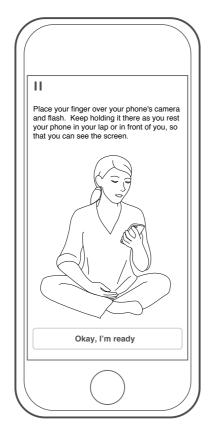




The homescreen shows the different levels. Since you have to do one level after the other, level 1 and 2 will be greyed out and unclickable until you have completed level 1. This shows the user at the beginning there are multiple levels and allows them to complete certain levels multiple times.



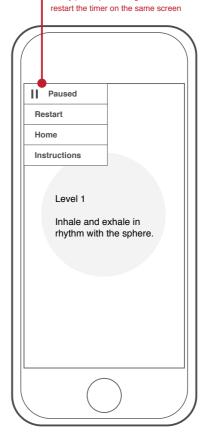
Tutorial



2x2 breathing fades out and the description text appears with the circle



The text then fades out and leaves only the circle on the screen for the uesr to follow



Restart: Will take the user back to

Home: Will take the user back to where they choose which level Instructions will take the user to the

If they press 'paused' again it will

the beginning

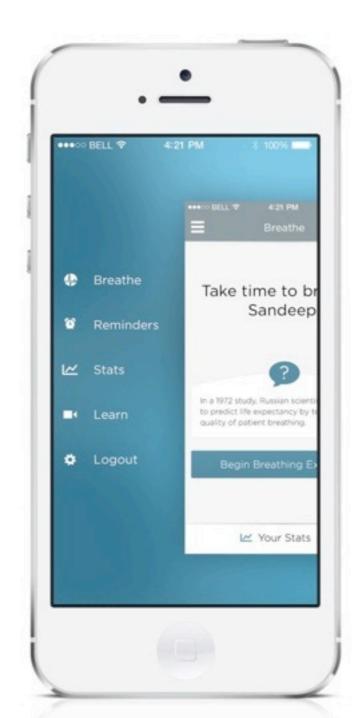
tutorial screen

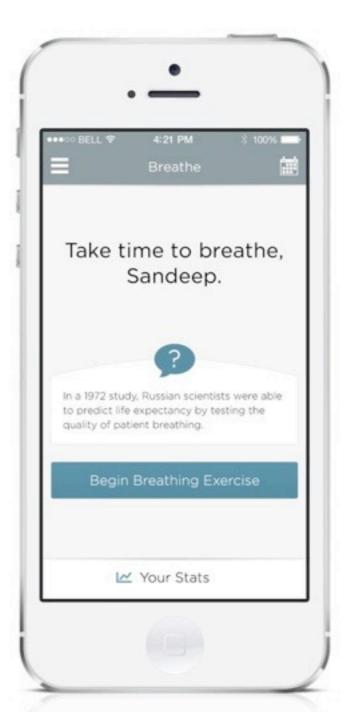
At any time the user can press the "pause" button to bring up these options. The user cannot "resume" because their reading won't be accurate

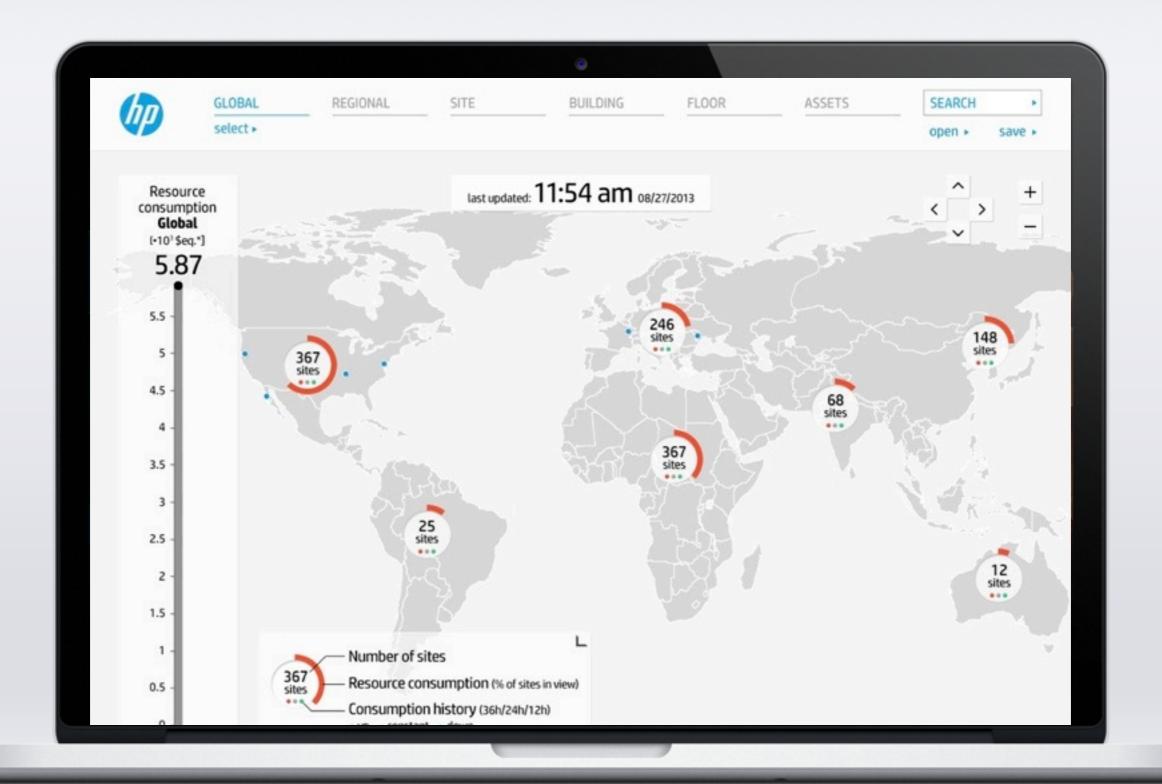


The level automatically starts once the users finger is on the flash correctly



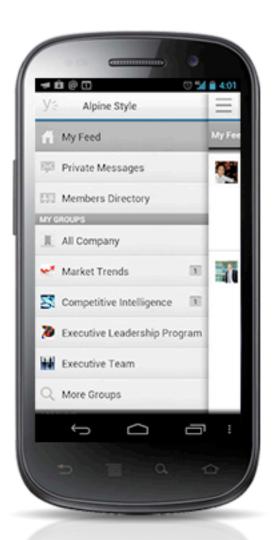


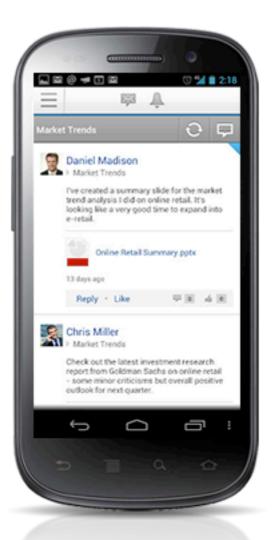


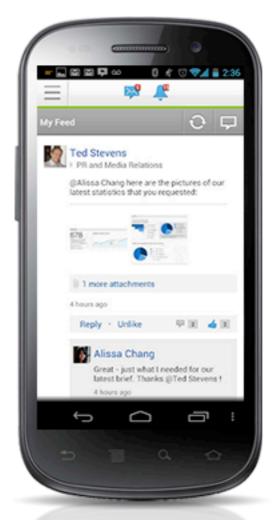














One Day Without Shoes: Home

Map button: Takes user to map/feed



 Pledge Button: Allows user to participate in ODWS. It's the primary call to action.

 This section includes the mission behind ODWS, information about shoe giving, contest information, etc.

One Day Without Shoes Pledge Map (pre-ODWS)

Uses geo-tags to indicate where pledges were made.

Allows users to filter map icons. User can view recent pledges, pledges by individuals, pledges by groups, top pledge locations, friends who've pledged, or other categories yet to be determined.



Group Pledge Map













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