

# NFL Sunday Ticket: **Playstation**

Wireframes

# Table of Contents

<b>2</b>	Table of Contents	<b>18</b>	3.2 Stats Panel - Red Zone or Fantasy Channel
<b>3</b>	Document Control	<b>19</b>	4.1 Standings / 4.2 Schedule Panel
<b>4</b>	Product Vision	<b>20</b>	4.3 My Players / Player Detail
<b>5</b>	Global Pattern	<b>21</b>	4.3.2 My Players - Select Team / Select Players
<b>6</b>	Global Control	<b>22</b>	4.4 Fantasy Hub Login / Select a League
<b>7</b>	Global Interaction (3D carousel panel navigation)	<b>23</b>	4.4 Fantasy Hub / My Matchup
<b>8</b>	Content Screen	<b>24</b>	5.0 Share
<b>9</b>	Start Screen	<b>25</b>	6.0 Highlight Alerts
<b>10</b>	Content Structure	<b>26</b>	7.0 Menu
<b>11</b>	Game Chip Entry Point		
<b>12</b>	1.0 Video Player		
<b>13</b>	2.0 Game Chips		
<b>14</b>	2.1.1 Game Chip - Red Zone Channel / Fantasy Channel		
<b>15</b>	3.1 - Game Highlights Panel		
<b>16</b>	3.1 - Highlights Panel - Red Zone or Fantasy Channel		
<b>17</b>	3.2 - Stats Panel		

# Document Control

## DOCUMENT HISTORY:

Version	Date	Author	Reviewed By	Notes
1.0	0/17/13	Hena Siddiqi	Document Created	Document Created
2.0	04/15/13	Haeyoung Kim	Hena, Sasha	Document Update: added entry point page, remove details on global page
3.0	04/15/13	Haeyoung Kim	Hena, Sasha	Document Update: added entry point page, remove details on global page
4.0	04/15/13	Haeyoung Kim	Hena	Document Update: added global control page
5.0	05/17/13	Haeyoung Kim	Hena	Document Update: restructured IA, modified global interaction page, added functionality of Trick Player control and SELECT button
6.0	05/30/13	Haeyoung Kim	Liz, Mike D	Document Update: added functionality of Trickplay and control buttons
7.0	04/07/14	Chad Wetherbee		Document Update: deltas required to support NFLSUNDAYTICKET.TV OTT product, Fantasy Channel, Fantasy Hub, My Players, and Share features.
8.0	04/18/14	Chad Wetherbee		Document Update: restructured IA of the app - moving global features out of the game chips and into their own center module, accessed via Menu
9.0	04/23/14	Chad Wetherbee		Further revisions based on suggestions from Sony review call

# Product Vision

## DEPG - Core Features:

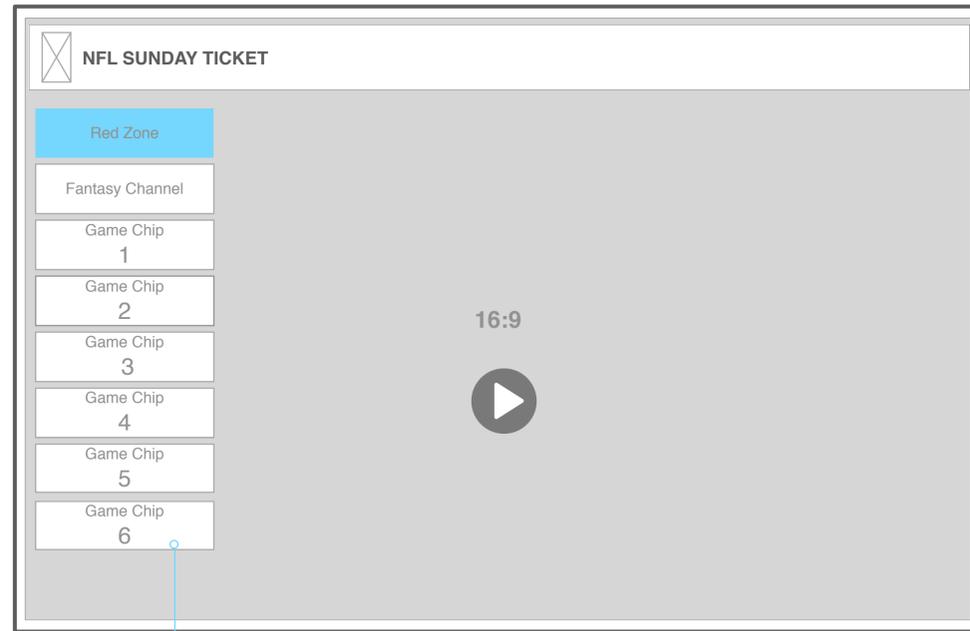
- Broadcast Live Games
- Red Zone and Fantasy Channel
- Highlights
- Stats, Schedule, Standings, My Players, NFL.com Fantasy
- Highlight alerts

## DMG - UX Strategy:

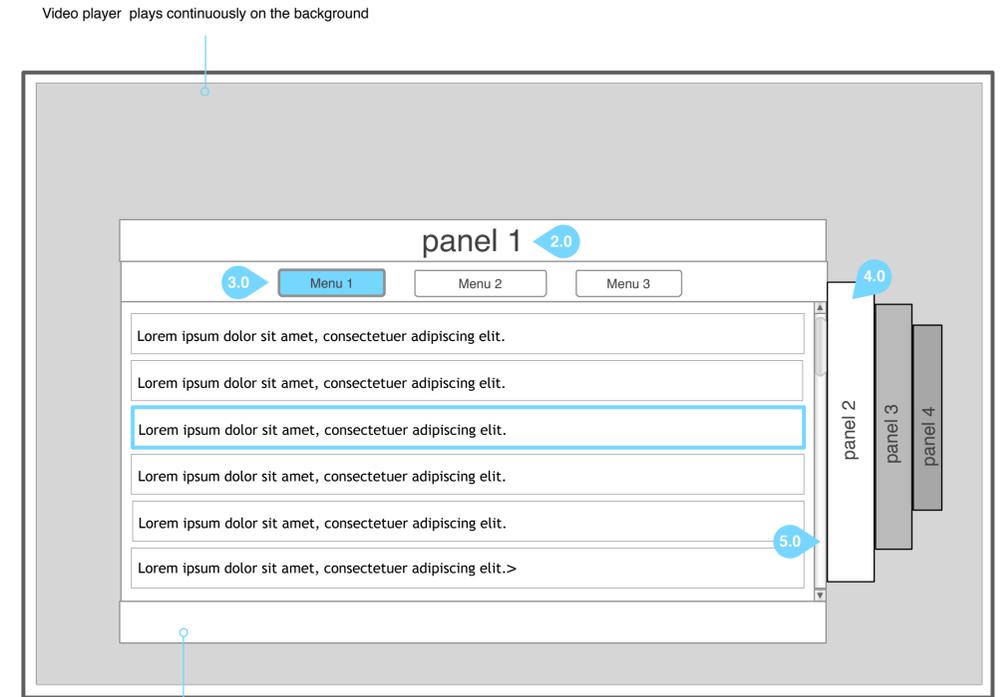
- Seamless content integration
- Continue engaging users with live game broadcast in Playstation platform
- Apply signature DirecTV UX/UI patterns in areas where consistency is beneficial for the user



Video Player  
(Background)

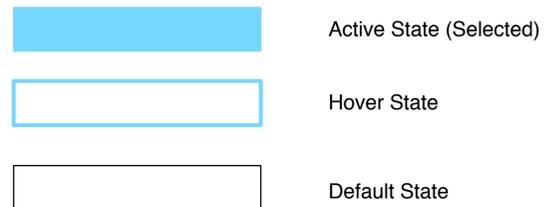


Game Chips



Game data panels floats on top of video player

Game Data panels



### 1.0 Trick Player

- Displayed only in full screen video mode
- User has the ability to rewind 30 min back
- User has the ability to jump video 30 sec back

### 2.0 Panel Title

- Panel title header

### 3.0 Menu Items

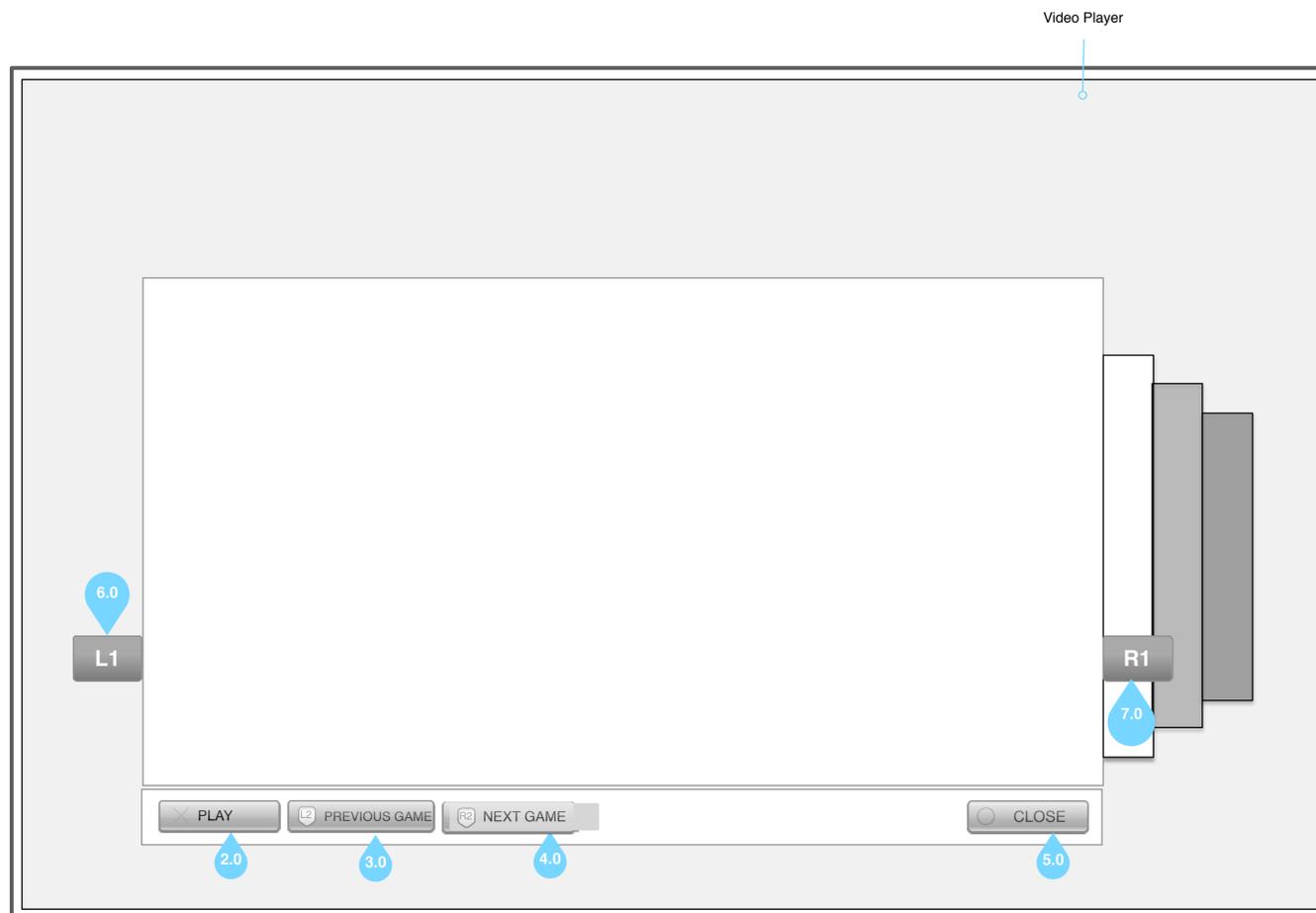
- Sub categories for selected panel (BAU)
- Menu 1 is selected by default
- Menu item selected, detailed metadata is displayed as a list

### 4.0 Carousel Navigation

- User has ability to navigate to Highlights, Stats, Standings, and Schedule data panels

### 5.0 Scroll Bar

- Only display if content exceeds page fold (BAU)



### 2.0 PLAY (⊞)

- Play/ Pause video player
- Brings up Trickplay Bar in full screen video mode
- Panel specific in Highlights, Stats, Standings, and Schedule

### 3.0 PREVIOUS GAME / Rewind (L2)

- L2 control button shifts selected game chip to the previous chip in current panel
- Panel specific in Highlights, Stats, Standings, and Schedule
- Rewinds video in Trickplay
- Brings up video control bar when Trickplay bar is not up

### 4.0 NEXT GAME / Fast Forward (R2)

- R2 control button shifts selected game chip to the next game chip in current panel
- Panel specific in Highlights, Stats, Standings, and Schedule
- Fast forwards video in Trickplay
- Brings up video control bar when Trickplay bar is not up

### 5.0 CLOSE (⊙)

- Clears all panels (to full panel video) when Data Panels are displayed
- Clears game chips when Game Chip module is displayed

### 6.0 Skip (L1)

- Bring up Trickplay
- Skips back 30 seconds when Trickplay Bar up
- Shifts to previous panel in Data Panels

### 7.0 Next (R1)

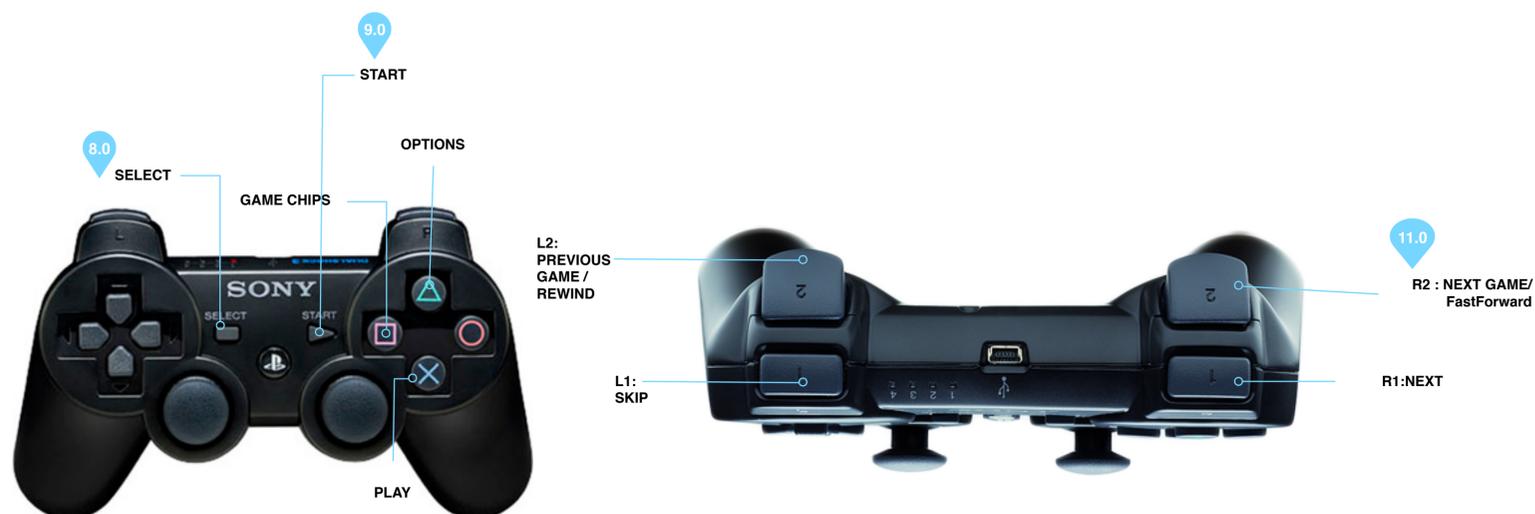
- Shifts to the next panel in Data Panels screen
- No effect on video player

### 8.0 Select (SELECT)

- Removes chips and Bring up video control bar when chips are displayed
- In data panels view, removes panels and brings up video control bar
- Brings up video control bar
- Hides video control bar when Trickplay Bar is up

### 9.0 Start (START)

- Removes chips and brings up video control bar
- Play/Pause video
- Toggles between play and pause
- Hides video control bar when Trickplayer Bar is up
- When data panel is displayed, removes the data panel and brings up video control bar



### 1.0 Default State



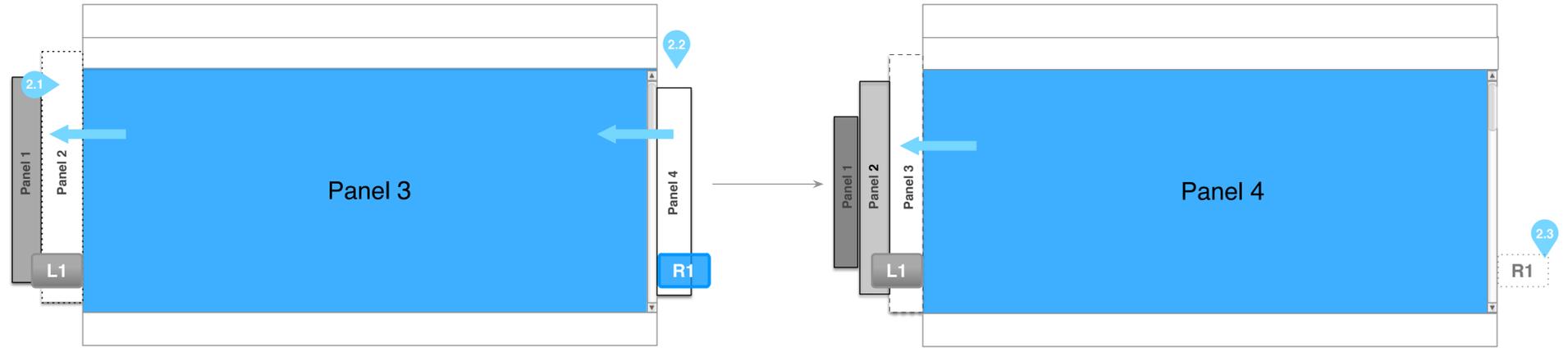
Default State: Panel 1 is displayed



### 1.0 Panel Screen (Default)

- Panel 1 is displayed as a default

### 2.0 Panel Navigation



### 2.0 Carousel Navigation

- The Carousel navigation presents different pages in an engaging 3D Carousel display
- Other data panels are accessible through 3D carousel navigation

### 2.1 Navigation Panel - panel flip

- R1 control button shifts from current panel (Panel 3) to left and loads the next panel (Panel 4) in the main panel area
- Shifted panel (Panel 3) folds into a tab and placed to the left of the main panel area

### 2.2 Navigation Panel - panel order

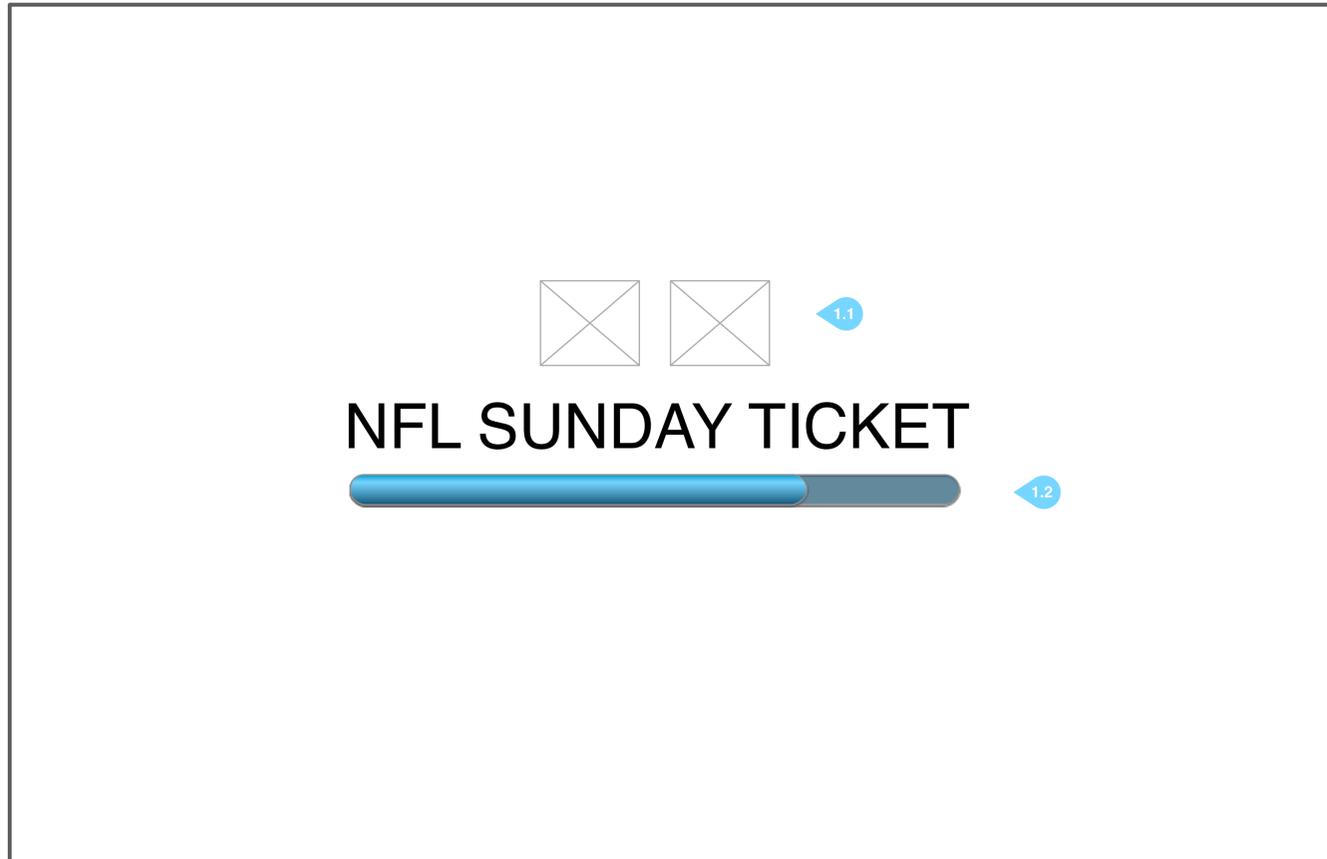
- Panels can flip back and forth only in sequential order

### 2.3 Panel Flip Control

- When no panels are available on the side, panel flip control (L1/ R1) is not displayed

# Content Screen

## 1.0 Loading Screen



### 1.0 Loading Screen

- Switches to landing screen when application is fully loaded

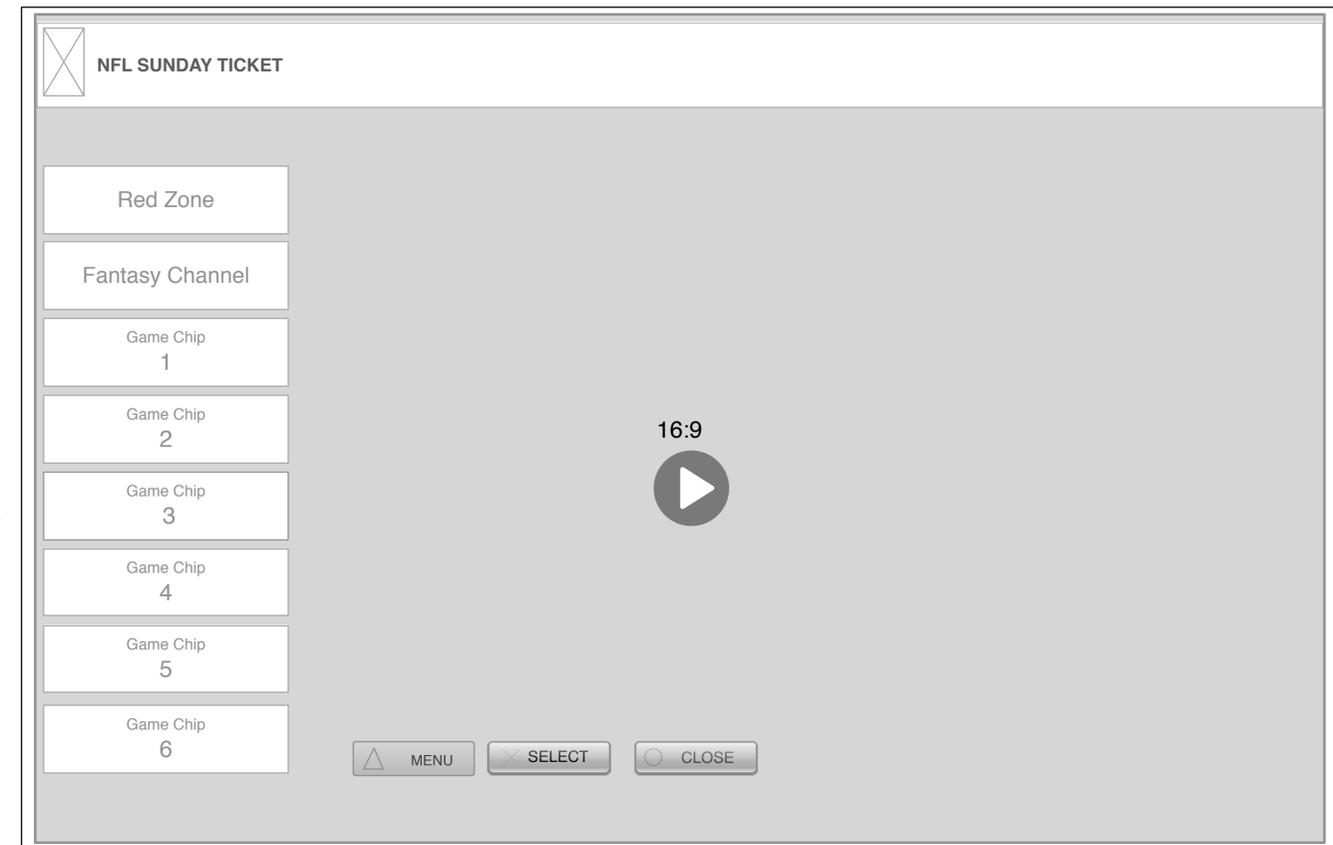
#### 1.1 Logo

- NFL Sunday Ticket and Directv logo

#### 1.2 Loading Bar

- Displays progress bar during application load

## 2.0 Landing Screen



### 2.0 Landing Screen

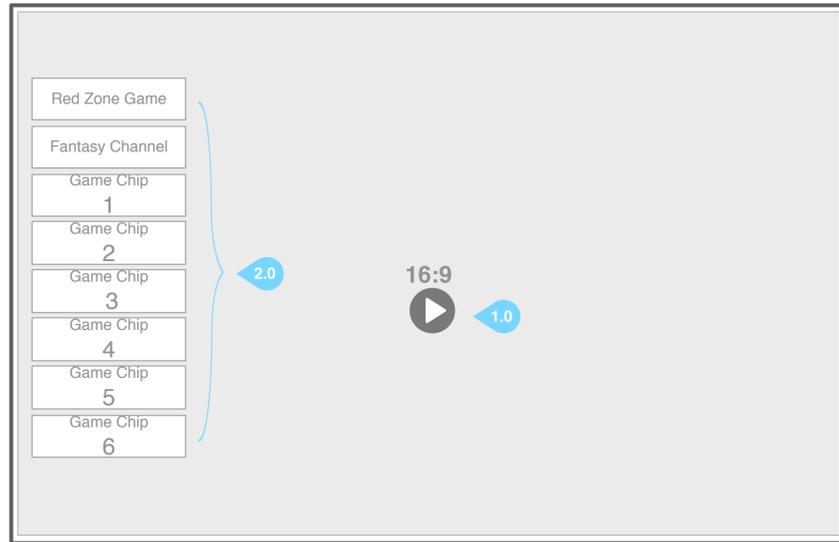
#### MAX Users

- When application is fully loaded, landing screen is displayed
- Displays game chips and video player
- Displays floating title bar with NFL Sunday Ticket Logo
- Red Zone Channel immediately begins streaming

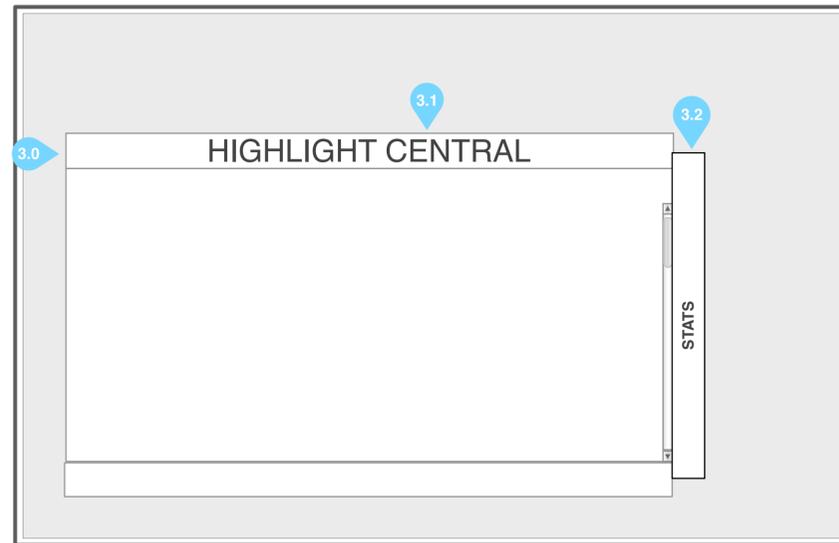
#### Non-MAX Users

Non-MAX users do not have access to the Red Zone Channel. These users will instead see a static landing screen as a background image. These users will need to select a game chip in order to start streaming a game.

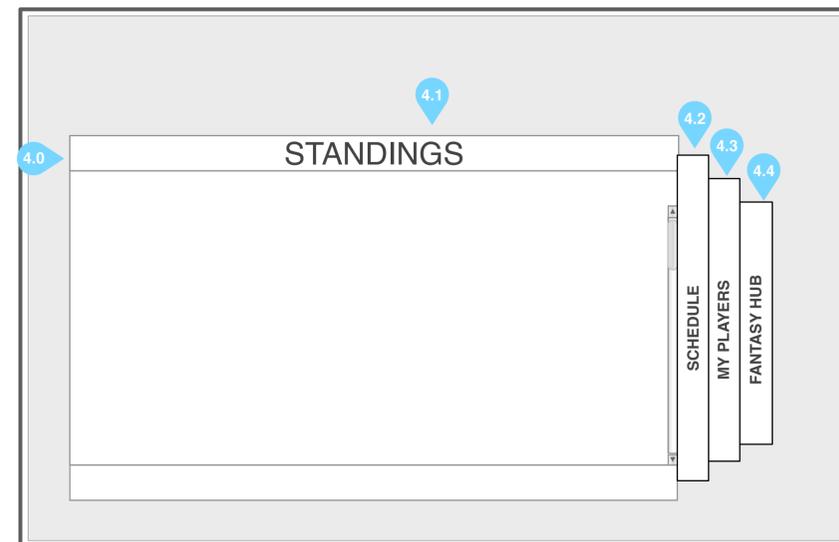
Game Chip Module



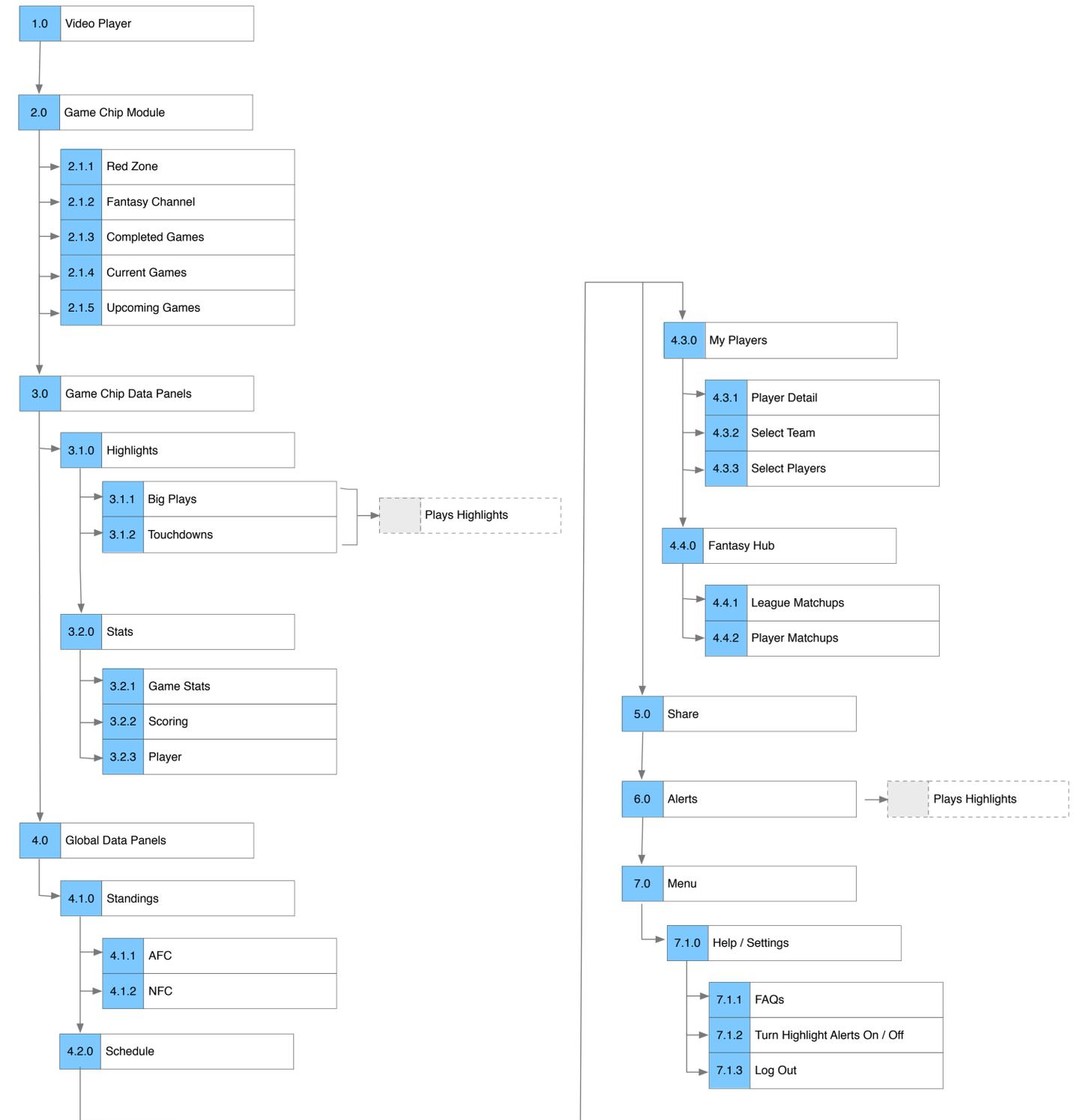
Game Chip Data Panels



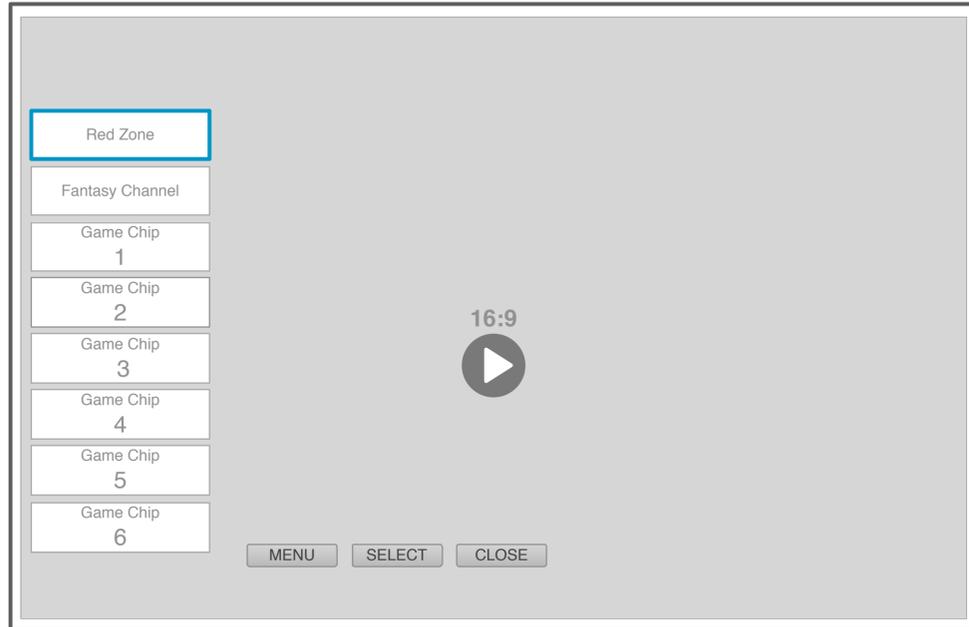
Global Data Panels



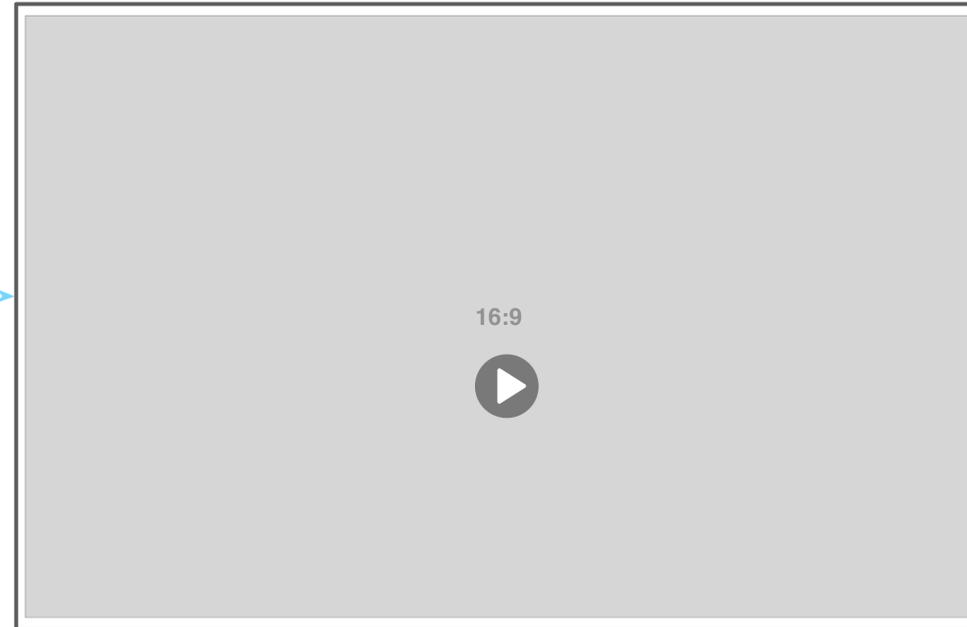
Content Structure



### 1. Red Zone Chip



### 2a. Game Chip menu (Watch Game)



#### 1. Red Zone Chip

- By default, when the application is launched Red Zone games start to play automatically
- Video continues to play while user interacts with Fly Out Menu or Data Panels.

#### 2. Game Chip Menu

- Chips are center focused. When on desired chip, shift Right on any of the joysticks or keypad to bring the menu
- Allows users to see wealth of data of each games on game chips
- User has the ability to watch the game instantly.
- A game chip selected, pressing X button brings out Fly Out menu

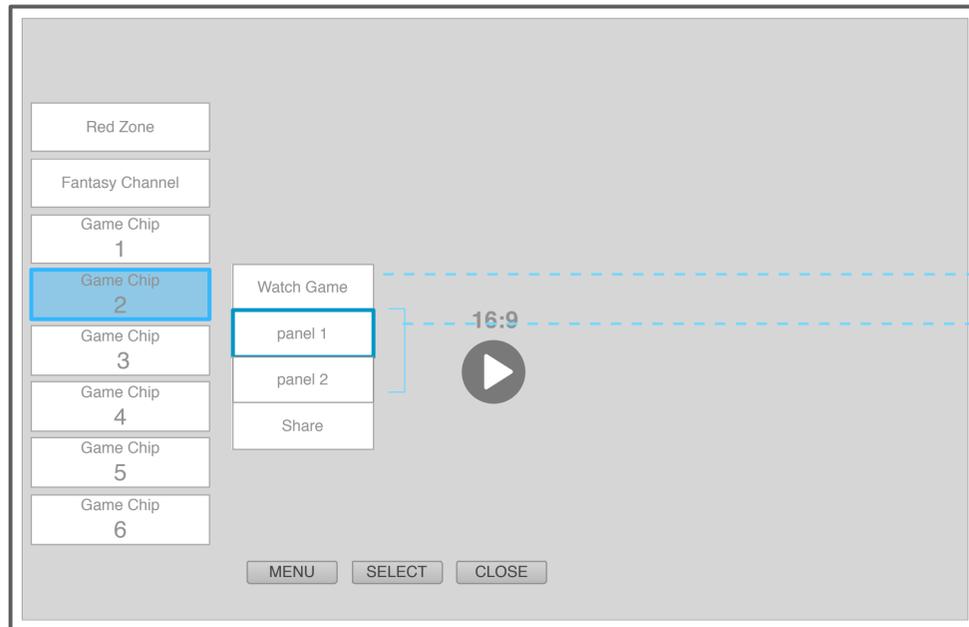
#### 2a. Watch Now (Game Chip selected)

- A game chip selected, selecting Watch Now plays the game chip in full screen video player
- By default, plays currently streaming game

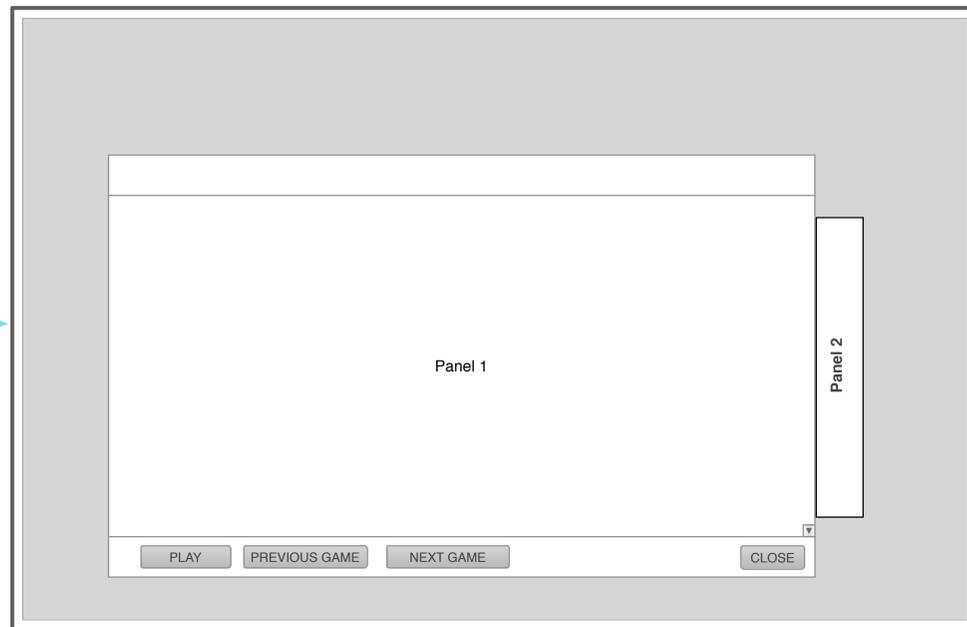
#### 2b. Game Chip panel

- User has the ability to see wealth of data for each game on game chips
- Overlays on top of video player
- Video continues to play in the background while data panels are open

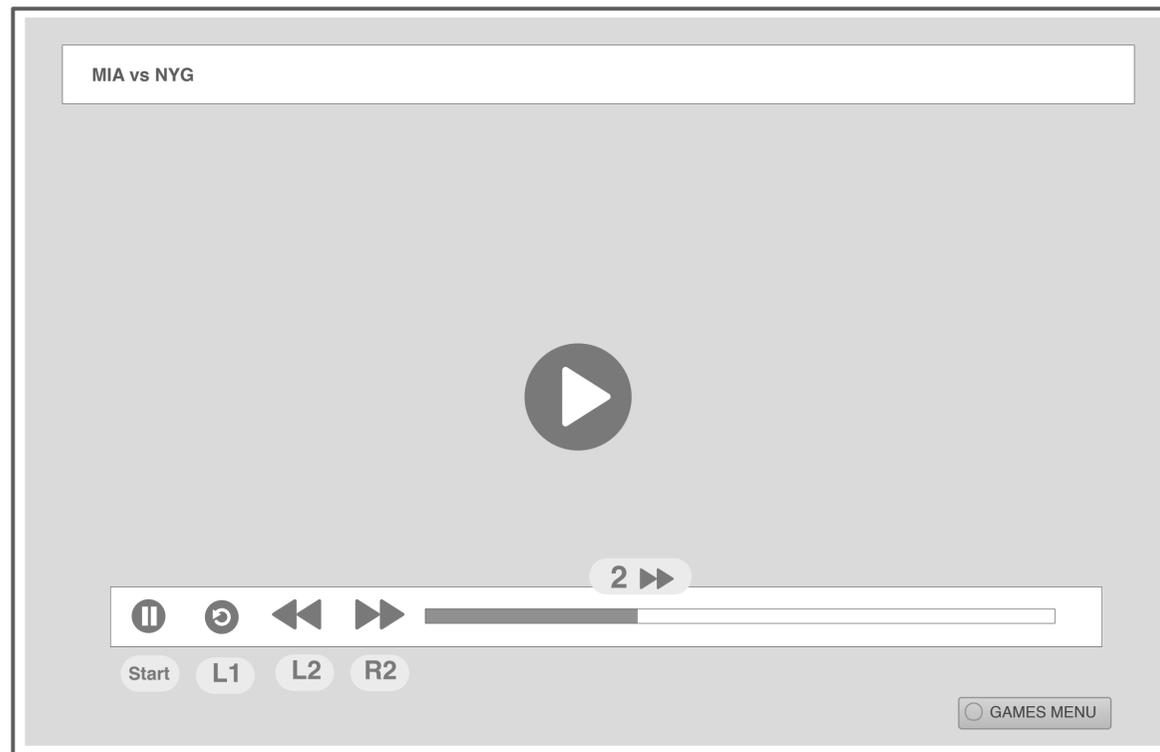
### Game Chip Menu



### 2b. Game Chip menu (Game Chip Data Panels)



## Live Game

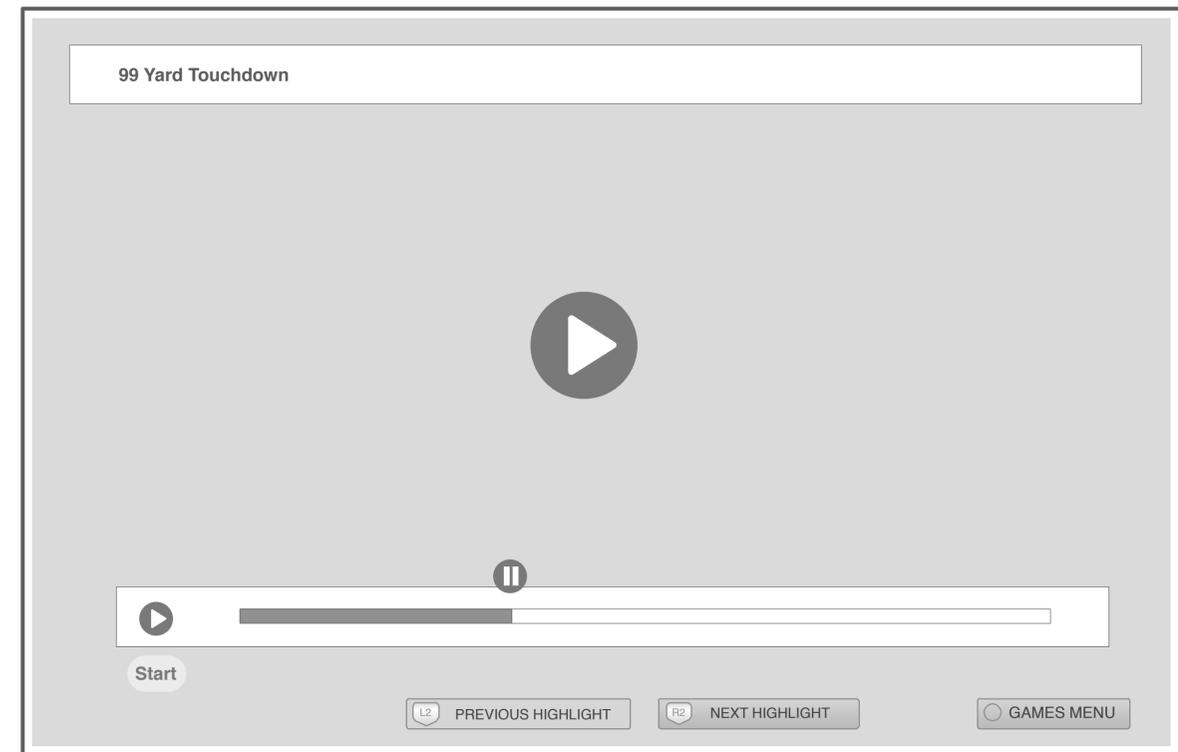


### Video Player - Live Game

- During live game streaming, user can perform the following actions:
  - Play / Pause (Start button)
  - Restart (L1 button)
  - Rewind (L2 button)
  - Fast forward (R2 button)

User can press O button to return to Game chips.

## Highlight Clips

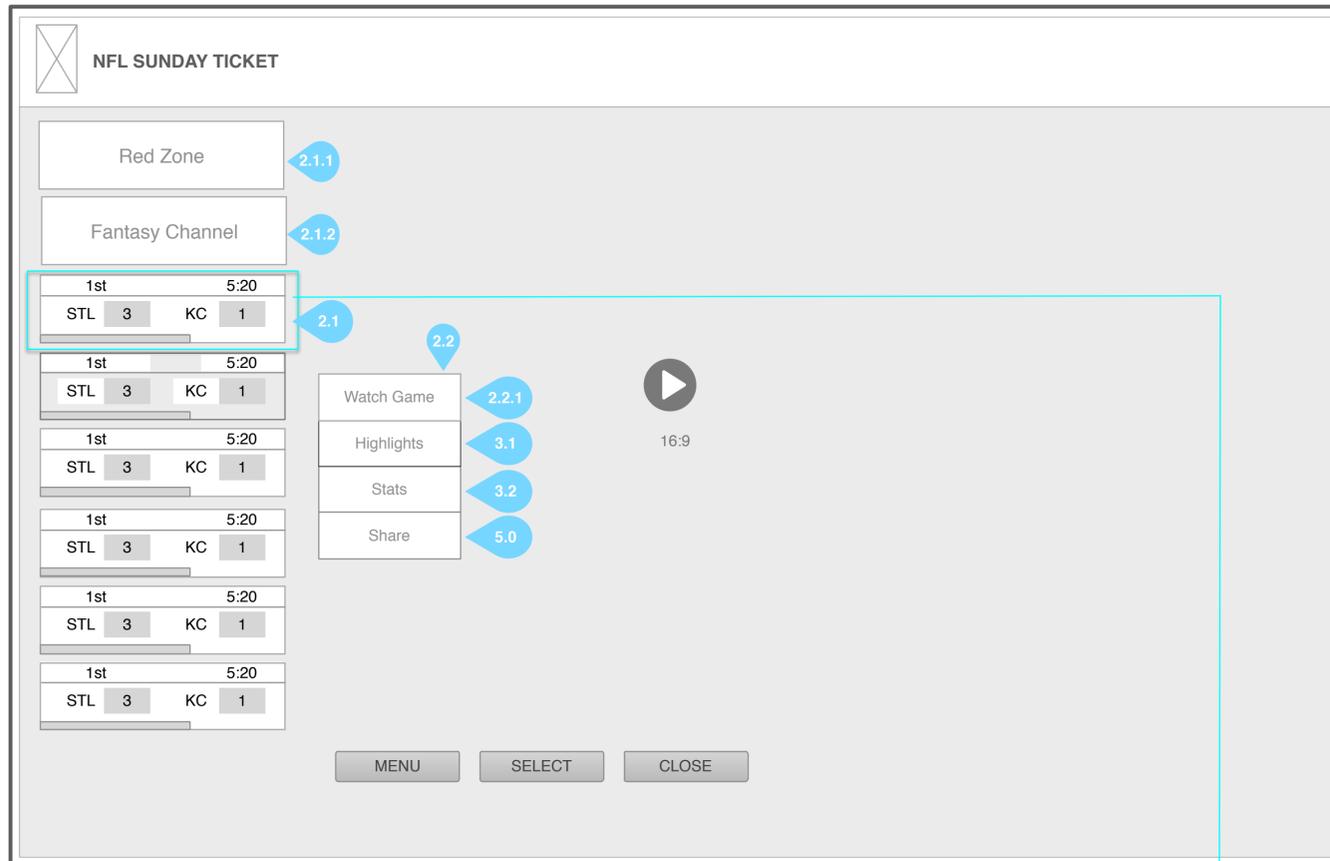


### Video Player - Highlight Clips

- During highlight clips streaming, user can perform the following actions:
  - Play / Pause (Start button)

User can press O button to return to Game chips.

User can press L2 or R2 to cycle between highlight clips. The queue of clips should contain all clips from the menu that the user started playing the current highlight from.



## 2.0 Game Chip (default)

- Game chips are organized by the following order - Red Zone, Fantasy Channel, Completed Games, Current Games, and Upcoming Games.
- Game chip Information is updated every 15 seconds.

### 2.1 Game Chip States

- Game chips have four different variations: Red Zone, Upcoming, In Progress, Final

#### 2.1.1 Red Zone (Default)

- Start to play by default when application launches
- When selected, plays the most recent RedZone highlights by default

#### 2.1.2 Fantasy Channel

- Start to play by default when application launches
- When selected, plays the most recent RedZone highlights by default

#### 2.1.2 Completed Games (Final)

- Final scores, Team and Top Player stats, and Scoring plays data available
- Top line displays FINAL or FINAL-OT
- Bottom line displays team tri-code and score

#### 2.1.3 Current Game (In Progress)

- Scores, Team and top later stats and Scoring Plays data available
- Indicates team logo, drive, possession of ball, score, time. (BAU : same functionality exists in mobile/ tablet)

#### 2.1.4 Upcoming Games (schedule game chip)

- Users can see scheduled match-ups and kickoff times
- Slightly different rules apply to Before Game Day and On Game Day.
- Indicates team logo, and date and time of future game (BAU:same functionality exists in mobile/ tablet)

## 2.2 Game Chip Menu

### 2.2.1 Watch Game

- Watch Game will immediately begin streaming the game

### 3.1 Highlights Central

- Highlights will launch the Game Chip Data Panels module, defaulted to the Highlights Central panel
- Highlights Central panel will display highlights content related to the selected game chip

### 3.2 Stats

- Stats will launch the Game Chip Data Panels module, defaulted to the Stats panel
- Stats panel will display stats content related to the selected game chip

### 5.0 Share on Facebook

- Share will launch a modal to share information about the game via Facebook native integration (PS3 and PS4)

### 2.2.2 Watch Shortcut

- After games are completed, the user can watch a 30-minute condensed version of the game.
- This content will not be available immediately. If the game is over but the Shortcut video is not yet available, neither option should display in the menu.
- Watch Shortcut will immediately begin streaming the shortcut video

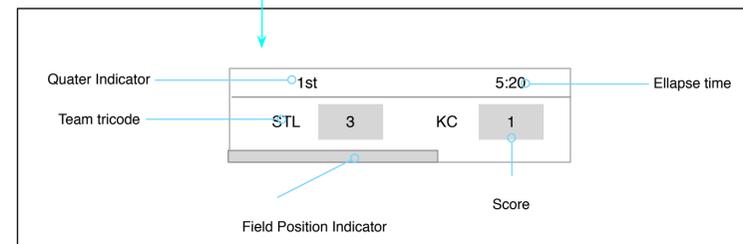
## 2.3 Game Chip Interface Details

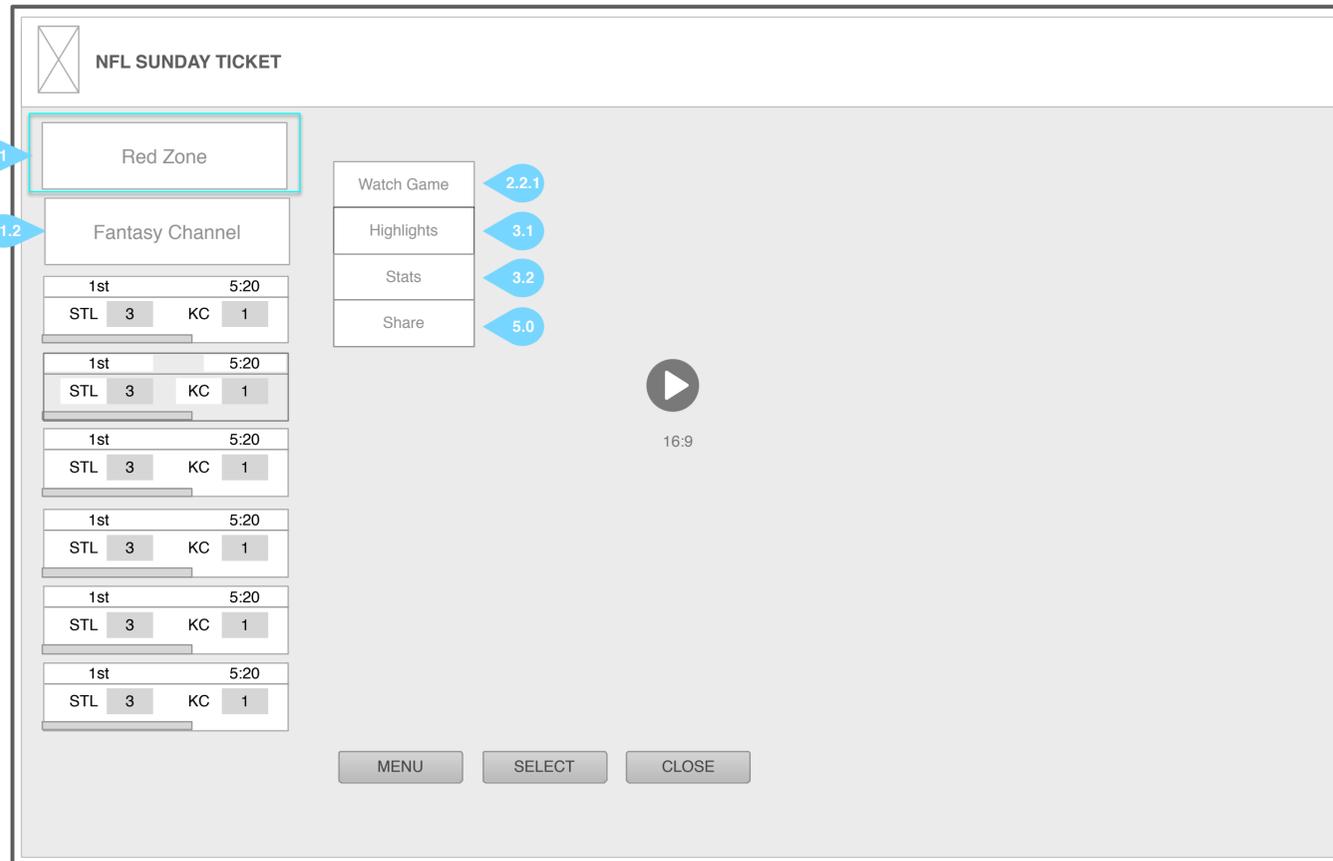
- Displays time, field position indicator, score, team tricode
- Data set varies based on the state of game chip

## Game Chip - Completed Game



## 2.3 Game Chip Detail





### 2.1.1 Red Zone Channel

- Red Zone chips displays at the top, and will start to play when the application launches.
- Upon app launch, non-MAX users with no Red Zone access will see a splash image instead of the Red Zone Channel

### 2.2 Game Chip Menu for Red Zone chip

#### 2.2.1 Watch Game

- For MAX users, Watch Game will begin streaming Red Zone Channel
- For non-MAX users, Watch Game will display an error/info popup informing the user that he does not have access to the Red Zone Channel

#### 3.1 Highlights Central

- Highlights will launch the Game Chip Data Panels module, defaulted to the Highlights Central panel
- From the Red Zone chip, the Highlights Central panel will display highlights content across all games
- non-MAX users should be able to select this option and launch the module

#### 3.2 Stats

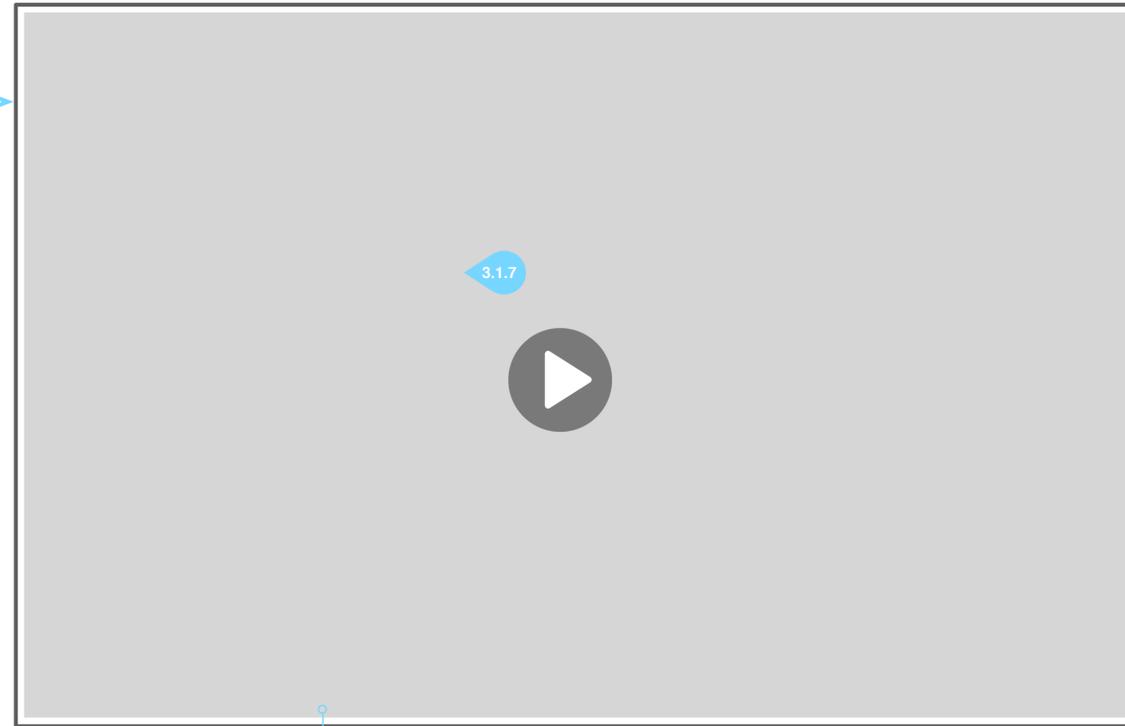
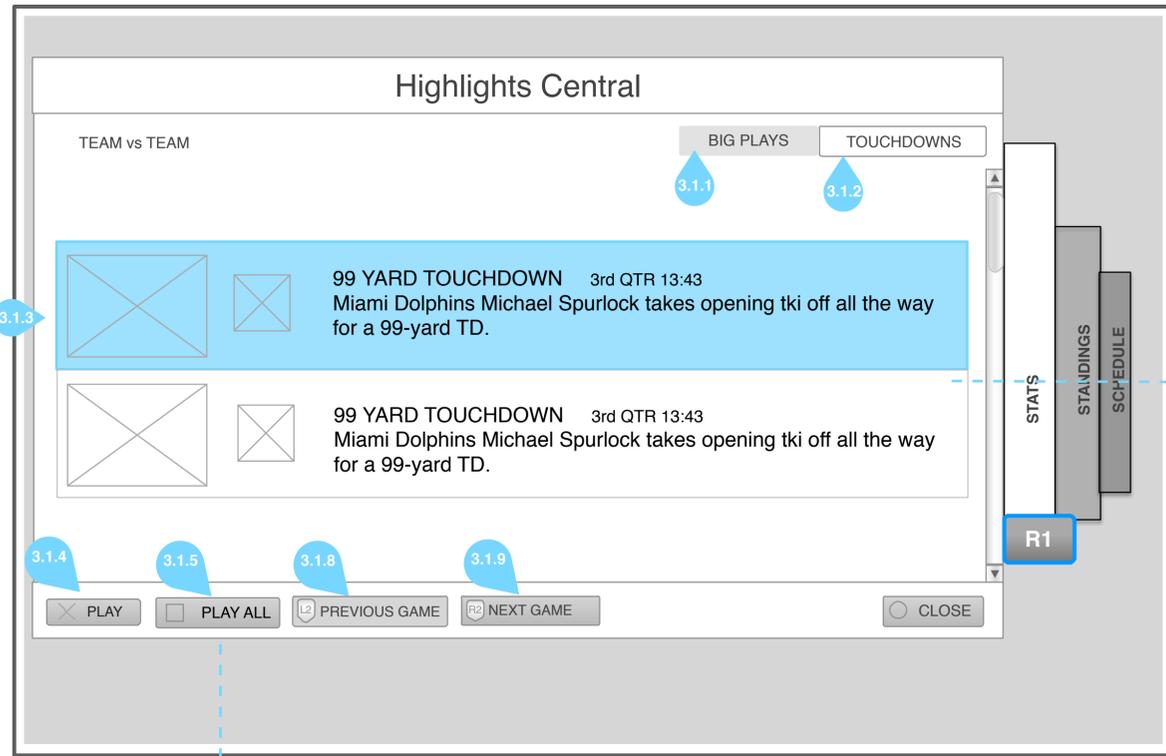
- Stats will launch the Game Chip Data Panels module, defaulted to the Stats panel
- From the Red Zone chip, the Stats panel will display stats content across all games
- non-MAX users should be able to select this option and launch the module

#### 5.0 Share on Facebook

- Share will launch a modal to share information about the game via Facebook native integration (PS3 and PS4)

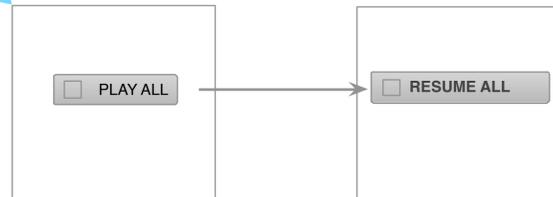
### 2.1.2 Fantasy Channel

- Fantasy Channel chip displays below the Red Zone Channel chip
- Game Chip menu options and behavior should be the same for the Fantasy Channel chip as the Red Zone Channel chip



Plays game chip video clips in full screen

3.1.6 Display RESUME ALL if PLAY ALL has been selected



### 3.1 HIGHLIGHTS

- User has the ability to play all highlights from the selected game
- Highlight panel Includes Big Plays and Touchdowns

#### 3.1.0 HIGHLIGHTS content toggle

##### 3.1.1 Big Plays

- By default, Big Plays will be displayed for all highlights
- On select, Big Plays highlights will display

##### 3.1.2 Touchdowns

- On select, Touchdowns highlights will display

##### 3.1.3 Highlights List

- List highlight items from newest to oldest
- First item in the list has the default focus state
- Each list items displays thumbnail, duration and description of the video clip
- User has an ability to select a list item, but not thumbnail or description individually
- On select, selected list item plays on main video player

##### 3.1.4 Play

- User has ability to play individual highlights
- When PLAY is selected, game chip panel disappears and plays in main video player

##### 3.1.5 Play All

- When PLAY ALL is selected all highlights appear in the list and play sequentially, from oldest to newest

##### 3.1.6 Play ALL /RESUME ALL

- When user exits before finishing all highlights, display RESUME ALL if PLAY ALL has been selected
- If RESUME ALL is selected, resume playback from the last highlight played

##### 3.1.7 Video player

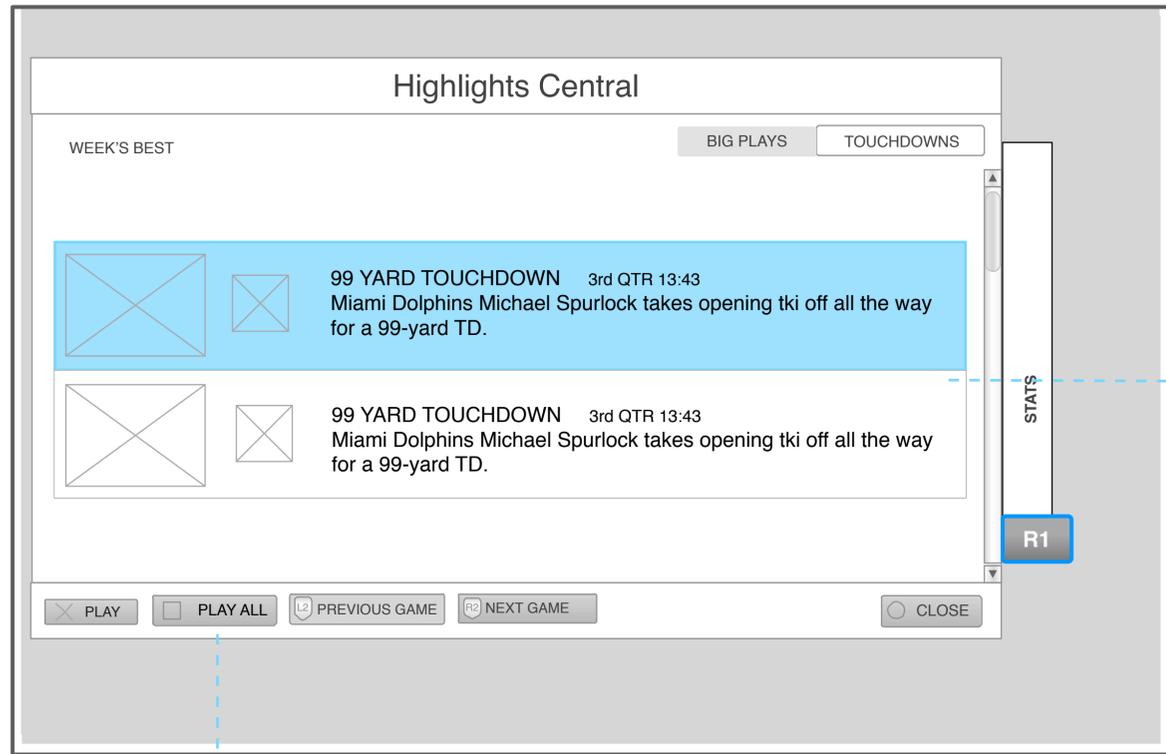
- Selecting a Highlight list item does not affect the video currently playing on the background
- Pressing X button (PLAY) will play the selected Highlights in full screen video

##### 3.1.8 Previous Game

- Pressing L2 button brings previous game chip Highlights screen
- User cycling between games using L2 should never get to Red Zone Highlights - cycles between real games only

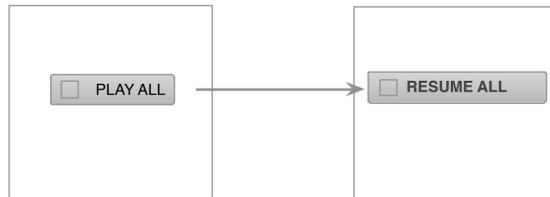
##### 3.1.9 Next Game

- Pressing R2 button brings next game chip Highlights screen
- User cycling between games using R2 should never get to Red Zone Highlights - cycles between real games only



Plays game chip video clips in full screen

Display RESUME ALL if PLAY ALL has been selected



### 3.1 HIGHLIGHTS - Red Zone or Fantasy Channel

- From the Red Zone chip or the Fantasy Channel chip, the Highlights panel should display highlights across all games.
- All other highlights options and functionality should remain the same.
- L2/R2 options should traverse to other games, then back to Week's Best

Stats 3.2.0

Team vs Team

Game Scoring Player

TEAM	TYPE	QTR	TIME	PLAY	SCORE
MIA	TD	1st	7:30	T. Parker-D Grahm, 450rd pass	7-0
MIA	TD	1st	2:12	J. Johnson, 24-Yd	10-0
MIA	FG	2nd	13:21	T. Parker-D Grahm, 450rd pass	17-0
DEN	TD	2nd	8:31	J. Johnson, 24-Yd	17-7
DEN	FG	2nd	4:25	T. Parker-D Grahm, 450rd pass	17-10

L2 PREVIOUS GAME R2 NEXT GAME CLOSE

### 3.2.0 Stats panel

- User has options to choose game/team stats, scoring plays, and player stats
- Data will refresh throughout the game
- To see Stats of another game, use L2 and R2 triggers

### 3.2.1 Game

- Game menu is selected as default
- Displays team statistics

### 3.2.2 Scoring (displayed above)

- On select, displays scoring plays.

### 3.2.3 Player

- On select, displays game stats for the 5 top players for each team in the relevant categories in order of total yardage

Stats 3.2.0

Week's Best 3.2.3

PASSING

	TEAM	COMP/ATT	YARDS	TDS	INT
R. Tannehill	MIA	15/30	345	2	0
R. Tannehill	PIT	16/27	322	2	1
R. Tannehill	NYJ	30/45	308	1	2
R. Tannehill	SEA	18/22	299	1	1
R. Tannehill	SF	29/41	291	1	0

L2 PREVIOUS GAME
R2 NEXT GAME
○ CLOSE

HIGHLIGHTS

L1

STANDINGS

R1

SCHEDULE

### 3.2.0 Stats panel - Red Zone or Fantasy Channel

- From the Red Zone chip or the Fantasy Channel chip, the Stats panel should display player stats only, for the top 3 players of each position for the current week's stats.
- Option to toggle between Game, Scoring, and Player options should be removed (only Player stats are displayed)

### 3.2.3 Player stats (Week's Best)

- Displays player stats for the 5 top players around the league in the relevant categories in order of total yardage
- Data and top players displayed can change throughout the games

#### 4.1 Standings

**Standings**

AFC NFC

AFC EAST	W	L	T	%	DIV	CONF	STRK
NE	4	1	0	.800	3-1-0	3-1-0	Won 2
MIA	4	1	0	.800	3-1-0	3-1-0	Won 1
BUF	2	3	0	.400	2-2-0	2-2-0	Lost 2
NYJ	1	4	0	.200	0-4-0	0-4-0	Lost 4

AFC NORTH	W	L	T	%	DIV	CONF	STRK
TEN	4	0	1	.800	4-0-0	4-0-0	Won 2

MY PLAYERS FANTASY HUB

CLOSE

#### 3.5 Schedule

**Schedule** WEEK 8

WEEK 1

Thursday 9/9 Seattle 42, Minnesota

Friday 9/10 San Francisco 27, Oakland 13

Monday 9/13 Atlanta, Jacksonville 17

WEEK 2

Sunday 9/19 Tennessee at Caroliana

Monday 9/20 Carolina at New Orleans

CLOSE

#### 4.1 Standings panel

- AFC Standings is selected by default
- Display column headers for each conference, and corresponding records for each team
- Teams display in order of best to worst record

##### 4.1.1 AFC Standings

- On select, AFC Standings displays

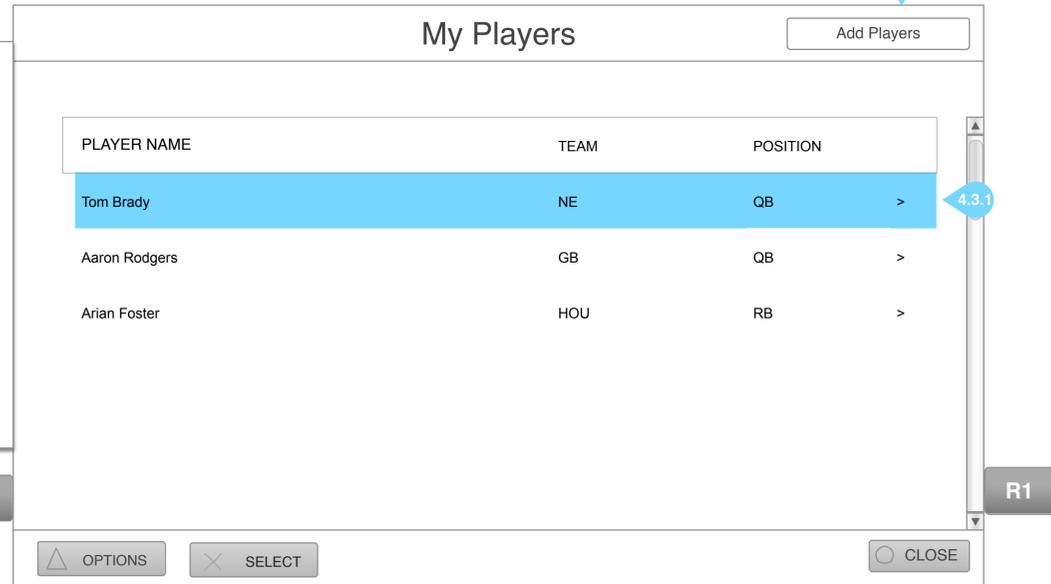
##### 4.1.2 NFC Standings

- On select, NFC Standings displays

#### 3.4 Schedule panel

- Display schedule by Weeks 1-17
- Defaults to current week. Scroll up for prior weeks and scroll down for upcoming weeks

## 4.3 My Players



### 4.3 My Players panel

- Displays the user's selected players to receive highlight alerts
- Upon initial app launch, user will not have any players selected

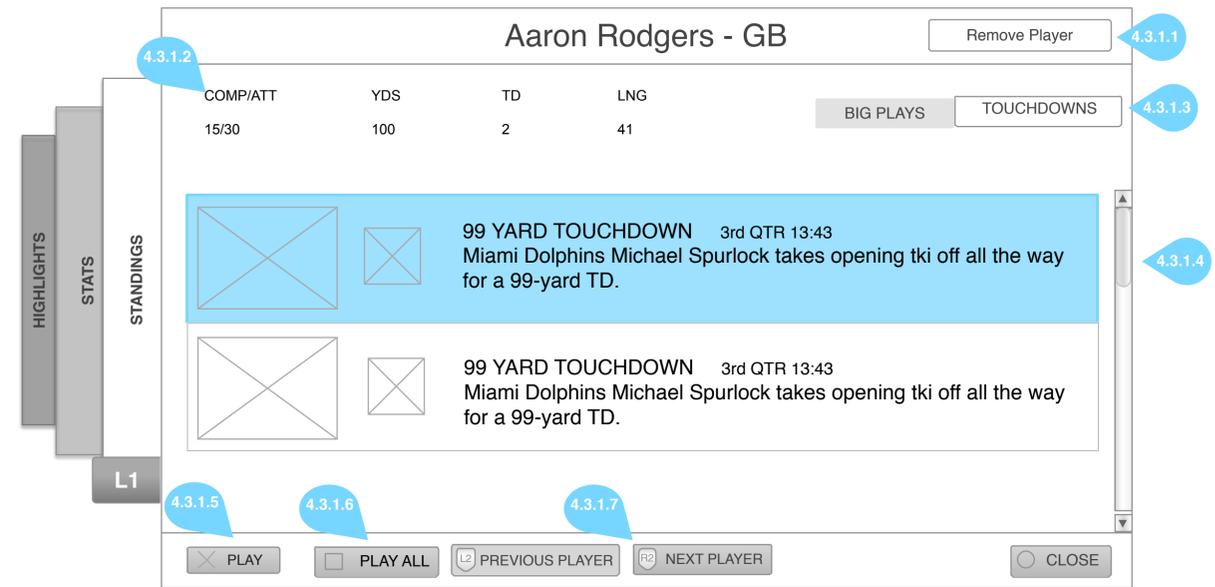
#### 4.3.1 Player Detail

- On select, will navigate to Player Detail screen

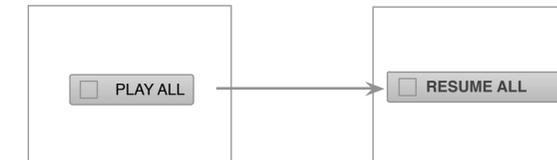
#### 4.3.2 Add Players button

- On select, will navigate to Add Players -> Select Teams screen

## 4.3.1 Player Detail



4.3.1.8 Display RESUME ALL if PLAY ALL has been selected



### 4.3.1 PLAYER DETAIL

- User has the ability to play highlights of the player
- Highlight panel Includes Big Plays and Touchdowns
- First highlight in the list has the focus by default

#### 4.3.1.1 Remove Player

- Will show a confirmation modal for the user to confirm deletion
- Upon confirmation, player will be removed from the user's My Players list.

#### 4.3.1.2 Stats

- Quarterbacks display the following fields: Comp/ATT YDS TD INT
- Wide Receiver / Tight End display the following fields: Rec YDS TD LNG
- Running Back / Fullback display the following fields: Car YDS TD LNG

#### 4.3.1.3 Big Plays / Touchdowns toggle

- By default, Big Plays will be displayed for all highlights
- User can toggle to view Touchdowns only

#### 4.3.1.4 Highlights List

- List highlight items from newest to oldest
- First item in the list has the default focus state
- Each list items displays thumbnail, duration and description of the video clip
- User has an ability to select a list item, but not thumbnail or description individually
- On select, selected list item plays on main video player

#### 4.3.1.5 Play

- User has ability to play individual highlights
- When PLAY is selected, game chip panel disappears and plays in main video player

#### 4.3.1.6 Play All

- When PLAY ALL is selected all highlights appear in the list and play sequentially, from oldest to newest

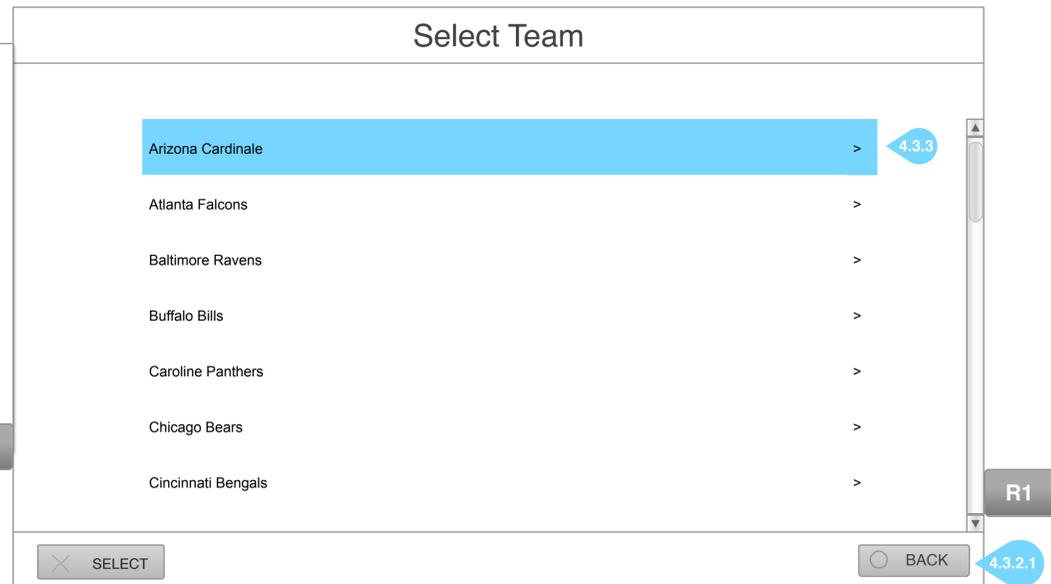
#### 4.3.1.7 Previous Player / Next Player

- Pressing L2 button brings previous player from the user's My Players list
- Pressing R2 button brings next player from the user's My Players list

#### 4.3.1.8 Play ALL /RESUME ALL

- When user exits before finishing all highlights, display RESUME ALL if PLAY ALL has been selected
- If RESUME ALL is selected, resume playback from the last highlight played

### 4.3.2 My Players / Add Players - Select Team



#### 4.3.2 Select Team

- To select players to add to his My Players list, the user must first select a team to see players to select
- First team in the list has the focus by default

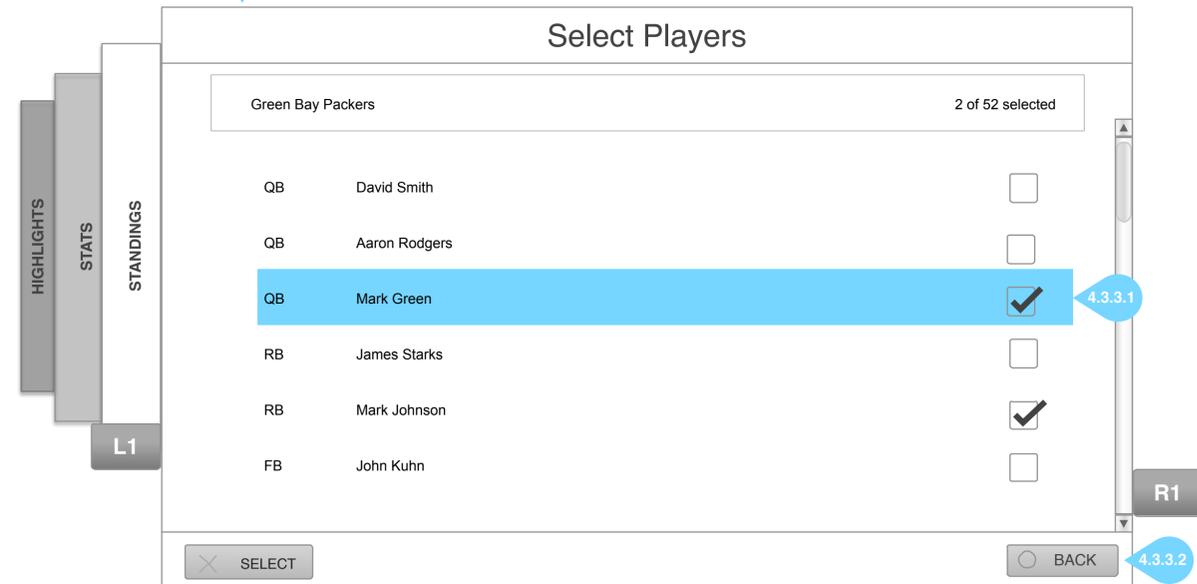
#### 4.3.3 Team Detail / Select Players

- Upon select, display the team detail screen, showing all available players for the user to select

##### 4.3.2.1 Back to My Players

- Will navigate back to My Players, the top-level screen

### 4.3.3 My Players / Add Players / Team Selected - Select Players



#### 4.3.3 Select Players from a Team

- After user selects a team, user sees available players from the selected team, to add them to his My Players list.

##### 4.3.3.1 Select Players checkbox

- Each player has a checkbox that can be toggled on/off via the Select option
- When user exits the window, all players with the checkbox checked should display in the user's My Players list.

##### 4.3.3.2 Back to Select Team

- Will navigate back to Select Team screen. All checkbox changes should take effect.

#### 4.4.0 Fantasy Hub - Landing Page (not logged in)

Fantasy Hub

Sign in to an NFL.com Fantasy League to add the league to this app.

Email

Password

Forgot username or password?

Cancel Sign In

L1

R1

SELECT CLOSE

#### 4.4.0 NFL.com Fantasy Hub

- The Fantasy Hub allows the user to sign into one or more NFL.com fantasy leagues, and see information related to the current week's matchups.

#### 4.4.0.1 Select one league

Fantasy Hub

Select one of your NFL.com fantasy leagues to add to this app.

Sunday Kickits

DMG'in It

Cancel Continue

L1

R1

SELECT BACK

#### 4.4.0.1 Select one NFL.com Fantasy League

- When a user logs in through NFL.com, he may have multiple active fantasy leagues. If so, the user needs to choose one league to add to the app.

- Once the league is added, the user cannot toggle between leagues. He needs to sign out and sign back in to access the other league.

#### 4.4.1 Fantasy Hub - League Overview

Fantasy Hub - League Name Sign Out

User's team name 3-1	100.18	vs	98.54	This week's opponent 4-0
Other team 1 1-3	96.43	vs	67.76	Other team 2 0-4
Other team 3 3-1	84.56	vs	71.35	Other team 4 0-4
Other team 5 2-2	120.45	vs	80.98	Other team 6 1-3
Other team 7 2-2	113.45	vs	134.54	Other team 8 3-1
Other team 9 4-0	99.94	vs	130.99	Other team 10 2-2

SELECT CLOSE

#### 4.4.1 NFL.com Fantasy Hub - League Overview

- If the user has added a league, the default landing screen of the Fantasy Hub module will be the league overview.
- The name of the league displays in the module header.

#### 4.4.1.1 User's fantasy matchup

- User can sign out of the NFL.com league, after a confirmation modal.
- User would then see the non-logged in state.

#### 4.4.1.2 User's fantasy matchup

- The user's matchup for the given week will be displayed in the first row.
- Upon select, the details of the matchup will be displayed.
- Fields displayed are (from left to right):
  - Name of user's fantasy team and current record in the league
  - real-time score in the current week
  - opponent's real-time score in the current week
  - name of opponent's fantasy team and current record in the league.

#### 4.4.1.3 Other matchups

- The other matchups in the league display the same fields, but are not selectable.

#### 4.4.2 Fantasy Hub - My Matchup

My Matchup

User's team name 100.18	10	IN PLAY	8	This week's opponent 98.54
	3	YET TO PLAY	5	

A. Rodgers QB - GB 25-13	15.15	QB	32.45	P. Manning QB - DEN 42-17
A. Foster RB - TEX 13-25	8.76	vs	14.67	D. Williams RB - CAR 7:00 pm EST
F. Gore RB - SF 2:00 pm EST	19.45	vs	11.45	D. Jackson RB - BUF 7-3

BACK

#### 4.4.1 NFL.com Fantasy Hub - My Matchup details

- The user can select his fantasy team's specific matchup, to see the detailed player matchups for the given week.

#### 4.4.2.1 Matchup Overview

- The user can see his current score, and his opponent's current score.
- He can also see for his team and for his opponent's, how many of players have played and are yet to play

#### 4.4.2.2 Player matchups

- User can see the matchups at each position
- Fields displayed are (from left to right):
  - name of player on user's team, with position, team, and current score of that player's game (or game start time, if the game has not yet started)
  - real-time score in the current week
  - matchup position
  - opponent's real-time score in the current week
  - name of player on opponent's team, with position, team, and current score of that player's game
- Next to a player can also be displayed an icon which provides information about the player's status for the week - In, Out, Questionable.

Share on Facebook



Denver Broncos vs Miami Dolphins

Watch every Sunday Ticket game wherever you go with DIRECTV NFL Sunday Ticket.



via DIRECTV Mobile

Share your thoughts!

Cancel

Share

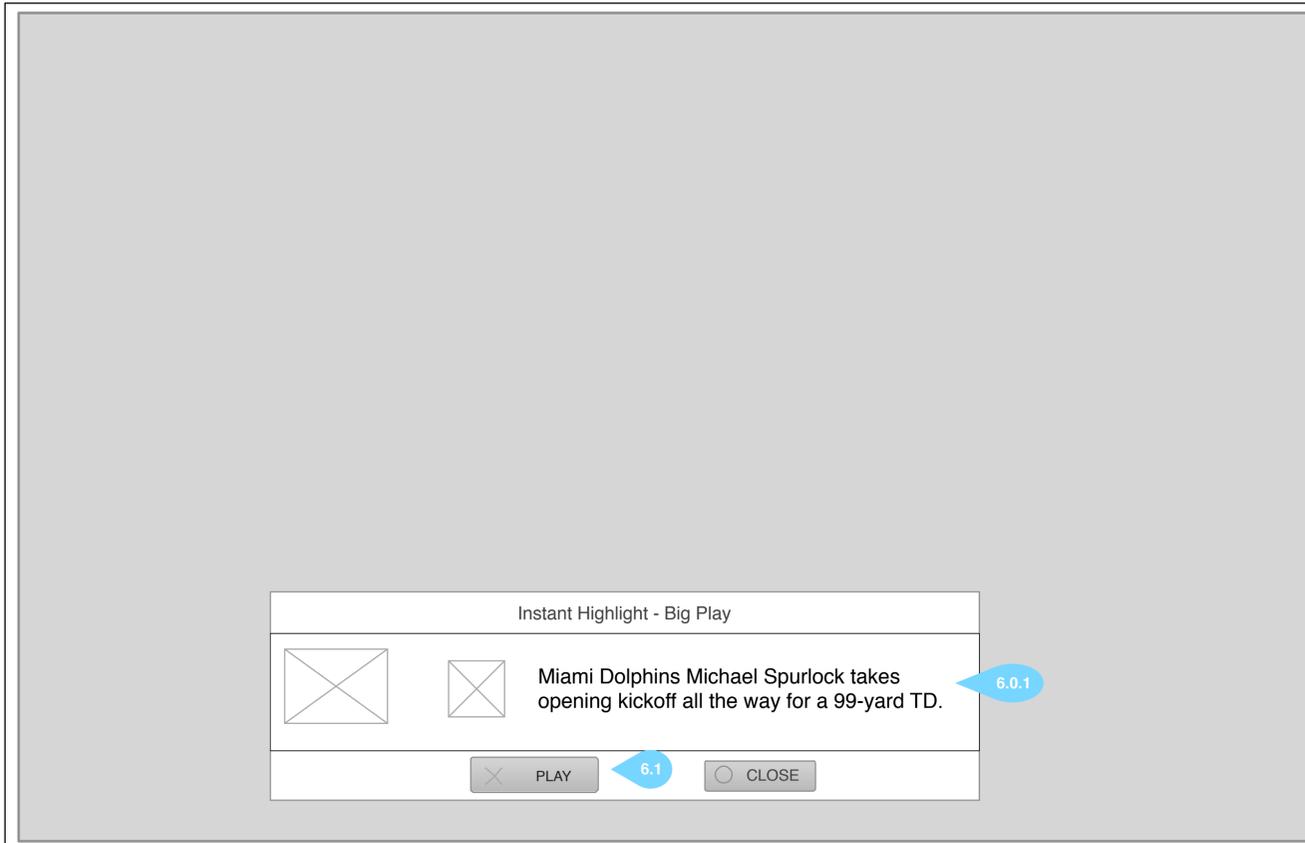
✕ SELECT

○ CLOSE

### 5.0 Share

- From each chip, user can select to share content about the game on Facebook
- Content is game specific, but includes a user-editable text area
- Facebook sign-in is via native Playstation integration - the app does not have standalone sign-in or sign out

## Game Alert



## Player Alert



### 6.0 Highlight Alerts

- There are two types of highlight alerts:
  - Game Alerts: big plays in another game
  - Player Alerts: big plays in another game that involve one of the players from the user's My Players List
- The highlights displayed for any user are the same - the only difference is whether a highlight is a Player Alert or not
- Alert displays thumbnail, team thumbnail, and description of the video clip
- If not selected, the highlight popup will go away after X seconds.

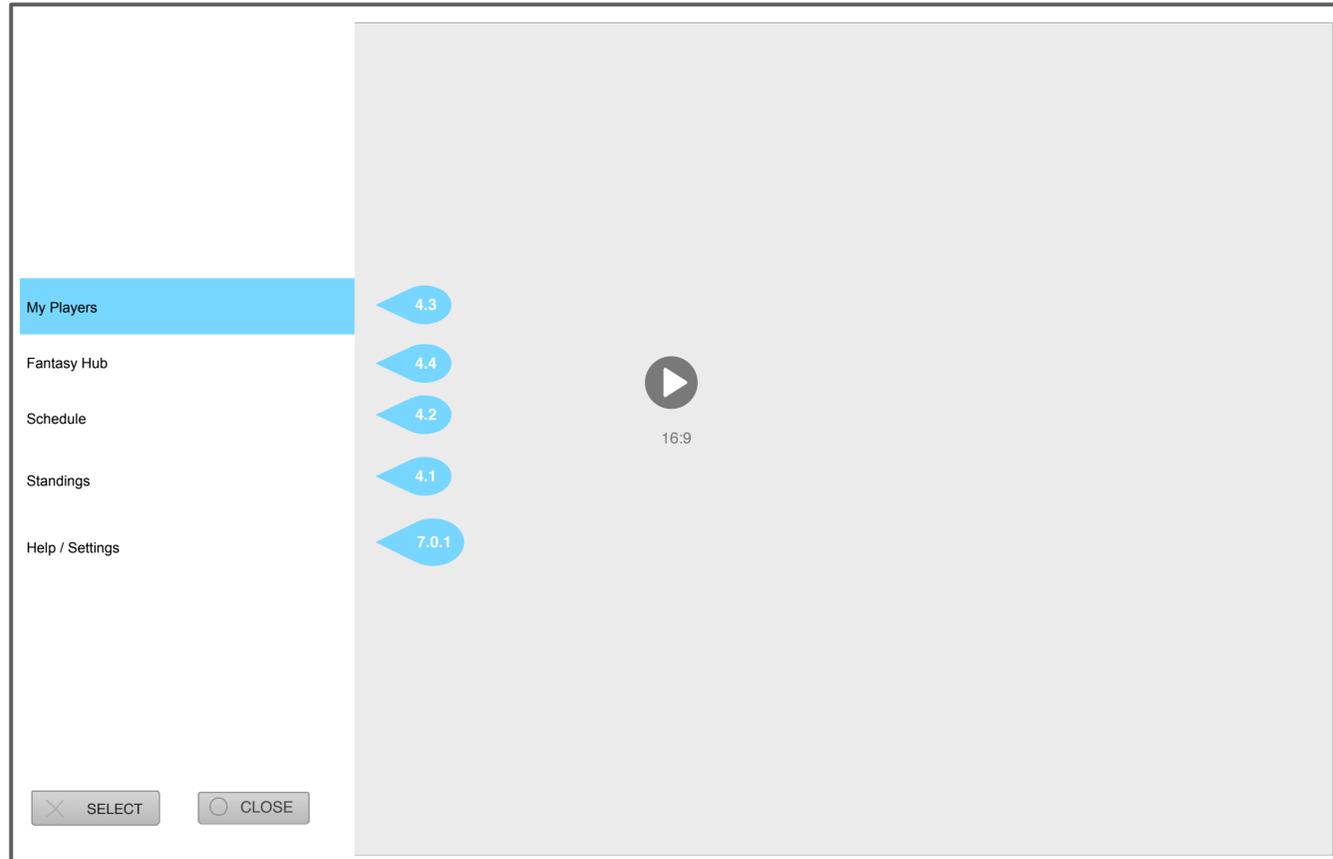
### 6.0.1 Alert Copy

- Alert text can wrap to two lines. If the text is longer, the text should truncate at the end of the second line with ellipses (...)

### 6.1 Play Highlight

- On select, highlight video clip plays in main video player

## 7.0 Global Menu



### 7.0 Menu

- Menu launches a panel of global features within the app
- While Menu is displayed, Game Chips should disappear
- Select and Close buttons interact with the menu

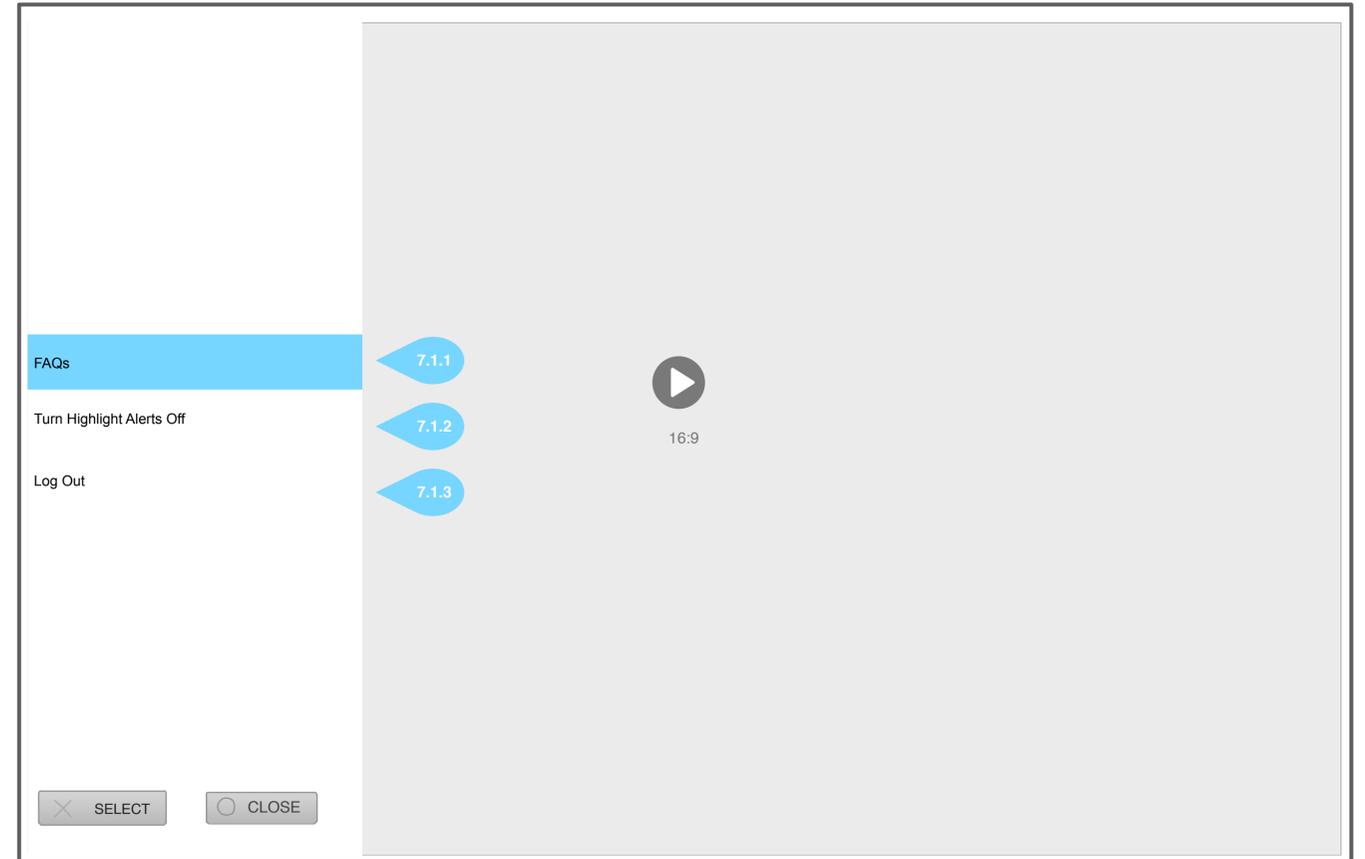
### 7.0.1 Help / Settings

- Navigates to a second level menu containing app options

### 7.0.1 Help / Settings

- Navigates to a second level menu containing app options

## 7.0.1 Help / Settings



### 7.1.1 FAQs

- Will open the same module to the FAQs / Help content

### 7.1.2 Turn Highlight Alerts On / Off

- By default, highlights are turned on and text displays "Turn Highlight Alerts Off"
- If user hits "Select" on the text, highlights are turned off and text changes to "Turn Highlight Alerts On"
- User can continue to toggle back and forth

### 7.1.3 Log Out

- Displays a confirmation modal, confirming that the user wants to log out
- If user confirms, he will be logged out of the app