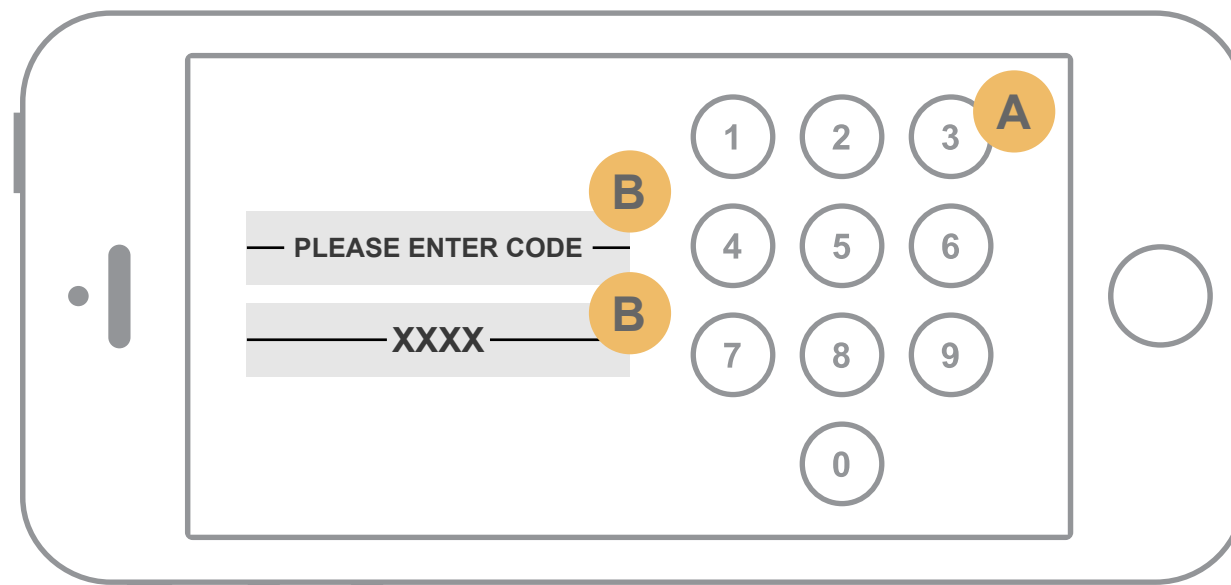


Module 0 - Key Entry



A As the user presses the buttons they will highlight showing that they have been pressed and then the highlight will fade.

B Above the keypad the user is instructed to enter the code. As the numbers are pressed the message fades away to reveal the XXXX area. The lines on the left and right will animate inwards to be closer to the XXXX. After each number the area will update with the numbers in the sequence they were pressed. The number of X's will denote how many numbers must be entered.

Confirm if code is correct - Access Granted. Proceed to transition to next section.

Confirm if code fails by shaking the code box

Assuming this piece makes it to production the number will be generated & uploaded via a small backend interface.

The code entry check would be handled locally with javascript and checked against a client side call to an exposed webservice.

Module 0 - Preloader



After the key has been enter the user will be directed to the preloader.

The preloader will load the experience.
Image pan down will begin once the load is done.

Something fancier TBD

Module 0 - Key Entry / Transition

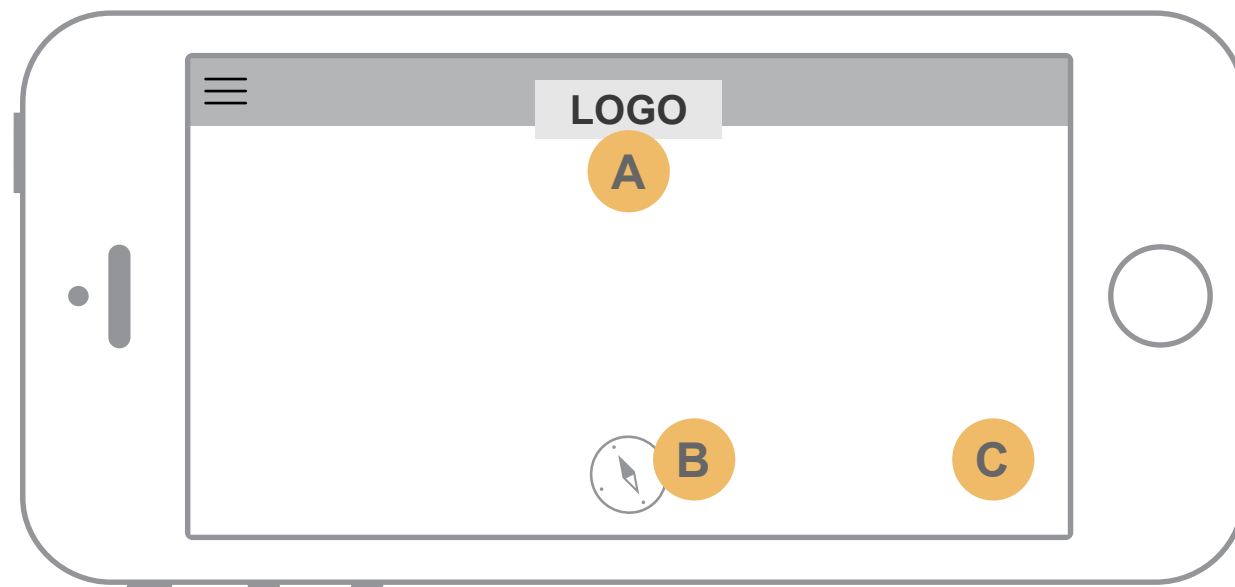


A

Once the number is accepted the keypad fades away to the clouds background and starts to pan down.

A World Apart parallaxes into place as the pan down animates along.

Module 0 - Transition Finish / The View

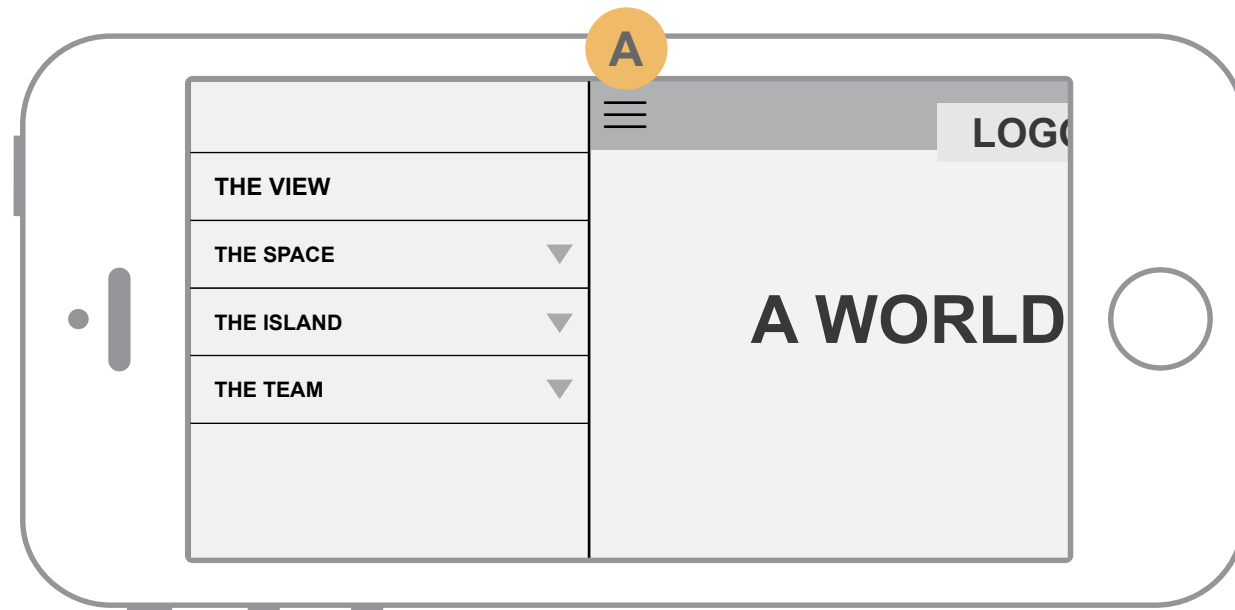


At the end of the transition the user lands on the first section of the site, The Views.

Site UI elements animate in.

- A** Global nav
- B** View selector icon
- C** Image sequence starts.
**Note : Need to test to see if the image sequence kills the performance on device.

Menu Functionality



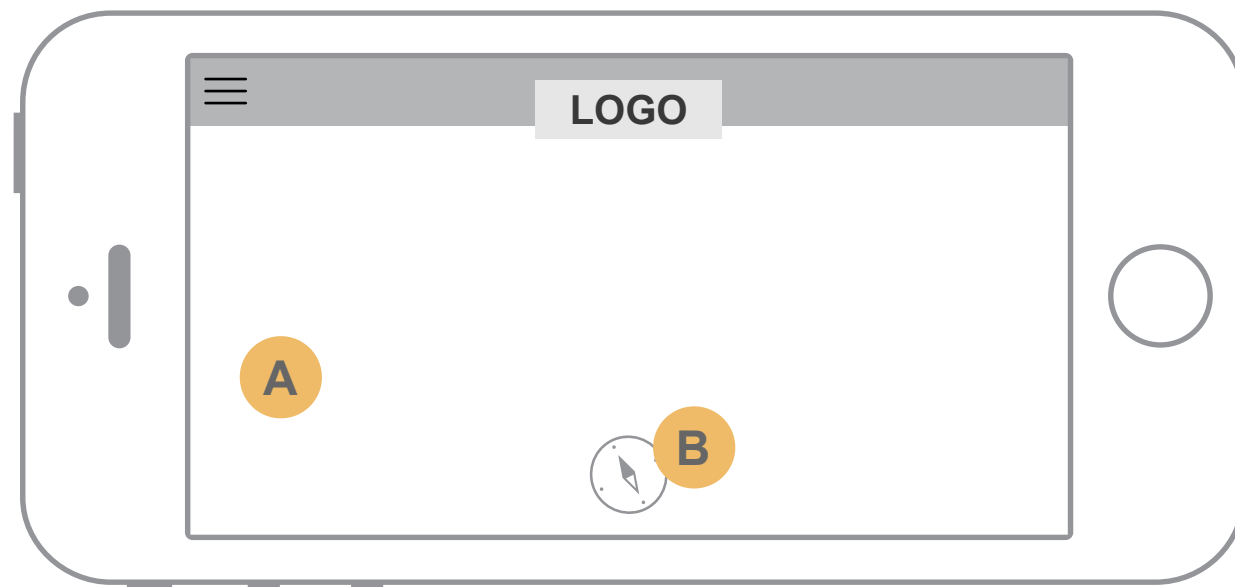
A

Nav menu open upon hamburger press. When the menu opens it pushes the content off screen to the right. Pressing a button with an arrow will open the sub categories for that menu item.

The arrow will flip to indicate open/close positions as depicted in the 2 views.

Opening a sub menu will remain open until the user selects another button. Only one drop down can be open at a time.

Module 1 - The View



No Transition to section

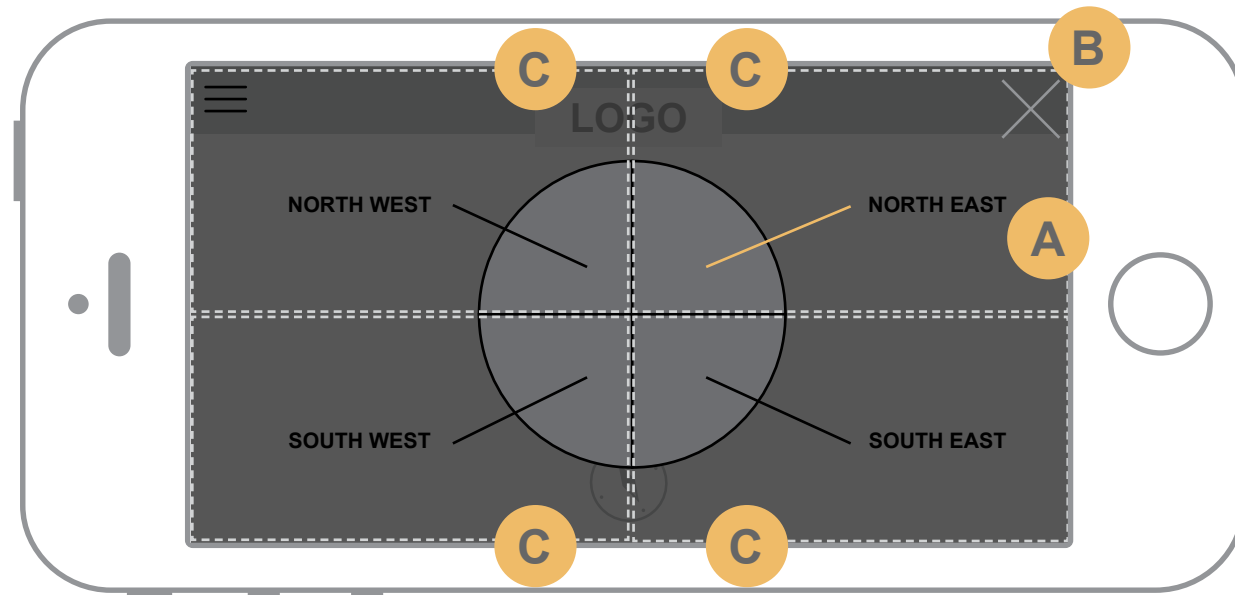
User lands on The View and is presented with a view looking out into the ocean.

A Image shown can pan left and right using gyroscope.

B onPress The View selector icon opens a take over menu with a 4 quadrant selection menu. See next slide for details.

****Note :** Make the menu, logo and bar at the top fade out when in landscape view so the user can see more of the image. When the user interacts with the image fade it back in. Use a timeout so that way when left untouched it fades out again. Maybe 3 seconds.

Module 1 - The View (Navigation Menu)

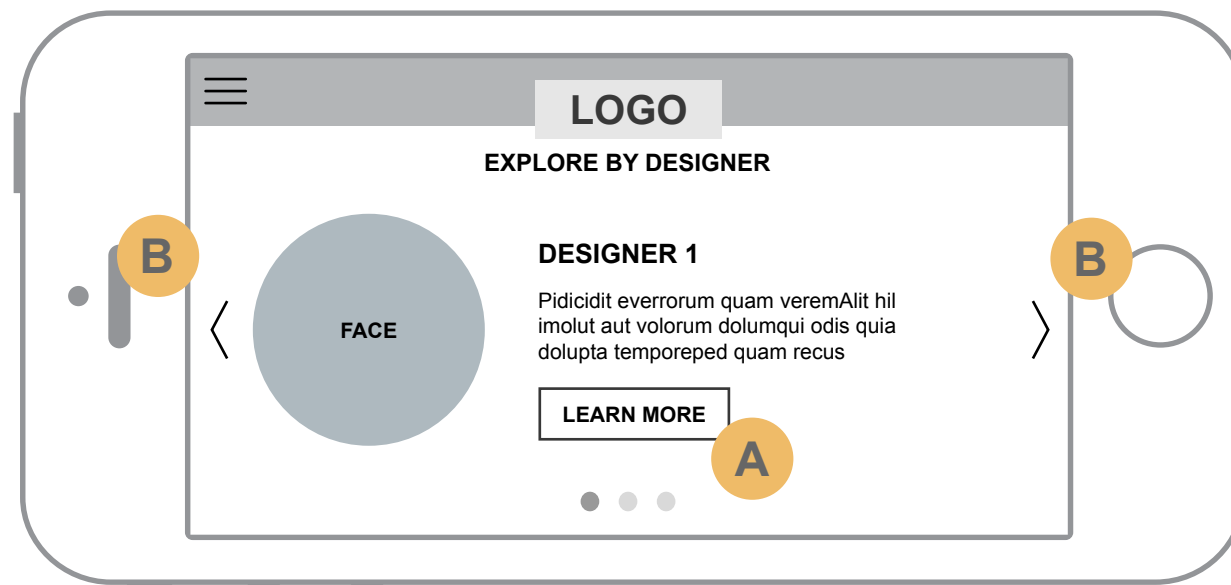


The View navigation overlay has 4 areas where the user can select the image they would like to view.

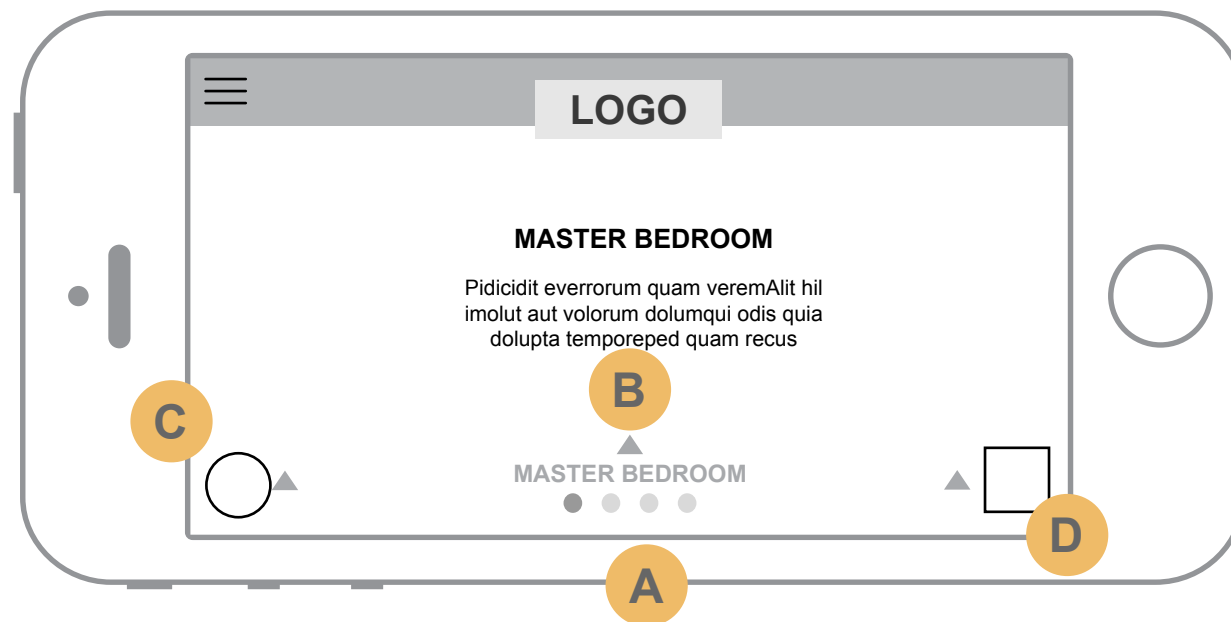
- A** The yellow line denotes the currently selected view.
- B** onPress of the X will exit the overlay with no change to the view.
- C** The dotted line represents the clickable area to select the view in that quadrant.

Module 2 - The Space (Main Designer Selection)

- A** Clicking the Learn More CTA will take the user to the designer's detail renders. See next slide.
- B** Navigate left / right for more designers.



Module 2 - The Space (Designer Detail)



Once the designer is selected the user will land in one of said designer's renders.**

A Pagination indicates the number of images for the specified room. If the user hits the last item (last dot) in the selected room the next swipe will move into the next room.

For example : User arrives at the last dot of Master Bedroom. Swiping next again will load the next section, Master Bath (etc)

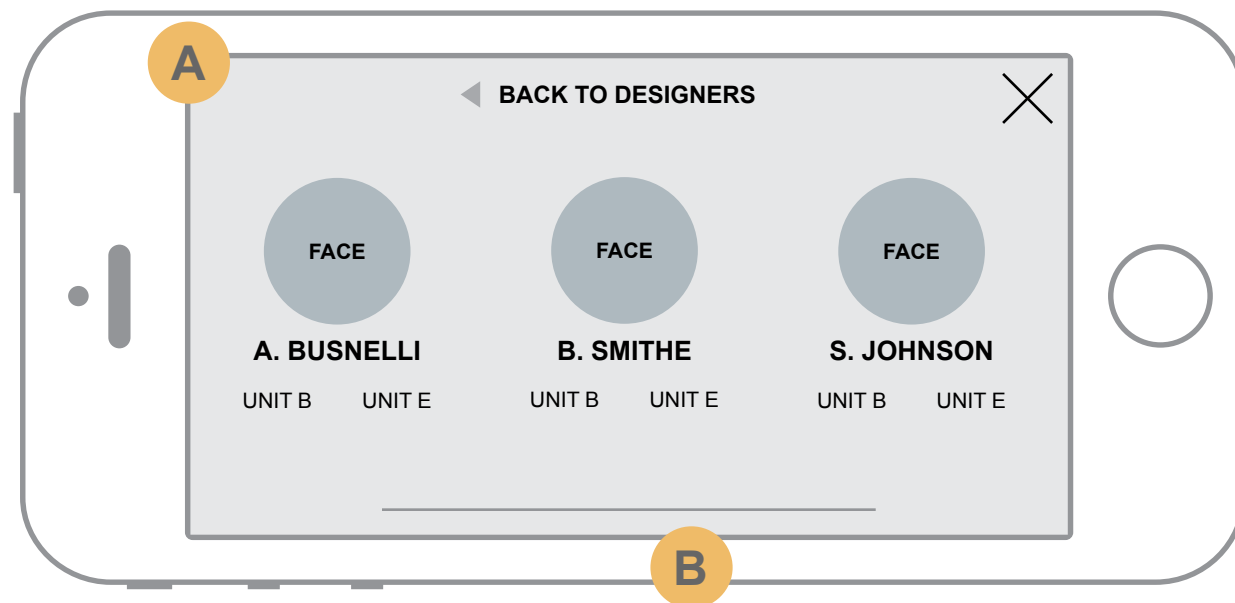
B Pressing the arrow/title hit area will open the take over sub nav for other interior sections: Master Bath, Kitchen, Living Room (Slide 11)

C Pressing the designer face will open a fullscreen take over that will give the user access to all 3 designers and a back to all option.

D This floorplan icon will show options for other renders if available. For example; If the user is currently looking at Unit B they will be able to select the other Unit(s) by pressing the icon and selecting the other render in the pop up. If the designer only has 1 render hide the arrow.

**Note : If the render does not fit in the viewport it should have the ability to be panned left / right by use of device gyroscope.

Module 2 - The Space (The Designers Sub navigation example)



A The take over sub nav will slide up from the bottom.

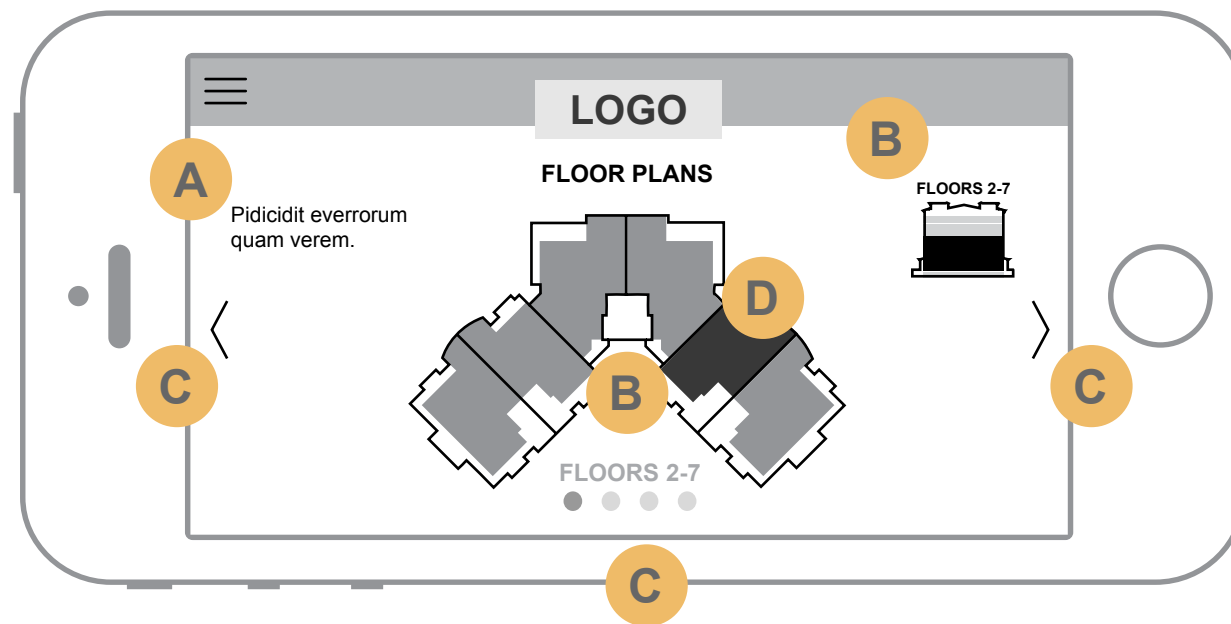
B If content is too long the menu will be scrollable. But the content should fit w/o having to scroll.

Module 2 - The Space (Sub navigation example)



- A** Indicates the current location.
- B** The take over sub nav will slide down from the top
- C** If content is too long the menu will be scrollable.
- D** Section you're on shows as selected item on the sub nav.

Module 3 - Floor Plans



- A** Copy that tells user what to do.
- B** Floor indicator. Updates as the user swipes through the floor layouts.
- C** Navigate left / right for more floor layouts.
- D** User can press the floorplans. The selected unit will open in a detailed popup. See next slide.

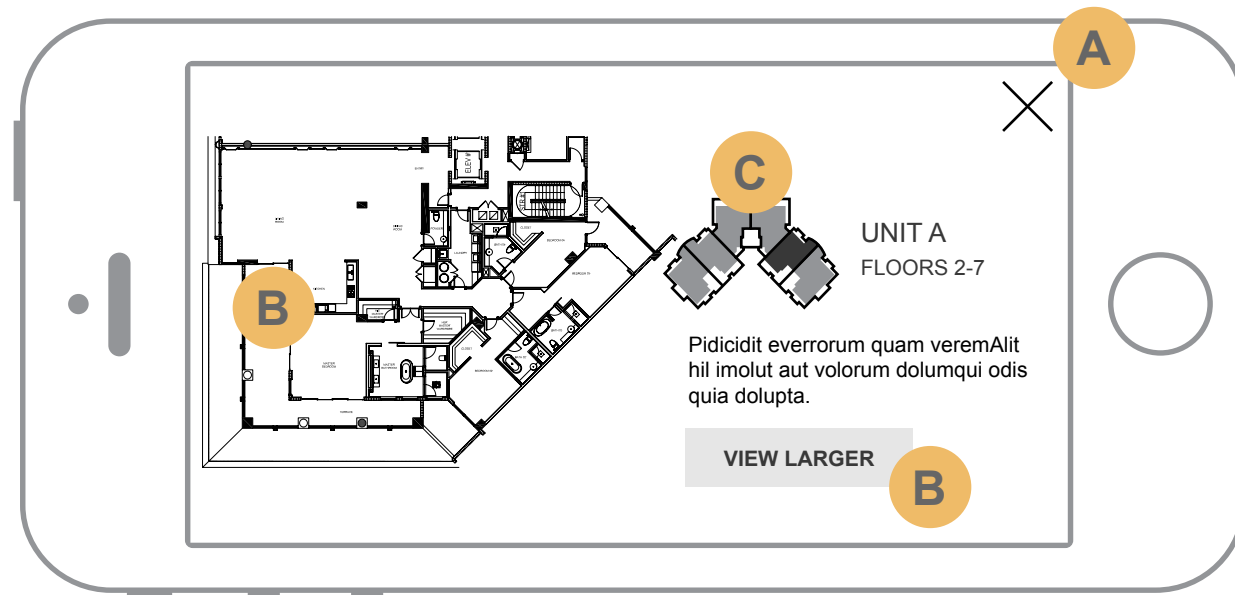
**Notes

Awaiting Final Floor Plans.

Range of floors are :

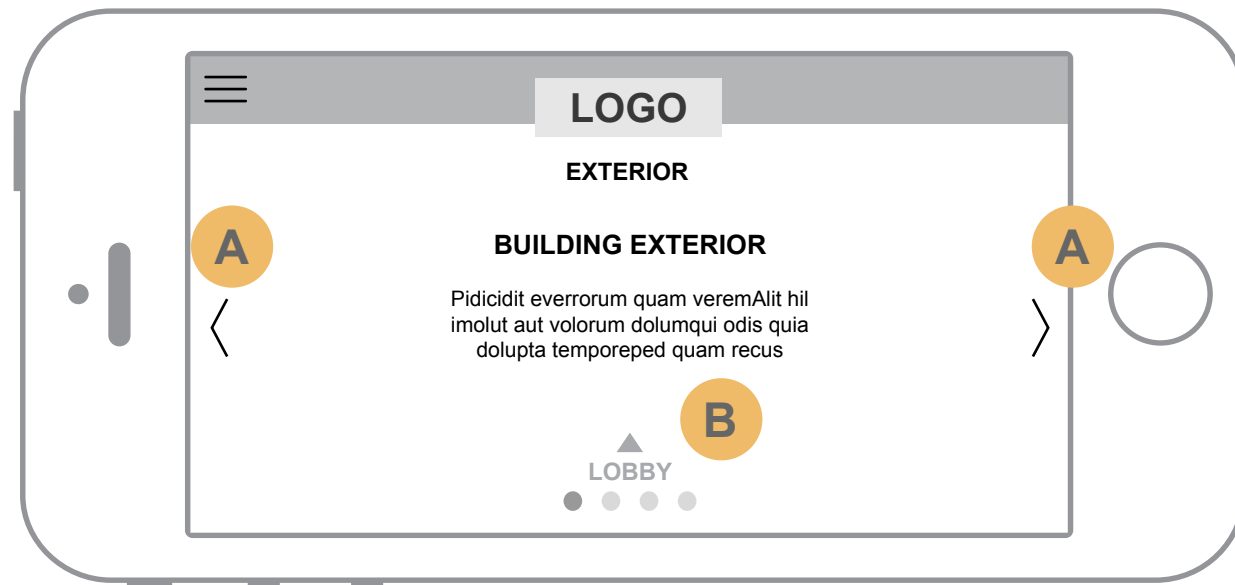
Ground
Floors 2 -7
Floor 8
Floor 9
Penthouse

Module 3 - Floor Plans (Detail)



- A** Closes out to return user to floor / unit selection.
- B** CTA to download pdf of the unit. Use this as a way for the user to have a zoomable version of the floorplan.
- C** Key line will include icons that mark where certain items are. For example golf course & water ways.

Module 4 - Building Features (TBD)

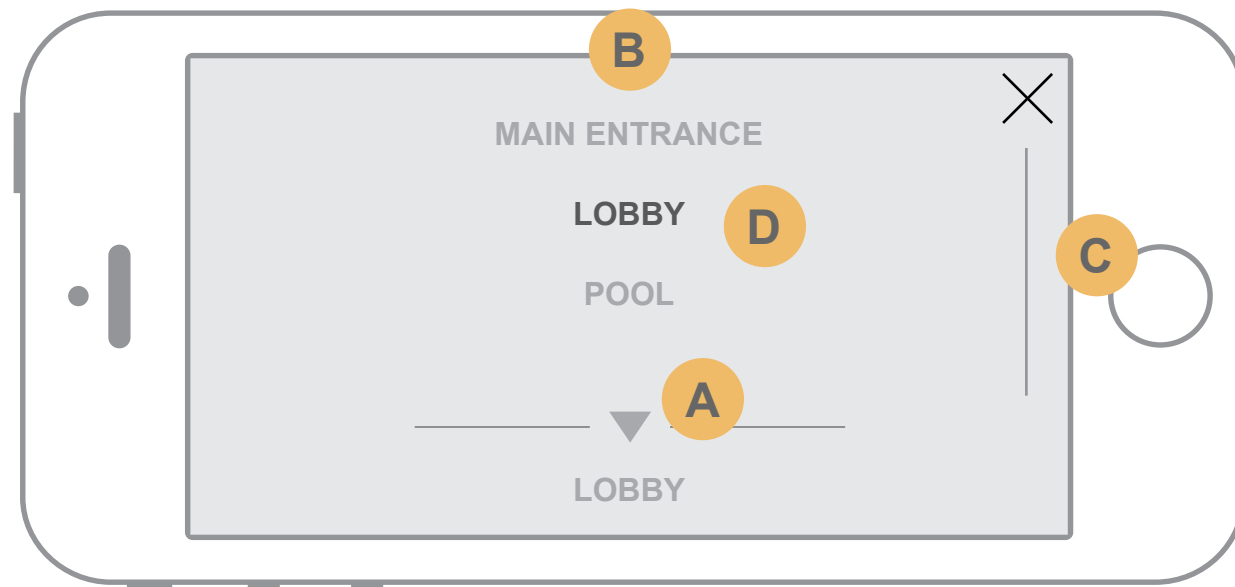


A User clicks or swipes left and right to navigate through the different sections listed in the bottom nav.

**Note : Deep dive into gallery is still TBD

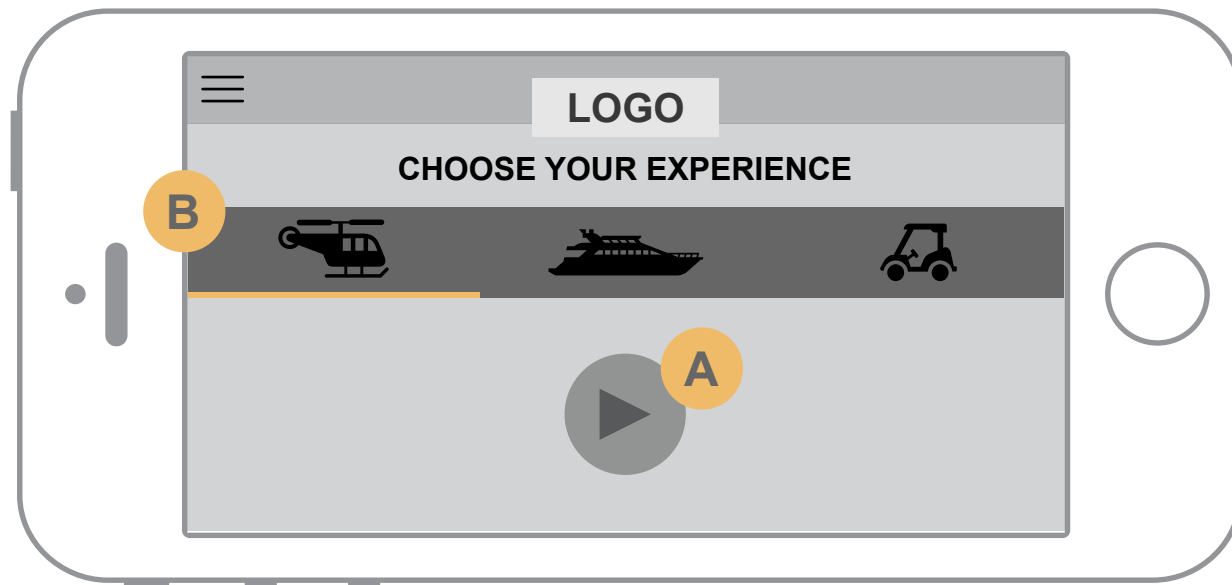
B Pressing the arrow/title hit area will open the take over sub nav for other exterior sections: Lobby, Main Entrance, Pool

Module 4 - Building Features (Sub navigation example)



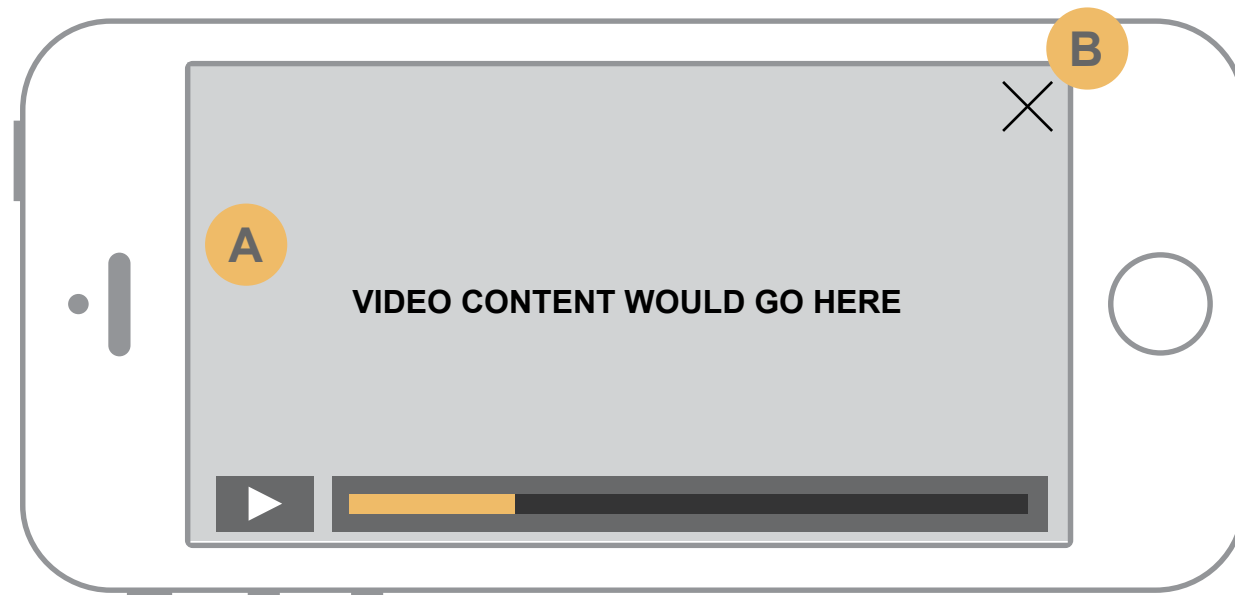
- A** Indicates the current location.
- B** The take over sub nav will slide up from the bottom.
- C** If content is too long the menu will be scrollable.
- D** Section you're on shows as selected item on the sub nav.

Module 5 - The Island (Island Views)



- A** Clicking the Play button will launch that video in a full screen overlay. See next slide.
- B** User will swipe left / right to choose video to play. Or press the icon of the view. The yellow indicator will appear on the selected item.

Module 5 - The Island (Island Views - Detail)



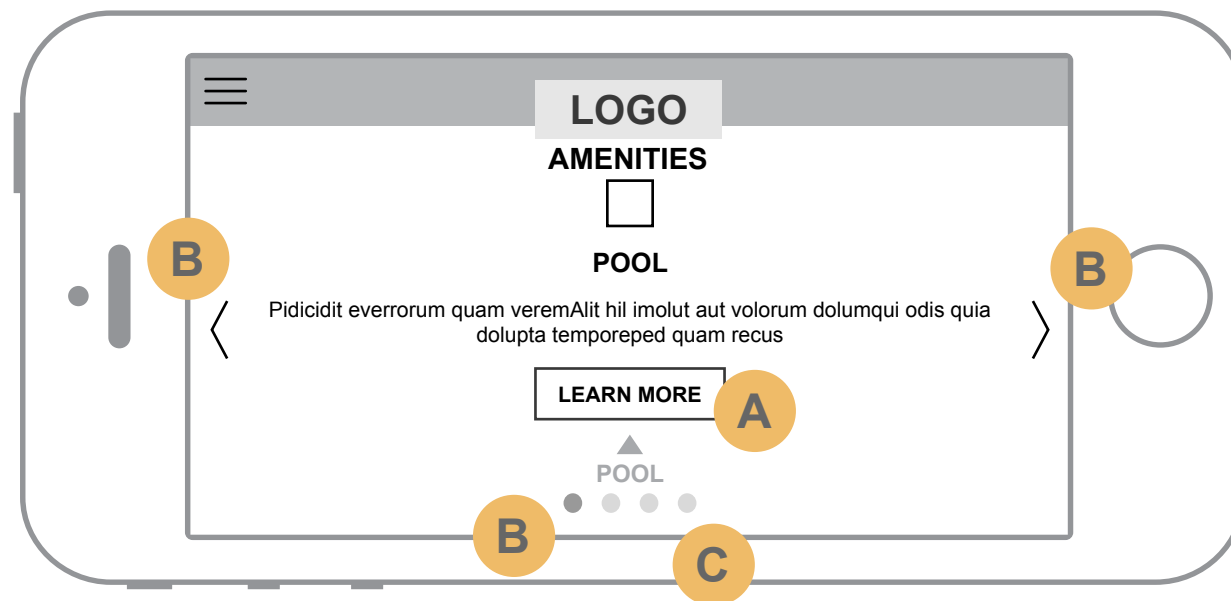
- A** Video content would go here. Native video controls would be used here. No need to comp.
- B** Close video to return to the selection view.

**Notes

Video hosting is TBD. Need to know if these videos are to be publically hosted or locally hosted. Also need to know if they should be shareable.

We would use the native video player.

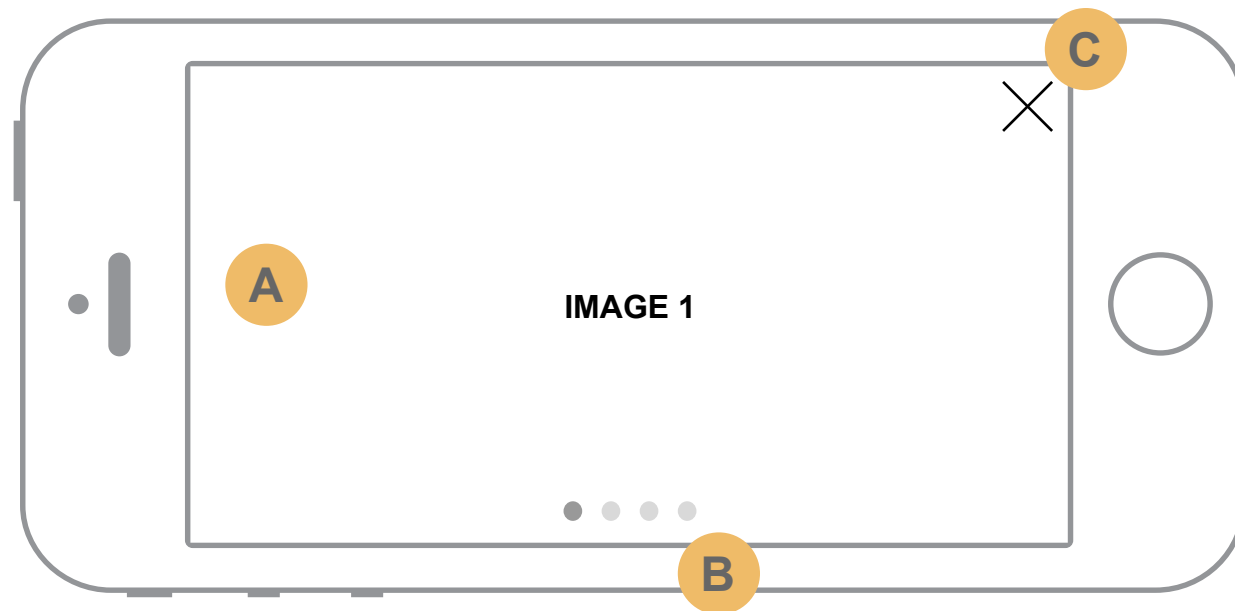
Module 6 - The Island (Amenities)



User lands on the 1st item in the amenities and is presented with an image and some copy along with a CTA.

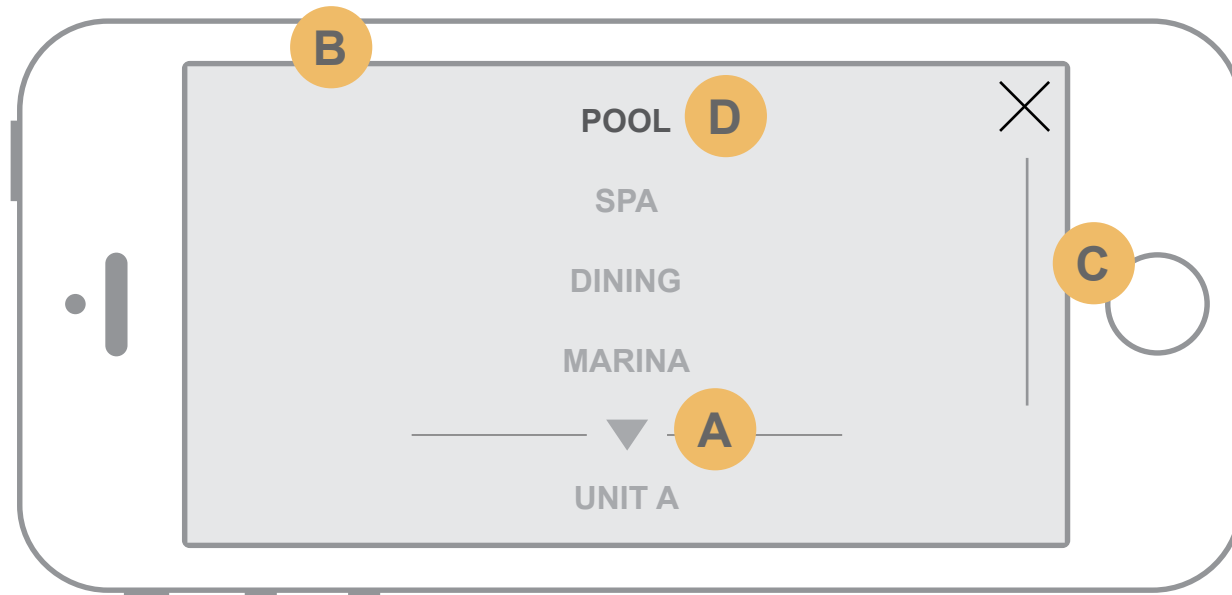
- A** Clicking the Learn More CTA takes the user to a deep dive photo gallery. See next slide.
- B** User swipes left and right to navigate through the different sections listed in the bottom nav.
- C** Pressing the arrow/title hit area will open the take over sub nav for other island amenities.

Module 6 - The Island (Amenities - Gallery)



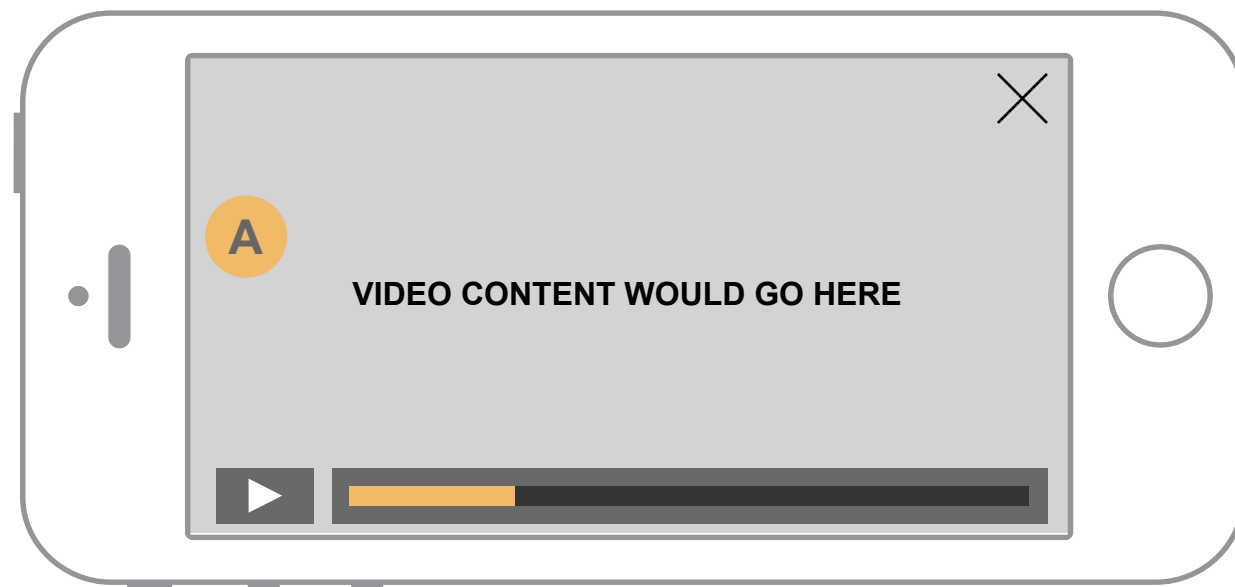
- A** Slide show content from selected amenity would go here.
- B** User swipes left and right to navigate through the different images.
- C** X closes out the gallery back to the section view (Slide 19)

Module 6 - The Island (Landing Section Sub navigation example)



- A** Indicates the current location.
- B** The take over sub nav will slide down from the top.
- C** If content is too long the menu will be scrollable.
- D** Section you're on shows as selected item on the sub nav.

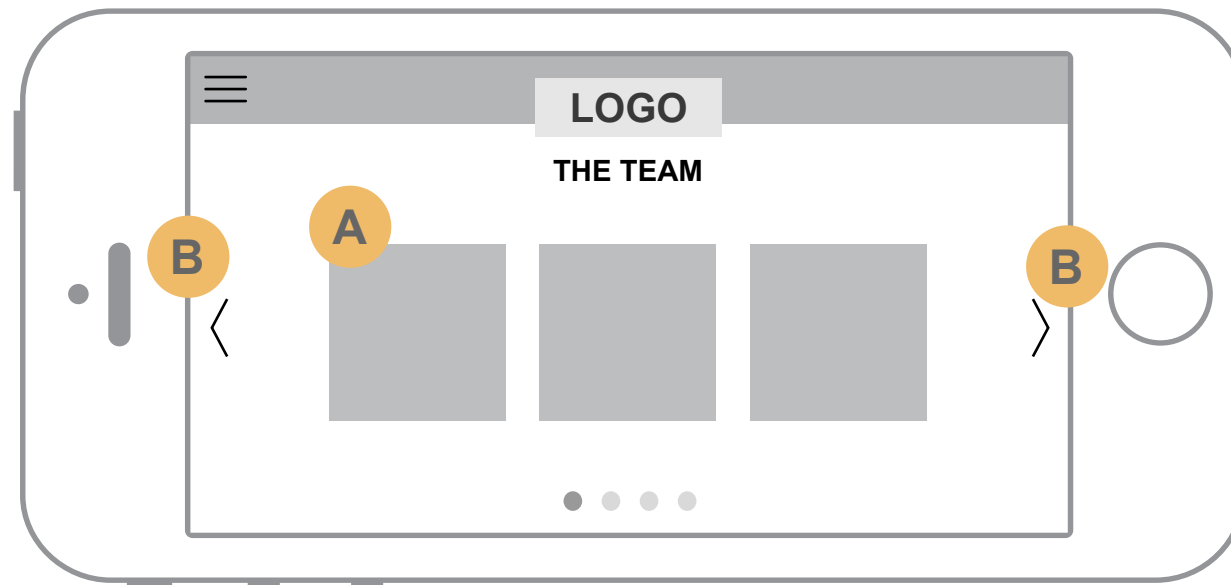
Module ? - Gernot Image Video



A Video content would go here

**Note : Awaiting asset and placement of video so it fits into the story.

Module 7 - The Team (TBD)



Awaiting FI Team headshots and final bios as well as who else is to be included in this section.

They may wind up having pop ups with more info etc. See next slide for possible solution.

- A** Thumbs of the contact in a grid format. Clicking on a thumb will trigger a pop up with more info.
- B** User swipes left and right to navigate through the different sections listed in the bottom nav.

Module 7 - The Team (Pop up example)

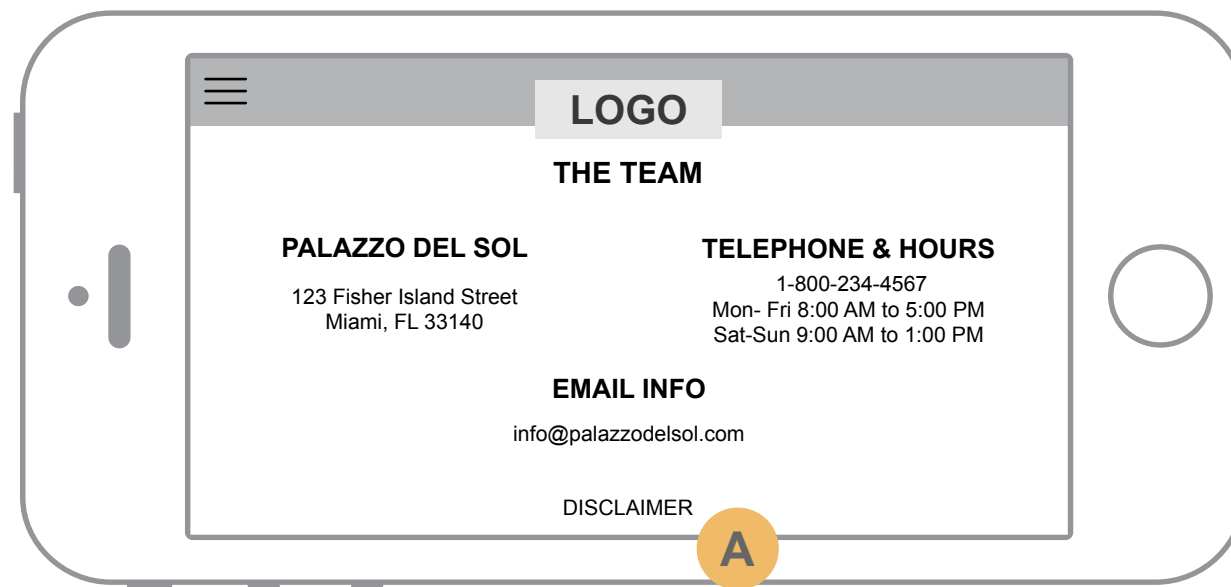


- A** A hot spot has been pressed.
- B** Showing how a pop up will look upon thumb press

Module 7 - The Team (Contact info - TBD)

Content for this section needs to be confirmed.

A Disclaimer CTA opens in a popup. See next slide.



Module 7 - The Team (Disclaimer - Possible Popup)

Possible solution for the disclaimer information.

