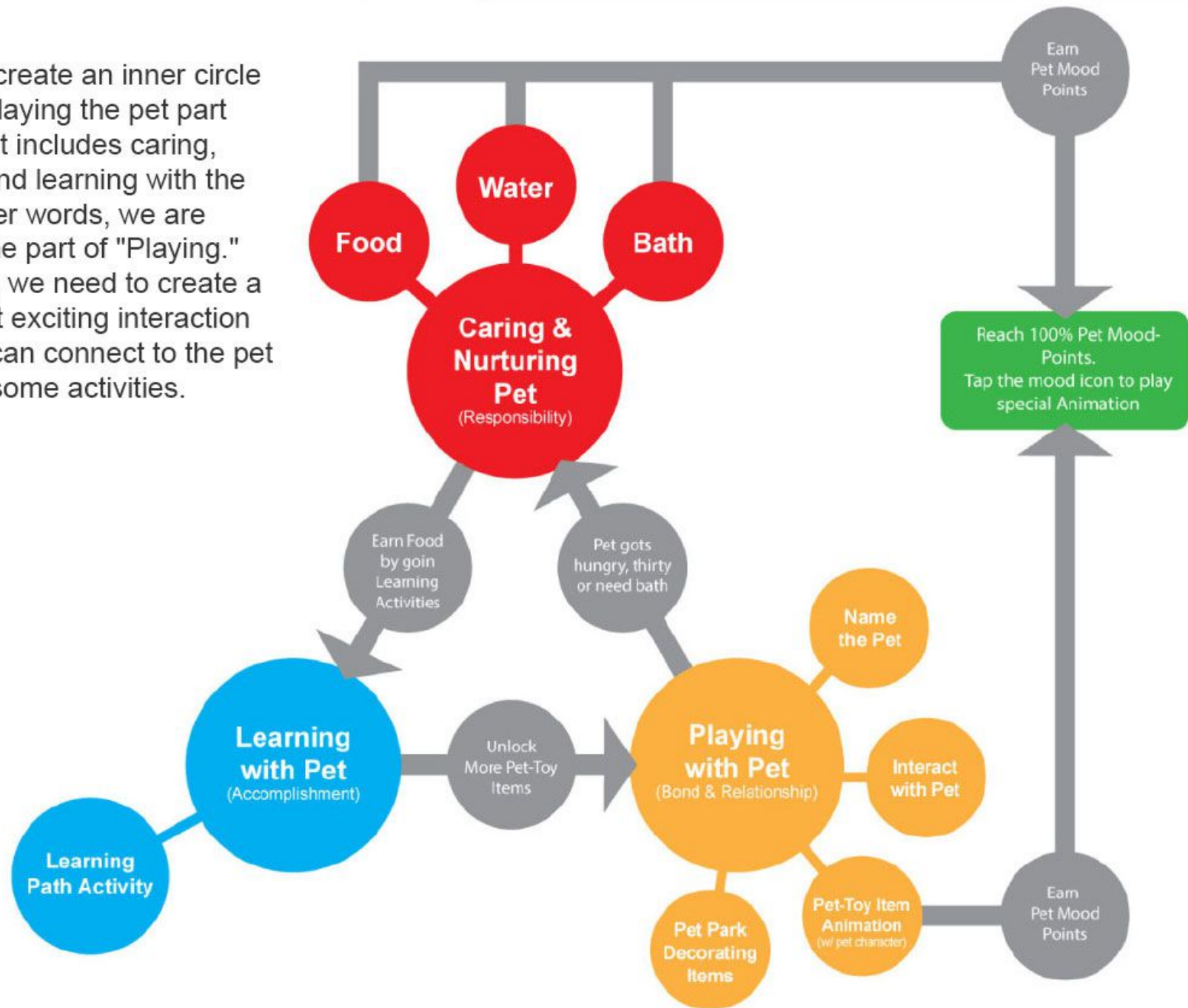
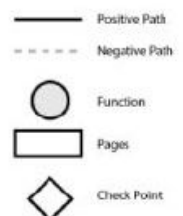
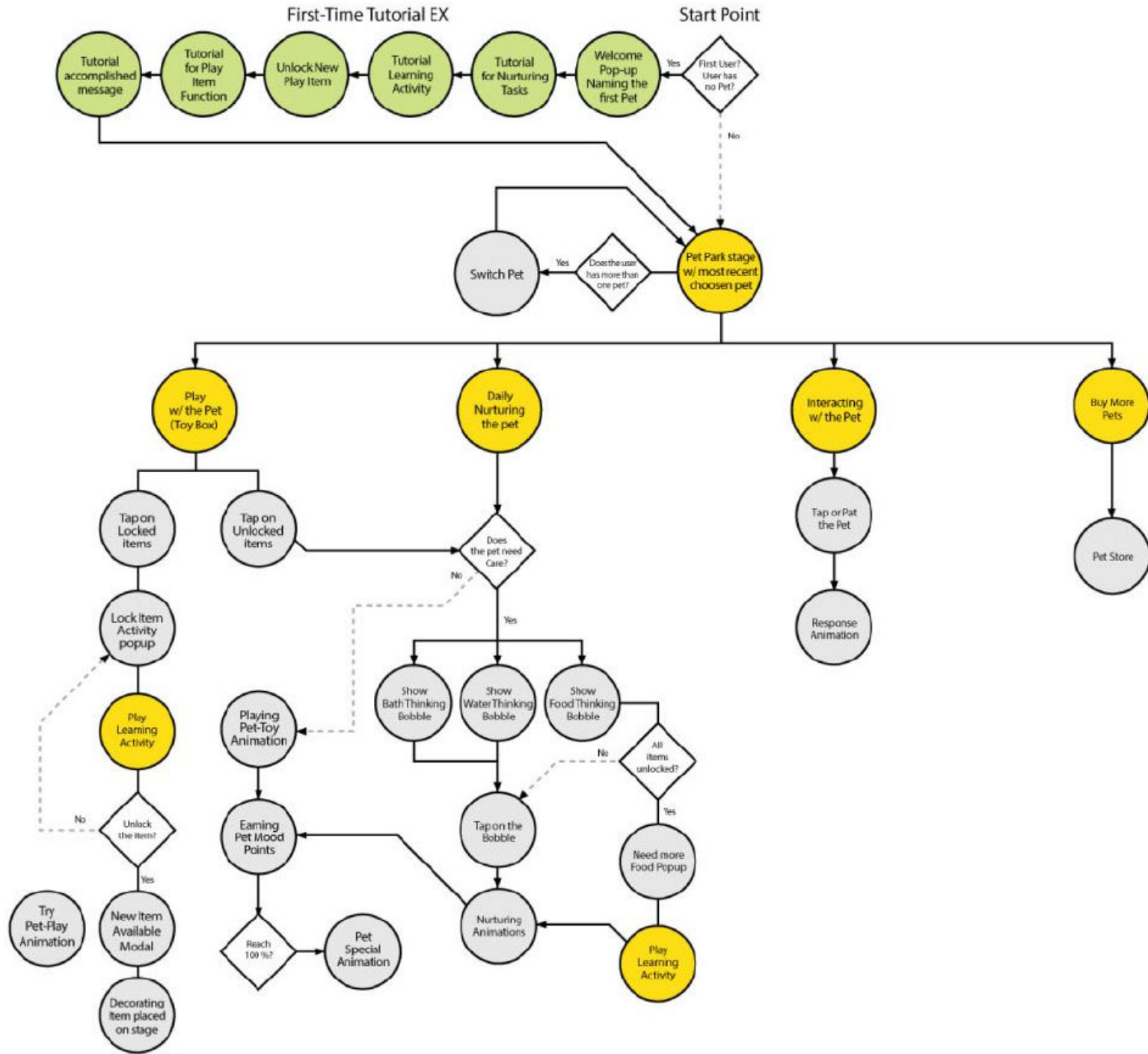
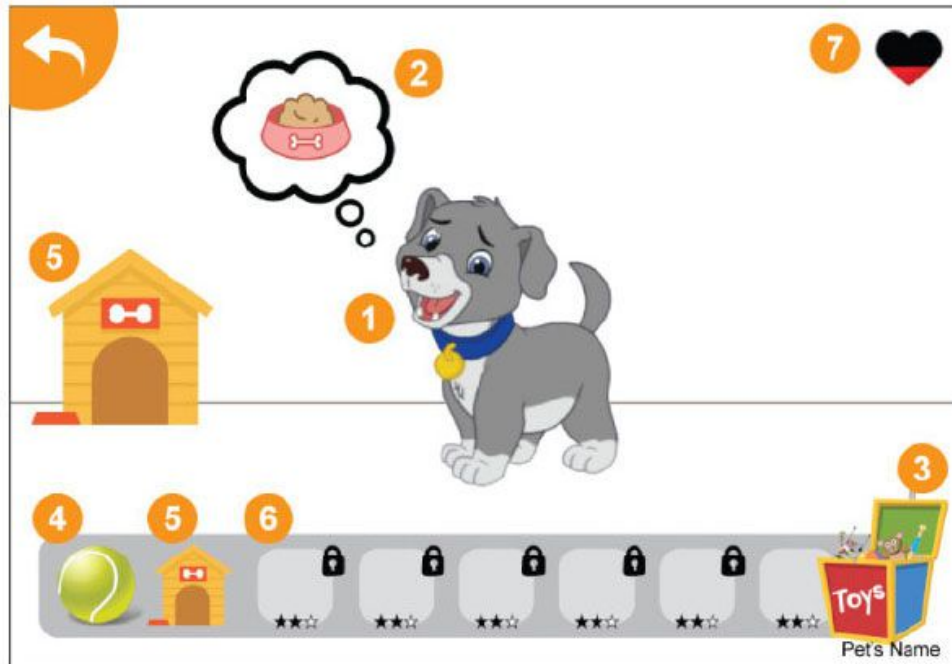


In general, the pet park section on ABCmouse site is to encourage users to do more learning activities. However, there is no logic cycle for all the features in it. In addition, users are not involved in the interaction with the virtual pet, such as food, water, and bath. Actions are not interactive with players. They only tap on the icon/button to trigger and watch the nurturing animation. Soon, they got tired and bored and never returned to the section in a future visit.

We must create an inner circle of using/playing the pet part features. It includes caring, playing, and learning with the pe. In other words, we are missing the part of "Playing." Moreover, we need to create a simple but exciting interaction so users can connect to the pet by doing some activities.







5 Unlocked Decorating Item

- A locked decorating item image will be displayed on the tray.
- The decorating item will be placed on the stage.

6 Locked Item

- The locked toy icon image will be displayed in gray with a lock icon.
- There will be a star icon to indicate the unlocking status of each toy.
- Tapping on a locked toy item will launch the Locked Toy pop-up.

7 Pet's Mood Status

- A heart icon will indicate the pet's mood status.
- Doing pet-playing or caring actions will increase the pet's mood.
- Once the mood reaches 100%, the heart icon will pop up or grow.
- Tapping on a 100% mood icon will launch a unique pet animation and then reset the mood.

1 Pet Character

- The user's selected pet will be displayed in the center of the stage.
- The pet will have idle animation if users have no action for 10 seconds.
- Response animation (When users tap on the pet with no thinking bubble displayed on the screen, a pet response animation will be played).

2 Nurturing Bubble

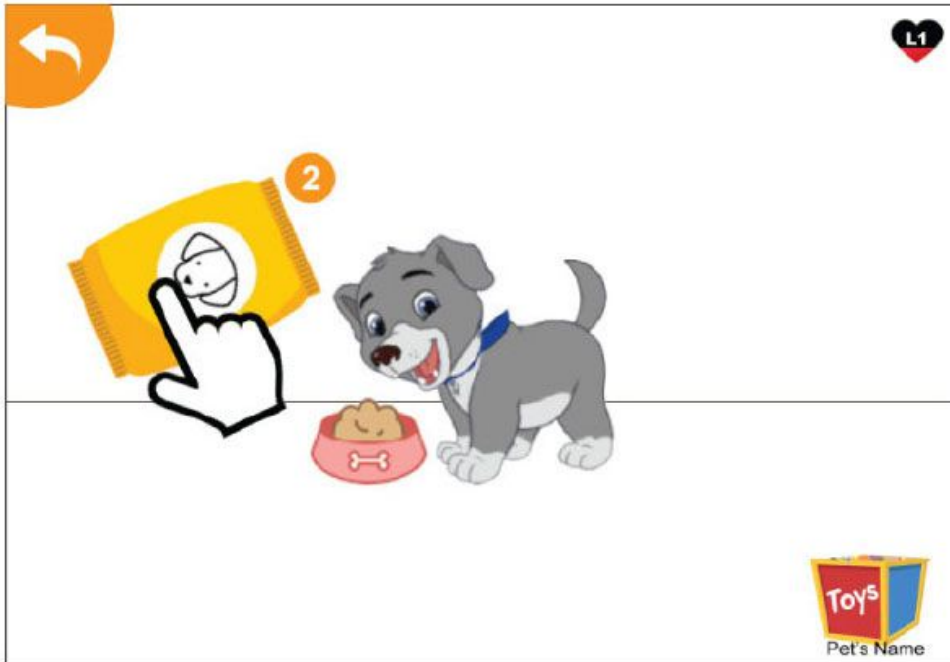
- When the pet needs Food, Water, or Bath, the thinking bubble with food, water, or bath icon will appear above the pet.
- Users must tap on the thinking bubble or the pet image to launch the nurturing animation.
- If users tap on the toy box while the pet needs nurturing care, the pet will have some basic "No" animation, and the icon in the bubble will pop to hint at the users.
- When the pet needs nurturing care, the pet's face will show sad emotion.
- The nurturing care, food, water, and bath will show up one by one when users complete three times toy-play activities.
- All nurturing actions are free until users have unlocked all toy items.
- After users unlock all toy items, they must do a learning path activity before feeding the pet again (only food bubble).

3 Pet Toy Box

- By default, the toy box is closed.
- Tap the toy box icon to open/close the pet toy tray.
- When the tray is opened, tapping on any other tapable element (thinking bubble, etc.) will close the toy tray.
- When the nurturing bubble shows up, the toy box will be closed automatically.

4 Unlocked Toy Item

- The toy icon image will be displayed.
- Tap on the unlocked toy icon will launch the toy-play animation.
- Unlocked toy icons will be displayed on top (front).



1 Nurturing Care Bubbles

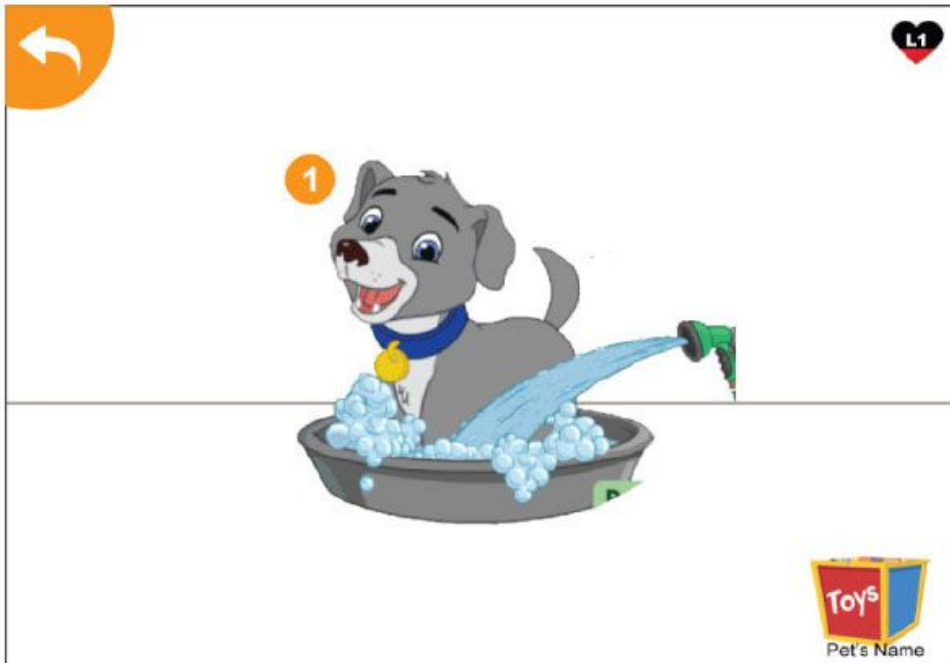
- Three different nurturing bubbles with Food, Water, or Bath icons indicate the pet's need for caring.
- Only one bubble display at a time. The order is Food, then Water, then Bath.
- Three pet toy-play activities will cause the pet to need one nurturing

2 Nurturing Animation/Interaction–Food

- The animation will automatically start after users tap on the bubble.
- The animation will include three parts: pouring dog food into the bowl, the dog eating/chewing, and the dog food in the bowl becoming less and less.
- At the beginning of the animation, users will drag the food bag and pour food into the bowl. Once the bowl has enough food, it will play the second and third parts of the animation.
- The animation stops after the dog eats all the food in the bowl.
- Post-nurturing animation, the pet will have a happy response with heart icons floating up and flying to the pet mood icon (the pet mood will increase).
- During the animation, users won't be able to tap on other items (except the Back button).

3 Nurturing Animation/Interaction–Water

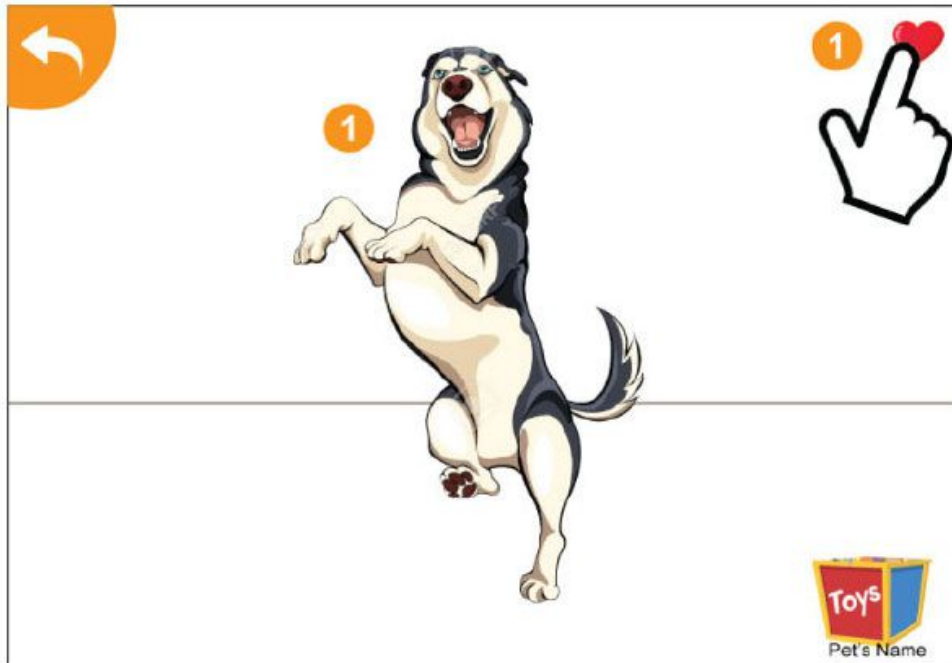
- The animation will automatically start after users tap on the bubble.
- The animation will include three parts: pouring water into the bowl. With the dog licking/drinking, the water in the bowl becomes less and less.
- At the beginning of the animation, users will drag the hose and pour water into the bowl. Once the bowl has enough water, it will play the second and third parts of the animation.
- The animation stops after the dog finishes drinking all the water in the bowl. Post-nurturing animation, the pet will have a happy response with heart icons floating up and flying to the pet mood icon (the pet mood will increase).
- During the animation, users won't be able to tap on other items (except the Back button).



1 Nurturing Animation/Interaction—Bath

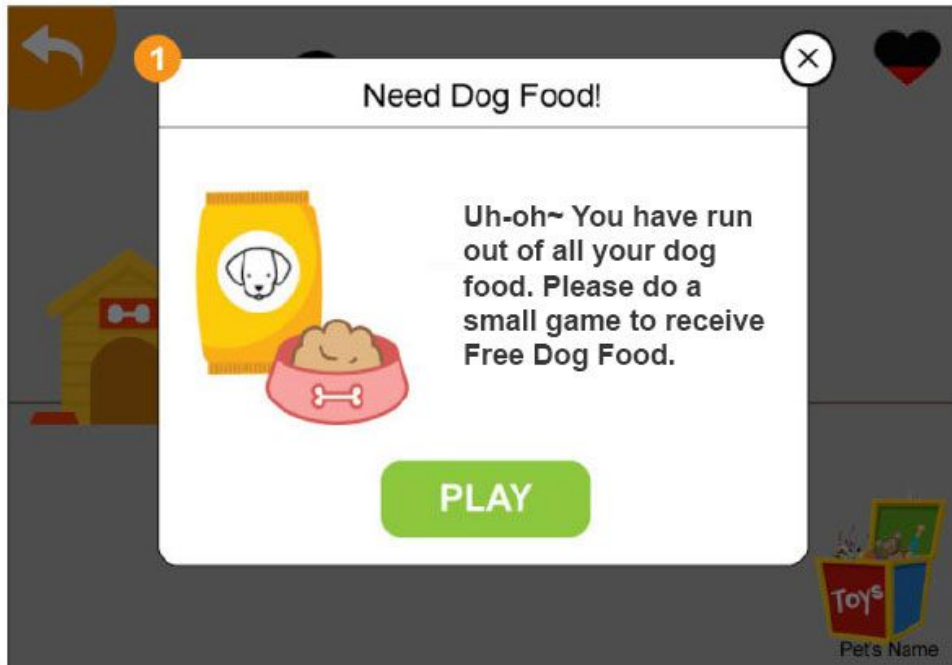
- The animation will automatically start after users tap on the bubble.
- The animation will include three parts: pouring water into the bathtub, brushing the pet with shampoo, and rinsing the pet.
- Once the pouring water animation is done, users can drag the brush above the pet with a bubble effect; when brushing is done, users can drag the hose above the pet and wash the bubble away.
- The animation stops after the rinse step is done.
- Post-nurturing animation, the pet will have a happy response with heart icons floating up and flying to the pet mood icon (the pet mood will increase).
- During the animation, users won't be able to tap on other items





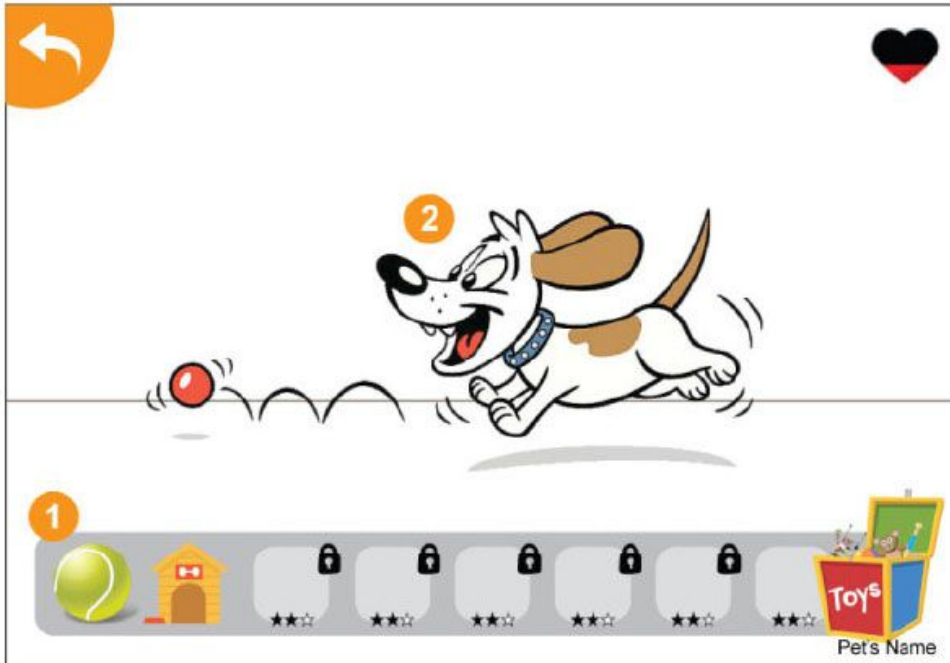
2 100% Pet's Mood Icon and Pet Happy Animation

- Users doing nurturing and playing actions will gain Pet's mood points.
- Tap on the mood icon will launch the unique pet animation.
- After the animation, the Pet Mood will be reset.



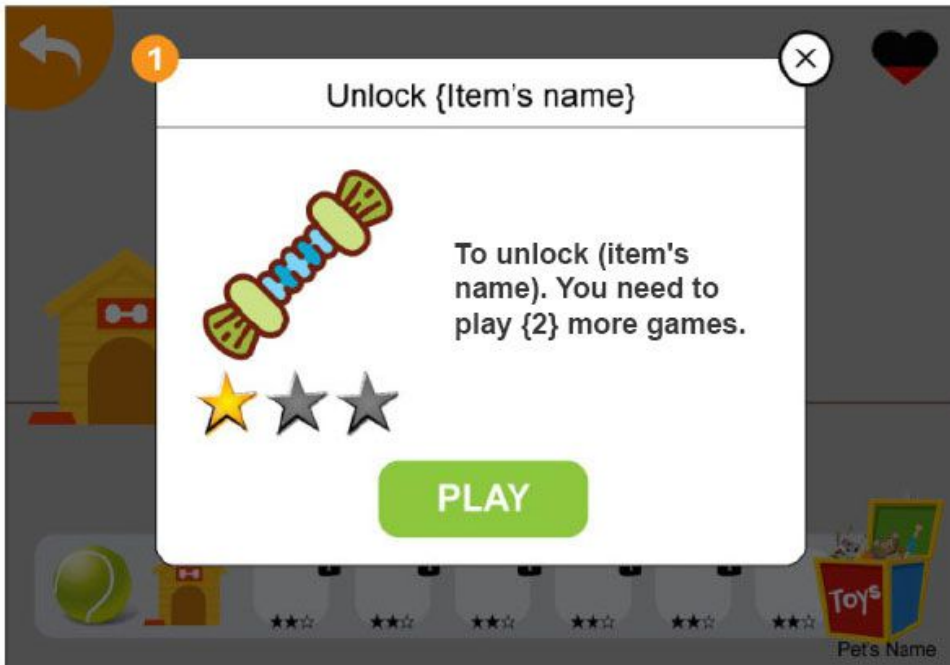
1 Need More Food Pop-up

- This popup only happens when users have unlocked all items and the pet needs food again.
- The popup shows up when users tap on the food bubble.
- The popup will have a header that says "Need {pet} Food":
- Users can close the popup by tapping on the close icon.
- The popup will have a copy, and VO will say, "Uh-oh, you have run out of all your pet's food. Please do a small game to receive free dog food."
- An image of pet food will be displayed.
- Users tap on the Play button to play the Learning Path Activity.



1 Pet Toy Play Item

- A specific toy-playing animation will play when tapping on an unlocked pet toy item.
- For desktop, there will be a mouse-over status for the unlocked toy items.
- While the animation is playing, the selected (tapped) item in the tray will be highlighted. Other toy items will be grayed out (inactivated).
- While the animation is playing, users won't be able to tap on other tapable elements except the back button.
- Three times, pet-toy-playing animation will cause the pet to need nurturing care (in the cycle of Food, then Water, then Bath).
- After the playing animation, heart icons will float and fly to the Pet Mood icon (increase the pet's mood points).
- After the pet's mood is updated, the highlight on the toy item will be off. All unlocked toy items will be available to tap.



1 Unlock Item Pop-Up

- This pop-up will appear when users tap on a locked item in the toy box.
- The pop-up will have a header that says "Unlock (item' name)."
- The pop-up will display the item's image.
- The pop-up will display star icons to indicate how many activities users need to play to unlock the item.
- The pop-up will have a copy, and VO says, "To unlock (toy's name), you need to play (#) more games."
- Tap on the Play button to launch the specific Learning Path Activity.
- Tap the close icon, or outside of the window will close the pop-up.
- After users finish the assigned activity and return to Pet Park, they will have a basic animation to fall in the empty star slot.
- If the user finishes the last (3rd) required activity and returns to the pet park, it will display the new item unlocked pop-up instead of this pop-up.
- If the user finishes an activity but doesn't click on the Continue button to return to Pet Park directly, we will display the pop-up with the star falling in animation the next time they revisit the pet park.