Wireframes and UI Design

Under this menu, users will be able to catch the newest restaurant information or what's popular around them. .ul 🗢 🔲 \leftarrow Gallery Allow players to go back to the last level they visited. The passport function helps users collect the special food stickers when they successfully collect the stickers from the checkpoint. It will help them unlock the coupon to dine in the restaurant or unlock the next journey location.

Here is the floating AR function button, to allow users access to our main AR marker detect features anytime.

When in the detect mode, the appearance of stickers will show up and flash before it has been caught.

al Bagel Day

pretty much everything's win celebratory day ORE

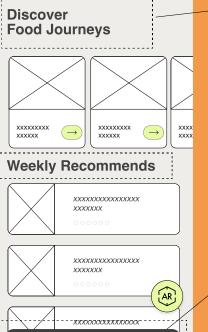
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AR

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In the AR view, there are two versions of interactions:

Users will be able to scan and read through the stories and visuals related to the culture or historical background of the food. Players will get a quiz back, once they answer correctly, they will get a coupon code or extra bonus point for these kinds of food stores.





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This section will give players different suggestions for discovering food, such as looking for the best bagel in the city, hunting for the food secret, or an extra coupon on finding secret recipes.

The floating menu has three tabs: posts, a map view, and a gallery.



When players get close to the targeted there will be a push-up notification on the store information and what the markers look like.

After the process of unlocking the knowledge board about one kind of food or looking for the most iconic style of food, players will enter into the next stage of the game.



Bonus or clues to find out the next checkpoint.



The map view will help users clearly follow up on the suggested route and select a spot near them to access the game.



