

# Clubs - Design & UX

## Overview

- Clubs is a way for slots players to join forces in completing challenges that benefit all members of the club.
- The basic mechanic is that once in a club, each player earns club points as they spin in any slot. The higher the bet and the more they spin, the more club points a player can earn towards the club challenge. Exactly how points are earned and how many club points are needed to complete a challenge, is intentionally unclear to the player. They just know that the more they play the more rewards they can get.
- There will be 5 challenges with different difficulty levels and rewards. Each player can choose which challenge they would like to contribute to as they play, which can result in all players contributing to a single challenge, or dispersing across multiple challenges.
- The club has a week to complete all the challenges before the event resets.

## UI

### Lobby



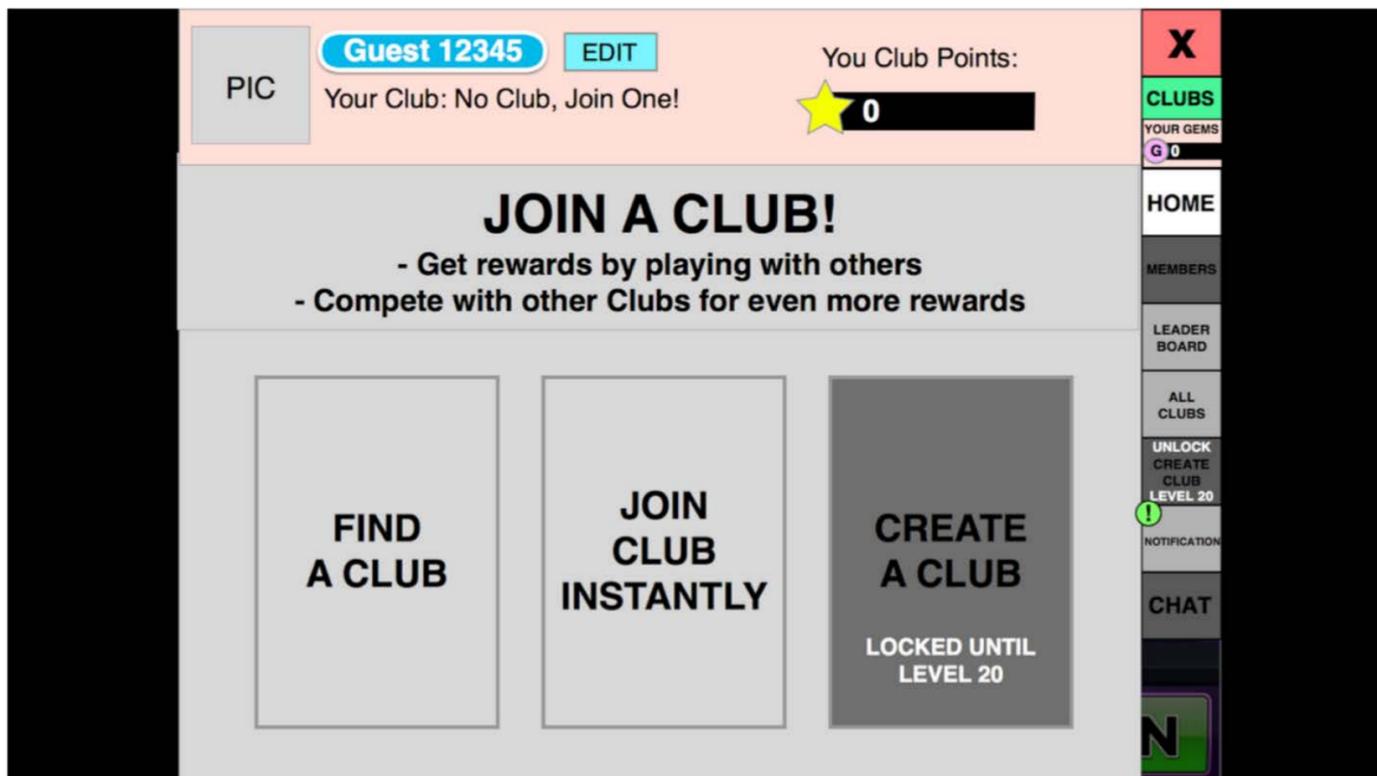
### In-Game



- The Clubs UI will persist across the app in both the lobby and slot games
- When tapped, the Clubs menu will slide out from the left to the right.

# Clubs Menu

## Home Tab - Not A Club Member



- When a player opens the Clubs menu they can join a club, edit their profile (name and picture), search for clubs, and explore the clubs leaderboard.

- Depending on their level, they can additionally create their own club.

## Home Tab - Club Member



- When a player is a club member, the home tab will display the club profile and the club challenges.

- The club profile will consist of the following:
  - Club picture
  - Club name
  - Club motto
  - Club type
  - “LEAVE” button so that players can leave the club
  - Club Ranking
  - Club Points
  - Minimum level to join the club
  - Membership fee to join the club

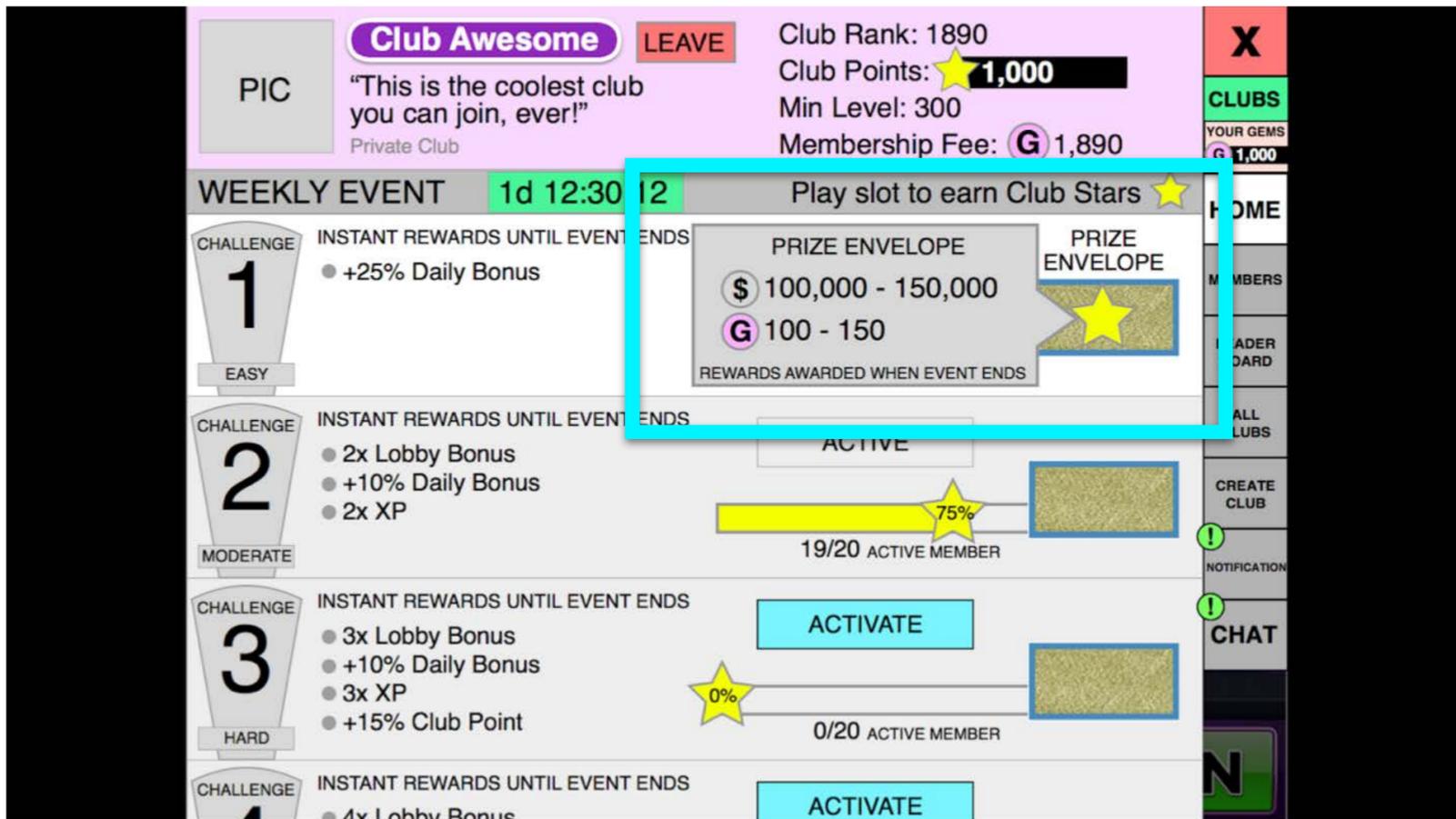
- By tapping the “LEAVE” button in the club profile, the following prompt will be triggered:



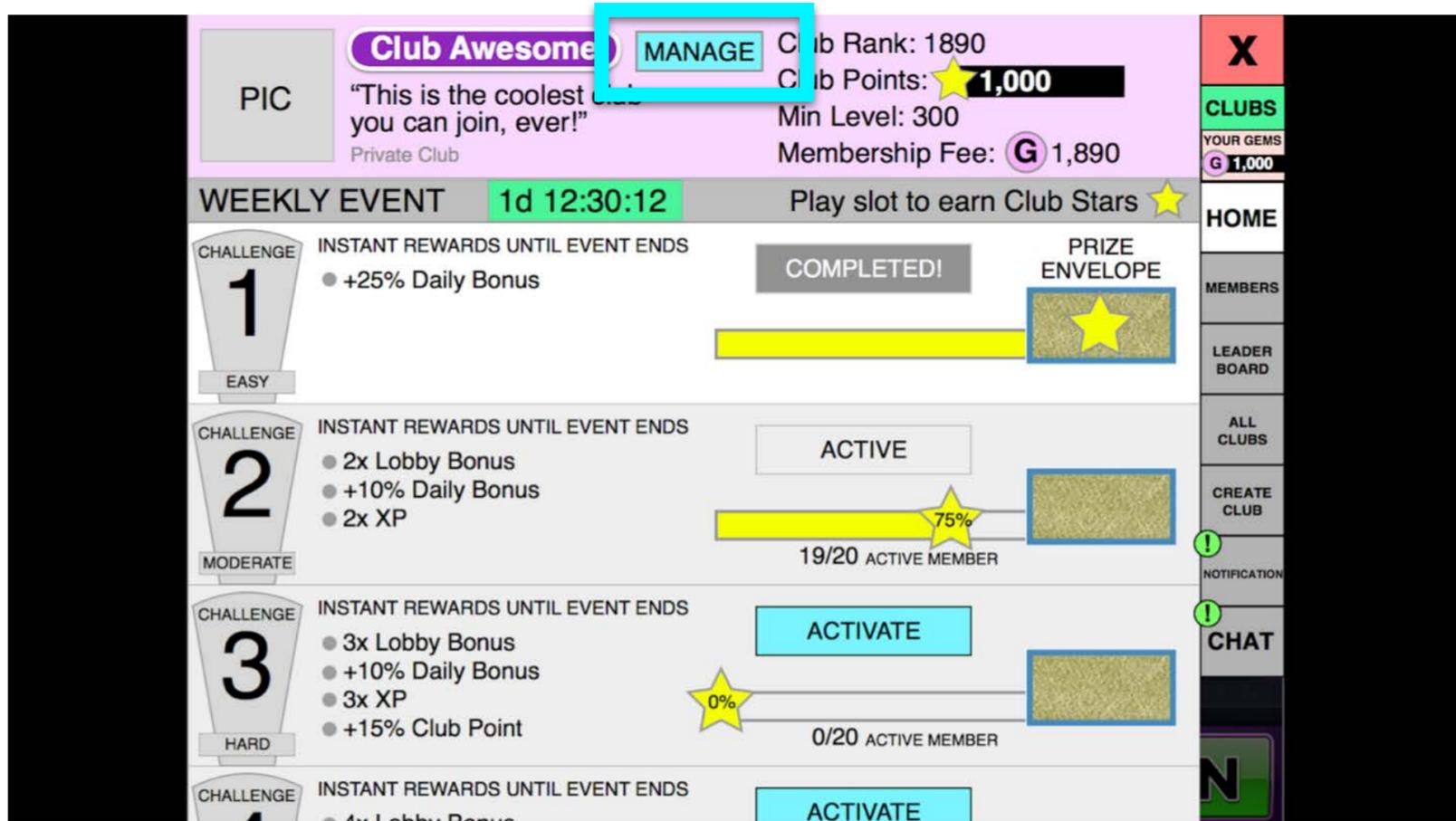
- Between the club profile and the club challenges is the timer that indicates how much time is left before the club event resets.

- Each challenge will consist of the following:
  - Club challenge icon with a number a difficulty
  - List of the instant rewards
  - “ACTIVATE” button/Active Indicator/Completed Indicator depending on the state of the challenge
  - Progress bar
  - Prize envelope
  - How many members are currently contributing to the given challenge

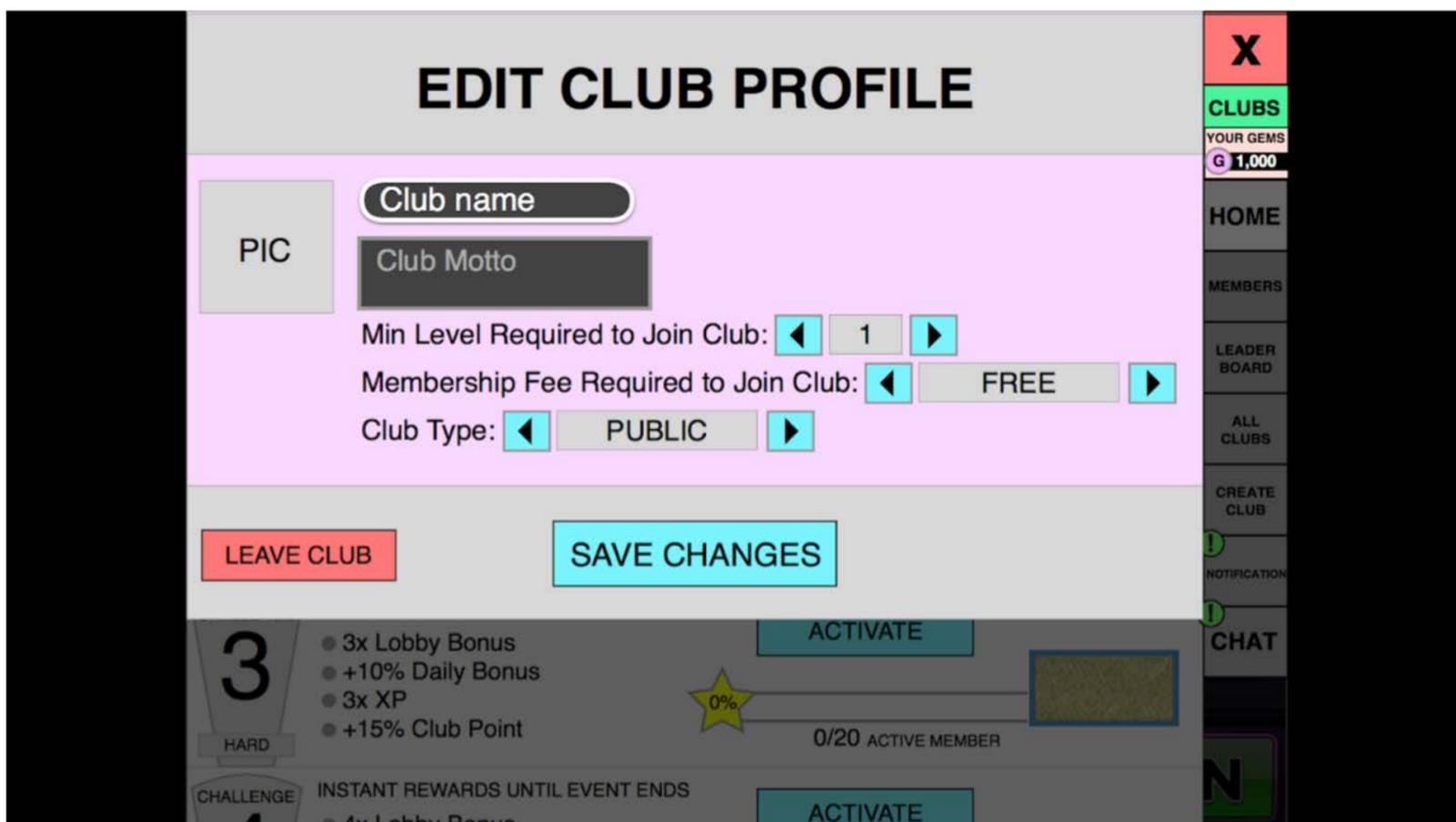
- When a challenge is completed, the instant rewards become active for the duration of the event and the prize envelope indicates the possible reward that will be awarded at the end of the event:



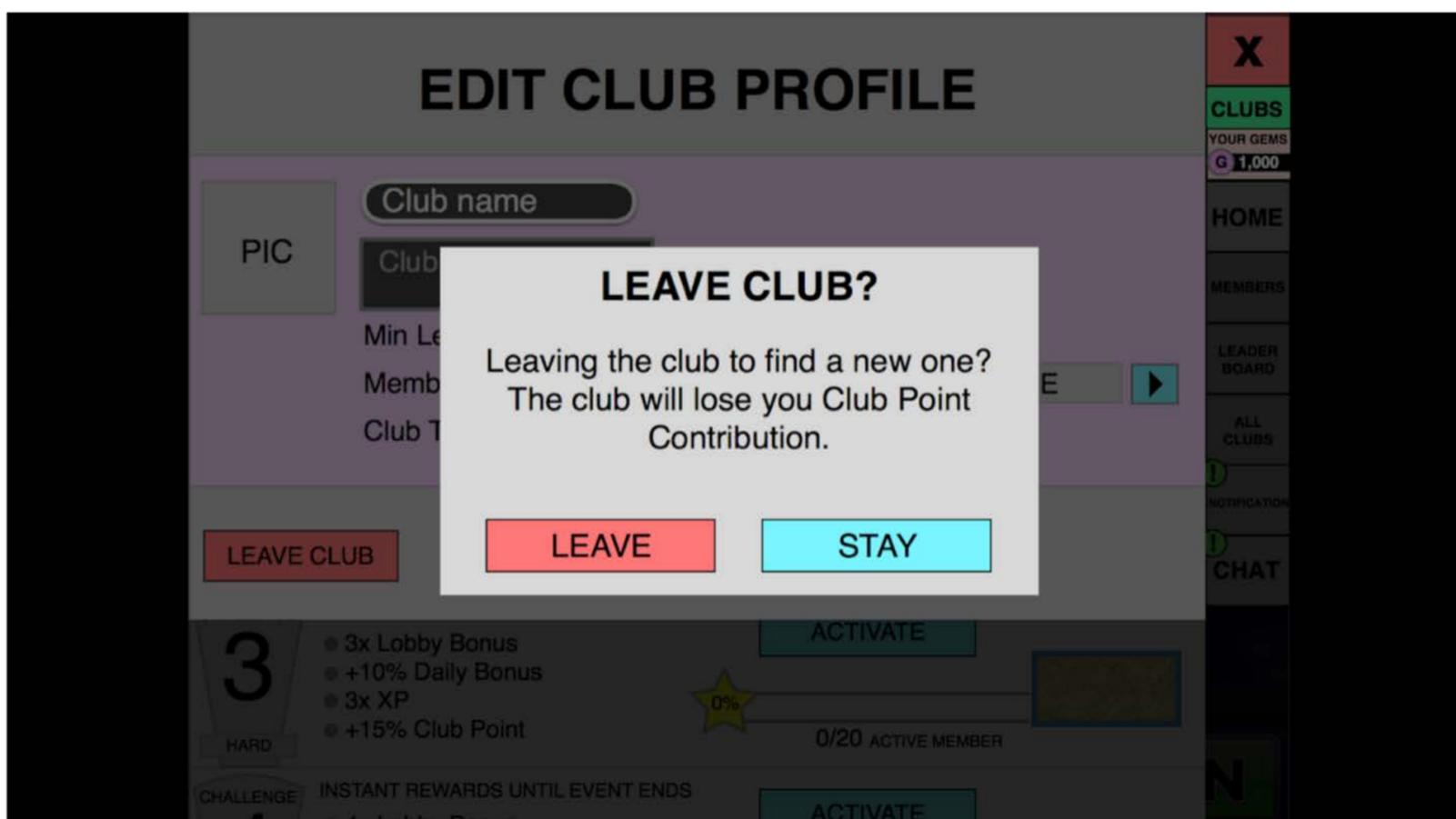
- The leader of a club has the option to manage the club where the "LEAVE" button is for the regular members:



- Tapping the manage button allows the leader to edit the club name, motto, min player level requirements, the cost to join the club, and whether it's a public or private club:



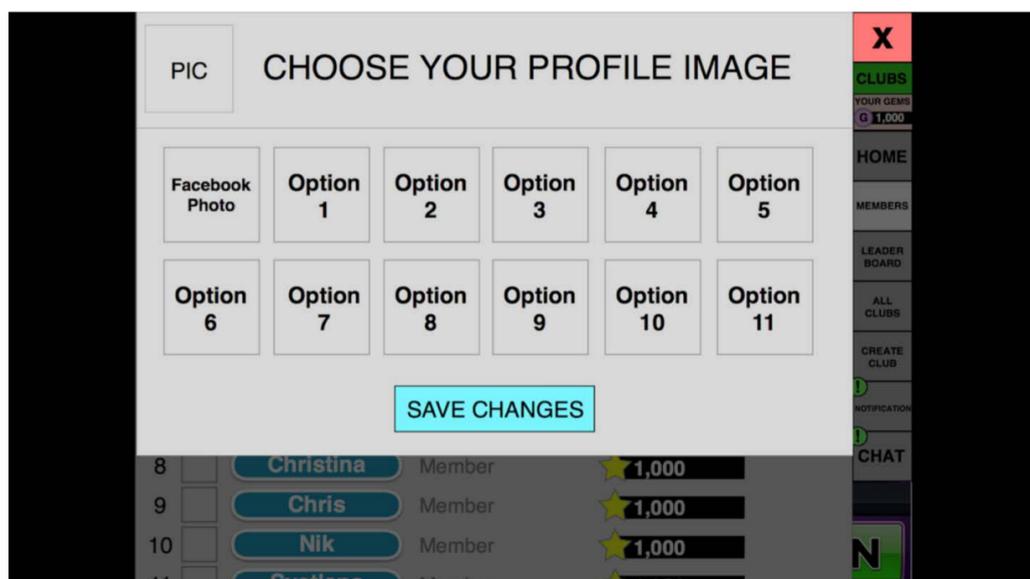
- If a leader decides to leave the club, this prompt is displayed:



## Members Tab



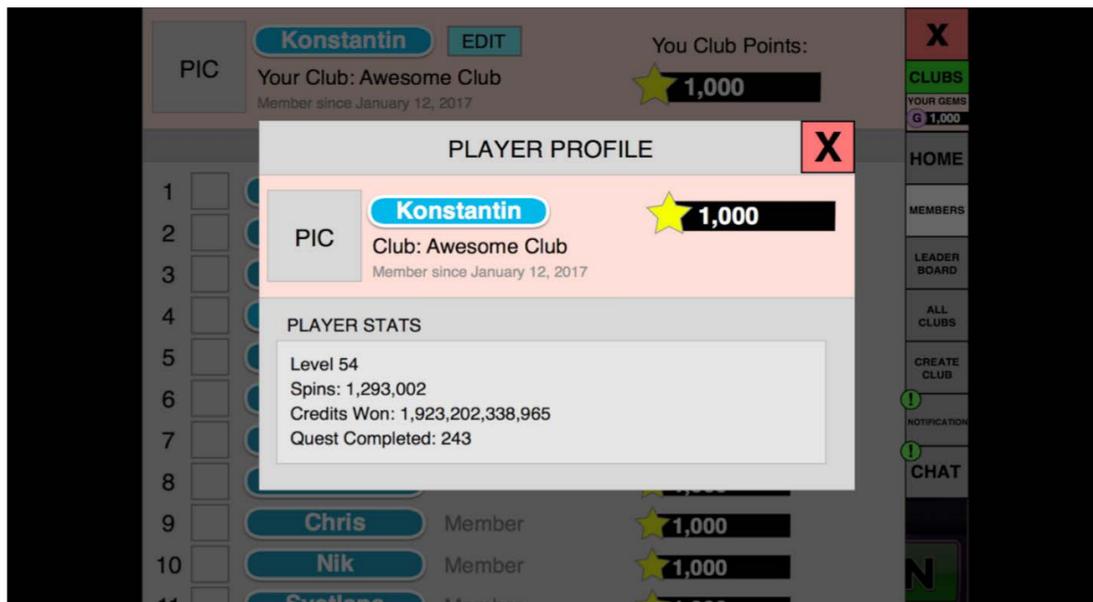
- The members tab shows the player's profile and allows them to edit their name and picture by tapping the "EDIT" button:



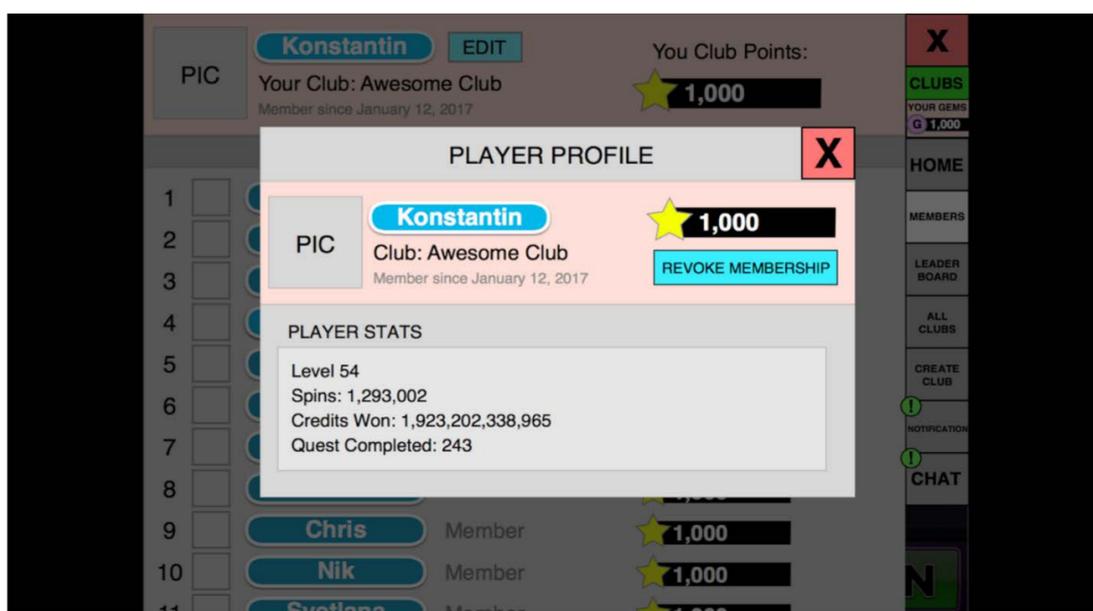
- The list of the club members includes the following: name, profile picture, whether they are a leader or a member, the club points, and their profiles can be viewed by tapping on the given player:

- Player's name
- Profile picture
- Whether they are a leader or just a member
- The player's club points

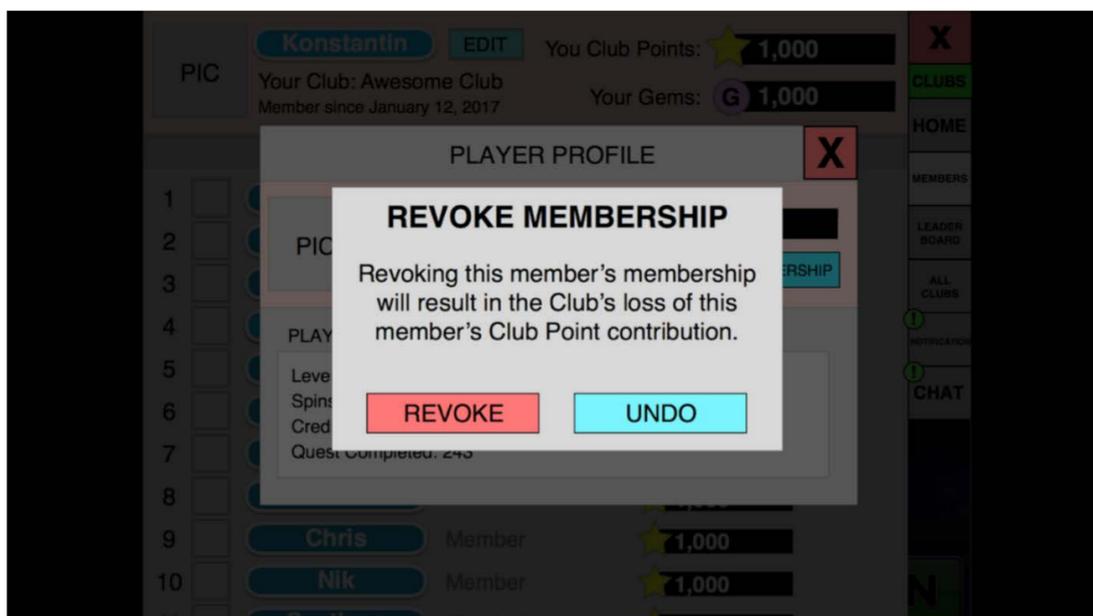
- Tapping on a player triggers a popup with their profile:



- When a leader is viewing a player's profile, they have the additional option to revoke the player's membership:



- Revoking a member's club membership will display the following prompt:



## Leaderboard Tab

THIS WEEK'S EVENT					
1D 12:30:12		TOP 50 CLUBS	MY CLUB RANK		
RANK		CLUB	MIN LEVEL	ENTRY FEE	CLUB POINTS
1	PIC	<b>Club Awesome</b> 18/20 Members - Private	300	G 1,890	★ 1,000
2	PIC	<b>Puzzle Boards</b> 18/20 Members - Private	2	FREE!	★ 1,000
3	PIC	<b>Kiev Gang</b> 18/20 Members - Private	30	\$ 1,000,000	★ 1,000
4	PIC	<b>Eearthquakes</b> 18/20 Members - Private	99	FREE!	★ 1,000
5	PIC	<b>Mo Money</b> 18/20 Members - Private	100	FREE!	★ 1,000
6	PIC	<b>The Spinsters</b> 18/20 Members - Private	300	FREE!	★ 1,000
7	PIC	<b>Let it ride!</b>	300	FREE!	★ 1,000

- The leaderboard will have two tabs: the top 50 clubs and where the user's club is ranked.

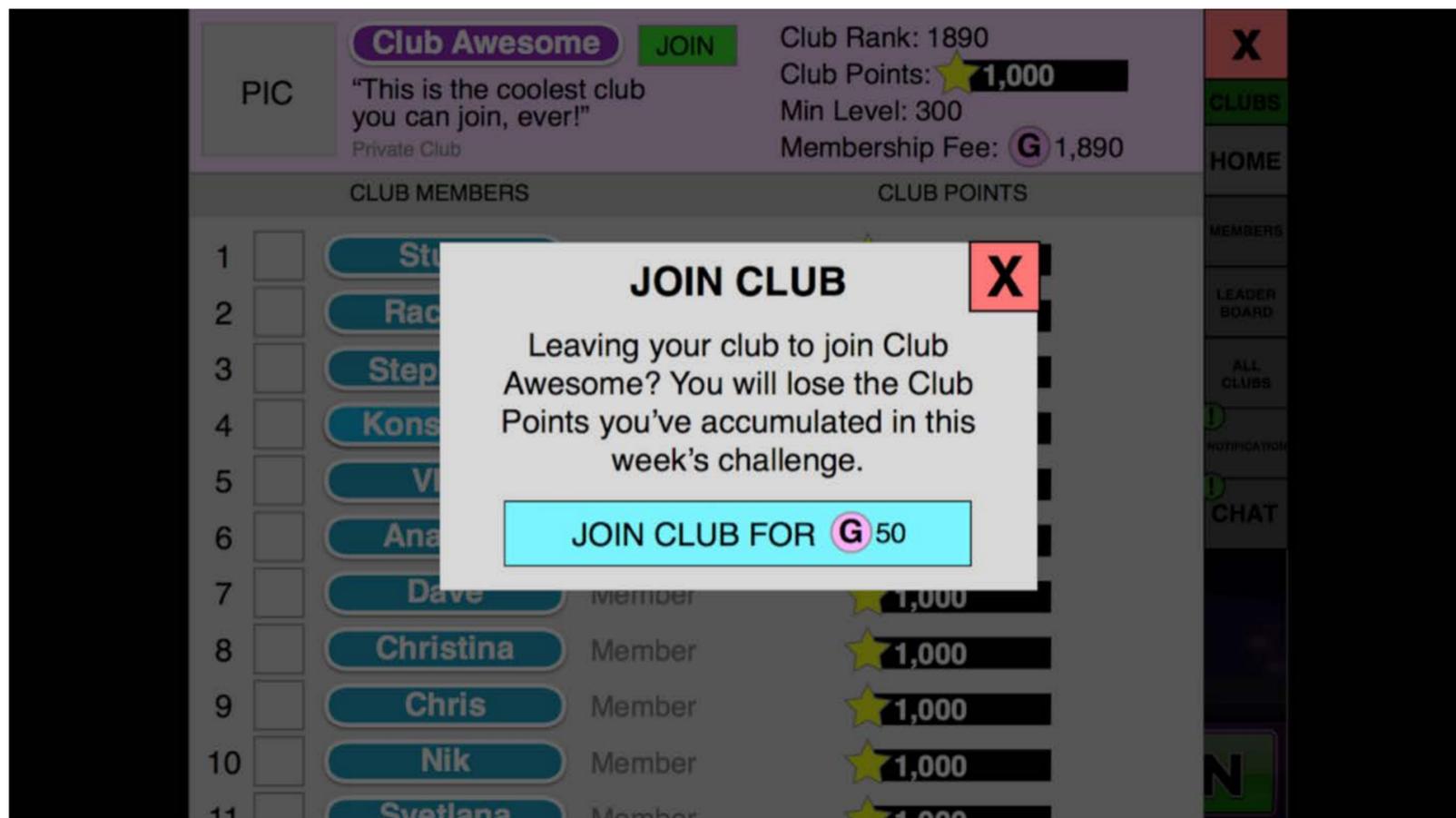
- The leaderboard displays the club ranking, picture, name, min level required to join, entry fee, and overall club points.

- Tapping a given club will bring up its profile:

Club Awesome		JOIN	Club Rank: 1890	Club Points: ★ 1,000
PIC	"This is the coolest club you can join, ever!"		Min Level: 300	Membership Fee: G 1,890
	Private Club			
CLUB MEMBERS		CLUB POINTS		
1	<input type="checkbox"/>	<b>Stuart</b> Member	★ 1,000	
2	<input type="checkbox"/>	<b>Rachael</b> Leader	★ 1,000	
3	<input type="checkbox"/>	<b>Stephanie</b> Member	★ 1,000	
4	<input type="checkbox"/>	<b>Konstantin</b> Member	★ 1,000	
5	<input type="checkbox"/>	<b>Vlad</b> Member	★ 1,000	
6	<input type="checkbox"/>	<b>Anastas</b> Member	★ 1,000	
7	<input type="checkbox"/>	<b>Dave</b> Member	★ 1,000	
8	<input type="checkbox"/>	<b>Christina</b> Member	★ 1,000	
9	<input type="checkbox"/>	<b>Chris</b> Member	★ 1,000	
10	<input type="checkbox"/>	<b>Nik</b> Member	★ 1,000	
11	<input type="checkbox"/>	<b>Svetlana</b> Member	★ 1,000	

- The profile shows the club details, list of members, and a button to join the club.

- If the join button is tapped and the club is public (joining doesn't require permission from the leader of the club), this prompt is displayed:

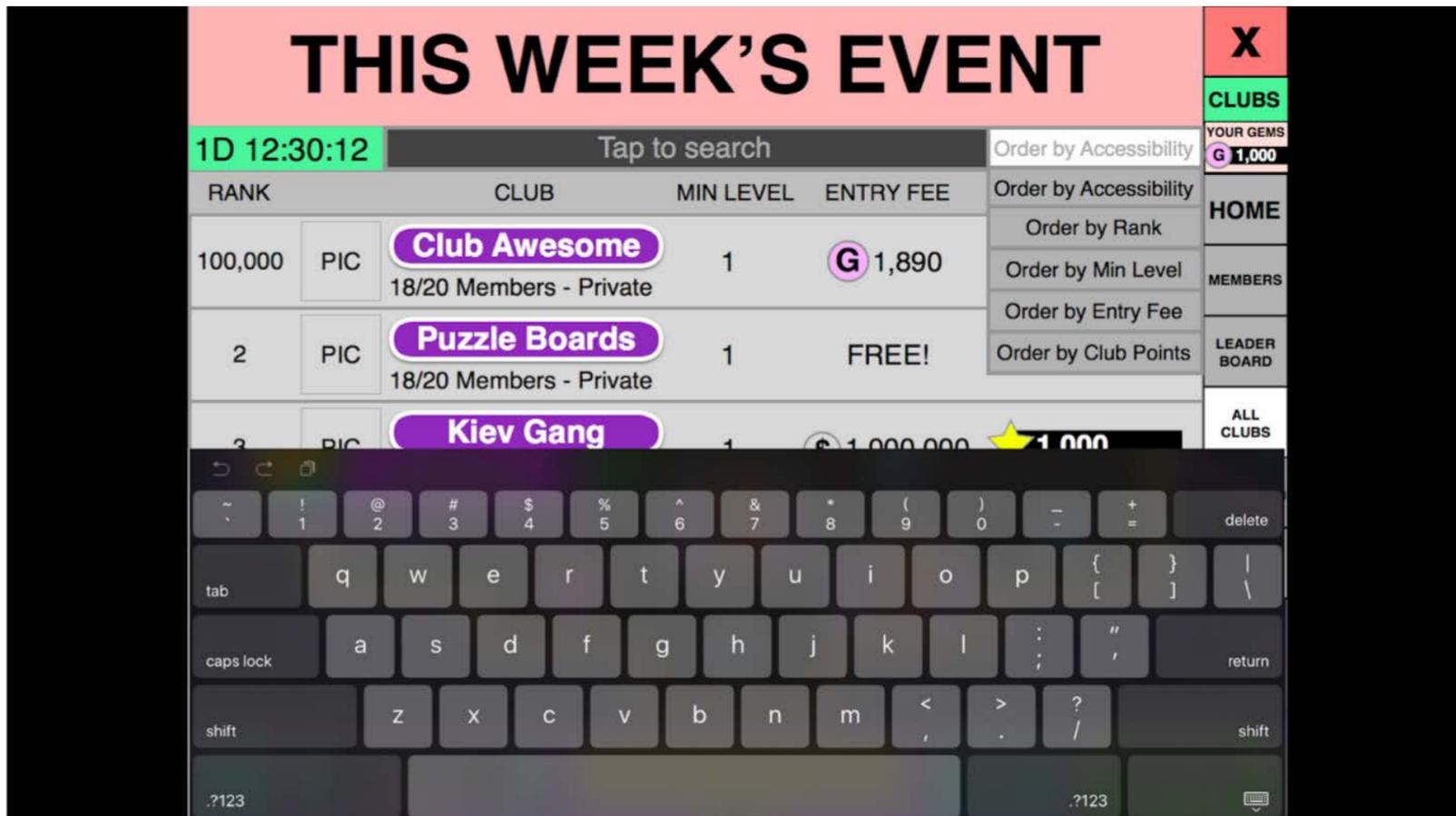


- If the club is private, a prompt stating that "your request has been submitted to the club leader" will be displayed.

## All Clubs Tab



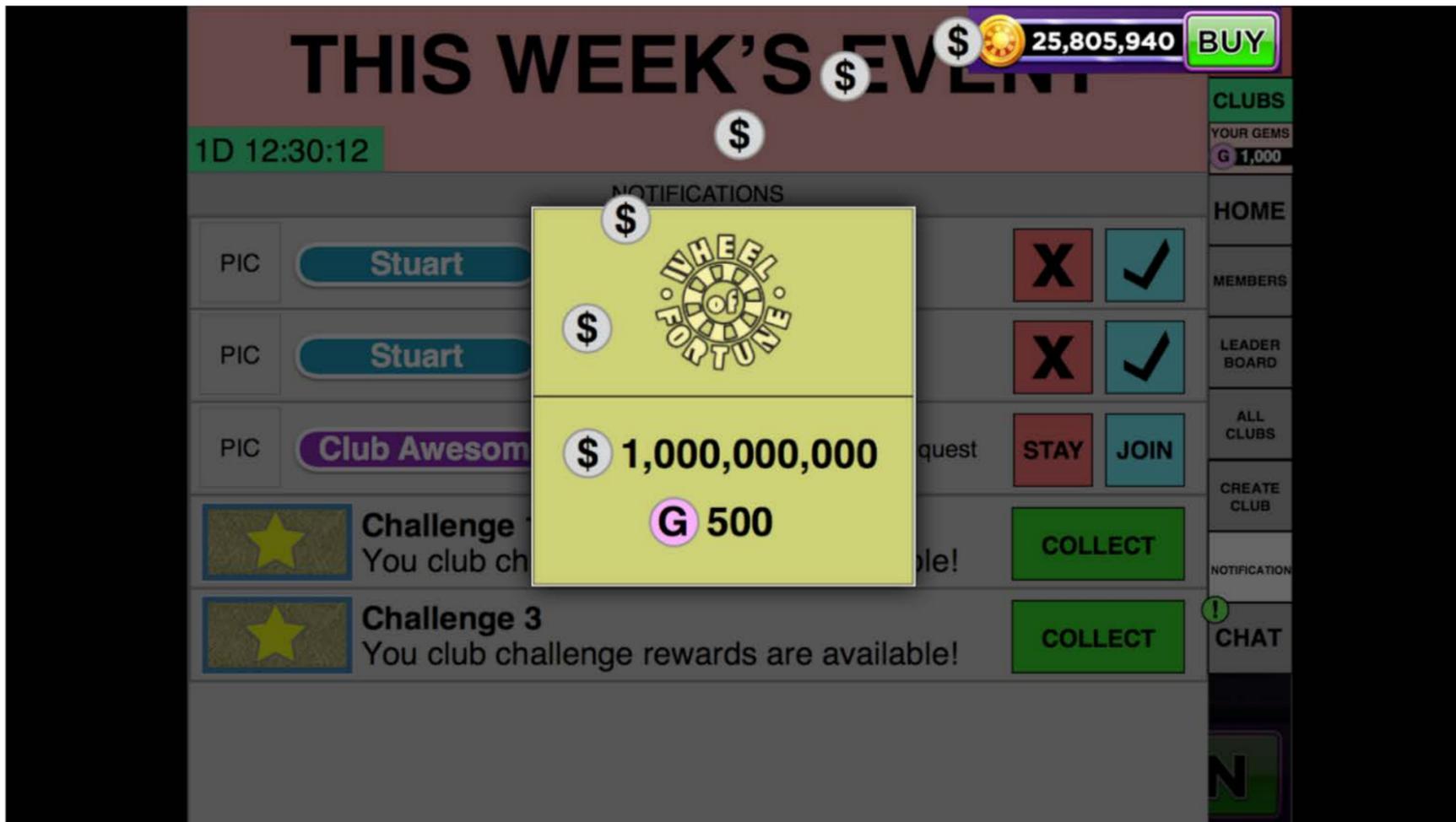
- The default view of the all clubs section displays only clubs that the player is eligible to join based on the min level requirements and other criteria that makes the player a good fit for that club.
- The player is able to search for clubs and sort the list in a number ways:



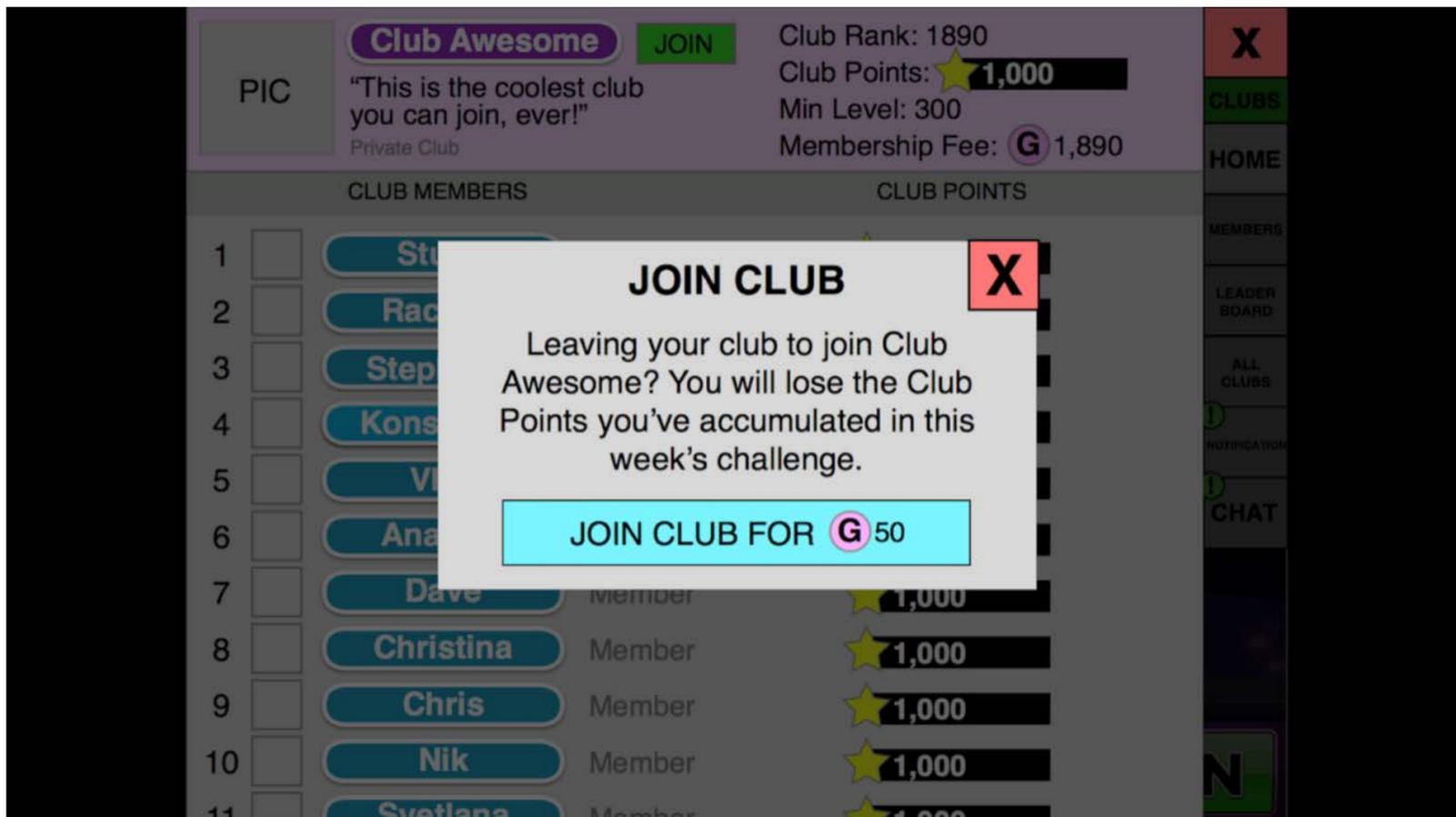
## Notifications Tab



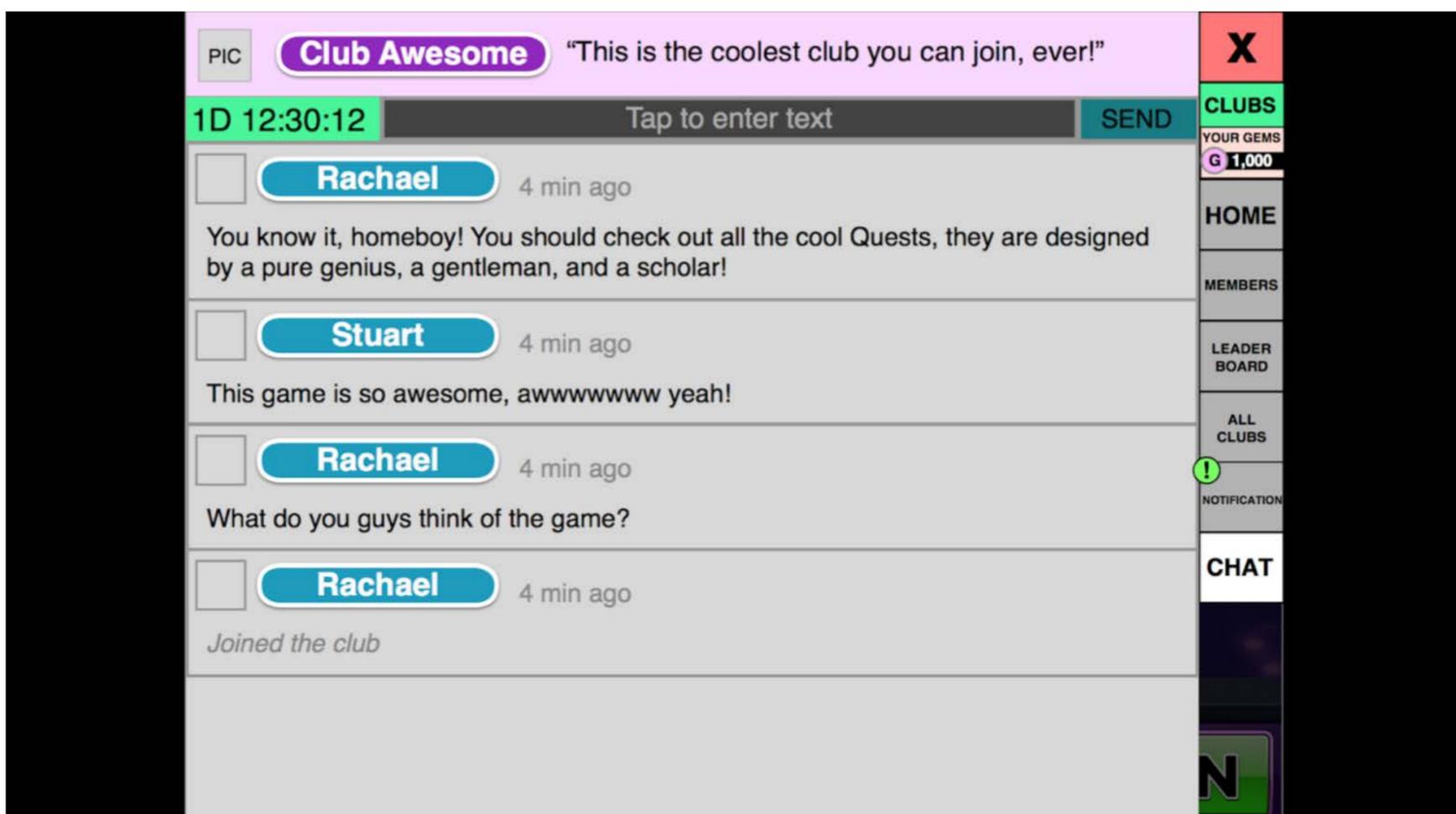
- The player will be notified when an event is over and the prize envelopes of the completed challenges are ready to collect. When the player collects them, the following collection sequence will occur:



- Leaders will get notifications when a player wants to join their club, which will allow them to accept or decline.
- Players will also be notified if their request to join a private club has been accepted. If they decide to join, the same prompt as joining a public club instantly will be displayed:



## Chat Tab



# Clubs Gameplay

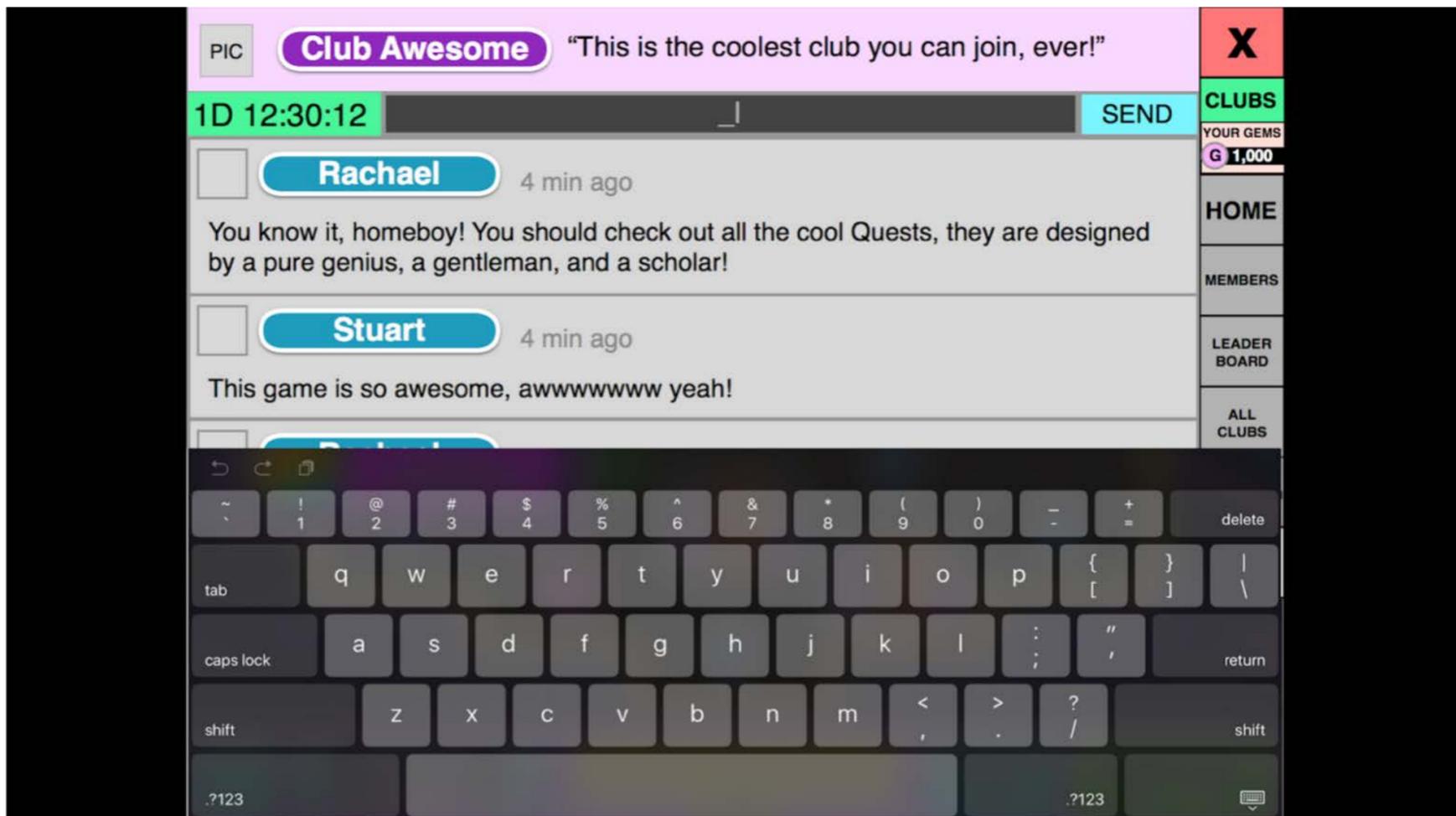
## Club Member UI



- When the player has joined a club and exits the clubs menu to go back to the game, the clubs UI changes to the following:
  - The messaging to “JOIN A CLUB” is replaced with a meter showing the progress of the active challenge.
  - The Gems Balance is now visible below the Clubs button.
  - The Boost Meter is visible below the Gems Balance

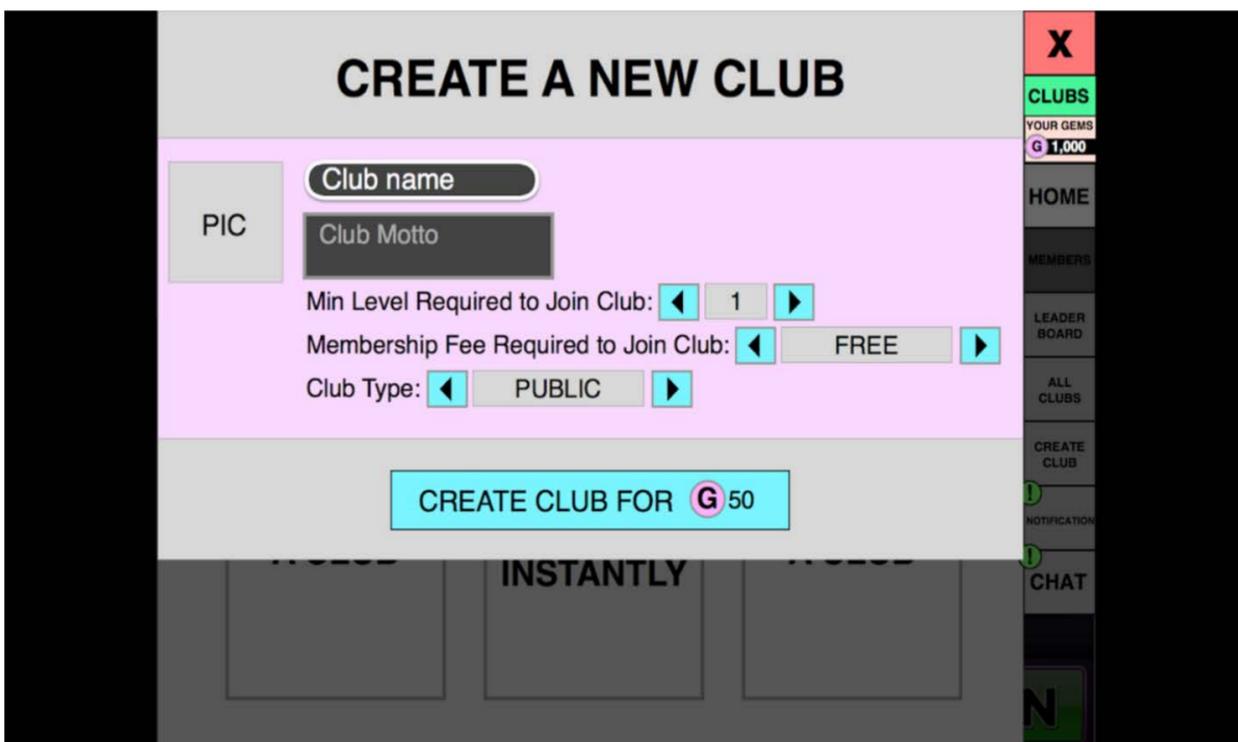
## Earning Club Points





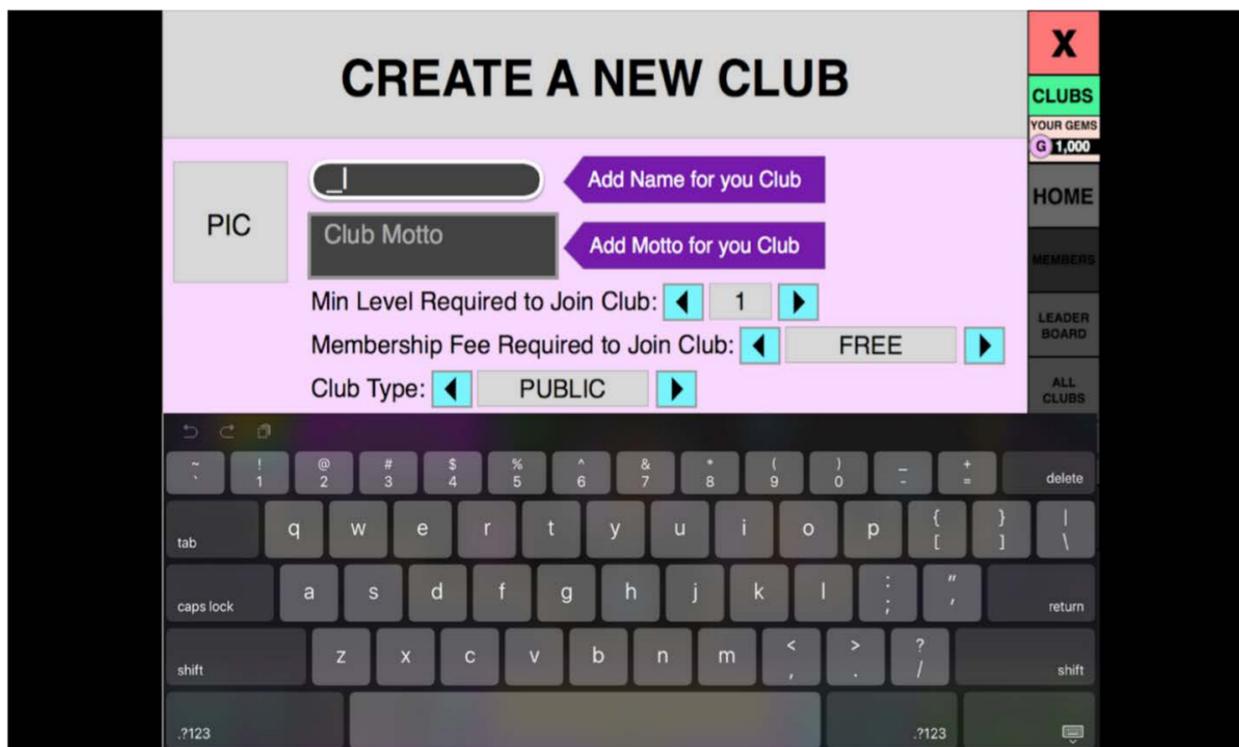
- The chat section will feature the conversations of the club members, as well as any notifications about members joining or leaving the club.

## Create Club



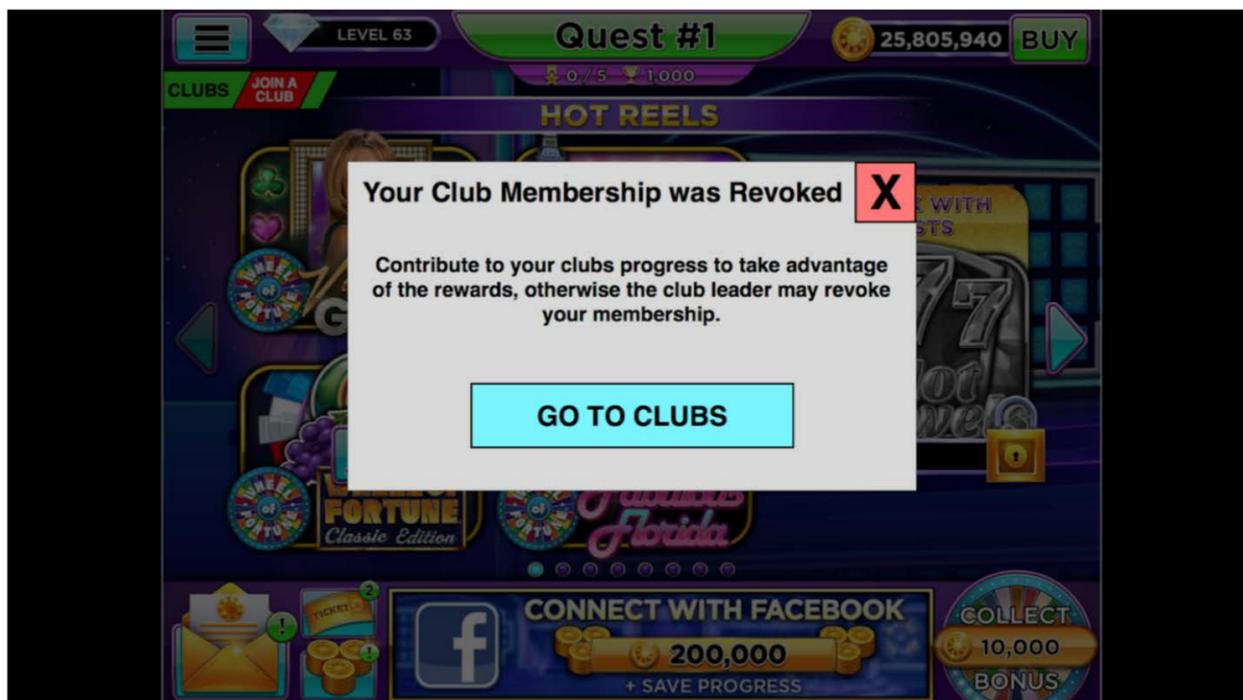
- When a player is eligible to create a club based on their level, they can do so by tapping the “CREATE CLUB” button from the side nav of the clubs menu, or if they’re not currently in a club, they can also tap the “CREATE A CLUB” in the home section of the club menu.

- The club will have two requirements to be filled out; the name of the club and the club motto, otherwise a tool tip will prompt the player:



- The player can also change the following:
  - Club picture, otherwise it will have a default picture icon.
  - Min level required to join
  - Membership fee to join will default at the lowest value,
  - Club type will default to Public.

## Revoked Membership



- Inactivity in a club can result in the club leader revoking the membership of a player.
- If your membership is revoked, you will be notified through a popup when you enter the app.

- When club points are earned, a club points reward popup flies in from the right at the bottom right part of the screen, and the stars fly to the progress bar which fills up.

- The progress of other players in the club can be shown from time to time in the same area as the club points reward popup:



- The player earns Club Points (Stars) by playing slot games. Possible triggers for awarding club points are as follows:

- 20 spins @ 1k to 10k = 100 club points (based on lowest bet in the 50 spins)
- 20 spins @ 10k to 100k = 150 club points
- 20 spins @ 100k to 1,000k = 200 club points
- 20 spins @ 1,000k - 10,000k = 300 club points
- etc.
- Bonus round = 300 club points
- Lose 5 in a row = 10 club points
- Quest completion = 500 club points
- Achievement completion = 50 club points

## Boost Meter



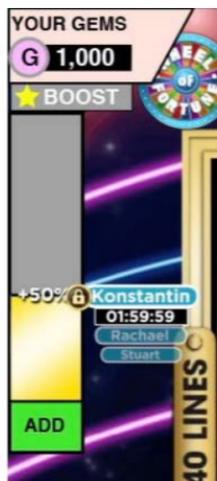
- Club members will be able to add boosts to their club's boost meter.
- A boost adds a percentage multiplier to the club points the club earns for a certain amount of time which starts to drain as soon as the boost is added.
- The draining of the boost goes down every 10% (if a 20% boost lasts for 2 minutes, for instance, it will boost the club points by 20% for the first minute and 10% for the second minute).
- All members can contribute to the boost meter in raising the percentage of extra club points.
- When a member adds a boost, their name tag appears next to the boost meter.
- When another member adds a boost, the previous members name moves down and fades out slightly (this way club members can see a history of contributors to the boost meter):



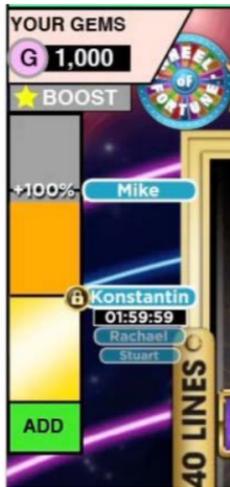
- The boost history of contributors will be limited to the last 3 or 5 contributions.
- To add a boost, a player taps the “ADD” button, which opens up the boost store:



- The boost allows the player to purchase low percentage boosts for Credits, high percentage boosts for Gems, and boost locks for IAP.
- The boost lock stops the boost meter from draining for a certain period of time:



- The locked boost level is indicated with a lock next to the name tag of the player that locked it, and the fill treatment changes to indicate that it will not drain.
- When a boost is locked, more boosts can be added to raise the meter beyond the locked level. These will drain as normal, but only until the locked level:



- There can be multiple locks of the meter at different levels of the boost (Player one locks it at 50%, player two raises it to 100%, player 3 locks it at 100%).
- When the lock timer runs out, the fill state will change back to normal and begin to drain.

Original Animatic: <https://vimeo.com/288813651>

Updated Animatic (No Boost Lock Feature): <https://vimeo.com/288813139>