

# ASTRO GAMING

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**DROP #0**  
**VERSION 2**



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# ***4.0 HOMEPAGE & PDP***

## 4.1 HOMEPAGE (D)



As a default, all CTAs and labels are HTML rather than images or part of images.

### 1. FEATURED PRODUCTS

The first panel on the homepage displays a featured product. There can be a video, and some text about the product. There is also a clear call to action.

### 2. CHOOSE YOUR WEAPON OVERVIEW

A brief overview of features allows customers to compare the systems that Astro offers.

#### 3. Headset Selection

In the left column users click a CTA to view features of the headsets. The first headset is selected by default on page load.

#### 4. Compare All

At the bottom of the left column a button allows users to go to another page where they see all headset features, to compare at the same time.

#### 5. Product Image

A default product image and headset features are displayed here. Astro can preselect which product they want to show on page load.

#### 6. Right Column

When the user selects a new headset to be displayed, the right column updates the title, the price, the four features and the "special ability" to reflect the change. There is also an option to add this headset to the cart.

#### 7. Special Ability Display

The "special ability" feature is a feature that is unique or especially dominant in this headset.

### 8. SPECIAL EDITION PANEL

One game is featured as default, but the user can change the game by clicking on the carousel of logos at the bottom of the panel. The selected game logo highlights and the new game takes over the featured space. The CTA button in the featured space allows the user to leave the homepage to go to that Special Edition game page.

If there are fewer than 4 games in the carousel, the remaining logos are centered without increasing in size. There must be at least two games in the carousel.

4.1 HOMEPAGE CONTINUED (D)



1. COMMUNITY

Selected community content is displayed in this panel.

The social elements link out to the post on the social site in a new tab.

- A. This space in the grid is filled with a blog feature.
- B. This space in the grid is filled with a Facebook post.
- C. This space in the grid is filled with an Instagram post.
- D. This space in the grid is filled with a Twitter post. The text is centered and a Twitter logo (below the Tweet; the box with the "T") links to Twitter.

2. Corner Swipe

Each community entry has a corner swipe to indicate which type of social media the post came from.

3. Button

The CTA button takes users to the community page where they can view more content.

4. Social Media Icons

The social media icons are links that can take the user to Astro's page on the selected social media website. The page opens in a new browser tab.

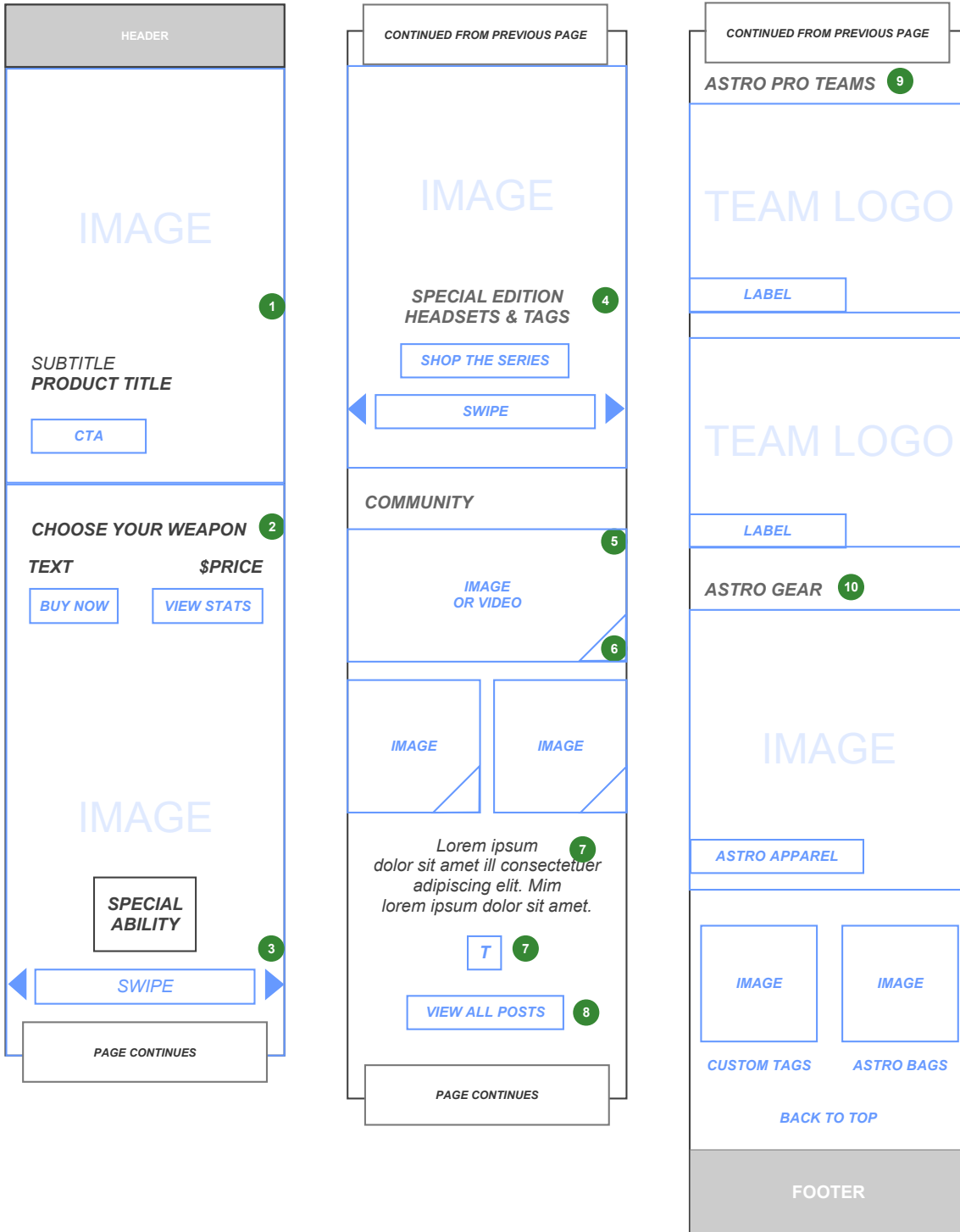
5. ASTRO PRO TEAMS

This area features the logos from teams that Astro has sponsored. This list can grow up to four across. When the number of teams exceeds four, this area will be replaced with a banner to see all the teams.

6. ASTRO GEAR

A cross-sell area that features three categories of Astro Gear.

## 4.2 HOMEPAGE (M)



## HOMEPAGE

Unless otherwise noted, features and functionality match the desktop version.

**1. Featured Product**  
A full-width content slot to highlight imagery for this game

**2. Choose Your Weapon Overview**  
For more information see wireframe 4.2 Homepage CYW (M).

**3. Swipe Functionality**  
A label explains that users are able to drag their finger across the screen to the right or left. This action moves the content of the screen horizontally to reveal new content

**4. Special Edition Headsets & Tags**  
This space has a featured SE Game and a series of other games that swipe in a loop.

**5. Community**  
Selected blogs, Tweets, Instagram photos and FaceBook posts are displayed in this panel.

**6. Corner Swipe**  
Most entries have a corner swipe to indicate which type of social media the post came from.

**7. Tweets**  
Are centered in the space with no swipe. The Twitter logo runs below.

**8. View All Posts**  
Takes users to the community page.

**9. Astro Pro Teams**  
The individual team logos are stacked in this space.

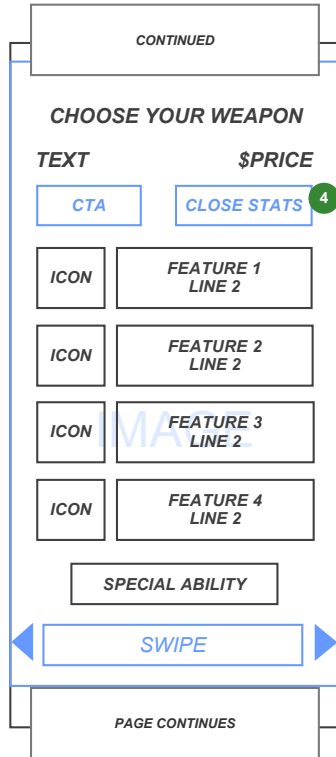
**10. Astro Gear**  
The images click through to a product grid.

## 4.2 HOMEPAGE CHOOSE YOUR WEAPON (M)

### DEFAULT STATE



### REVEALED STATE



The user can view stats, buy the headset, and view other headset from this panel.

#### 1. The CTA

The CTA allows the user to buy the featured headset that loads as a default.

#### 2. View Stats

The user can click this link to see the stats on this headset. On click, the panel shows the features of the headset.

#### 3. See Other Headsets

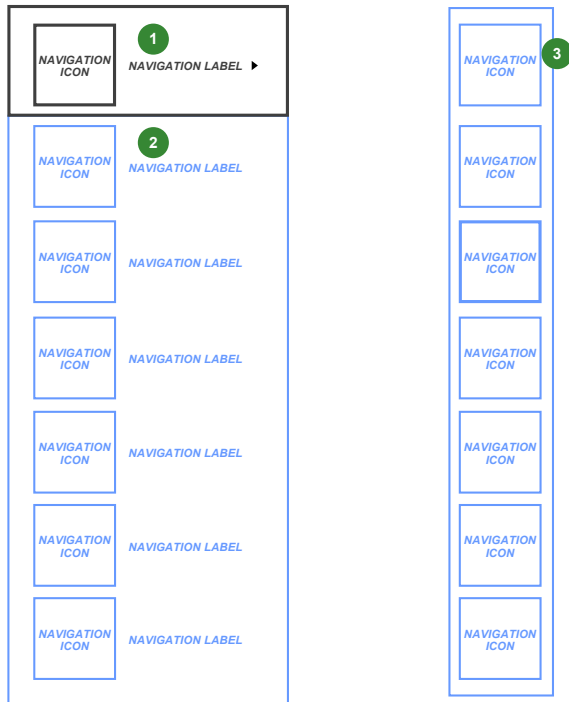
If the user wants to see other headsets, they can swipe the panel to the left or right to see a loop of the different headsets that Astro has chosen to feature.

#### 4. Revealed State

When the user clicks the "view stats" button in the default state, a second state of the screen appears revealing new content. This state shows the features of the headset and allows users to close the stats to return to the original headset. The users can also swipe from feature set to feature set of the various headsets that Astro has chosen to feature.

### 4.3 PDP NAVIGATION (D&M)

## VERTICAL NAVIGATION



## VERTICAL NAVIGATION

### 1. Default State

This only shows up in desktop, NOT in mobile.

The vertical navigation appears on the first panel of the all PDPs. On the first panel it exists in its open state. If a window is smaller than the breakpoint of 1366 the navigation appears closed in the first panel.

The "open state" exists when the labels in the navigation are displayed. The first label, "Base," is highlighted to illustrate where the user is currently on the page.

The icons must have at least a 40x40 pixel target area.

### 2. Additional Icons

The other icons are not highlighted in the first panel, but as the user progresses through the page each panel is highlighted in turn; this shows their progress.

The icons must have at least a 40x40 pixel target area.

### 3. Icon State

After the user scrolls beyond the first panel the navigation labels roll up and only the icons are shown. The labels are hidden with a sliding left transition, sticking to the left browser chrome. The bar follows users up and down the page as they scroll.

The icons highlight to show where the user is in the flow. Hovering over any icon causes the labels for all icons to display with a sliding right transition. There is a lag so the labels do not display accidentally.

*There is no mobile version of this navigational element.*

## SCROLLING CART NAV

This horizontal bar appears on the screen after the first panel of the "fancy" PDP. The scrolling navigation shows up on both the mobile and desktop versions of the Fancy PDP.

The mobile version has the scrolling navigation appear at the top of the fancy PDP on load. The desktop version of the fancy PDP shows the scrolling navigation after the first panel.

After it appears the scrolling navigation follows users down the page staying at the top of the browser window on both desktop and mobile. The bar follows the users to the bottom of the page. This navigation reflects the product decisions that they make;

### 4. color

### 5. tags

### 6. extras

7. The title of the selected product is farthest left, colors chosen are next, any extra tags added to the cart, any extras (accessories) and 8. price are all displayed. These elements are NOT interactive in this bar. The number of items in the cart is also listed.

The elements that ARE interactive include the button to 9. "add to cart", the 10. cart link and quantity and the 11. cart icon. When the user clicks on the cart icon the minicart animates down. These elements must have at least a 40x40 pixel target area.

The smaller version of the scrolling nav on mobile starts at the top of the page and continues to the bottom. Again, this nav reflects the user's purchase decisions as they are made.

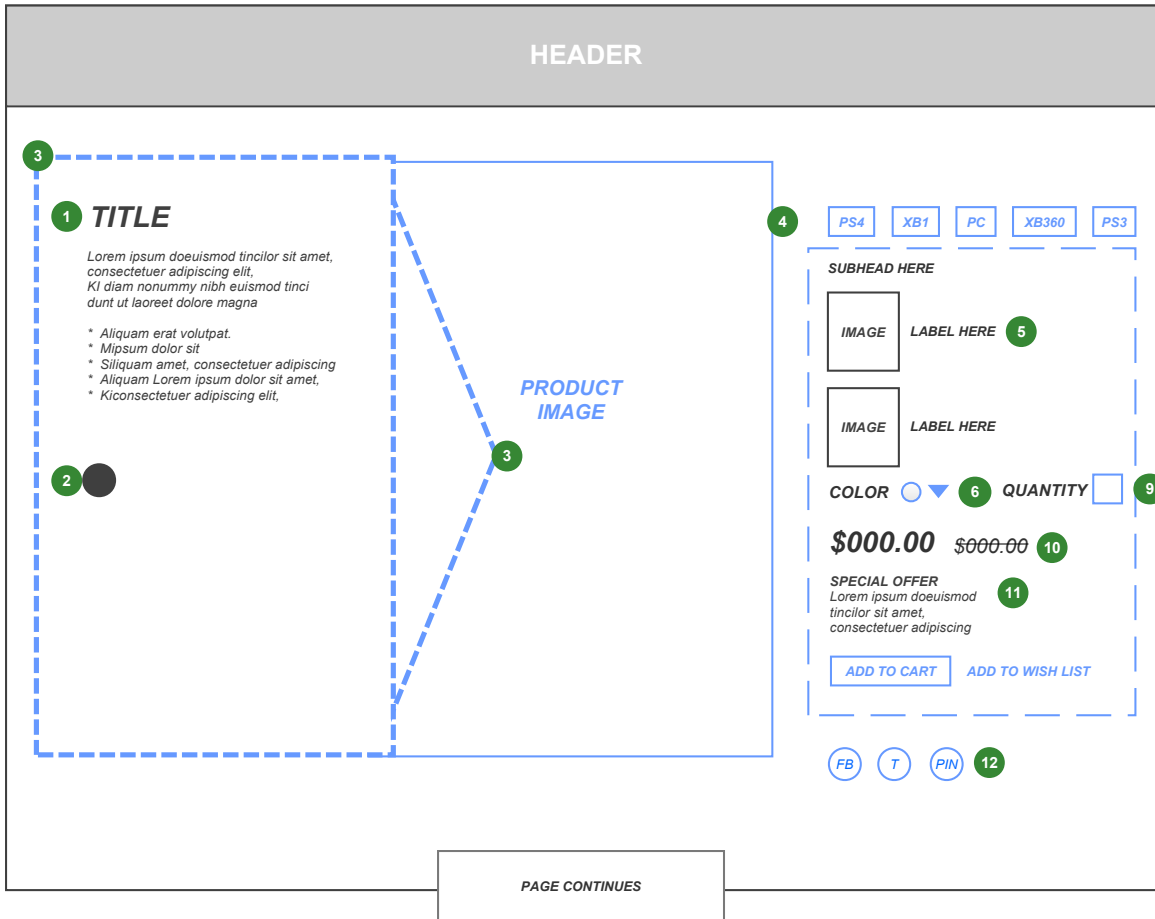
## SCROLLING CART NAVIGATION (M)



## SCROLLING CART NAVIGATION (D)



## 4.4 PDP FANCY LANDING PAGE (D)



**1. Product Title & Description**  
This is the title and an overview of the product. Special features are called out in the bulleted area.

**2. Icon**  
This icon indicates to users to continue down the page.

**3. Hero Image & Zoom**  
Zoom shows the product detail inline. The zoom target area is shown by the thick, blue, dotted-rule box on the left. Zoom occurs on mouseover with a short delay. Zoom is not available on touch devices.

**4. System Selection**  
When the user selects a system (for example the XBOX One), all system-dependent content is updated without an entire page refresh or reload.

A system must be pre-selected on page load. Astro can configure which system is the "baseline" default to be pre-selected. If another system can be identified from user behavior, that system should be pre-selected.

**5. Bundled Product**  
If the product is bundled with other product, those secondary products will be displayed here. An image and label are displayed for each item.

**6. Color Choice & Quantity**  
If multiple colors are available, only one color is revealed in this area.

**7. Color Pushdown**  
When a user clicks on an arrow next to the color switch a push down reveal all colors available.

**8. Limited Color Selection**  
If a headset has only 1 or 2 colors, the color selection section on the page is suppressed; the 1 or 2 color swatches will be exposed at the top of the page instead of being in a drawer.

**9. Quantity**  
The user enters the quantity they want to a numeric input field.

**10. Price**  
If the price is reduced, the original price is moved to the right, the size is smaller and a strike-through is added. The new price occupies the original slot.

**11. Special Offers**  
Promotional messaging displays in this area. The order is determined by promotion ranking.

**12. Social Media Icons**  
The social elements link out to the post on the social site in a new tab.

## ALT COLOR SELECTION STATES

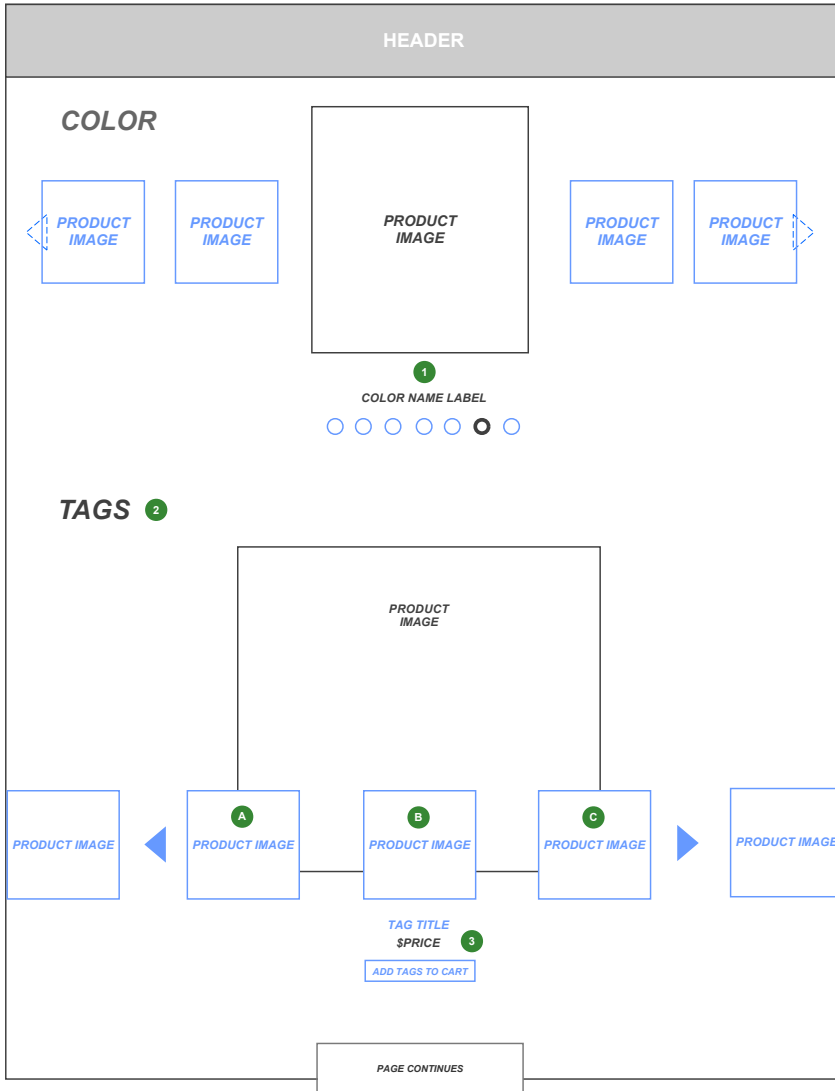
**OPEN "DRAWER"**



**ONLY 1 OR 2 COLORS**



4.4 PDP FANCY LANDING PAGE CONTINUED 1 (D)



1. COLOR

The color section will be displayed only for headsets that are available in three or more colors.

The center image color defaults to the color selected in the first panel. The user can select a new color in the swatch band below the color name label carousel or by clicking on a product image. If a new color is selected, the images move until the image with the new color is in the center, the selected color swatch is highlighted and the name of the new color appears above the swatch band.

The product images loop so that five images are always displayed even if the user has selected the first or last color swatch.

2. TAGS

The tags section will be displayed only for headsets with customizable tags.

Two or three sets of tags come in a single package. The default state of the tags in this carousel is to have only one tag showing.

When the user clicks on the tag grouping, it advances to the center and the three tags move across the three center spots; A, the left earphone (a tag), B, the center space (text or tag) C, the right earphone (a tag)

On-load the default tags will be in spots A & C and default text in spot B. The text in spot B explains that the user can get extra tags for a price and that the standard tags are included.

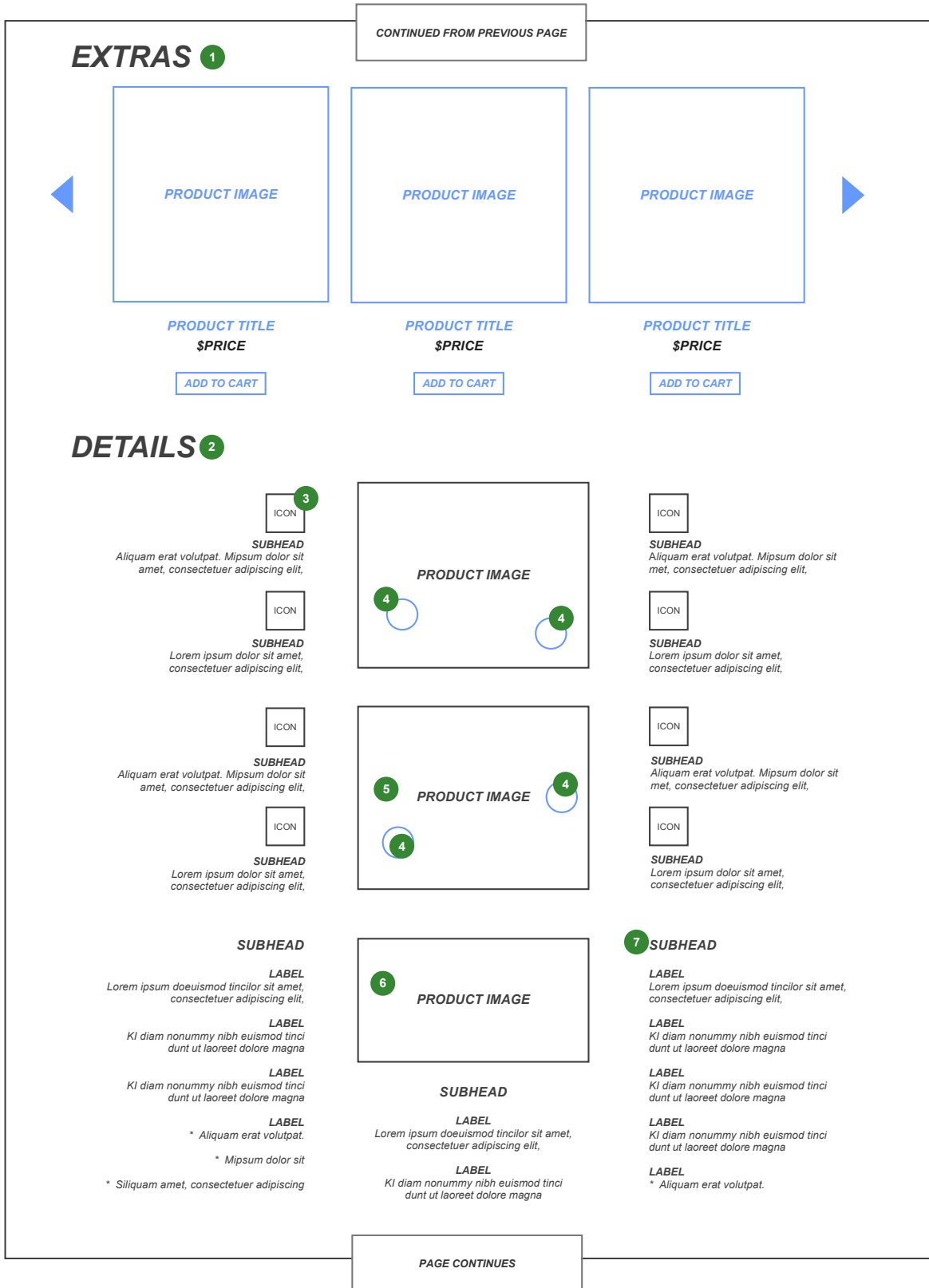
If a package of three non-standard tags are selected all three spaces (A, B & C) can show the three tags.

2. Add Tags to Cart Button

No price is displayed for the standard Astro edition tags when the page loads. "Add tags to cart" CTA follows the same pattern as the price.

The user can add the tag group to the cart using the "Add tags to cart" button. The "Add tags to cart" CTA, title and price quickly fade in once the user has selected a set of non-standard tags. If the user navigates back to the standard Astro edition tags, the CTA, title and price fade out again.

## 4.4 PDP FANCY LANDING PAGE CONTINUED 2 (D)



### 1. EXTRAS

Any accessories that go with this product will be displayed here. If there are not three or more accessories associated with the product, do not show this panel. The carousel can contain up to five items; three will be exposed at a time.

Users can select accessories from a carousel by clicking on the buttons on the left and right. The carousel advances one item at a time. The carousel loops from first to last and from last to first.

The product title, price and add to cart button follow the products along the carousel.

When the user clicks on a product they go to that product page.

### 2. DETAILS; FEATURES & SPECS

This section outlines the features of the products in the bundle.

#### 3. Feature Icons

There are icons to represent different features (for example; swappable cable system).

#### 4. Tool Tips

A visual icon on the image calls a featured of the product. The icon is a tool tip that explains the feature when the user hovers over the icon.

This tool tip does not work in mobile or tablets.

**5. Mixamp Features & Photo**  
Mixamp section is suppressed if the selected product bundle does not include a mixamp.

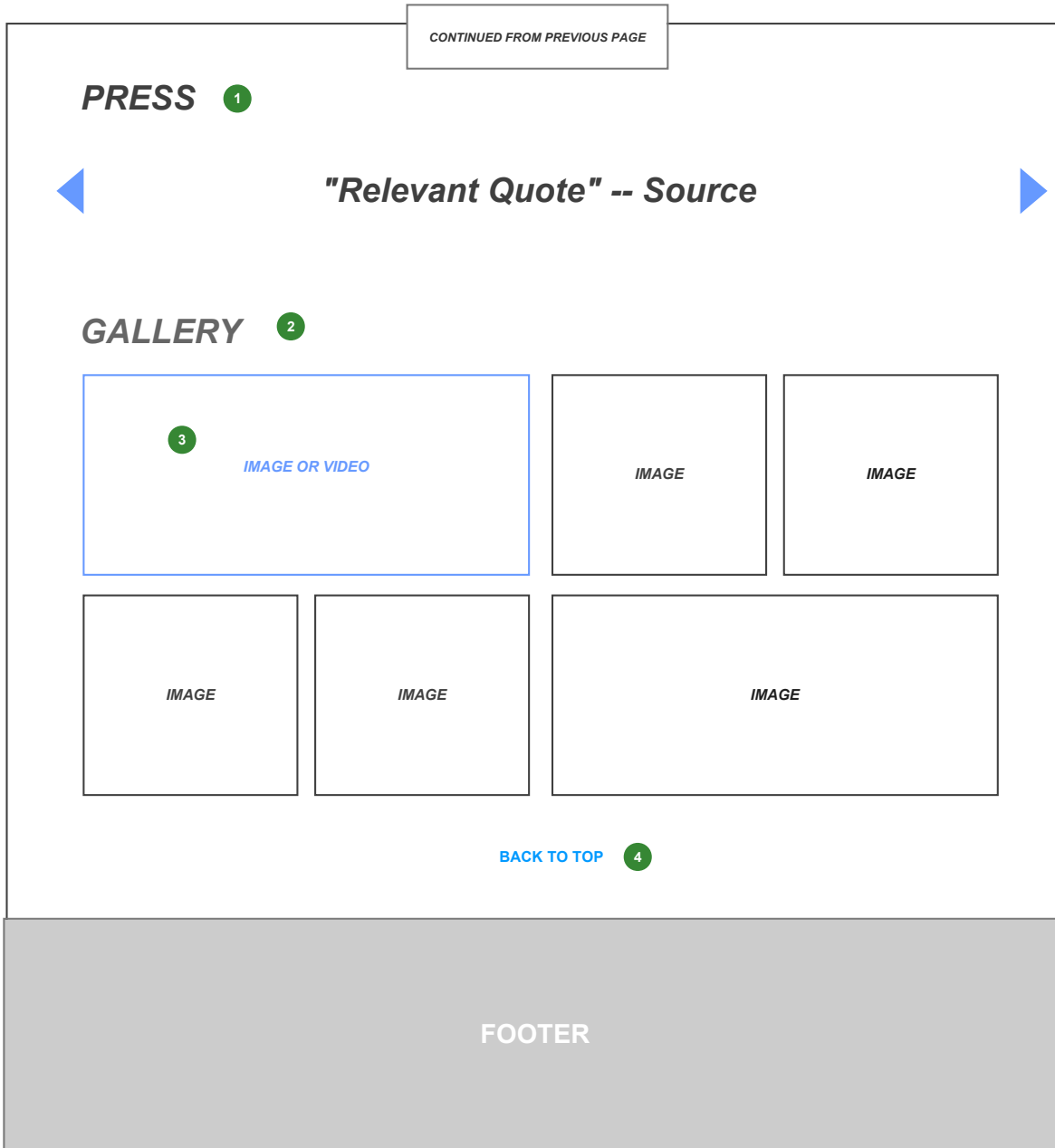
#### 6. Specs

The bottom image is surrounded by the product specs. There are no icons in this section, just labels and content. The label and the content are differentiated visually.

#### 7. Mixamp Specs

Mixamp specs section is suppressed if the selected product bundle does not include a mixamp.

## 4.4 PDP FANCY LANDING PAGE CONTINUED 3 (D)



### 1. PRESS

A carousel has quotes and reviews that the users can move through.

### 2. GALLERY

Additional images and video of the product are shown here in a gallery format.

Alternate images of the product could also be displayed here.

The gallery images do not have a zoom functionality.

### 3. Video in the Gallery

Either a video or an image can be in this sized space. The video would link, the image would not.

### 4. BACK TO TOP

Clicking the "back to top" link smoothly and quickly slides the user back to the top of the page.

## 4.5 PDP FANCY LANDING PAGE (M)



Unless otherwise noted, features and functionality match the Desktop version.

The "scrolling nav" follows users down the page from the top of this page.

### 1. Product Title

Large image of the product and the title with a swipe option to see other views of the product.

### 2. System Selection

When the user selects a system, the system information accordions down and reflect the product options for the system selected. Astro selects the default system that is shown on load.

The systems icons have two highlighted states--one all red with the text white and the other red outline of the box and red text with a black background.

1. The red box is the selected system.

2. The red outline shows the systems it is compatible with, in addition to the one you have selected. So if a user buys the Xbox One headset it will also work with PC, PS4, etc.

The icons must have at least a 40x40 pixel target area.

Unless otherwise noted, features and functionality match the Desktop version.

### 3. Overview Information

This tells about the edition and what the headset includes.

### 4. Color Choice

The user selects the color swatch that they want. If more than five colors are available for the product, a color "pushdown" functionality is used instead.

The swatches must have at least a 40x40 pixel target area.

### 5. Quantity

The user enters a quantity in the numeric input field.

### 6. Price

If there is a price reduction the original price is moved to the right, the size is smaller and a strike-through is added. The new price occupies the original slot.

### 7. Availability Status

Availability functionality follows the DemandWare default behavior

### 8. Special Offer

Product promotional messaging displays in this area. The order of the promotions is determined by promotion ranking.

### 9. Social Media Icons

The social elements link out to the post on the social site in a new tab. The icons must have at least a 40x40 pixel target area.

### 10. Scrolling Navigation

See wireframe 4.3 PDP Navigation for more information.

### 11. Color Choice

If multiple colors are available, the color swatches are centered in a row. If the number of swatches exceed the space, the color swatches stack in rows, much like the tags.

If only one color is available, do not show the color choice panel. The color swatches must have at least a 40x40 pixel target area.

### 12. Tags

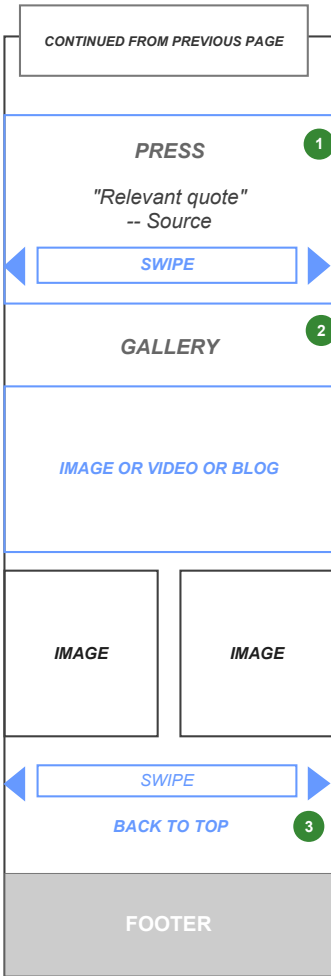
Clicking the tag slot with "+ MORE" pushes open more rows of tags below the two default rows. This way users can opt in to seeing all the tags. The default is to show the featured or latest tags in the first two rows.

The title and price of the tags will appear when the user selects a tag. The default tags come with the headset, and are the hero image.

### 13. Details

Additional information about the product bundle is shown by features and specs in accordion format.

## 4.5 PDP FANCY LANDING PAGE (M)



Unless otherwise noted, features and functionality match the Desktop version.

The "scrolling nav" follows users down the page from the top of this page.

### 1. Press

A carousel has quotes and reviews that the users can swipe through.

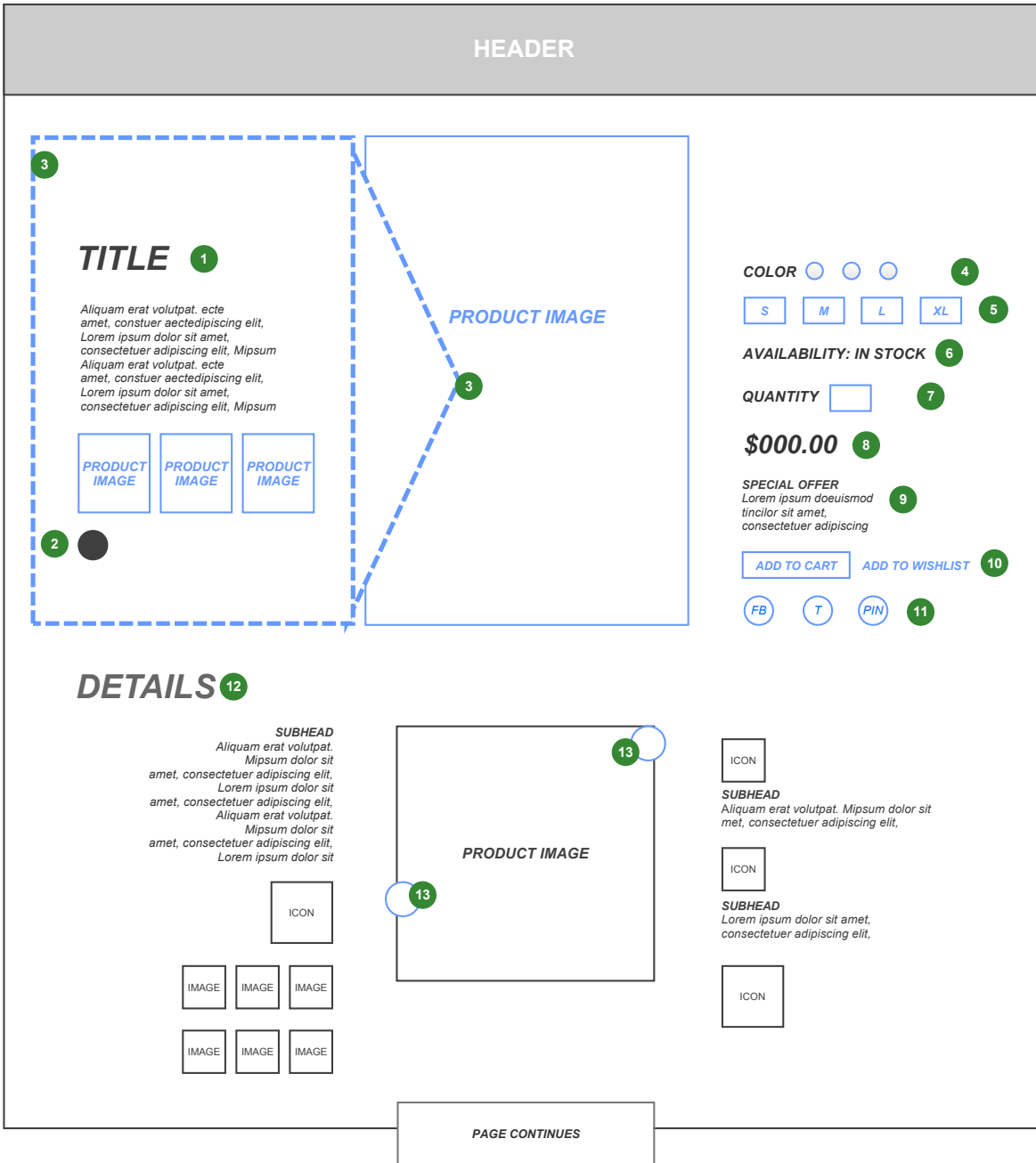
### 2. Gallery

Additional images and video of the product are shown here in a gallery format. Only videos are hot. Alternate images of the product also go here.

### 3. Back to the Top

Clicking the "back to top" link smoothly and quickly slides the user back to the top of the page.

## 4.6 PDP STANDARD PAGE (D)



### 1. TITLE & ALT IMAGES

This is the title and an overview of the product. This is also where the alternative images of the product are displayed.

### 2. Icon

This icon indicates there is more content down the page.

### 3. Hero Image & Zoom

Zoom shows the product detail inline. The zoom target area is shown by the thick, blue, dotted-rule box on the left. Zoom occurs on mouseover with a short delay. Zoom is not available on touch devices.

### 4. Color Choice

The user selects the color swatch that they want. If more than five colors are available for the product, a color "pushdown" functionality is used instead.

### 5. Size Selection

The user selects a size from the options available. If only one size is available, a label with that size should be shown.

### 6. Availability Status

Availability functionality follows the DemandWare default behavior

### 7. Quantity

The user enters the quantity they want to a numeric input field.

### 8. Price

If there is a price reduction the original price is moved to the right, the size is smaller and a strike-through is added. The new price occupies the original slot.

### 9. Special Offer

Product promotional messaging displays in this area. The order of the promotions is determined by promotion ranking.

### 10. Cart & Wish List CTA

### 11. Social Media Icons

There link to the social media pages that Astro curates.

### 12. DETAILS

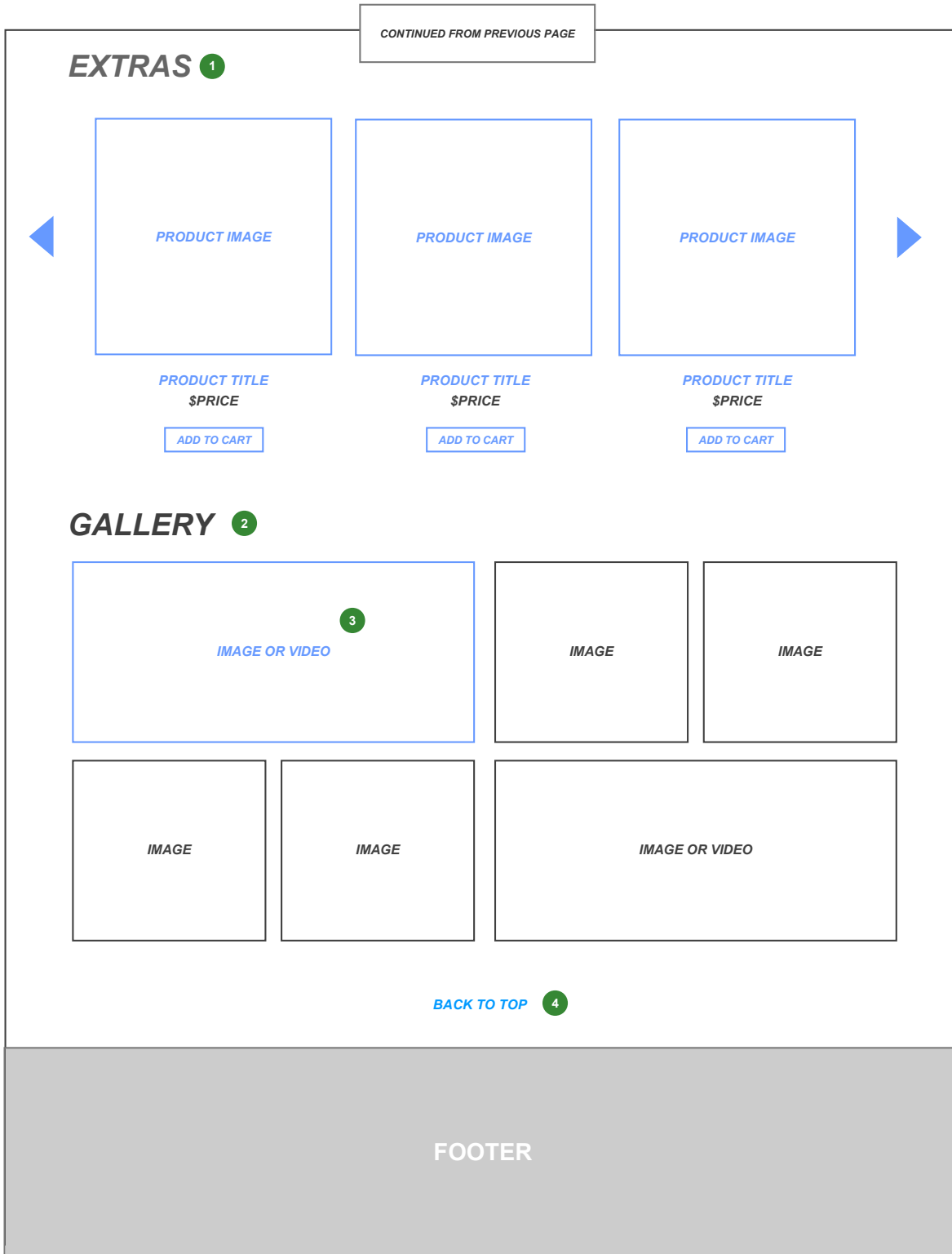
Not all PDPs have this section; this is used for detailed information; an overview and any badges on the left, and icons and feature callouts on the right.

### 13. Tool Tips

Icons on the image are tool tips. When the user hovers over an icon a message appears to explain a feature.

Tool tips do not appear in mobile or tablets.

## 4.6 PDP STANDARD PAGE CONTINUED (D)



### 1. EXTRAS PANEL

Any accessories that go with this product will be displayed here. If there are not three or more accessories associated with the product, do not show this panel.

The carousel has the same functionality as on the Fancy PDP.

### 2. GALLERY

Additional images and video of the product are shown here in a gallery format.

Alternate images of the product could also be displayed here.

The gallery images do not have a zoom functionality.

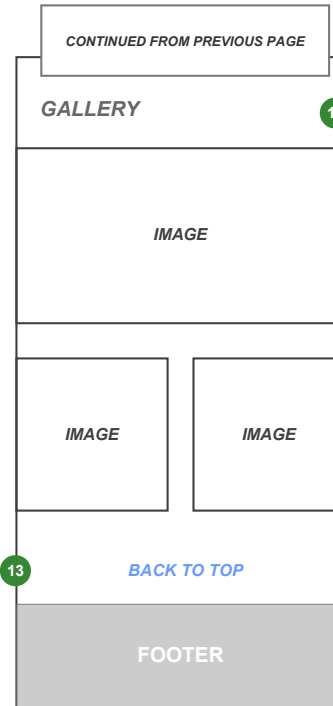
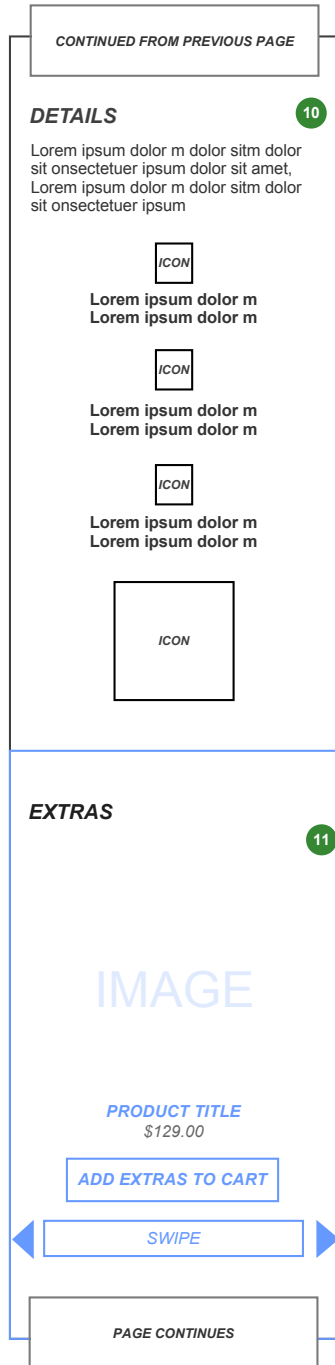
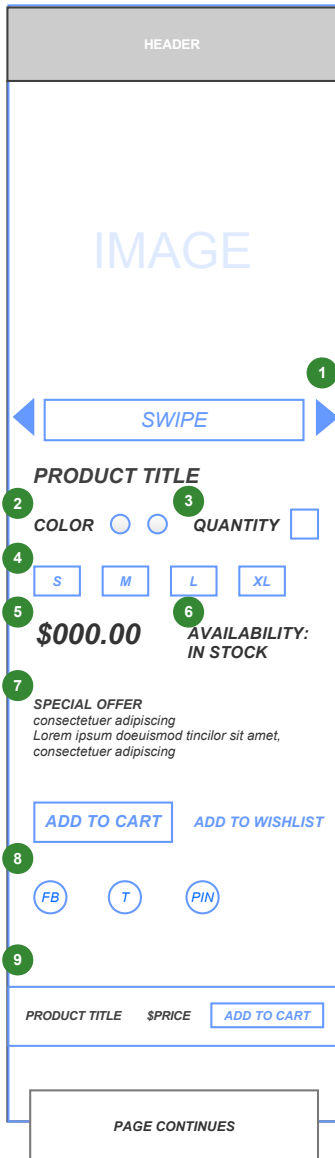
### 3. Video in the Gallery

Either a video or an image can be in this sized space. The video would link, the image would not.

### 4. BACK TO TOP

Clicking the "back to top" link smoothly and quickly slides the user back to the top of the page.

## 4.7 PDP STANDARD PAGE (M)

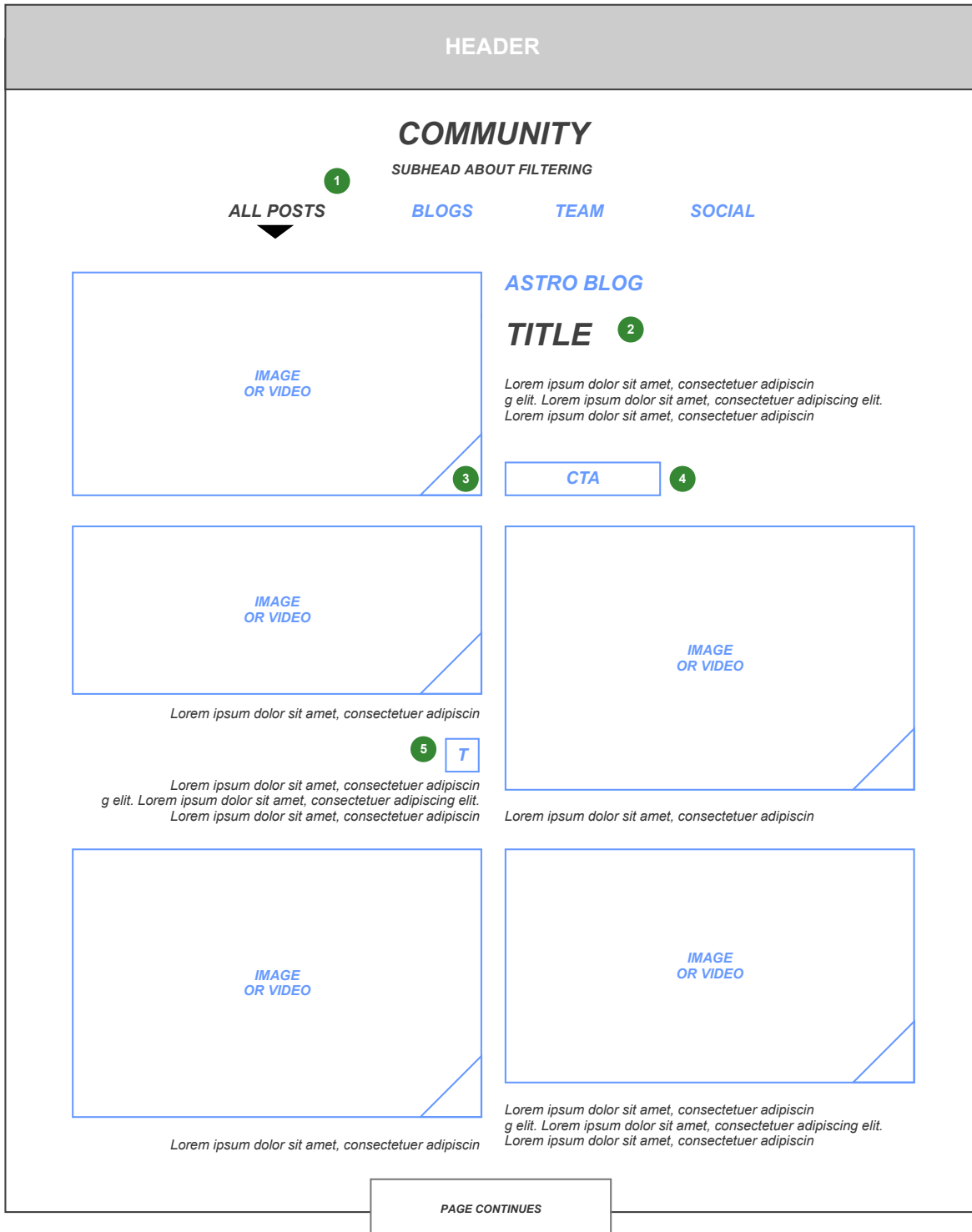


Unless otherwise noted, features and functionality match the Desktop version.

- 1. Product Title**  
Large image of the product with a swipe option to see other views of the product.
- 2. Color Choice**  
The user selects the color swatch that they want. If more than five colors are available for the product, a color "pushdown" functionality is used instead.  
  
The swatches must have at least a 40x40 pixel target area.
- 3. Quantity**  
The user enters a quantity in the numeric input field.
- 4. Size Selection**  
The user selects a size from the options available. If only one size is available, a label with that size should be shown.  
  
The selecting buttons must have at least a 40x40 pixel target area.
- 5. Price**  
If there is a price reduction the original price is moved to the right, the size is smaller and a strike-through is added. The new price occupies the original slot.
- 6. Availability Status**  
Availability functionality follows the DemandWare default behavior
- 7. Special Offer**  
Product promotional messaging displays in this area. The order of the promotions is determined by promotion ranking.
- 8. Social Media Icons**  
Link to the social media pages that Astro curates in a new tab. The icons must have at least a 40x40 pixel target area.
- 9. Scrolling Navigation**  
See wireframe 4.3 PDP Navigation for more information.
- 10. Details**  
This area calls out the features of the product.
- 11. Extras**  
Any accessories that go with this product will be displayed here. The user can see the selection by swiping. Only show this panel if there are three or more accessories associated with the product.
- 12. Gallery**  
Additional images and video of the product are shown here in a gallery format. Only videos are hot. Alternate images of the product also go here.
- 13. Back to the Top**  
Clicking the "back to top" link smoothly and quickly slides the user back to the top of the page.

# ***5.0 NON-CATALOG PAGES***

## 5.1 COMMUNITY (D)



## COMMUNITY

### 1. Filtering the Page

The users can filter by "all posts," "blogs," "team," and "social" allowing them to see what they are interested in. If the user clicks on one of these filtering criterion the filter is highlighted and the content is revealed on the page below. In this example, "All Posts" is selected and that is the default for the page.

### 2. Curated Posts

The page is curated so that the client picks THREE specific posts that they want to feature in the top section.

### 3. Corner Swipe

Each community entry has a corner swipe to indicate which type of social media the post came from.

The social elements link out to the post on the social site in a new tab.

### 4. CTA

Clicking on the CTA navigates the user to the full article

### 5. Twitter Icon

Goes above the Tweet.

## 5.1 COMMUNITY CONTINUED (D)

CONTINUED FROM PREVIOUS PAGE

**A LINE OF COPY HERE**

**TITLE**

PRODUCT IMAGE OR VIDEO **1**

CTA

PRODUCT IMAGE

PRODUCT IMAGE OR VIDEO

PRODUCT IMAGE

LOAD MORE POSTS **2**

BACK TO TOP **3**

FOOTER

*Placeholder text: Lorem ipsum dolor sit amet, consectetur adipiscing elit.*

**1. Additional Posts**  
The rest of the page loads chronologically backward, with most recent posts closest to the top of the page where the curated posts are.

**2. Load More Posts**  
On desktop, 20 posts load automatically. If users want to see more, they can press the "load more posts" button. If they are available, 20 more posts load. This will continue until all posts are exposed.

**3. Back to Top**  
The bottom of the page should include a "back to top" call to action and link.

## 5.2 COMMUNITY (M)



## COMMUNITY

Unless otherwise noted, features and functionality match the desktop version.

### 1. Community

The size of the imagery-based (photos and videos) posting shrinks down and goes to just one column of feeds. Blog posts will stack with the photo first and then the copy

There is a place for blogs, Tweets, Instagram photos and FaceBook posts.

### 2. Filtering Option

Community has the filtering options rolled up in a "drawer" format. When the user clicks on the filtering label the drawer opens and the filtering options are shown.

### 3. Filtering Selections

The default refinement is "all posts." When the user selects opens the filters, and selects a different refinement ("blogs", "team", or "social"), the refinement physically indicates the change in status.

### 4. Filter Button

Once the user has selected all their options, they click on the "filter" button and the display is refined by their criteria.

### 5. Hide Filter

If the user wants to leave the filtering process prior to making a selection or hide the filtering options, they can click on the "hide filter" link.

### 6. Curated Posts

The page is curated so that the client picks THREE specific posts that they want to feature in the top section.

### 7. Tweets

Are centered in the space and the Twitter icon goes at the bottom of the Tweet. The text has a different visual presentation than the text for the other types of social media.

### 8. Load More Posts

The rest of the page loads chronologically backward, with most recent posts closest to the top of the page where the curated posts are. Mobile devices have 10 posts load automatically before the "load more posts" button is shown.

### 9. Back to Top

Clicking the "back to top" link smoothly and quickly slides the user back to the top of the page. This should be right above the footer on this mobile page.

### 5.3 SPECIAL EDITION GAME PAGE (D)

HEADER

# GAME TITLE 1

IMAGE OR VIDEO

**COPY** 2

TITLE

**COPY**

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Lorem ipsum dolor sit amet, consectetur adipiscing elit.

CTA

**TITLE** 3

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Lorem ipsum dolor sit amet, consectetur adipiscing elit.

IMAGE

TAGS

**COPY** 4

TITLE

**COPY**

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Lorem ipsum dolor sit amet, consectetur adipiscing elit.

CTA

PAGE CONTINUES

### SPECIAL EDITION GAME PAGE

**1. A full-width content slot highlights imagery for this game**

**2. Special Edition Headset**  
This copy, imagery and/or video highlight what is special about this game and why the Astro headset gives the best experience for the user. There is a link to shop the headset page.

**3. Reviews**  
This review or press clip area is a static bit of content.

**4. Tags**  
This area shows the tags that are available for the game. A link takes users to a grid page that displays all the tags for this game that are available across all headsets.

### 5.3 SPECIAL EDITION GAME PAGE (D)

### 1. HEADSET FEATURES

The headset features are highlighted here. The user is given an opportunity to buy the headset. CTA, product image and product name link to the PDP for this game edition headset.

### 2. COMMUNITY AROUND THE GAME

Follows standards set for the community area on the homepage, 4.2 Homepage Continued.

CONTINUED FROM PREVIOUS PAGE

## HEADSET FEATURES 1

PRODUCT IMAGE

**PRODUCT NAME**

**SUBHEAD**  
Mipsum dolor sit amet, consectetur adipiscing eli,

**SUBHEAD**  
adipiscing elit, Aliquam erat

**BUY NOW**

ICON

**SUBHEAD**  
Aliquam erat volutpat. Mipsum dolor sit met, cons ectetuer adipiscing elit, Lorem ipsum dolor sit

ICON

**SUBHEAD**  
Aliquam erat volutpat. Mipsum dolor sit met, cons ectetuer adipiscing elit, Lorem ipsum dolor sit

## COMMUNITY AROUND GAME 2

IMAGE OR VIDEO

IMAGE

IMAGE

IMAGE

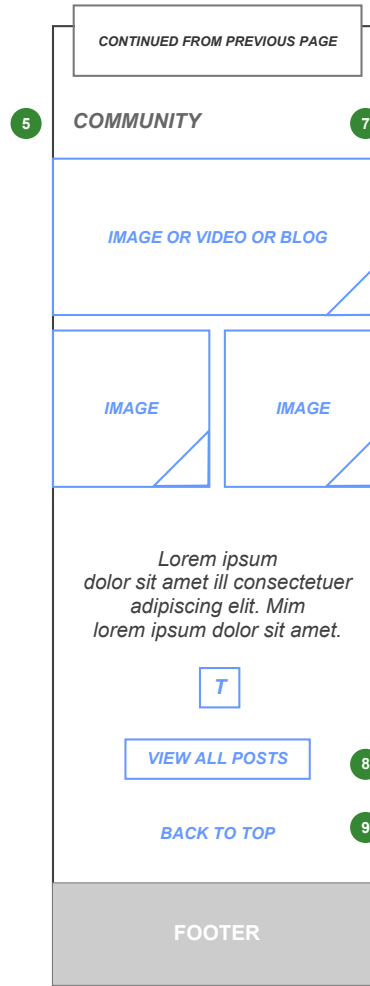
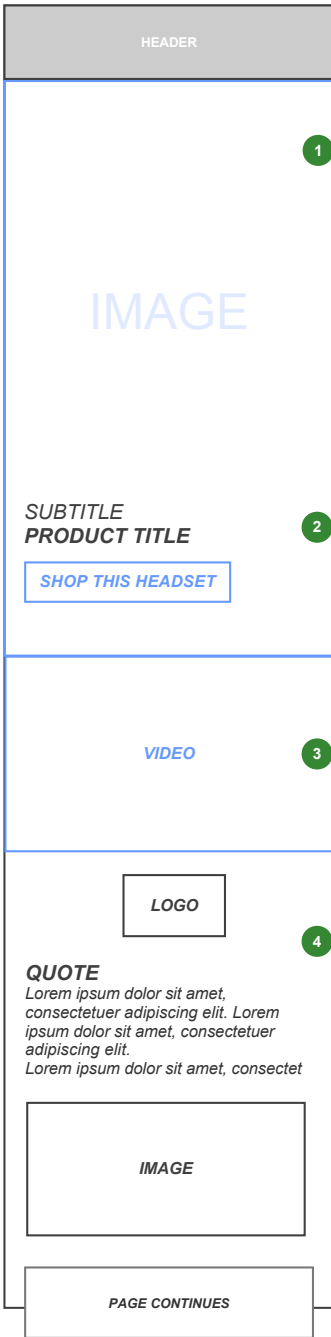
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T

IMAGE

## FOOTER

## 5.4 SPECIAL EDITION GAME PAGE (M)



## SPECIAL EDITION GAME PAGE

Unless otherwise noted, features and functionality match the desktop version.

- 1. Featured Special Edition**  
This content slot highlights imagery for this game.
- 2. Product Title, Subtitle and CTA**
- 3. Video**
- 4. Quote**  
This is a review, press or just a comment about the product and how it makes the gamers experience great. In this case it is static and does not swipe. A logo can display in this space.
- 5. Tags**  
An image of the tags specific to this game, a subhead, product title and CTA. The CTA links to a product grid with all the tags specific to this game.
- 6. Headset title, subtitle, and additional information**  
The headset features are highlighted here. The user is given an opportunity to buy the headset. The feature information opens in a drawer format.
- 7. Community**  
Follows the format of the community on homepage mobile; *4.2 Homepage Mobile*.
- 8. View All Posts**  
Takes users to the community page.
- 9. Back to Top**  
Clicking the "back to top" link smoothly and quickly slides the user back to the top of the page.