

## **Briefing Session**

Mobile App Gaming Competition 2021

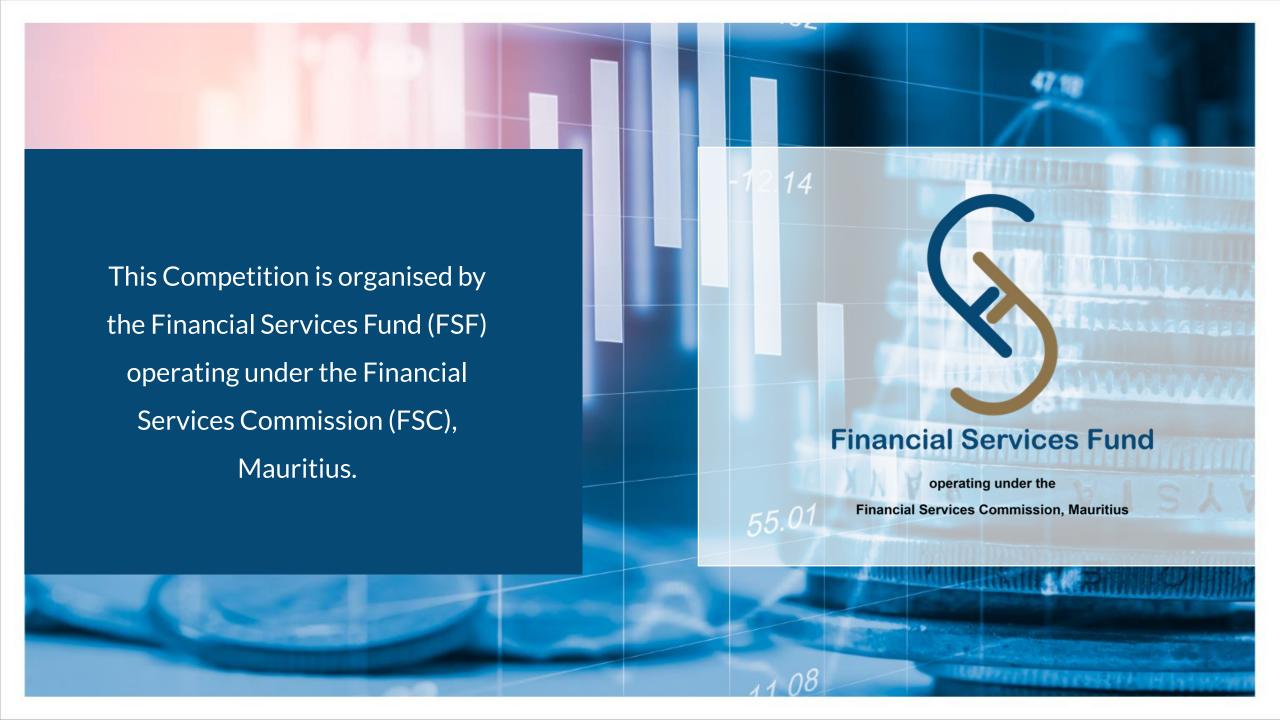
May 2021



#### Briefing Session - Mobile App Gaming Competition 2021

- Important Dates
- Objectives
- ☐ General Guidelines
- Concept
- Queries





Closing date for submission of works

Wednesday, 30 June 2021.



### Objectives

The FSF and the FSC Mauritius intend to develop a financial literacy mobile app game, and to this purpose, a hi-fidelity prototype is expected from candidates.

#### Objective of the competition:

• to inform and educate the general public on financial planning, savings and investment mechanisms, through immersive experiences.





#### **General Guidelines**

The mobile app game may be based on any financial services activity for example:

- Expense Tracking
- Saving Assistance
- Budget Assistance
- Investment Simulations
- Any other relevant item

Note: The mobile app game must be native to IOS and ANDROID and be used on tablets as well. The mobile app game must be compatible with Huawei smartphones also.

## Concept



- Hi-fidelity prototypes for the financial literacy mobile app game can be designed by using any specialised software or can be in the form of a website with all main functionalities.
- The prototype must show the UI design, the user flow, and the planned functionality of the potential mobile app game.

## Concept (Cont.)



#### **UI** design

Page layout, design, colour scheme, spacing and positioning must be defined

#### Web interaction and mobile gestures

Any type of interaction, mobile gesture and animation that can make the user experience a pleasurable one.

## Concept (Cont.)



### Data visualisation

Scores, rewards and leaderboards etc.

#### **Device simulation**

Show how the mobile app game will run on various operating systems and platforms. Leverage native features. Make maximum use of native features of IOS and ANDROID.

## Concept (Cont.)



### Form prototyping

Any registration or feedback form must be prototyped, explicitly displaying inputs and outputs.

#### **Notifications**

The mobile app game will have to engage users; hence the use of notifications.
Prototype must display this mechanism.

### Social media sharing

User must be able to share experiences and/or content on social media. Prototype must display at least 2 examples.

### **QUERIES**

For additional information, please send your queries to:

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# Thank You!

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