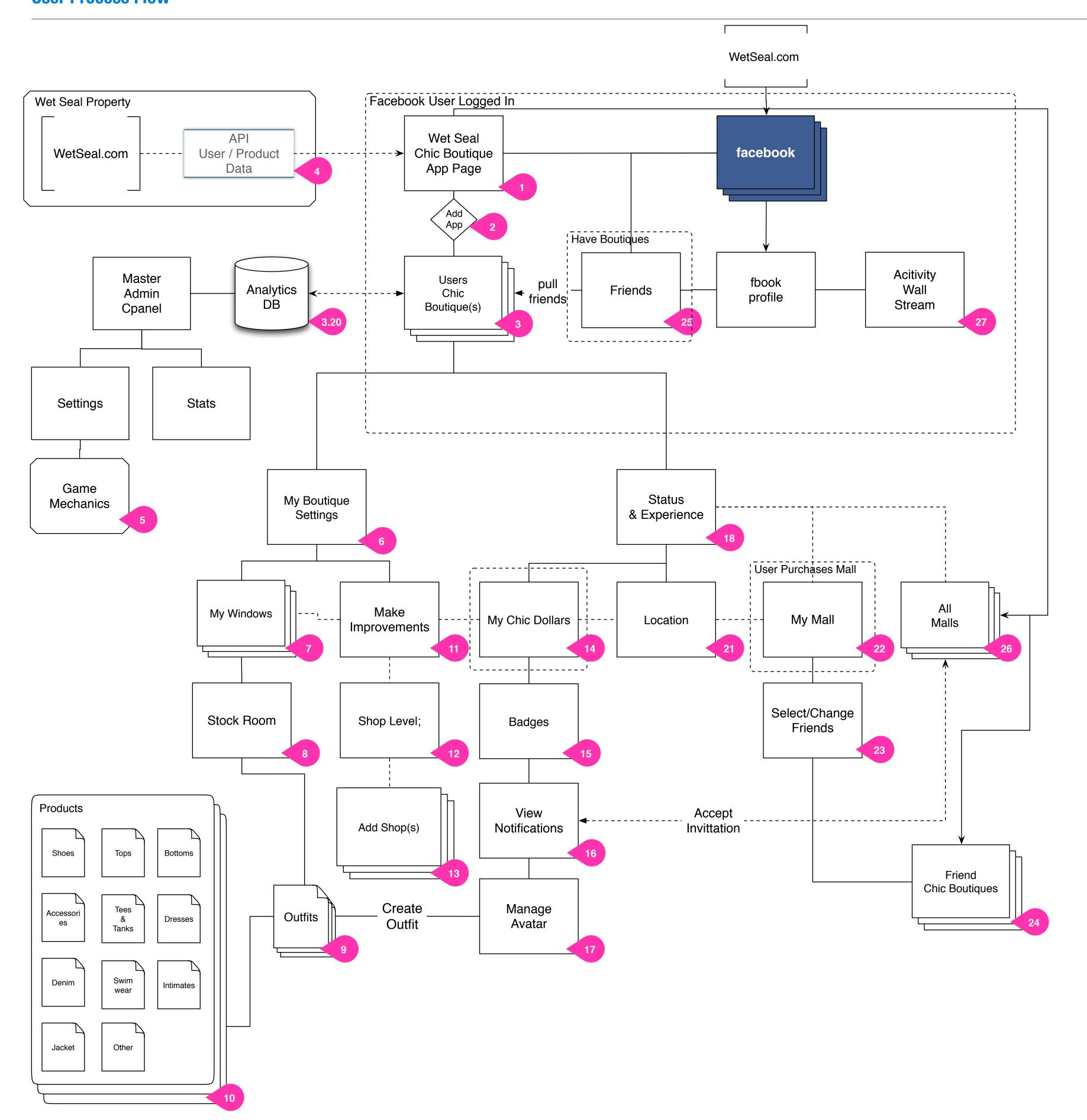
Anthony Zeoli

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NOTES:

1. Wet Seal Application Page

- Person visits page from inside Facebook
- Person may add App to Facebook profile.

2. Add Wet Seal Boutique to Profile

- Person adds Wet Seal Boutique Application to Profile

3. Chic Boutique Page added to Facebook profile

- Page fulls in data from Wet Seal API (3.4) and if avail, matches data with Facebook profile.

4. Wet Seal API

- Connect to API to retrieve user and outfit creation data.

5. Game Mechanics

- Admin can change manage all game mechanics.

6. My Boutique Settings

- Settings panel for person to create My Windows (7) and Make Improvements (11).

7. My Windows

(9) created with products (10) from the Stock Room (8) for display in their boutique(s) (3).

- User may create shop window(s) consisting of outfits

8. Stock Room

- View of all products (10) saved and outfits created (9) for placement in users My Windows (17)

9. Outfits

- All outfits created by user.

10. Products

- All products pulled from API (4).

11. Make Improvements

- A user can make improvements to their boutique (3) by earning and spending My Chic Dollars (14). User location may advance by making improvements (21). Users Shop Level (3.2) may also be affected.

12. Shop Level

- User may view shop level, which increased by user taking action to Make Improvements (3.11) or the earning/spending My Chic Dollars (3.14). User shop may earn badges (3.15) by performing certain game actions.

13. Add Shop(s)

- User may add Shop(s) to profile after reaching specific goals in the game. User may create 1 main shop and 4 additional for a total of 5 shops. User will spend against My Chic Dollars (3.15) to create each new shop.

14. My Chic Dollars

- User may accumulate My Chic Dollars (14). User may spend My Chic Dollars on Store Improvements (11), changing Location (21) or to open a Mall (22).

15. Badges

- User may accumulate and display Badges on their Chic Boutique(s). There are various types of badges. See spread sheet for detail.

3.16 Notifications

- User may view and respond to any system notification.

- User may accept invitations from other Malls (27) and receive notifications from Friends (25) that operate Chic Boutiques (24).

17. Manage Avatar

- User may manage their avatar by creating outfits (9) from the products (10) contained in their Stock Room (8). This avatar is displayed on the users Chic Boutique home page (3).

18. Status & Experience C-Panel

- The user may use this C-Panel to manage their status (14 - 17), location (21), and My Mall (22).

20. System Analytics and Admin C-Panel

- This panel is managed by the admin. It collects analytics and allows the admin to publish the game content and administer game mechanics.

21. Location

- The user may manage their location. A location can change based on the My Chic Dollar (14) earnings and other factors, including awarded badges (15) and team play with Malls (27) or My Mall (22)

22. My Mall

- User may spend My Chic Dollars (14) after having attained level status (5) to set up and run a My Mall (22) instance. User may invite up to 5 friends (23) to join their mall. User receives additional benefits from each friend who joins their mall. Benefits affect the shop's levels (5).

- Conditional: User must purchase My Mall with \$50K Chic Dollars (14).

23. Select / Change Friends

- User may select and change friends in their My Mall area. Friends can only be those pulled by the Facebook (3.25) and matched with data from the Wet Seal API (3.4) as confirmed participants that have Chic Boutiques(s) themselves.

24. Friend Chic Boutiques

- User may preview a Chic Boutique owned by Friends (24).

- Friends Chic Boutiques are added to an available slot in users My Mall.

25. Facebook Friends with Chic Boutiques

- Conditional : application pulls data from Facebook of all friends who operate a Chic Boutique and share data within system.

3.26 All Malls

- User may view all Malls to ascertain the status of other players. User may accept invitation to join another users Mall page, and pass all relevant data to that page.

- User may view each Boutique in a Mall page to ascertain whether to join a Mall.

27. Activity Wall

- All user notifications are displayed on users Activity Wall.





NOTES:

1. User Chic Boutique Page

Page is affected by downstream elements controlled by a Master Admin Panel (3.3) and the users My Boutique Settings (3.5) and Status & Experience Page (3.4)

2. Analytics

- Analytics are collected and displayed in the Master Cpanel (3.3)

3. Settings

- Admin controls all settings for application

4. Status & Experience

- User controls for game mechanics.

5. My Boutique Settings

- User controls boutique settings.

6. Master Settings

- Admin controls all game settings, monitors analytics.

7. Game Mechanics

- Admin manages game mechanics, setting values and triggers.

8. Store Location

- List of where stores may be located (see external spreasheet).

9. Game Days

- Admin may set amount of game days.

10. Bank

- Admin may set value of Chic Dollars.

11. Marketing Programs

- Admin may set value of marketing programs.

12. Cost of Goods

- Admin may set value of goods (3.13, 3.14, 3.15)

[13. Deleted]

14. Store & Mall Pricing

- Admin may set cost of Stores, cost of Malls, and costs of Improvments (3.15). See spreadsheet for values.

15. Improvements

- Admin may set cost of improvements. See spreadsheet for values.

16. Badges

- Admin may set value of badges and triggers. See spreadsheet for values.

17. System Notifications

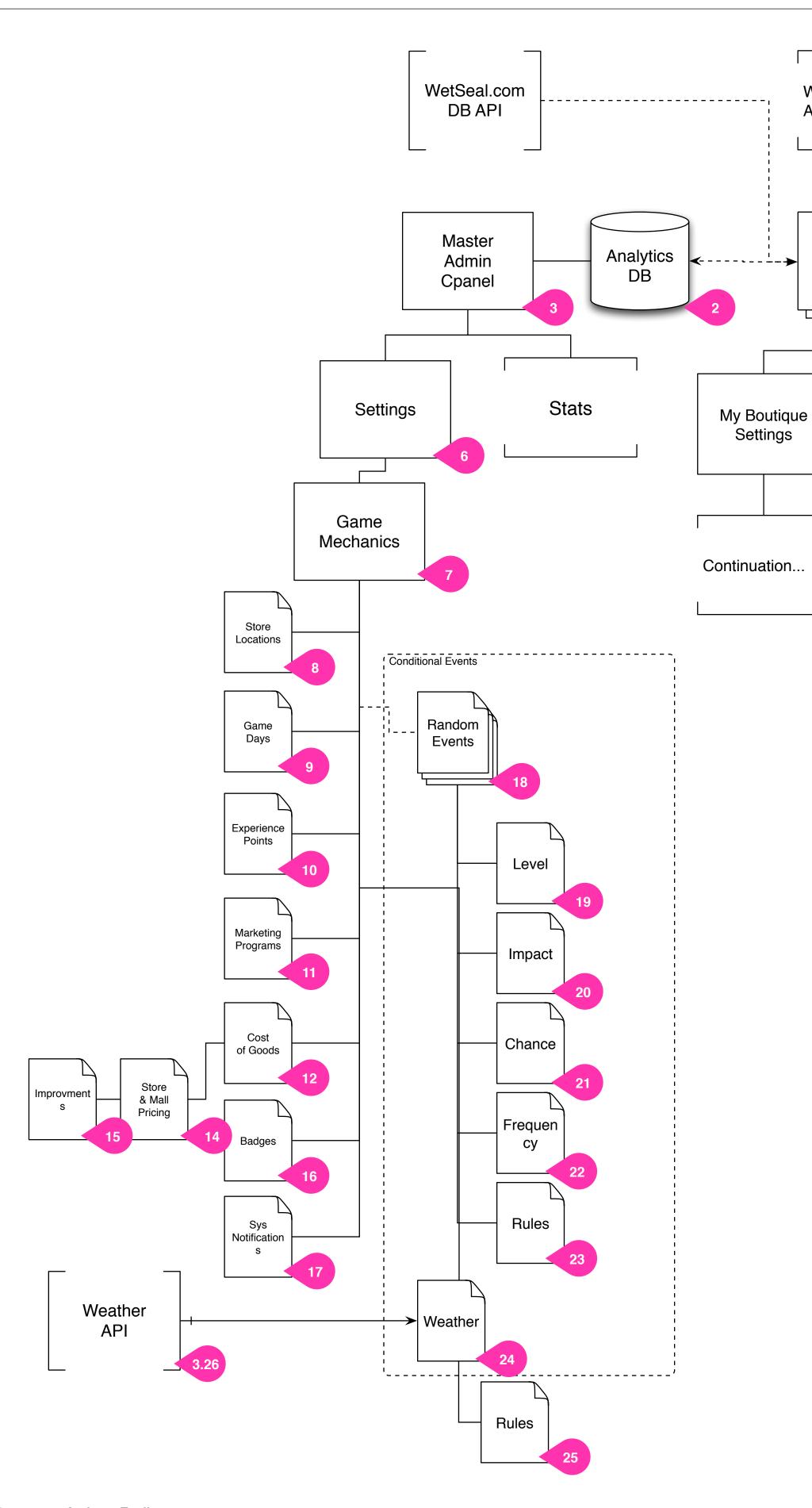
- Admin may set system notifications triggered on events.

18 - 23. Random Events

- Admin may set the value and triggers of random events, including Levels, Impact, Chance (or Frequency of occurrence), and Rules.

24 - 26. Weather Events

- Random Events include the affect of real-time weather updates from an external API.



Wet Seal

App Page

Users

Chic

Boutique(s)

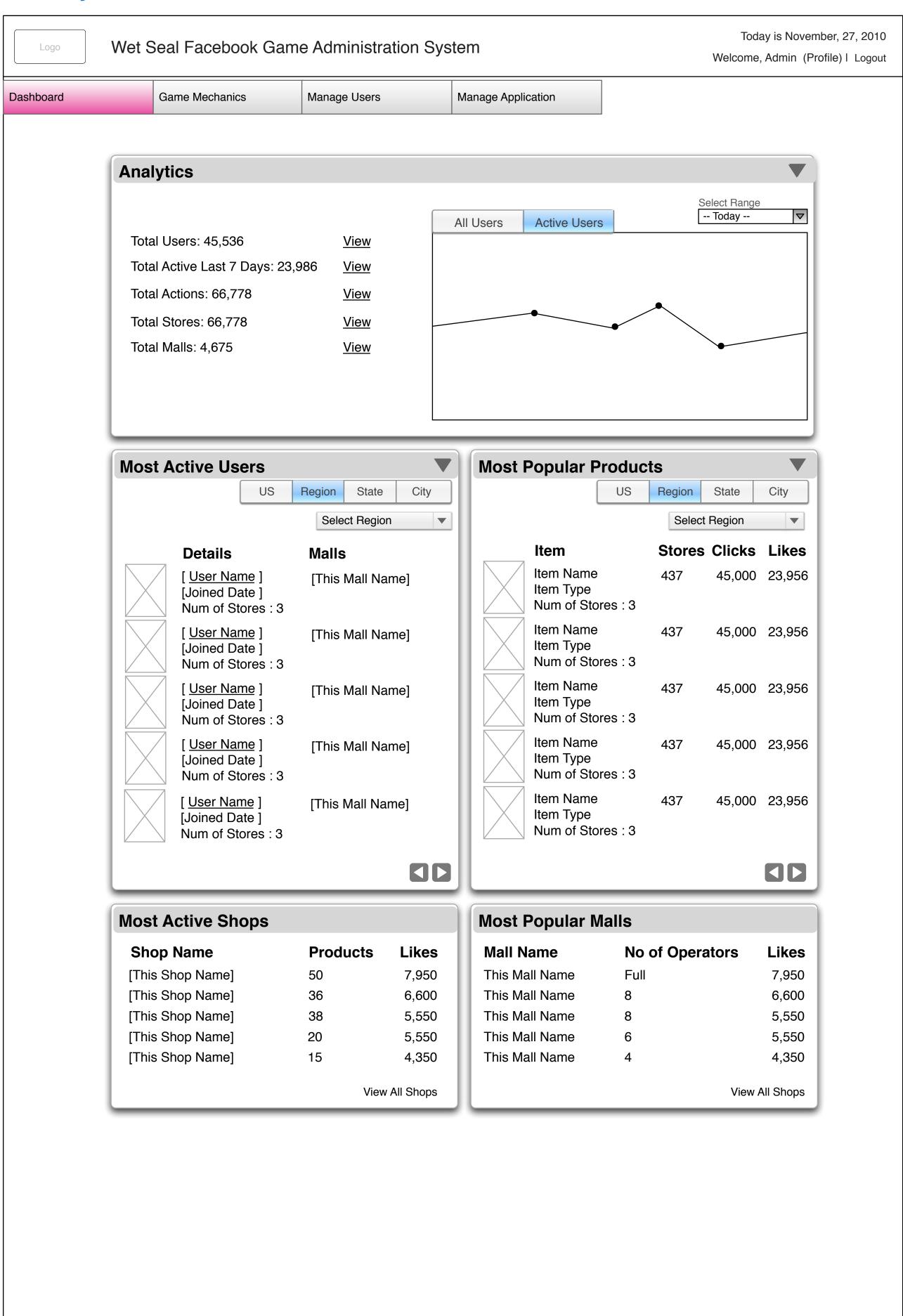
≺------Facebook

Status

& Experience

Continuation..

Admin System



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By: Anthony Zeoli

By: Anthony Zeoli

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Game Mechanics - Stores

Today is November, 27, 2010 Wet Seal Facebook Game Administration System Logo Welcome, Admin (Profile) I Logout Manage Application Game Mechanics Manage Users Dashboard Stores | Store Improvement | Marketing Programs | Random Events | Weather | Malls | Value of Outfits Multiplier Cost <u>Name</u> <u>IMG</u> <u>(\$)</u> <u>(%)</u> Edit 100 1000 Backstreet Edit 105 5000 Sidestreet Edit Main Street 110 10000 <u>Edit</u> Maill 115 15000 Edit 25000 120 Downtown Edit 5th Ave 125 35000 Edit 40000 Rodeo Drive 130 Edit 135 50000 Boardwalk Add

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Add or Cancel

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Game Mechanics - Shop Improvements

Today is November, 27, 2010 Wet Seal Facebook Game Administration System Logo Welcome, Admin (Profile) I Logout Manage Users Manage Application Game Mechanics Dashboard Stores | Store Improvement | Marketing Programs | Random Events | Weather | Malls | Value of Outfits Add Window Pet Food Rugs **Plants** Furniture Mirros Wallpaper Dressing Item 1 Item 1 Item 1 Benefit: 1.5% Cost: 200 M **199** <u>Edit</u> <u>Edit</u> <u>Edit</u> <u>Edit</u> <u>Edit</u> <u>Edit</u> Item 1 Benefit: 1.5% Benefit: 1.5% Benefit: 1.5% Benefit: 1.5% Benefit: 1.5% Benefit: 1.5% Cost: 200 <u>Edit</u> <u>Edit</u> <u>Edit</u> <u>Edit</u> <u>Edit</u> Item 1 Benefit: 1.5% Cost: 200 Cost: 200 Cost: 200 **Cost: 200** Cost: 200 Cost: 200 Cost: 200 Cost: 200 <u>Edit</u> <u>Edit</u> <u>Edit</u> <u>Edit</u> Item 1 Benefit: 1.5% Cost: 200 Cost: 200 Cost: 200 Cost: 200 **Cost: 200** Cost: 200 Cost: 200 Cost: 200 <u>Edit</u> <u>Edit</u> <u>Edit</u> <u>Edit</u> Item 1 Item 1 Item 1 Item 1 Item 1 Benefit: 1.5% Cost: 200 Cost: 200 **Cost: 200** Cost: 200 Cost: 200 Cost: 200 Cost: 200 <u>Edit</u> <u>Edit</u> <u>Edit</u> <u>Edit</u> <u>Edit</u> <u>Edit</u> <u>Edit</u> Benefit: 1.5% Cost: 200 Item 1 ltem 1 Benefit: 1.5% Benefit: 1.5% Benefit: 1.5% Benefit: 1.5% Benefit: 1.5% Cost: 200 <u>Edit</u> Benefit: 1.5% Benefit: 1.5% Benefit: 1.5% Benefit: 1.5% Benefit: 1.5% Cost: 200 <u>Edit</u> Item 1 Item 1 Benefit: 1.5% Benefit: 1.5% Cost: 200 Cost: 200 Cost: 200 Cost: 200 Cost: 200 Cost: 200 Item 1 Item 1 Item 1 Item 1 Item 1 Benefit: 1.5% Benefit: 1.5% Benefit: 1.5% Benefit: 1.5% Benefit: 1.5% Cost: 200 Cost: 200 Cost: 200 Cost: 200 Cost: 200

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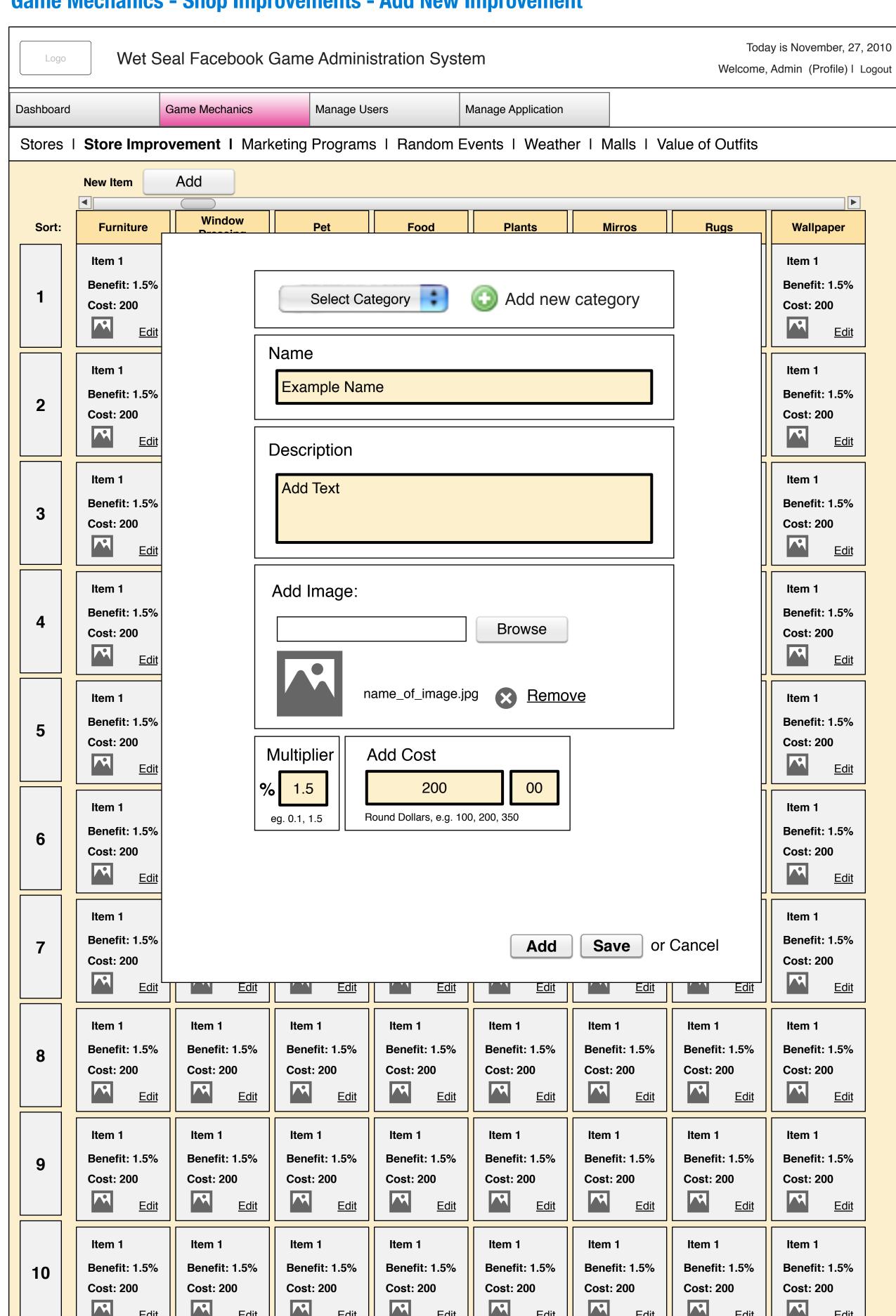




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Game Mechanics - Shop Improvements - Add New Improvement



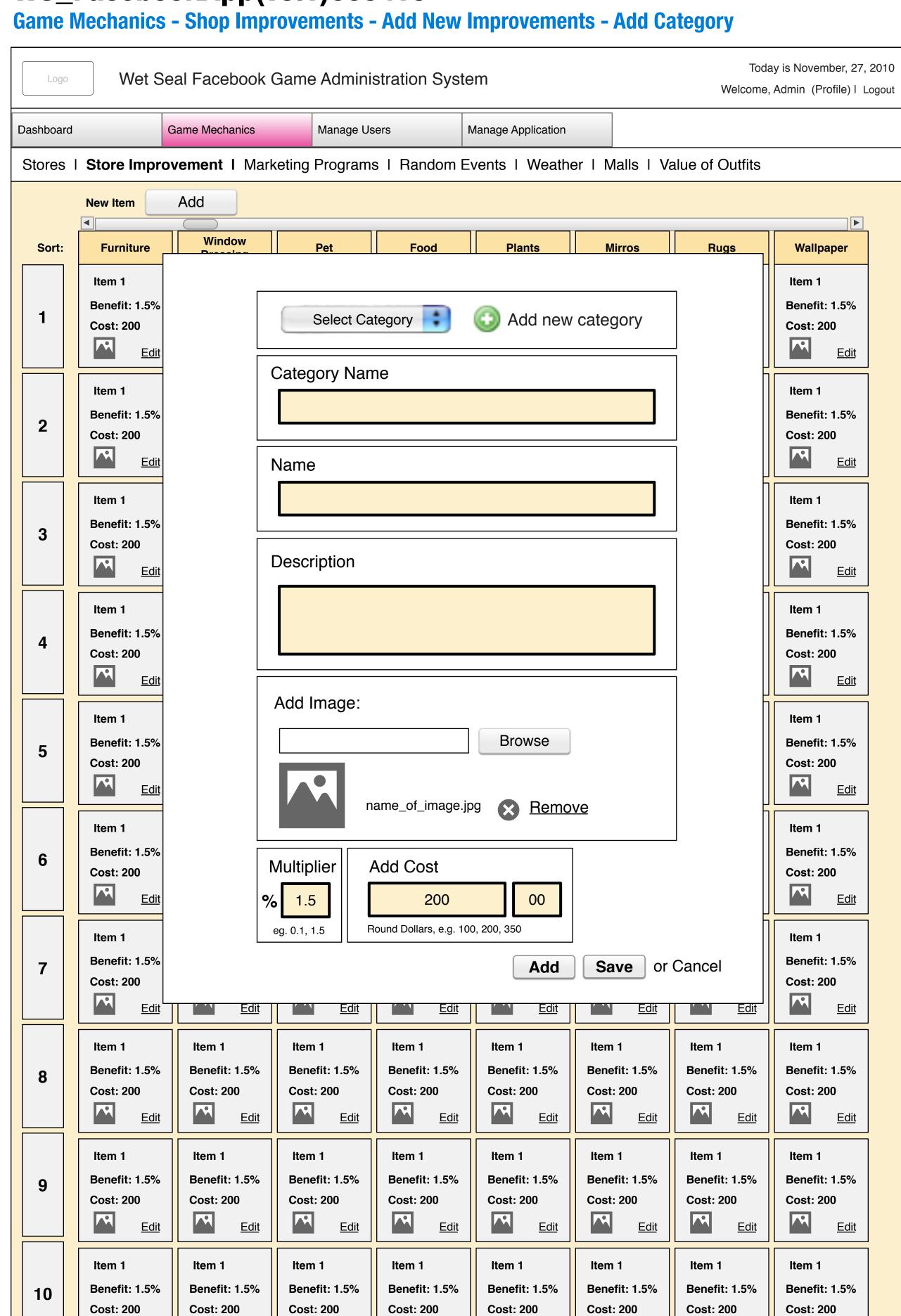
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<u>Edit</u>

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Game Mechanics - Shop Improvements - Add New Improvements - Confirm Category

Today is November, 27, 2010 Wet Seal Facebook Game Administration System Logo Welcome, Admin (Profile) I Logout Manage Users Manage Application Game Mechanics Dashboard Stores | Store Improvement | Marketing Programs | Random Events | Weather | Malls | Value of Outfits Window Wallpaper **Furniture** Item 1 Benefit: 1.5% Benefit: 1.5% Select Category Add new category Cost: 200 Cost: 200 Category Name Item 1 Benefit: 1.5% Benefit: 1.5% Cost: 200 Cost: 200 <u>Edit</u> Name Item 1 Item 1 You have added the category "Luxury Goods" Benefit: 1.5% Benefit: 1.5% Are you sure you want to do this? Cost: 200 Cost: 200 Yes No Item 1 Add category No, go back Benefit: 1.5% Benefit: 1.5% Cost: 200 Cost: 200 Add Image: Item 1 Browse Benefit: 1.5% Benefit: 1.5% Cost: 200 Cost: 200 name_of_image.jpg Remove Item 1 Item 1 Benefit: 1.5% Benefit: 1.5% Multiplier Add Cost Cost: 200 Cost: 200 % 1.5 00 Round Dollars, e.g. 100, 200, 350 eg. 0.1, 1.5 Item 1 Item 1 Benefit: 1.5% Benefit: 1.5% Add Save or Cancel Cost: 200 Cost: 200 Benefit: 1.5% Benefit: 1.5% Benefit: 1.5% Cost: 200 <u>Edit</u> <u>Edit</u> Item 1 Benefit: 1.5% Benefit: 1.5% Benefit: 1.5% Cost: 200 <u>Edit</u> Item 1 Item 1 Item 1 Benefit: 1.5% Cost: 200 Cost: 200

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Game Mechanics - Marketing Programs

Today is November, 27, 2010 Wet Seal Facebook Game Administration System Logo Welcome, Admin (Profile) I Logout Game Mechanics Manage Application Manage Users Dashboard Stores | Store Improvement | Marketing Programs | Random Events | Weather | Malls | Value of Outfits

Location Name	<u>Multiplier</u> <u>(%)</u>	<u>Cost</u> (<u>\$)</u>	<u>Time</u> (<u>Days)</u>	Active IMG
Sale 20% off	105	1000	10	Edit
Sale 40% off	115	2000	10	Edit
Celebrity Appearance	120	5000	10	Edit
Local Advertising	125	10000	10	Edit
Event X	130	7000	10	Edit
Event X	135	5000	10	Edit
Event X	140	9000	10	Edit

Add

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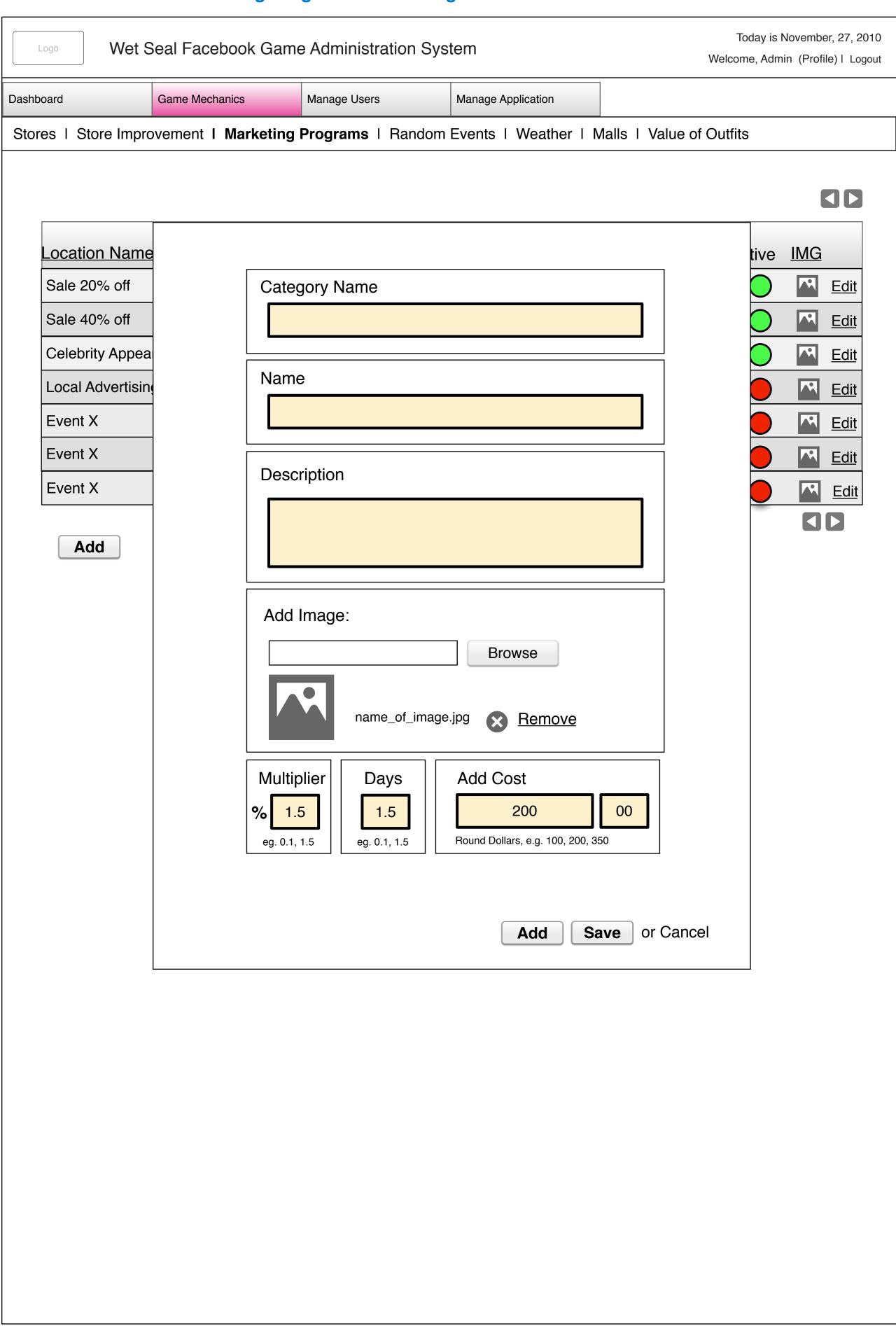




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Game Mechanics - Marketing Programs - Add Program

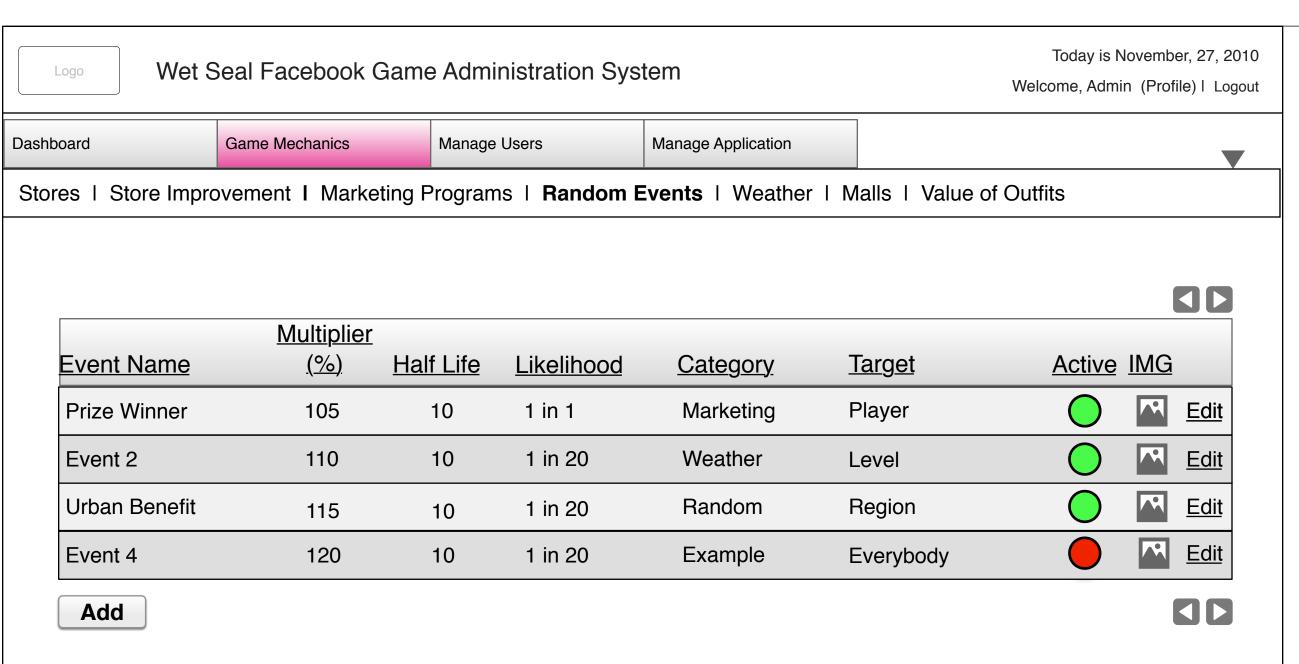


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Game Mechanics - Random Events



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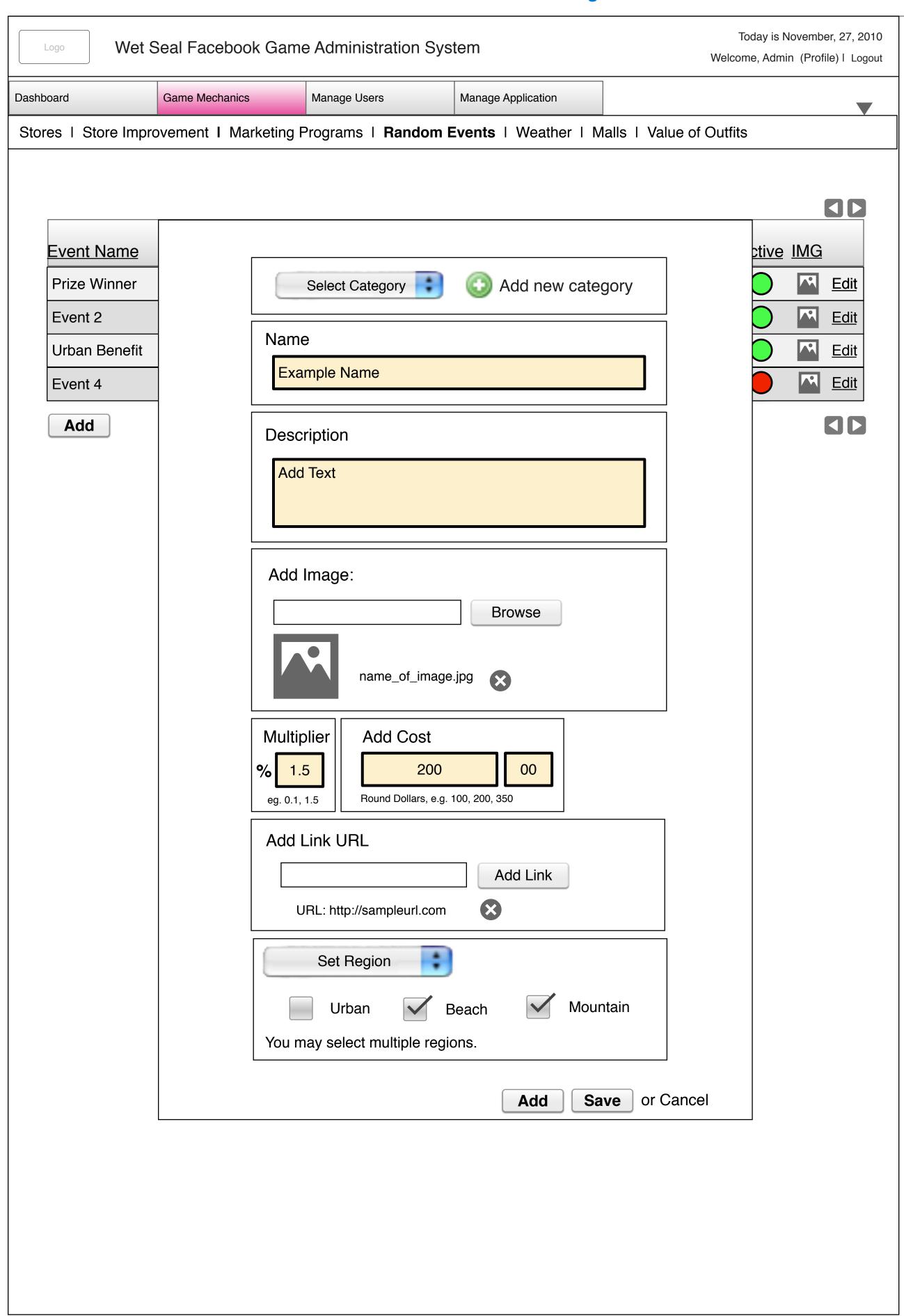


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Game Mechanics - Random Events - Add Random Events - Set Region

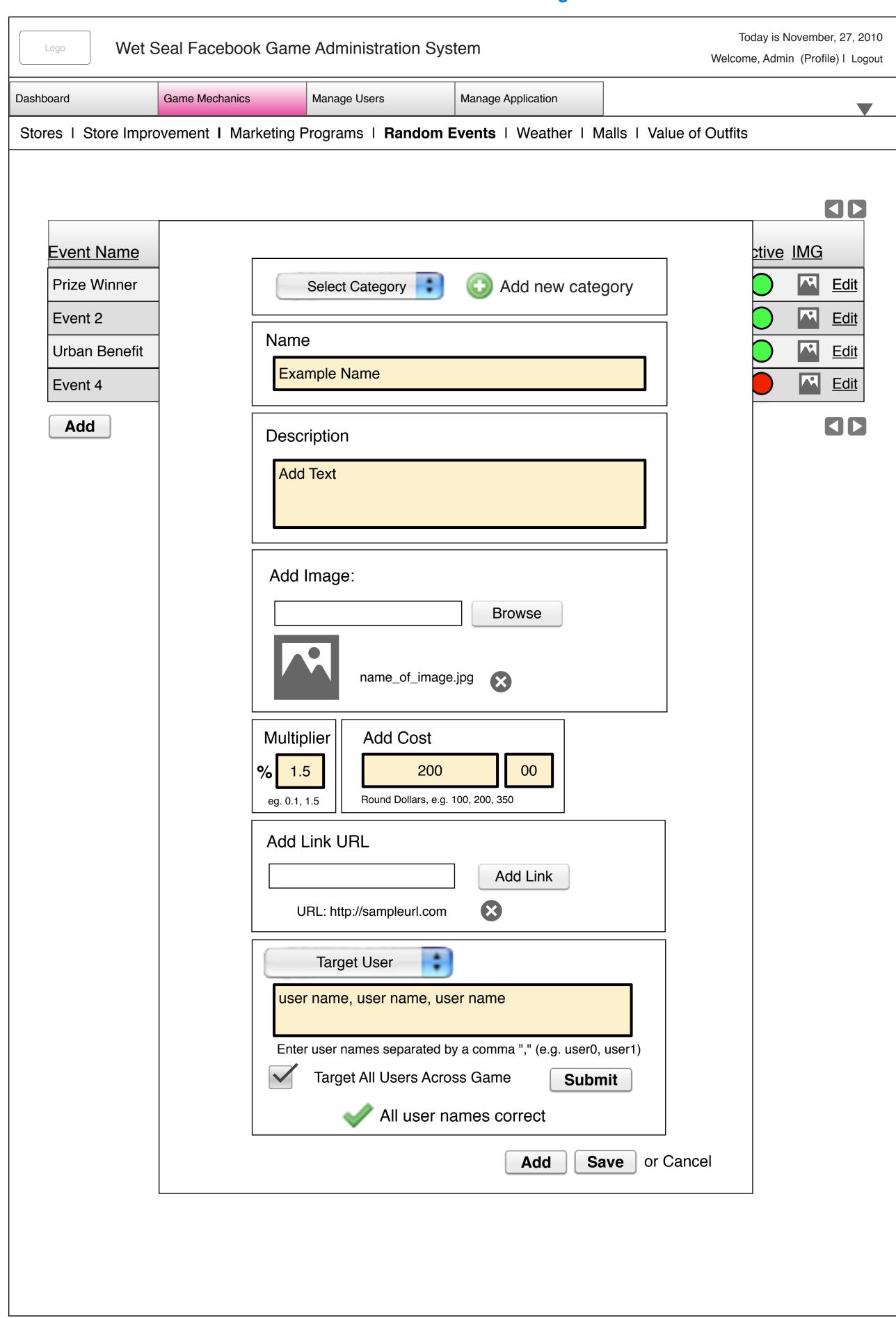


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Game Mechanics - Random Events - Add Random Events - Target Users - Confirm



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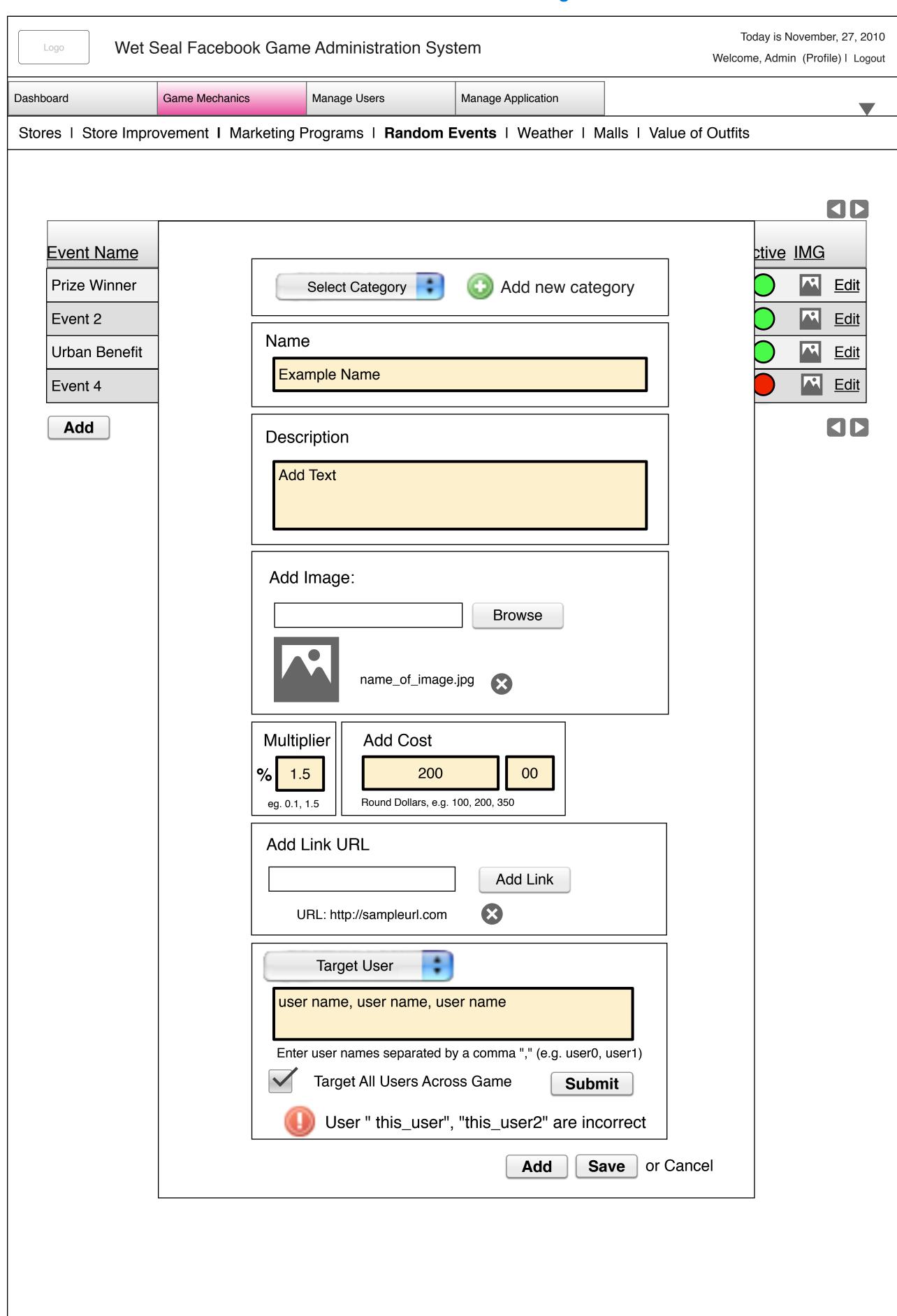
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Game Mechanics - Random Events - Add Random Events - Target Users - Error



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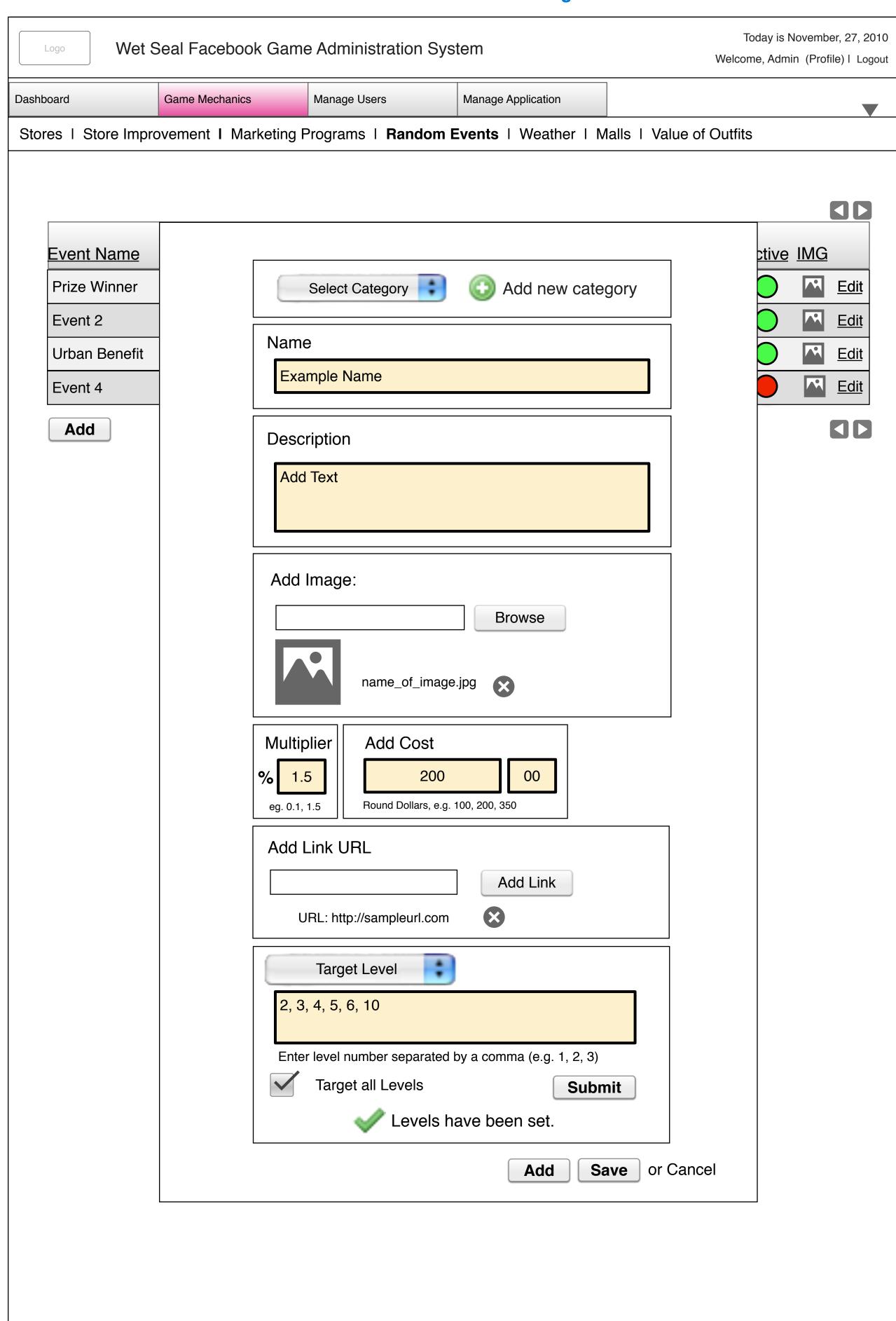
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Game Mechanics - Random Events - Add Random Events - Target Levels - Confirm



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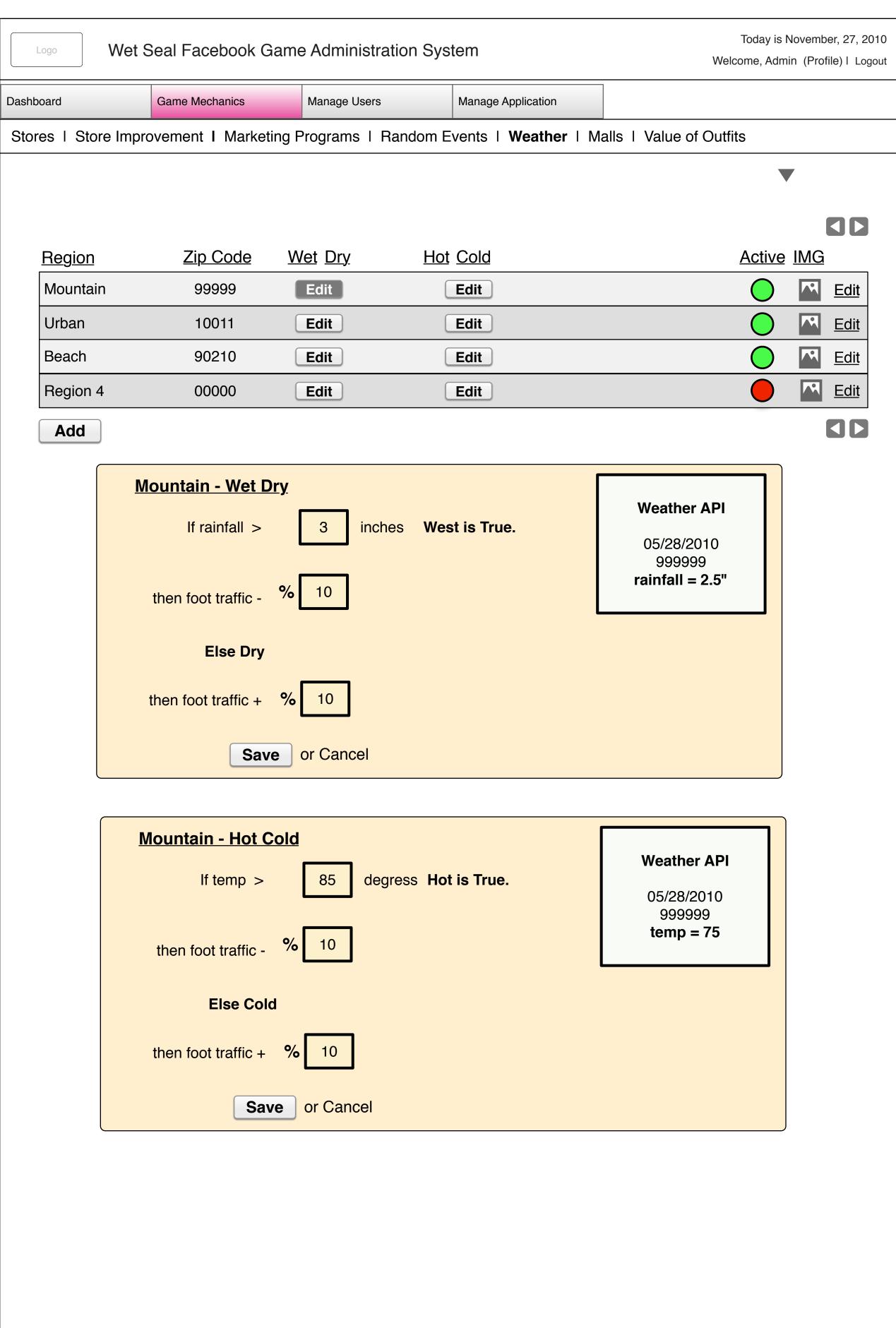
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Game Mechanics - Weather



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eg. 1,2,3

Game Mechanics - Weather - Add Region Today is November, 27, 2010 Wet Seal Facebook Game Administration System Logo Welcome, Admin (Profile) I Logout Manage Application Game Mechanics Manage Users Dashboard Stores | Store Improvement | Marketing Programs | Random Events | Weather | Malls | Value of Outfits Zip Code Wet Dry Hot Cold Active IMG <u>Region</u> Edit Mountain <u>Edit</u> Urban <u>Edit</u> Beach Region Name Edit Region 4 Add **Region Description** Region Zip Code Zip Code Add Image: Browse name_of_image.jpg 🗶 Remove Add Save or Cancel **Else Cold** then foot traffic + % 10 Save or Cancel

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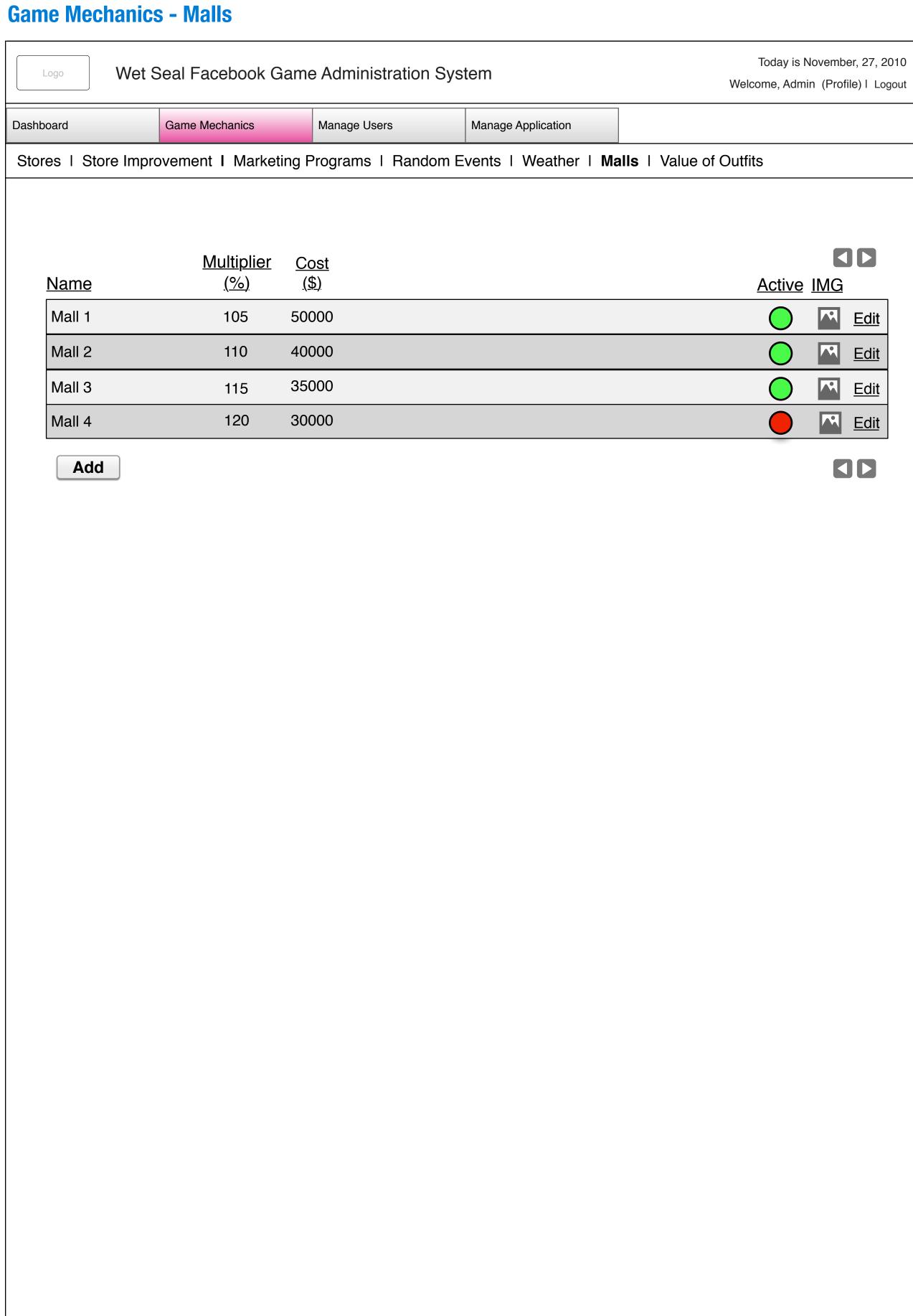
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eg. 1,2,3



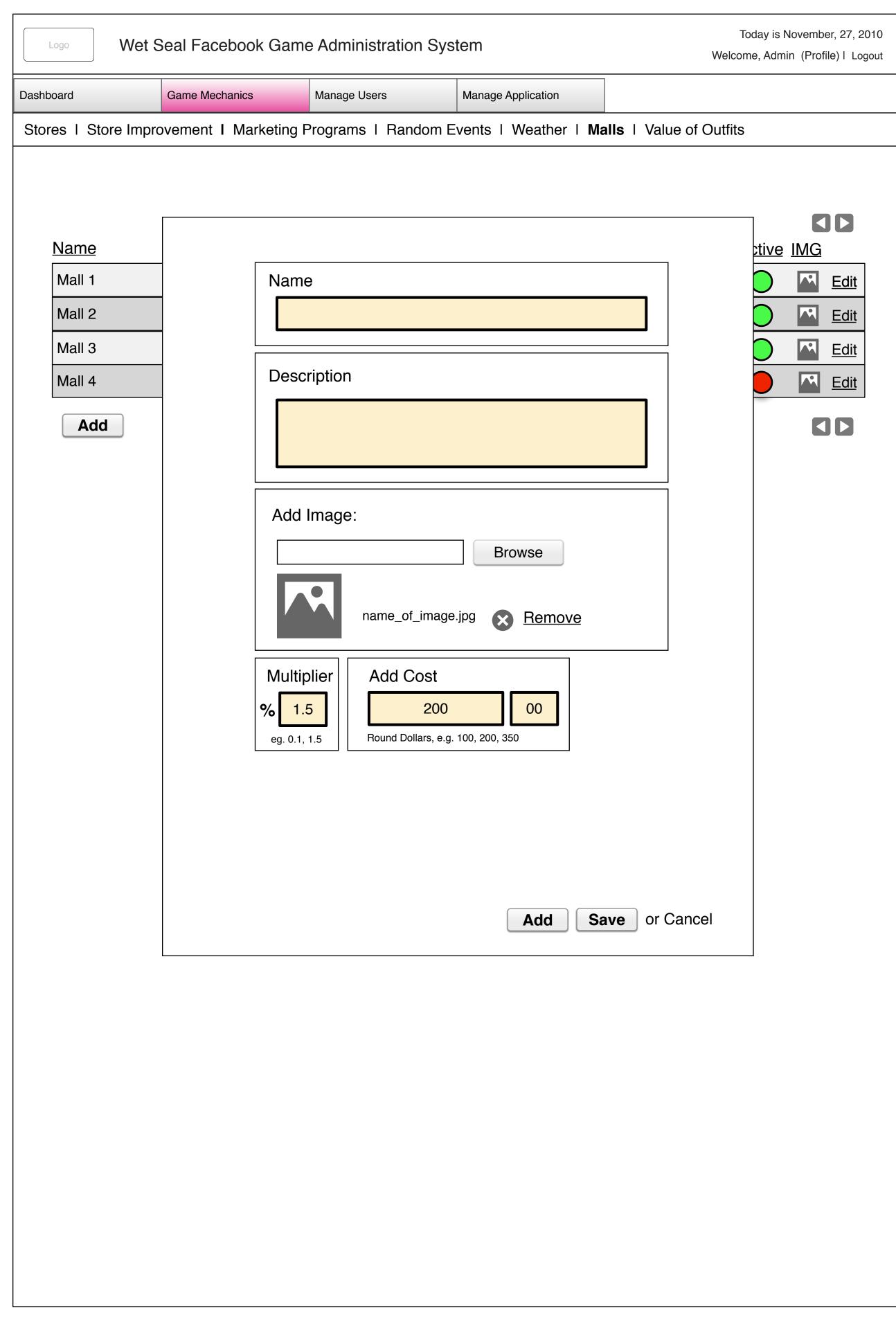
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Game Mechanics - Malls - Add Mall



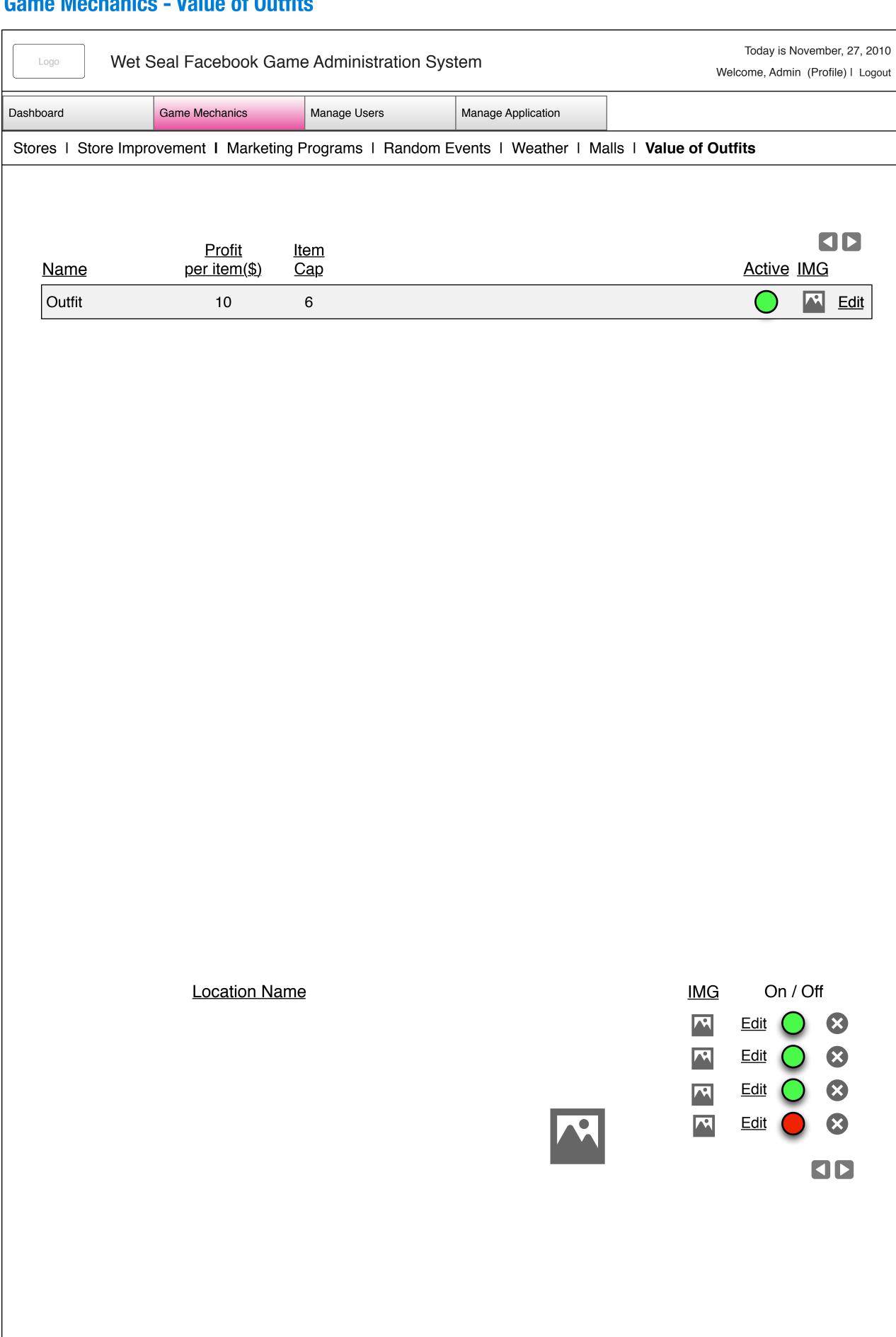
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Game Mechanics - Value of Outfits



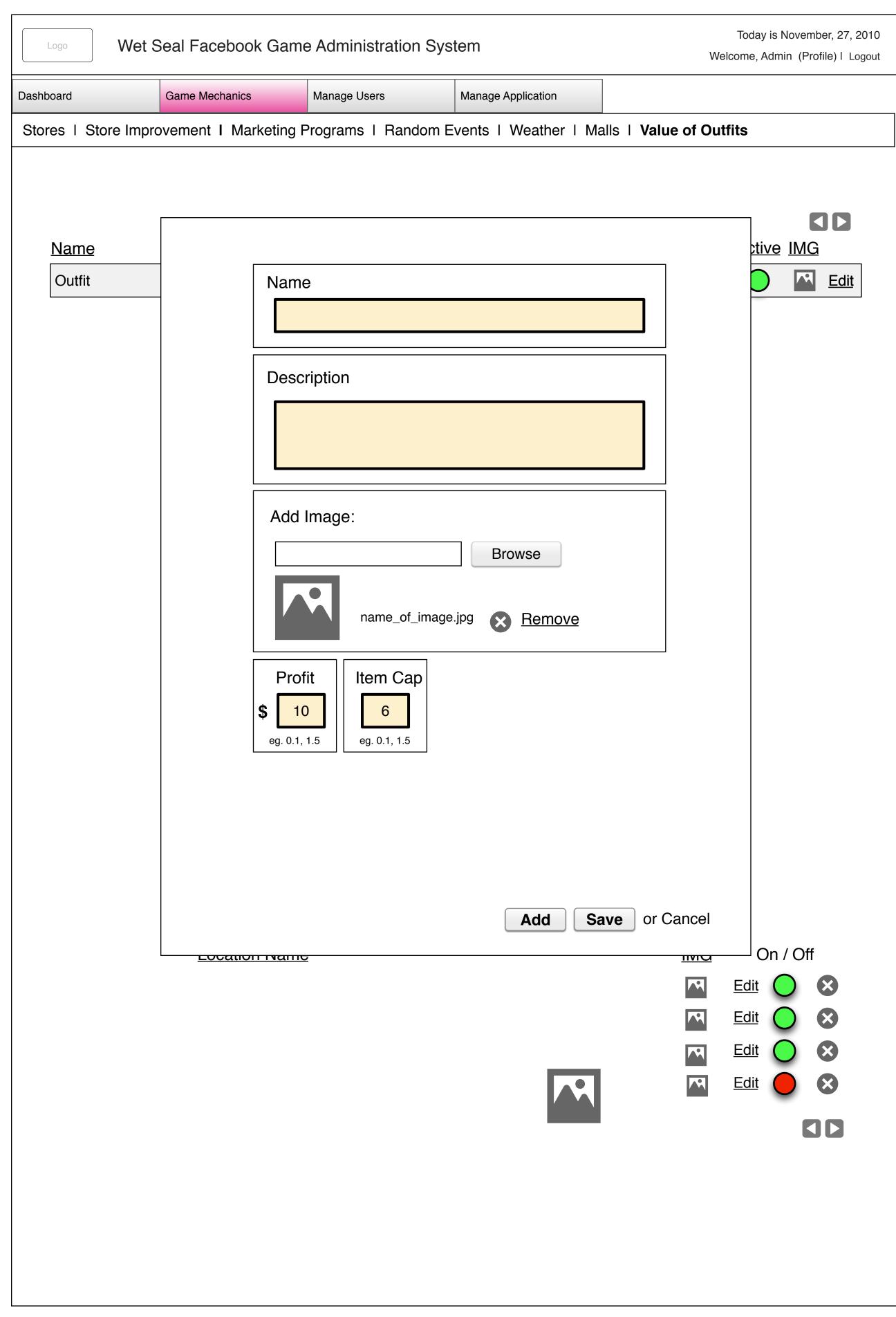
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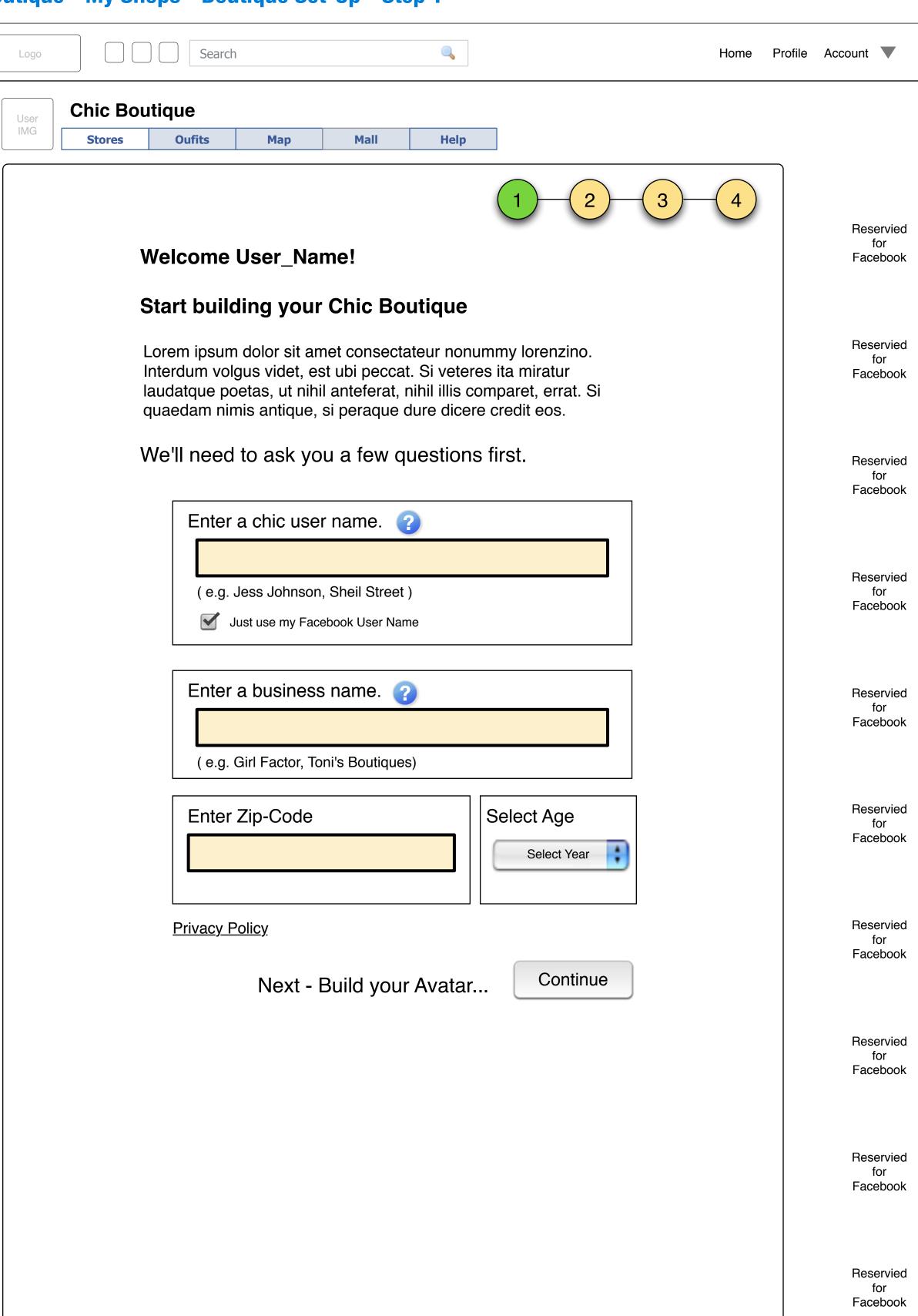
Game Mechanics - Value of Outfits - Add/Edit Value



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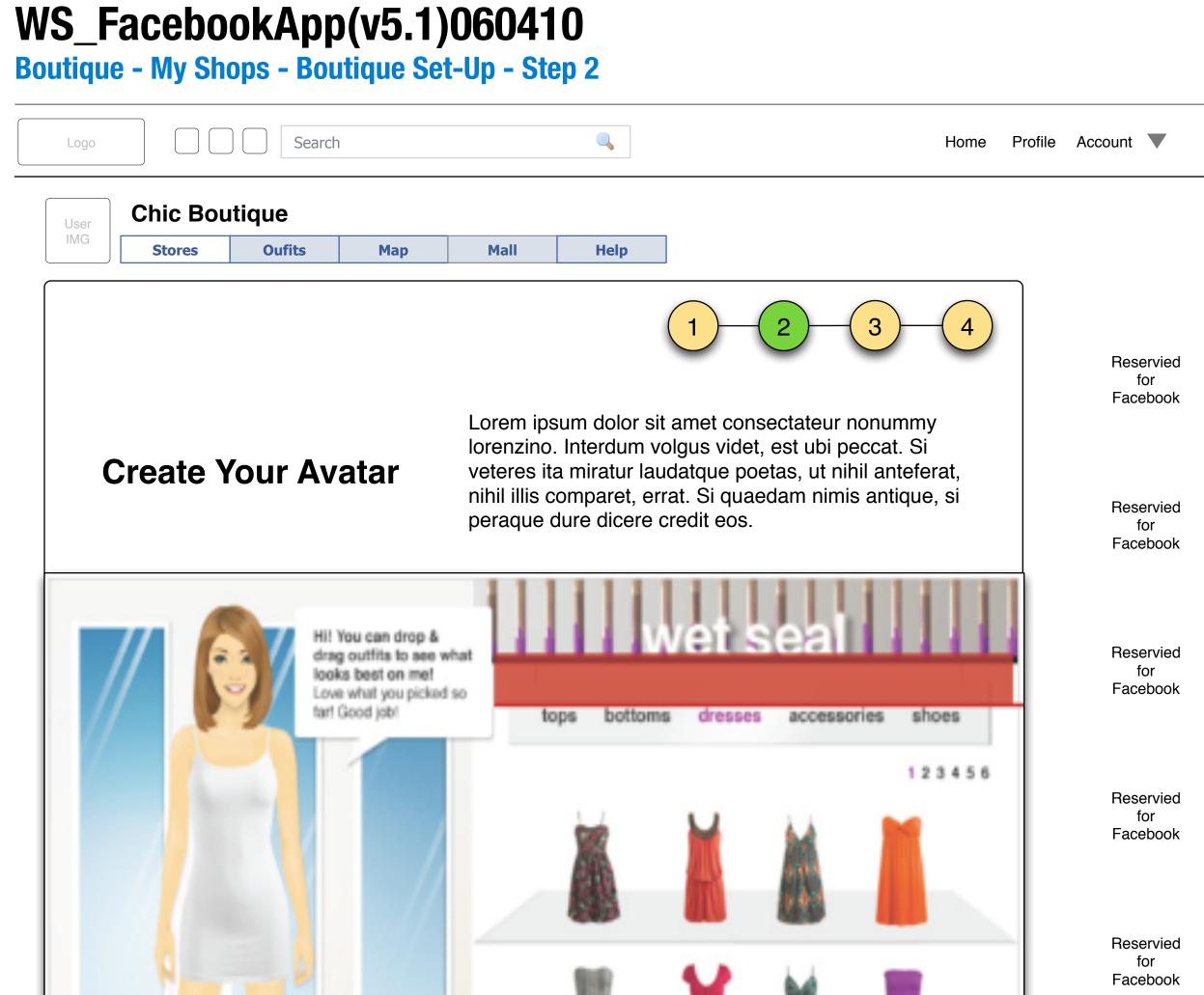


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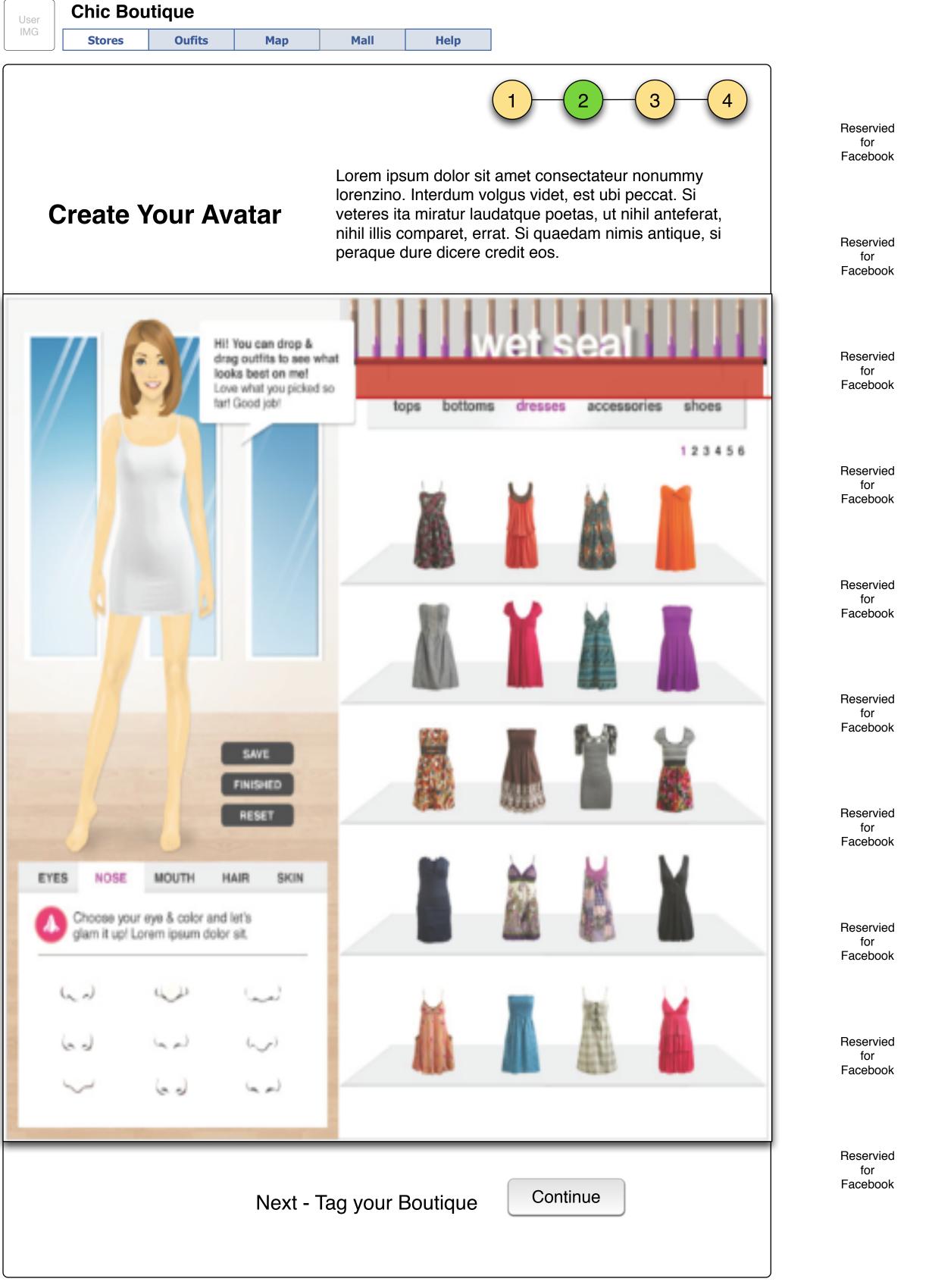




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Anthony Zeoli Modified Wed Jun 09 2010 **Boutique - My Shops - Boutique Set-Up - Step 3**

Reservied

Facebook

Search Home Profile Account **Chic Boutique** Мар Help Oufits Mall Reservied Facebook Lorem ipsum dolor sit amet consectateur nonummy lorenzino. Interdum volgus videt, est ubi peccat. Si **Select Tags** veteres ita miratur laudatque poetas, ut nihil anteferat, nihil illis comparet, errat. Si quaedam nimis antique, si Reservied for peraque dure dicere credit eos. Facebook Tag_Selection Tag_Selection Reservied Facebook Tag_Selection Tag_Selection Tag_Selection Tag_Selection Reservied for Tag_Selection Tag_Selection Facebook Tag_Selection Tag_Selection Tag_Selection Tag_Selection Reservied for Tag_Selection Tag_Selection Facebook Tag_Selection Tag_Selection Reservied for Facebook Continue Next - Build your Avatar... Reservied Facebook Reservied for Facebook Reservied Facebook

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Boutique - My Shops - Boutique Set-Up - Step 4



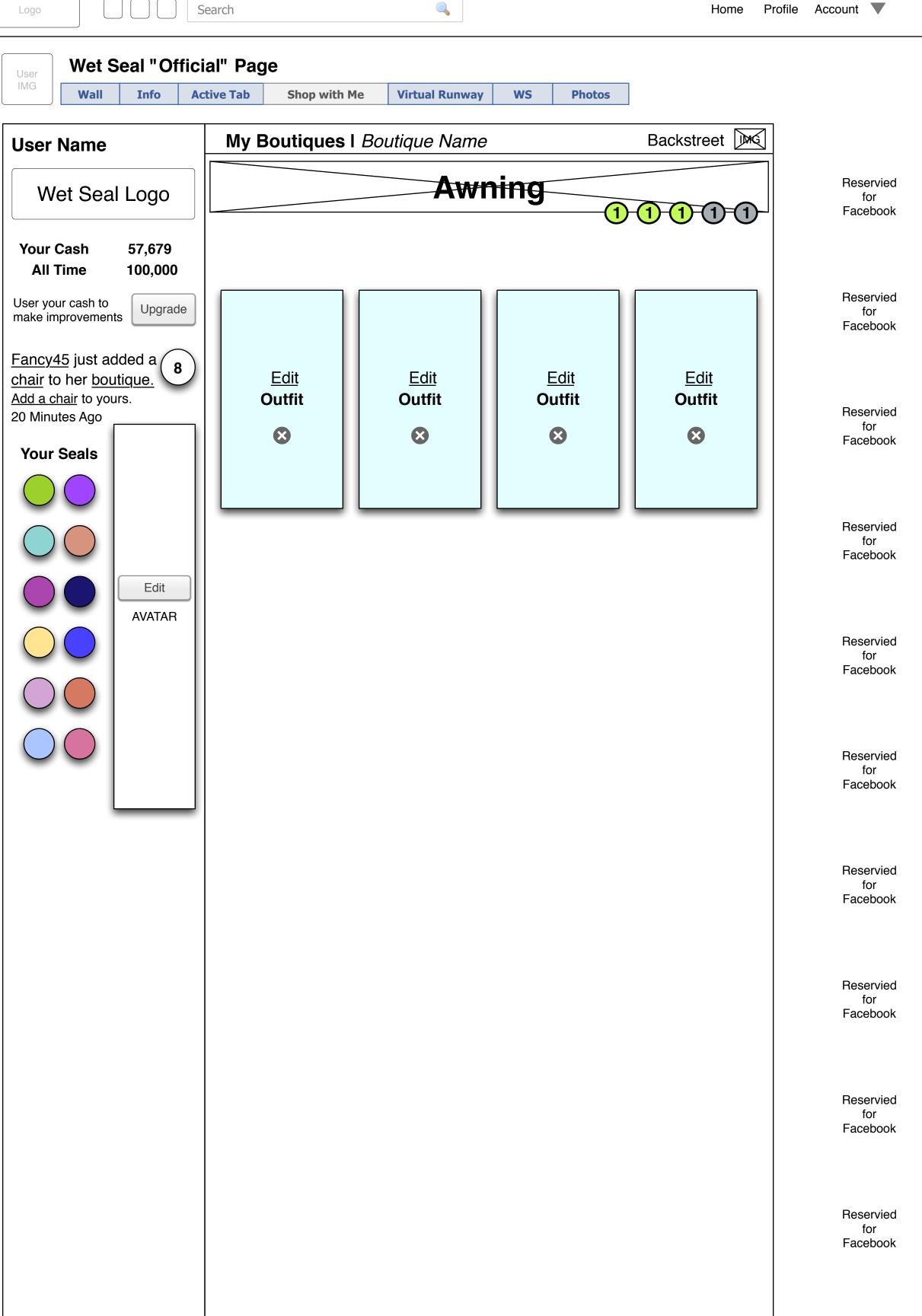
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Boutique - My Shops - Boutique Set-Up - View Boutique Search



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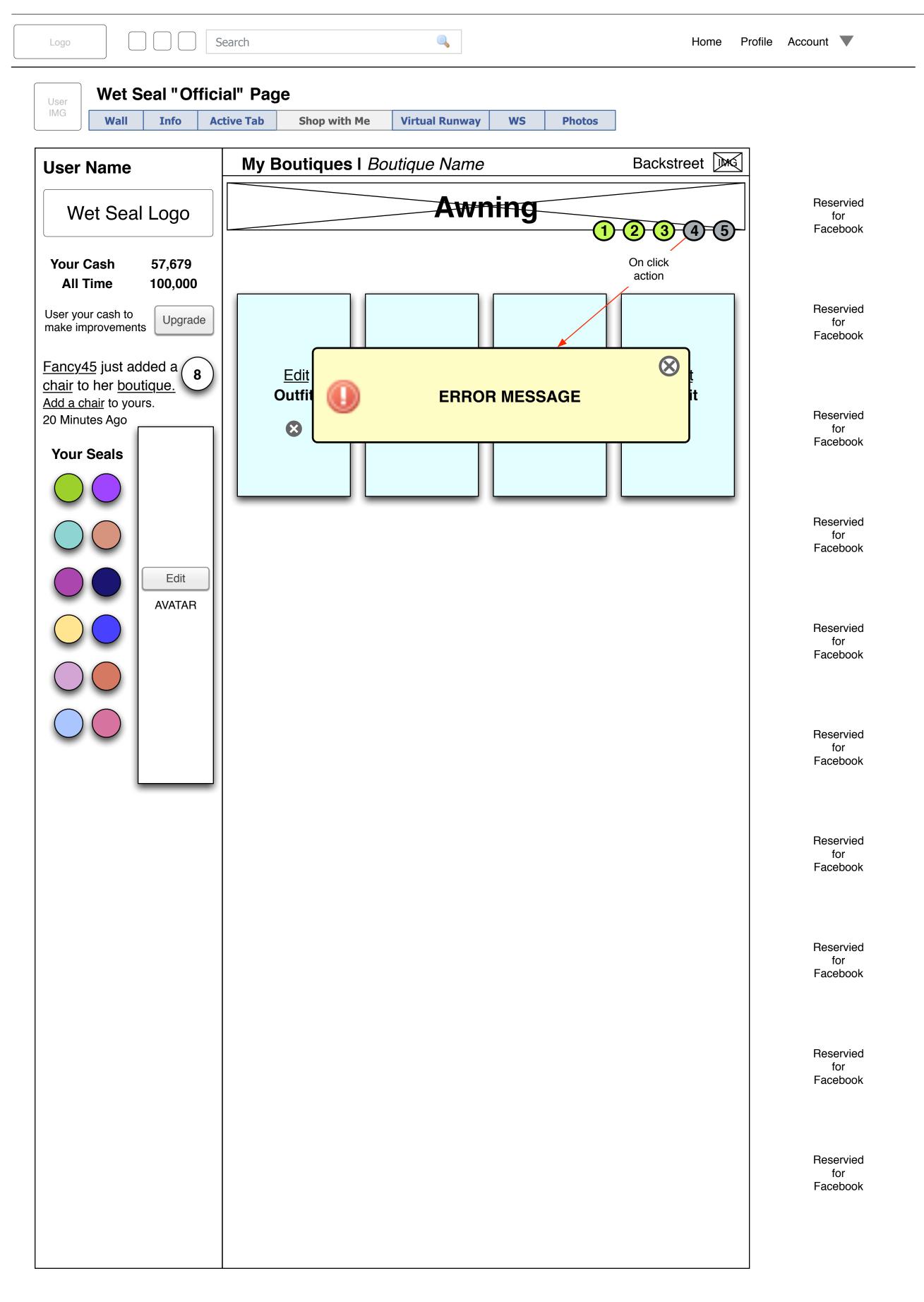


Add Outfits

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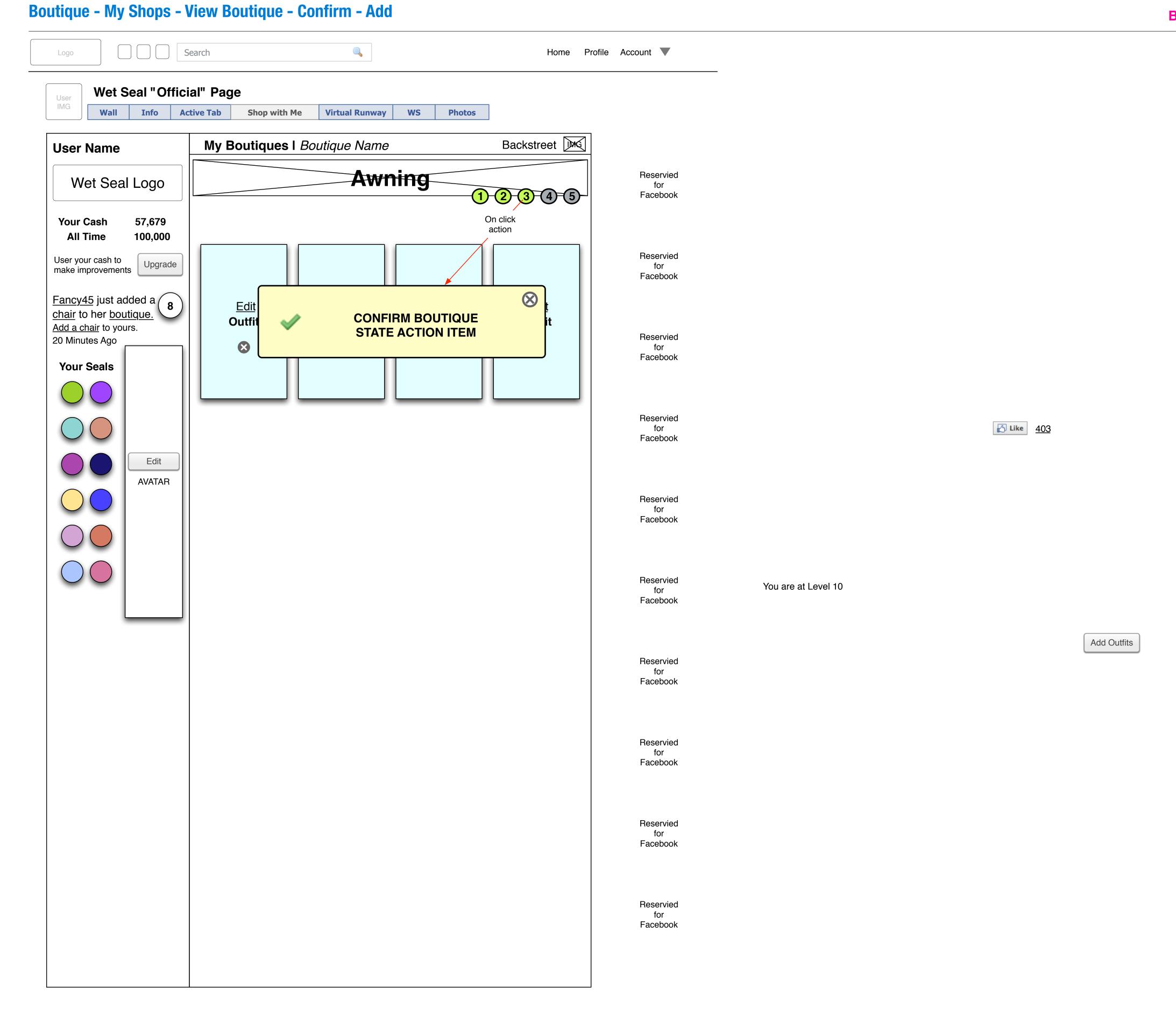




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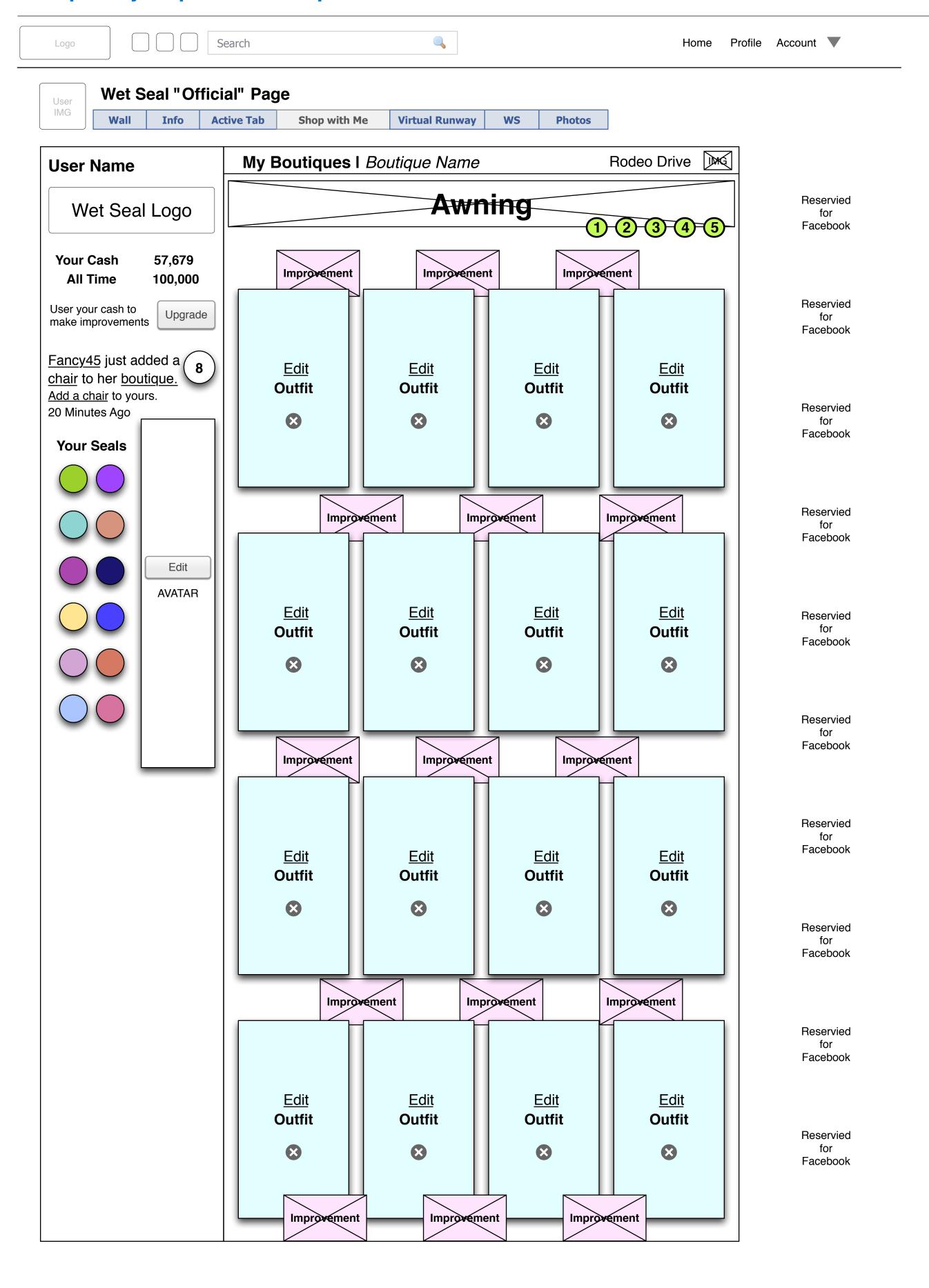




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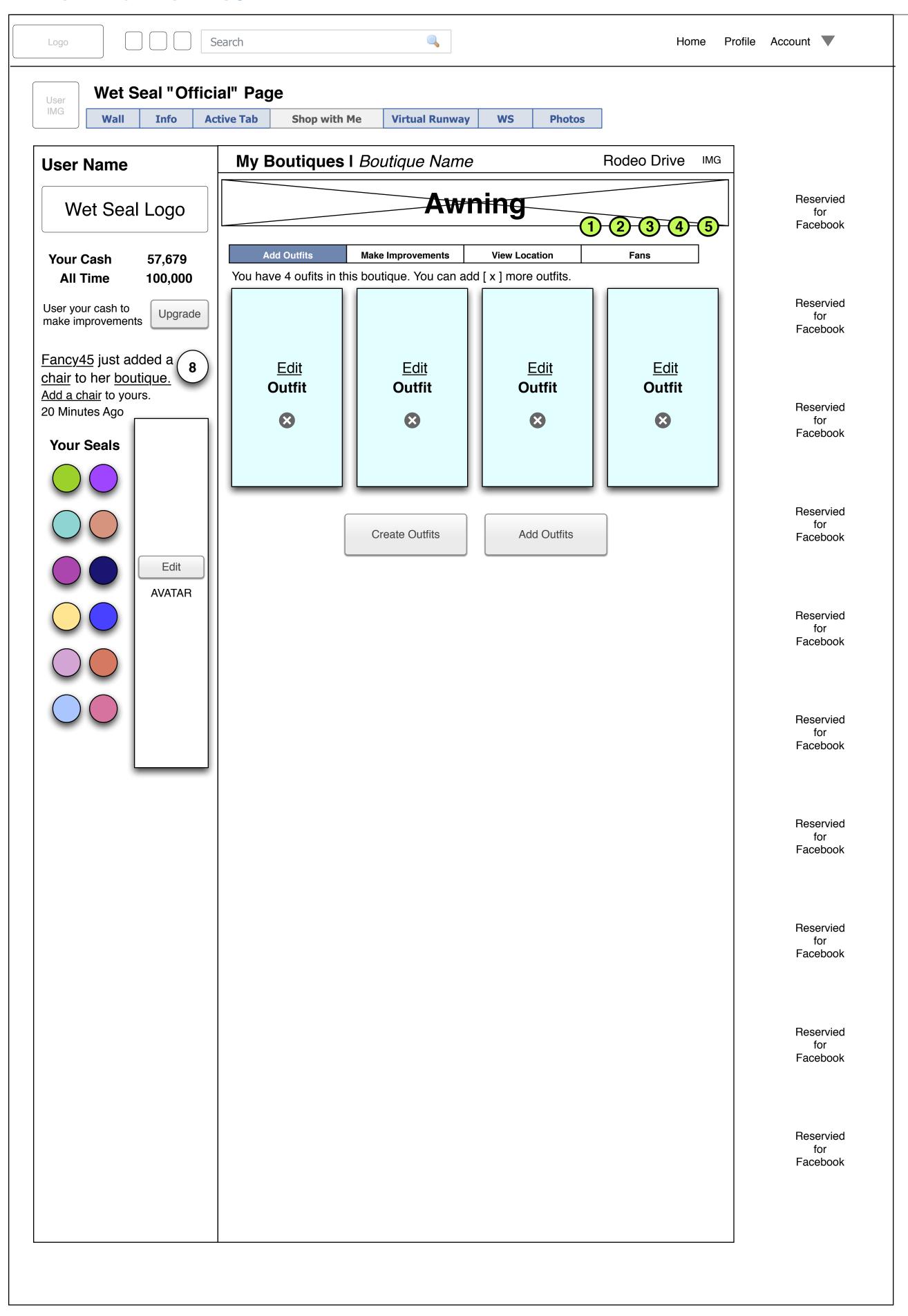


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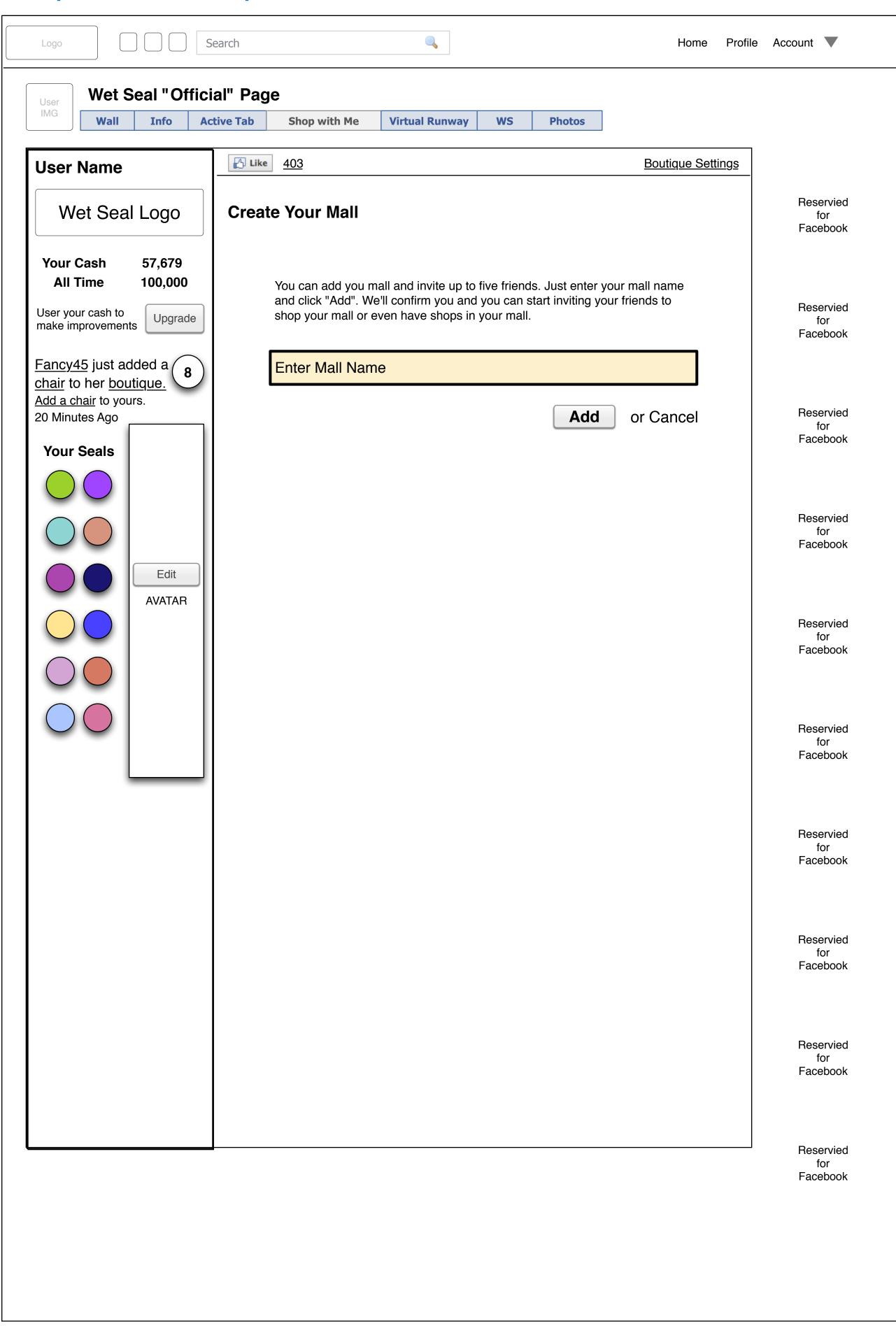
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Boutique - Add Mall - Set Up



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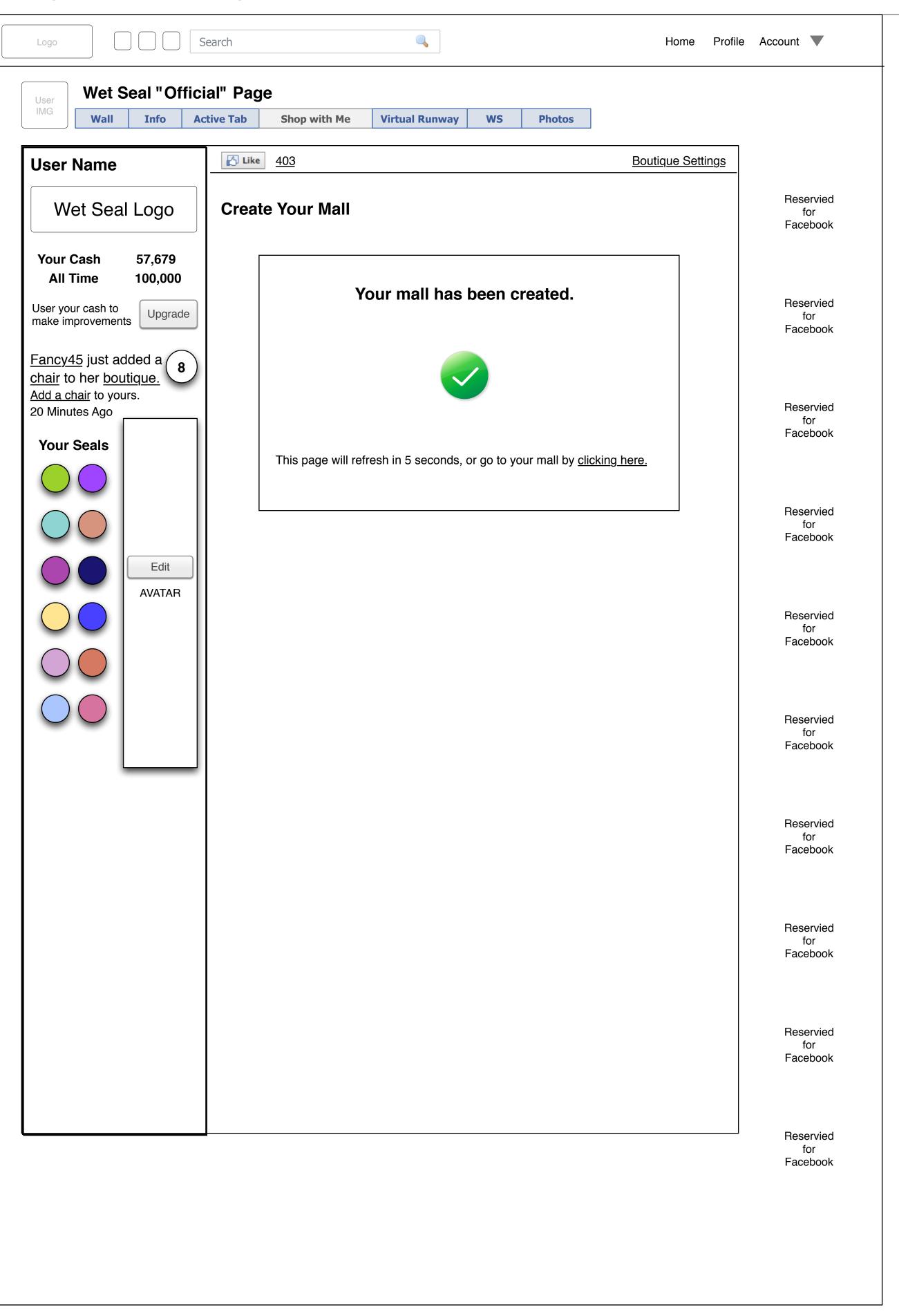
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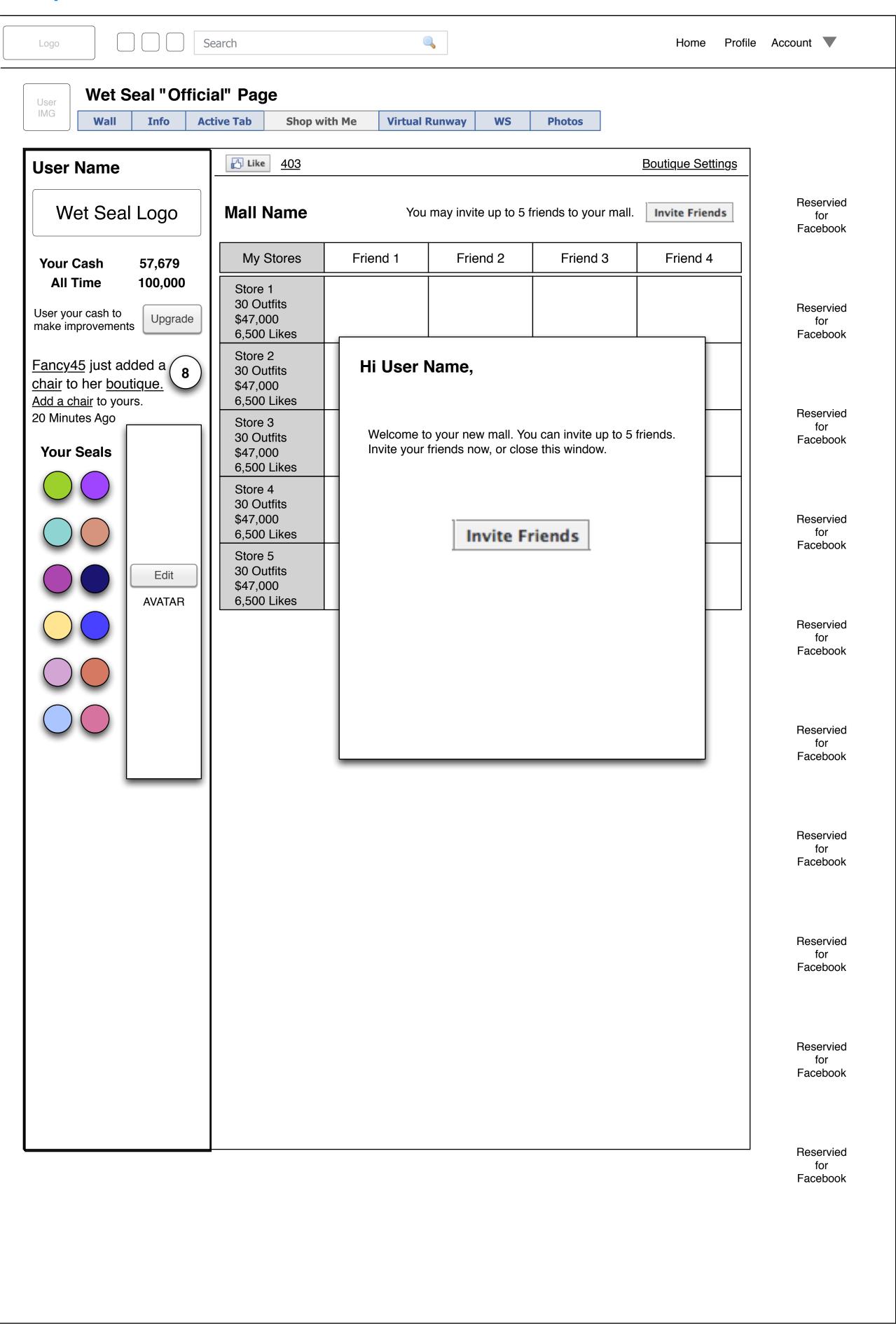
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Boutique - Add Mall - Welcome to Your Mall



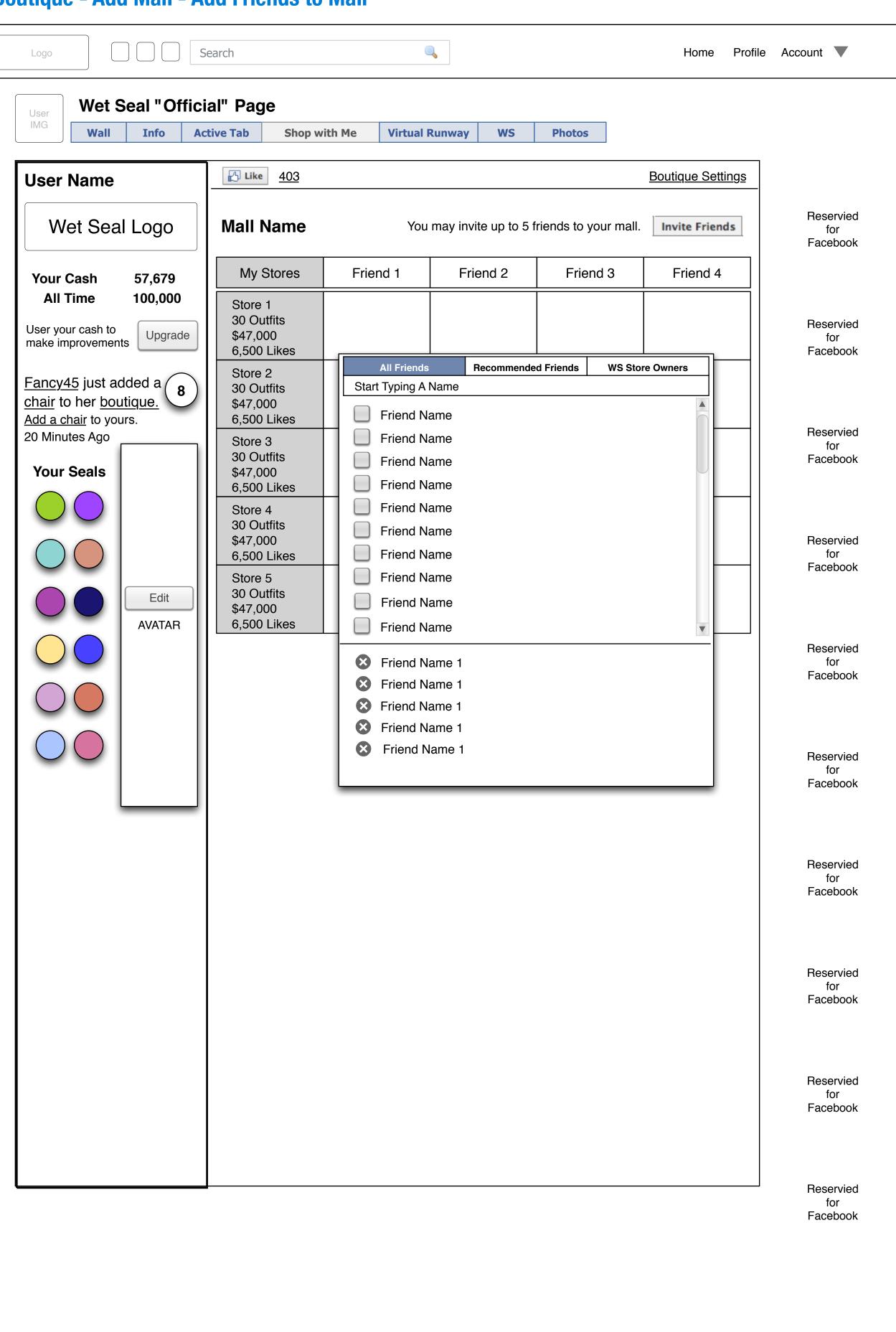
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Boutique - Add Mall - Add Friends to Mall



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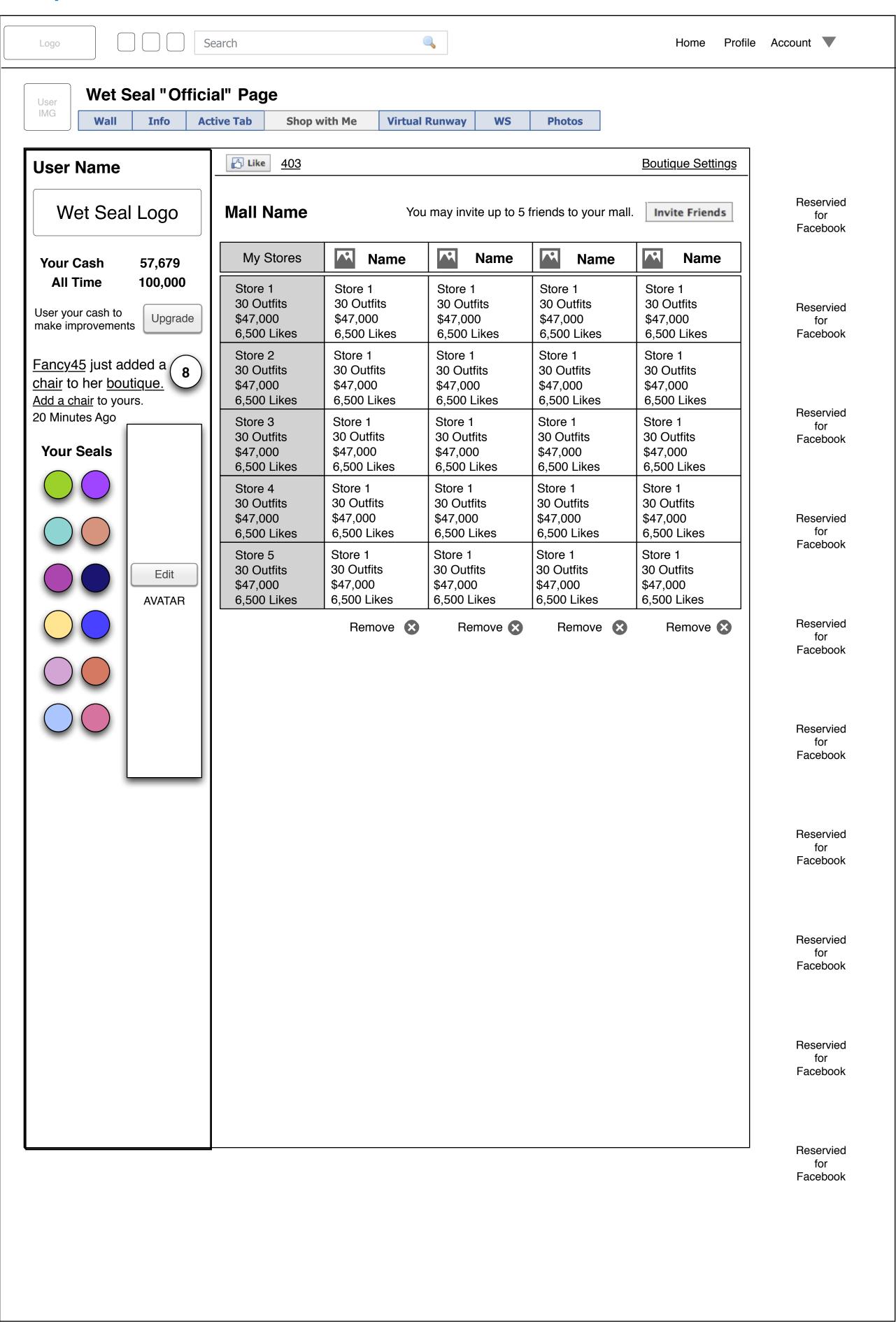




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Boutique - Add Mall - Friends Added



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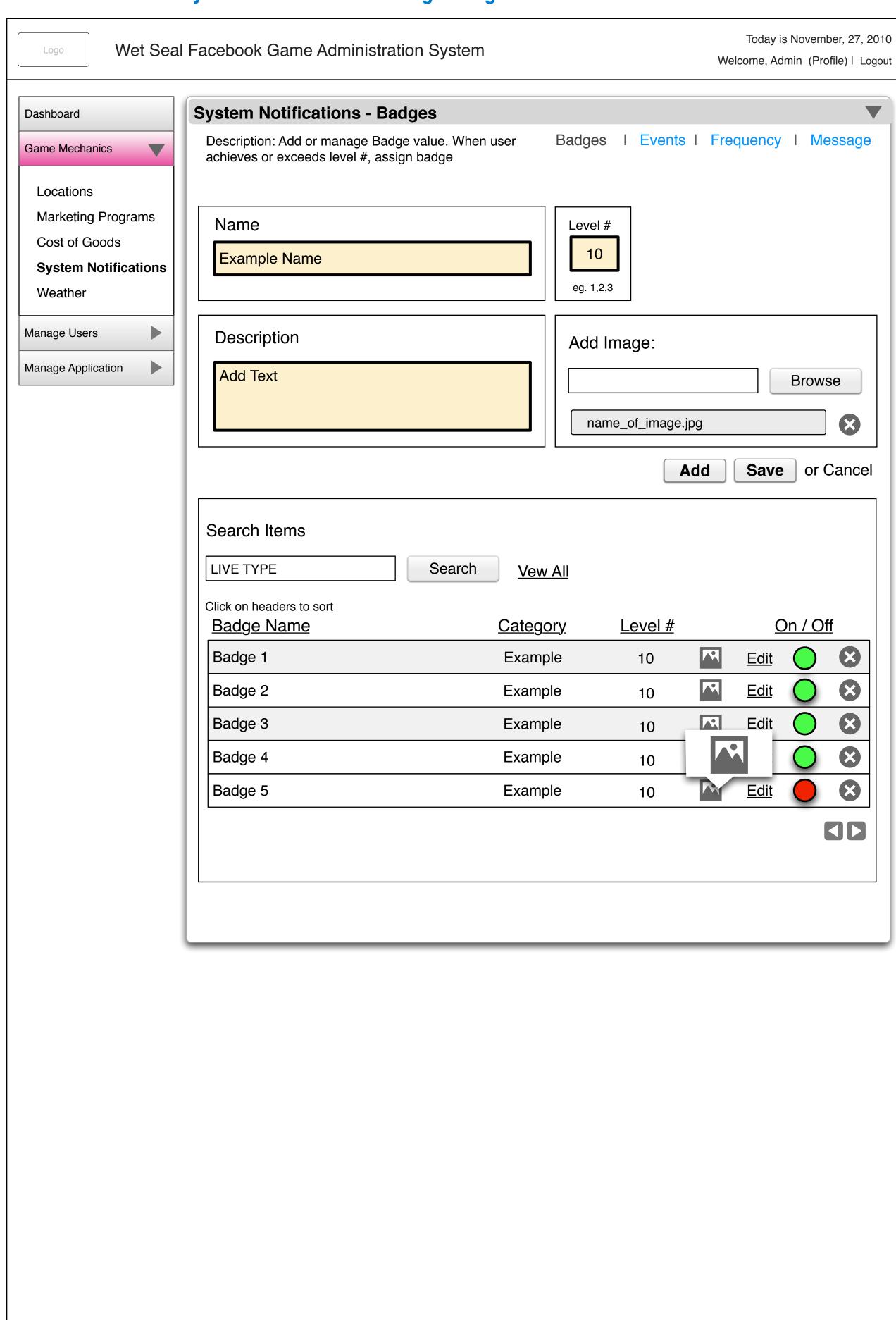
wet seal.





Add or Cancel

Game Mechanics - System Notifications - Assign Badges



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Multiplier Add Cost Name % 00 00 Example Name 200 Round Dollars, e.g. 100, 200, 350 eg. 1,2,3 Description Like 403 Add Text

WS_FacebookApp(v5.1)060410 Site Map

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