

# SSNA-448 Road to the American Dream Drag and Drop Game

File Ref: SSNA-448 Drag and Drop Game General Ult

Version 1.0

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Updated 11/12: revised intro screen specs and game play specs for placement of final character art

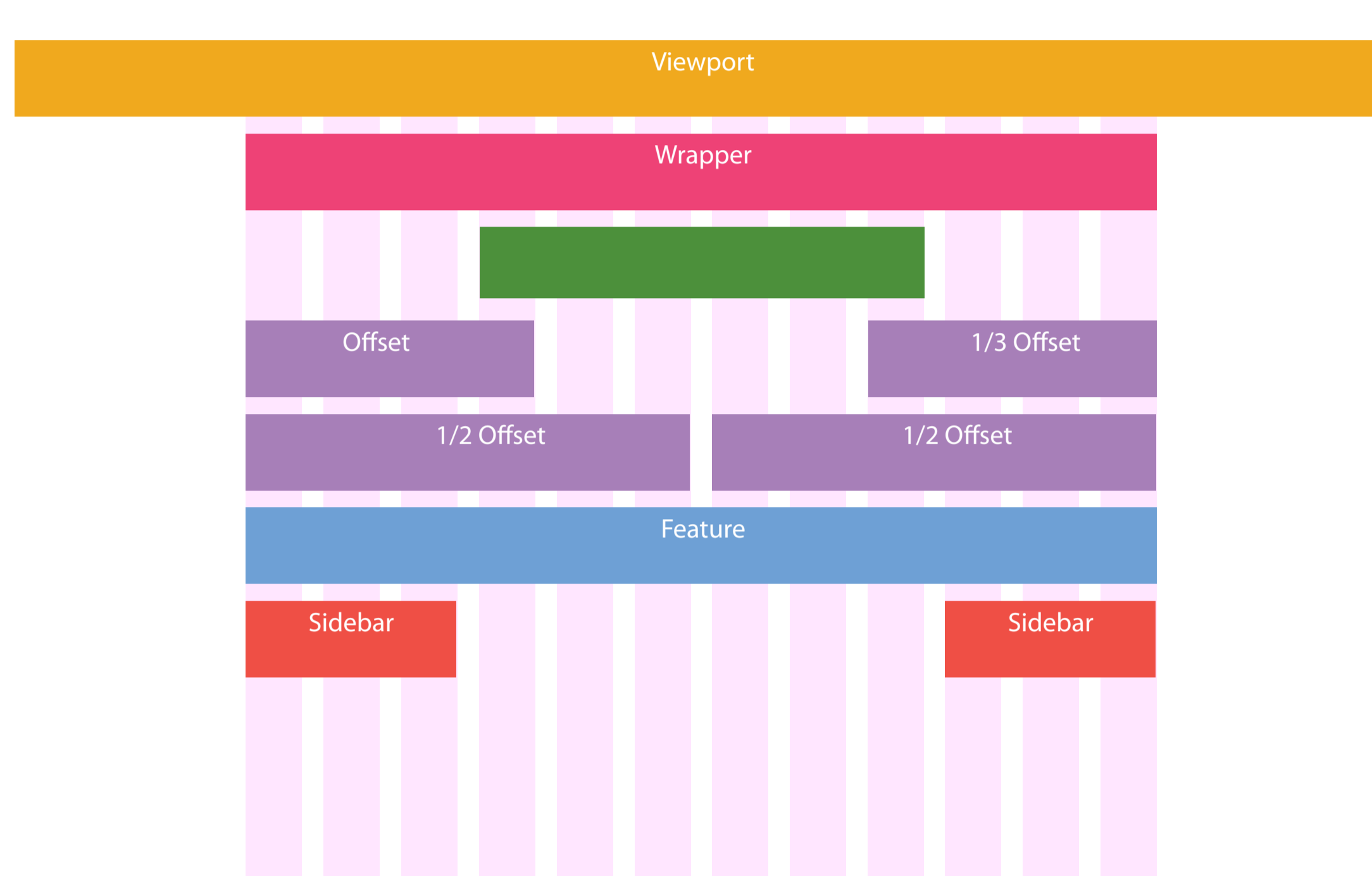
This example features:

- Specs and design samples for the Road to the American Dream Drag and Drop Game

NOTES:

1. See Axure file at <http://83x7e1.axshare.com/> to further understand the behavior of this game. See <https://share.axure.com/fs/manage#0a989d67-bff7-40aa-9c8f-139f46b43f4b> for three category game.
2. This game widget will use the general UI and layout specs given for SSNA-448 Drag and Drop Game
3. We have created these specifications referencing the DSS Style Guide to answer many global questions: <http://designproto.hmhco.com/DSS/website/#/>.

## Key



# SSNA-448 Road to the American Dream Drag and Drop Game

<p> Hicaborum rem des se minctur? Dolupta sperunt re aut vel magnimus, ut rehentio velloreic temperi orepro iur? Busciducit aditatur? Voluptatisti torenim accus dolorro toreperia volest evel

## Start Screen

**rule**  
width: 350px  
height: 4px  
color: #ffffff

**<start\_bgd>**  
width: 620px  
height: 700px  
color: Turquoise L5

The Start Screen features a blue sunburst background. At the top, there is a title in a blue box: `<h3>Ide optat. Mo toristrum reius i`. Below this is a paragraph of text: `<p>No episode in American history has given rise to as many myths as the "Wild West." Even today, books, television shows, No episode in American history has given rise to as many myths as the "Wild West."</p>`. A button labeled `B1` is positioned at the bottom center of the text area. A pink dashed box highlights the text area with a `margin: 20px`.

**#Title.div**  
width: 525px  
height: 155px  
color: Red D2

**rule**  
width: 620px  
height: 24px  
color: Aqua L4

**#Intro.div**  
width: 325px

**<StartButton>**  
`StartButton.setAction`  
trigger: :onclick; :onTouch  
The Play Screen will appear.

<p> Voloratur, ullic te odit ommolore evenes estrum versperum, od mo beat endanimin consed eum fuga. Itas acere nonsend itatum quiatur iosame nost atis ea volores mosseque volo et aut doluptatum

WIDGET Drag and Drop Game	<b>#Title.div:</b> <code>&lt;h3&gt;</code> font-family: Caecilia LT Std Roman align: center font-size: 38px line-height: 46px text-color: #ffffff	<b>#Intro.div:</b> <code>&lt;p&gt;</code> font-family: Myriad Pro Light align: center font-size: 19px line-height: 29px text-color: Dark Gray D1	<b>&lt;p strong&gt;</b> font-family: Myriad Pro Semibold align: left font-size: 19px line-height: 29px text-color: Golden D6
Start Screen Specs			

CARDS 6 cards are evenly spaced and maximum of three lines of text. When there are more than 6 cards, each additional card will appear in the spot left by one of the first 6 when it is sorted. The new card should populate the vacant spot with a bounce transition (the new card appears and briefly increases just a bit in size and then goes back to normal size to draw attention to itself).

## Play Screen - Cards

**On retry:**  
Only the cards that had been sorted incorrectly will appear, left to right, top to bottom.

**#Feedback\_drop\_left.div:**  
width: 140 px  
height: 67 px  
border: 2px  
border-style: dashed  
border-color: Dark Gray L1

**Image Asset:**  
`ms_snlese454149_rad_giguy`  
width: variable (animated figure)  
height: 321 px  
The character salutes with each item dropped into the `feedback_drop_left`.

The Play Screen shows a road with a yellow dashed center line. Above the road are six cards, each with the text `<cards>Increased Social Security Benefits for the`. Below the road are two progress indicators, each with the text `<H2>Fair`. A button labeled `B4` is at the bottom center. A pink dashed box highlights the cards area with a `margin: 20px`.

**#Directions.div:**  
width: 400px

**<play\_bgd>**  
width: 700px  
height: 700px  
color: Turquoise L5

**Image Asset:**  
`ms_snlese454149_rad_mr_fairdeal`  
width: variable (animated figure)  
height: 321 px  
The character waves with each item dropped into the `feedback_drop_right`.

Progress Indicator (left):  
width: 245 px  
height: 312 px  
The road 'grows' with each item dropped in the `feedback_drop`.

Progress Indicator (right):  
width: 245 px  
height: 312 px  
The road 'grows' with each item dropped in the `feedback_drop`.

WIDGET Drag and Drop Game - Road to the American Dream	<b>#Directions.div :</b> <code>&lt;p&gt;</code> font-family: Myriad Pro Light align: center font-size: 17px line-height: 26px text-color: Dark Gray D1	<b>&lt;cards&gt;</b> font-family: Myriad Pro Regular align: center font-size: 17px line-height: 26px text-color: Aqua D2 padding: 4, 10, 10, 10	<b>#Feedback_drop_left.div:</b> <code>&lt;H2&gt;</code> font-family: Caecilia LT Std Roman align: center font-size: 22px line-height: 33px text-color: Dark Gray D1 padding: 24, 10, 10, 10
Play Screen Specifications			

**Cards** - draggable to 2 possible locations

Increased Social Security Benefits for the elderly	Increased Social Security Benefits for the elderly
default state <code>ms_snlese454149_rad_letter</code> width: 170px height: 77px	drag state <code>ms_snlese454149_rad_letter_drag</code> width: 170px height: 77px

**feedback drop**  
When the user releases a card into a drop, a sound plays and the character animates.

GI Bill	GI Bill
Default state color: Turquoise L5	OnDrop color: Aqua L2

Progress Indicator states:

Start: <code>ms_snlese454149_rad_road-start-right</code>	After first item dropped: <code>ms_snlese454149_rad_road-drag1-left</code>	After second item dropped: <code>ms_snlese454149_rad_road-drag2-right</code>	After third item dropped: <code>ms_snlese454149_rad_road-complete-left</code>
<code>ms_snlese454149_rad_road-start-right</code>	<code>ms_snlese454149_rad_road-drag1-right</code>	<code>ms_snlese454149_rad_road-drag2-right</code>	<code>ms_snlese454149_rad_road-complete-right</code>

## Feedback Screen

**#Feedback\_left.div:**  
height: 175px  
width: 252px  
color: Aqua L8  
border: 3px  
border-color: Blue D6

The Feedback Screen shows a blue background. At the top, there is a message: `<H1>thenimin cum, omniet qui conet ut velent, si`. Below this are two columns of text, each with a `<H2>Fair` heading and a list of items: `<p>Mintia consequ`, `<p>iur remoditae solorunt`, and `<p>labore es accepta cus aut molorestorem velis aut`. A button labeled `B4` is at the bottom center. A pink dashed box highlights the message area with a `margin: 10px`.

**<play\_bgd>**  
width: 620px  
height: 700px  
color: Turquoise L5

**#Game\_over.div:**  
width: 620px

**#Feedback\_right.div**  
height: 175px  
width: 252px  
color: Aqua L8  
border: 3px  
border-color: Blue D6

Image asset:  
width: 245 px  
height: 312 px  
If less than perfect score:  
`ms_snlese454149_rad_road-drag2-left`  
If perfect score:  
`ms_snlese454149_rad_road-complete-left`

Image asset:  
width: 245 px  
height: 312 px  
If less than perfect score:  
`ms_snlese454149_rad_road-drag2-right`  
If perfect score:  
`ms_snlese454149_rad_road-complete-right`

**<RetryButton>**  
`RetryButton.setAction`  
trigger: :onclick; :onTouch  
The PlayScreen-Cards will appear.

WIDGET Drag and Drop Game - Road to the American Dream	<b>&lt;H1&gt;</b> font-family: Myriad Pro Light align: center font-size: 29px line-height: 40px text-color: Dark Gray D5 padding: 0	<b>&lt;H2&gt;</b> font-family: Caecilia LT Std Roman align: left font-size: 19px line-height: 29px text-color: Blue D6 padding: 30, 15, 30, 15	<b>&lt;p&gt;</b> font-family: Myriad Pro Regular align: left font-size: 17px line-height: 29px text-color: Dark Gray D5 padding: 22, 10, 22, 10
Play Screen Specifications			

## Start Screen

<p> Hicaborum rem des se minctur? Dolupta sperunt re aut vel magnimus, ut rehentio velloreic temperi orepro iur? Busciducit

**THE ROAD TO THE AMERICAN DREAM**

Everyone wanted a piece of the American dream in the postwar years: get an education, have a good job, own a house, raise a family. Two federal programs aimed to help Americans get it. **Do you know which benefits were part of which program?**

Start

The graphic features two characters: a soldier in a green uniform on the left and a man in a blue suit with a briefcase on the right. A red banner at the top contains the title. The background has a sunburst effect.

<p> Voloratur, ullic te odit ommolore evenes estrum versperum, od mo beat endanimin consed eum fuga. Itas acere nonsend itatum quiatur iosame nost atis ea volores mosseque volo et aut doluptatum

## Play Screen - Cards

<p> Hicaborum rem des se minctur? Dolupta sperunt re aut vel magnimus, ut rehentio velloreic temperi orepro iur? Busciducit aditatur? Voluptatissi torenim accus dolorro toreperia volest evel

Drag each benefit to the correct program allowing the character to reach their dream goals.

College Tuition    Loans to buy houses    Increased Social Security Benefits for the elderly

Loans to start businesses    Higher minimum wage    Loans to buy farms

GI Bill    Fair Deal

The graphic shows the two characters from the start screen. Dashed boxes labeled 'GI Bill' and 'Fair Deal' are positioned above them. Six benefit cards are arranged in two rows above the characters.

<p> Voloratur, ullic te odit ommolore evenes estrum versperum, od mo beat endanimin consed eum fuga. Itas acere nonsend itatum quiatur iosame nost atis ea volores mosseque volo et aut doluptatum

## Feedback Screen - Nice Try

<p> Hicaborum rem des se minctur? Dolupta sperunt re aut vel magnimus, ut rehentio velloreic temperi orepro iur? Busciducit aditatur? Voluptatissi torenim accus dolorro toreperia volest evel

**Nice Try!**

You scored 3 out of 6. Try again!

**GI Bill:**

- ✓ College Tuition
- ✓ Loans to Buy Houses
- ✗ Increased Social Security Benefits for the Elderly

**Fair Deal:**

- ✓ Higher Minimum Wage
- ✗ Loans to start businesses
- ✗ Loans to buy farms

Retry

The graphic features a blue ribbon banner with the text 'Nice Try!'. Below it, a message says 'You scored 3 out of 6. Try again!'. Two boxes list the results for 'GI Bill' and 'Fair Deal'. A 'Retry' button is at the bottom. The background shows a road with yellow dashed lines receding into the distance.

<p> Voloratur, ullic te odit ommolore evenes estrum versperum, od mo beat endanimin consed eum fuga. Itas acere nonsend itatum

## Try Again Screen

<p> Hicaborum rem des se minctur? Dolupta sperunt re aut vel magnimus, ut rehentio velloreic temperi orepro iur? Busciducit aditatur? Voluptatissi torenim accus dolorro toreperia volest evel

Drag each benefit to the correct program allowing the character to reach their dream goals.

Increased Social Security Benefits for the elderly    Loans to start businesses    Loans to buy farms

GI Bill    Fair Deal

The graphic is identical to the 'Play Screen - Cards' but with different benefit cards: 'Increased Social Security Benefits for the elderly', 'Loans to start businesses', and 'Loans to buy farms'.

<p> Voloratur, ullic te odit ommolore evenes estrum versperum, od mo beat endanimin consed eum fuga. Itas acere nonsend itatum

## Congratulations Screen

<p> Hicaborum rem des se minctur? Dolupta sperunt re aut vel magnimus, ut rehentio velloreic temperi orepro iur? Busciducit aditatur? Voluptatissi torenim accus dolorro toreperia volest evel

**Congratulations!**

You scored 6 out of 6. Great job!

**GI Bill:**

- ✓ College Tuition
- ✓ Loans to Buy Houses
- ✓ Loans to start businesses
- ✓ Loans to buy farms

**Fair Deal:**

- ✓ Higher Minimum Wage
- ✓ Increased Social Security Benefits for the Elderly

Retry

The graphic features a blue ribbon banner with the text 'Congratulations!'. Below it, a message says 'You scored 6 out of 6. Great job!'. Two boxes list the results for 'GI Bill' and 'Fair Deal'. A 'Retry' button is at the bottom. The background shows a road with yellow dashed lines receding into the distance.

<p> Voloratur, ullic te odit ommolore evenes estrum versperum, od mo beat endanimin consed eum fuga. Itas acere nonsend itatum

# SSNA-448 Road to the American Dream Drag and Drop Game with three categories

<p> Hicaborum rem des se minctur? Dolupta sperunt re aut vel magnimus, ut rehentio velloreic temperi orepro iur? Busciducit aditatur? Voluptatis torenim accus dolorro toreperia volest evel

**Start Screen**

**rule**  
width: 390px  
height: 40px  
color: #ffffff

**#Title.div**  
width: 225px  
height: 155px  
color: Red D2

**#Intro.div**  
width: 325px

**#StartButton**  
<StartButton.setAction trigger: onlick; onTouch The Play Screen will appear.

**WIDGET**  
Drag and Drop Game  
Start Screen Specs

<b>#Title.div:</b> <h3> font-family: Caecilia LT Std Roman align: center font-size: 38px line-height: 46px text-color: #ffffff	<b>#Intro.div:</b> <p> font-family: Myriad Pro Light align: center font-size: 19px line-height: 29px text-color: Dark Gray D1	<b>&lt;p.strong&gt;</b> font-family: Myriad Pro Semibold align: left font-size: 19px line-height: 29px text-color: Golden D6
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**Play Screen - Cards**

CARDS 6 cards are evenly spaced and maximum of three lines of text

**#Directions.div**  
width: 400px

**<play\_bkgd>**  
width: 620px  
height: 700px  
color: Turquoise L5

**Gradient**  
Turquoise D8 bottom to Turquoise L5

**Image Asset:**  
TBD  
width: variable (animated figure)  
height: 321 px

**Image Asset:**  
TBD  
width: variable (animated figure)  
height: 321 px

**Image Asset:**  
TBD  
width: variable (animated figure)  
height: 321 px

**On retry:**  
Only the cards that had been sorted incorrectly will appear, left to right, top to bottom.

**#Feedback\_drop\_left.div:**  
**#Feedback\_drop\_center.div:**  
**#Feedback\_drop\_right.div:**  
width: 140 px  
height: 67 px  
border: 2px  
border-style: dashed

**CheckButton**  
<CheckButton.setAction trigger: onlick; onTouch The feedback screen appears.

**Progress indicator (left):**  
width: 206 px  
height: 312 px  
The gradient 'grows' with each item dropped in the feedback\_drop.

**Progress indicator**  
width: 206 px  
height: 312 px  
The gradient 'grows' with each item dropped in the feedback\_drop.

**Progress indicator (right):**  
width: 206 px  
height: 312 px  
The gradient 'grows' with each item dropped in the feedback\_drop.

**WIDGET**  
Drag and Drop Game - Road to the American Dream  
Play Screen Specifications

<b>#Directions.div:</b> <p> font-family: Myriad Pro Light align: center font-size: 17px line-height: 26px text-color: Dark Gray D1	<b>&lt;cards&gt;</b> font-family: Myriad Pro Regular align: center font-size: 17px line-height: 26px text-color: Aqua D2 padding: 4, 10, 10, 10	<b>#Feedback_drop_left.div:</b> <b>#Feedback_drop_center.div:</b> <b>#Feedback_drop_right.div:</b> <h2> font-family: Caecilia LT Std Roman align: center font-size: 22px line-height: 33px text-color: Dark Gray D1
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**Cards - draggable to 3 possible locations**

**Increased Social Security Benefits for the elderly**  
default state  
ms\_snlse454149\_rad\_letter  
width: 170px  
height: 77px

**Increased Social Security Benefits for the elderly**  
drag state  
ms\_snlse454149\_rad\_letter\_drag  
width: 170px  
height: 77px

**GI Bill**  
Default state  
color: Turquoise L5

**GI Bill**  
OnDrop  
color: Aqua L2

**feedback drop**  
When the user releases a card into a drop, a sound plays and the character animates. If more than six cards exist new card will enter from left as cards are dropped.

**Feedback Screen**

**Image Assets:**  
ms\_snlse454149\_dd\_nicetry  
ms\_snlse454149\_dd\_congrats  
width: 547 px  
height: 140px

**<play\_bkgd>**  
width: 620px  
height: 700px  
color: Turquoise L5

**#Game\_over.div**  
width: 620px

**#Feedback.div:**  
height: 377px  
width: 176px  
color: Aqua L8  
border: 3px  
border-color: Blue D6

**Image asset:TBD**  
width: 2620 px  
height: variable  
If less than perfect score:  
TBD  
If perfect score:  
TBD

**RetryButton**  
<RetryButton.setAction trigger: onlick; onTouch The Play Screen-Cards will appear.

**WIDGET**  
Drag and Drop Game Three Categories  
Play Screen Specifications

<b>&lt;H1&gt;</b> font-family: Myriad Pro Light align: center font-size: 29px line-height: 40px text-color: Dark Gray D5 padding: 0	<b>&lt;H2&gt;</b> font-family: Caecilia LT Std Roman align: left font-size: 19px line-height: 29px text-color: Blue D6 padding: 30, 15, 30, 15	<b>&lt;p&gt;</b> font-family: Myriad Pro Regular align: left font-size: 17px line-height: 29px text-color: Dark Gray D5 padding: 22, 10, 22, 10
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## Start Screen

<p> Hicaborum rem des se minctur? Dolupta sperunt re aut vel magnimus, ut rehentio velloreic temperi orepro iur? Busciducit

**U.S. Expansion After the Civil War**

After the Civil War the U.S. began expanding its control and influence beyond North America to other countries.

**Do you know which reasons were used to expand and why?**

Three icons representing reasons for expansion: a red map of the US with a dollar sign, a white map of the US with an open book, and a blue map of the US with a cannon.

**Start**

<p> Voloratur, ullic te odit ommolore evenes estrum versperum, od mo beat endanimin consed eum fuga. Itas acere nonsend itatum quiatur iosame nost atis ea volores mosseque volo et aut doluptatum

## Play Screen - Cards

<p> Hicaborum rem des se minctur? Dolupta sperunt re aut vel magnimus, ut rehentio velloreic temperi orepro iur? Busciducit aditatur? Voluptatisi torenim accus dolorro toreperia volest evel

Drag each benefit to the correct reason for expanding U.S. influence allowing the U.S. to dominate the world

Sugar from Cuba & Hawaii	U.S. built naval ports in the Pacific	Christian religion made them morally superior
U.S. started building new ships	Silk from China	U.S. sent missionaries to other countries
Money	Morals	Military

Three icons representing reasons for expansion: a red map of the US with a dollar sign, a white map of the US with an open book, and a blue map of the US with a cannon.

<p> Voloratur, ullic te odit ommolore evenes estrum versperum, od mo beat endanimin consed eum fuga. Itas acere nonsend itatum quiatur iosame nost atis ea volores mosseque volo et aut doluptatum

## Feedback Screen - Nice Try

<p> Hicaborum rem des se minctur? Dolupta sperunt re aut vel magnimus, ut rehentio velloreic temperi orepro iur? Busciducit aditatur? Voluptatisi torenim accus dolorro toreperia volest evel

**Nice Try!**

You scored 5 out of 7. Try Again!

<b>Money:</b> <ul style="list-style-type: none"><li>✓ Sugar from Cuba &amp; Hawaii</li><li>✗ U.S. built naval ports in the Pacific</li><li>✓ Silk from China</li></ul>	<b>Morals:</b> <ul style="list-style-type: none"><li>✓ Christian religion made them morally superior</li></ul>	<b>Military:</b> <ul style="list-style-type: none"><li>✓ U.S. factories &amp; assembly lines producing planes</li><li>✓ U.S. started building new ships</li><li>✗ U.S. sent missionaries to other countries</li></ul>
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**Retry**

<p> Voloratur, ullic te odit ommolore evenes estrum versperum, od mo beat endanimin consed eum fuga. Itas acere nonsend itatum

## Try Again Screen

<p> Hicaborum rem des se minctur? Dolupta sperunt re aut vel magnimus, ut rehentio velloreic temperi orepro iur? Busciducit aditatur? Voluptatisi torenim accus dolorro toreperia volest evel

Drag each benefit to the correct reason for expanding US influence allowing the US to dominate the world

U.S. built naval ports in the Pacific	U.S. sent missionaries to other countries	
Money	Morals	Military

Three icons representing reasons for expansion: a red map of the US with a dollar sign, a white map of the US with an open book, and a blue map of the US with a cannon.

<p> Voloratur, ullic te odit ommolore evenes estrum versperum, od mo beat endanimin consed eum fuga. Itas acere nonsend itatum

## Congratulations Screen

<p> Hicaborum rem des se minctur? Dolupta sperunt re aut vel magnimus, ut rehentio velloreic temperi orepro iur? Busciducit aditatur? Voluptatisi torenim accus dolorro toreperia volest evel

**Congratulations!**

You scored 7 out of 7. Great job!

<b>Money:</b> <ul style="list-style-type: none"><li>✓ Sugar from Cuba &amp; Hawaii</li><li>✓ Silk from China</li></ul>	<b>Morals:</b> <ul style="list-style-type: none"><li>✓ Christian religion made them morally superior</li><li>✓ U.S. sent missionaries to other countries</li></ul>	<b>Military:</b> <ul style="list-style-type: none"><li>✓ U.S. factories &amp; assembly lines producing planes</li><li>✓ U.S. started building new ships</li><li>✓ U.S. built naval ports in the Pacific</li></ul>
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<p> Voloratur, ullic te odit ommolore evenes estrum versperum, od mo beat endanimin consed eum fuga. Itas acere nonsend itatum