

# Events - Summer Road Trip

## Summary

- This event is centered around a road trip theme, where the player needs to complete 2 challenges in each location on a map of the US. The event will last for 12 days.
- When the player completes the challenges of the first location, an image of the location and a credits reward will be revealed then added to the Event Prize Total.
- Some locations will have multipliers. This will encourage the player to complete all locations of the event before it ends. At locations with multipliers, upon completing the challenges of that location and after the credits reward is added to the Event Prize Total, the latter will be multiplied by the multiplier value.
- When the event ends, the Event Prize Total will be added to the player's balance.

## Event Start

- When the event goes live, a popup should be surfaced to the player upon entering the app (after the daily bonus and before any sale popups).
- The first time the player sees the event popup, a road sign explaining how the event works will be displayed. The player must tap the "GOT IT" button to dismiss it, although they will be able to play the event and make progress without dismissing it. Once it is dismissed, it will not appear again.

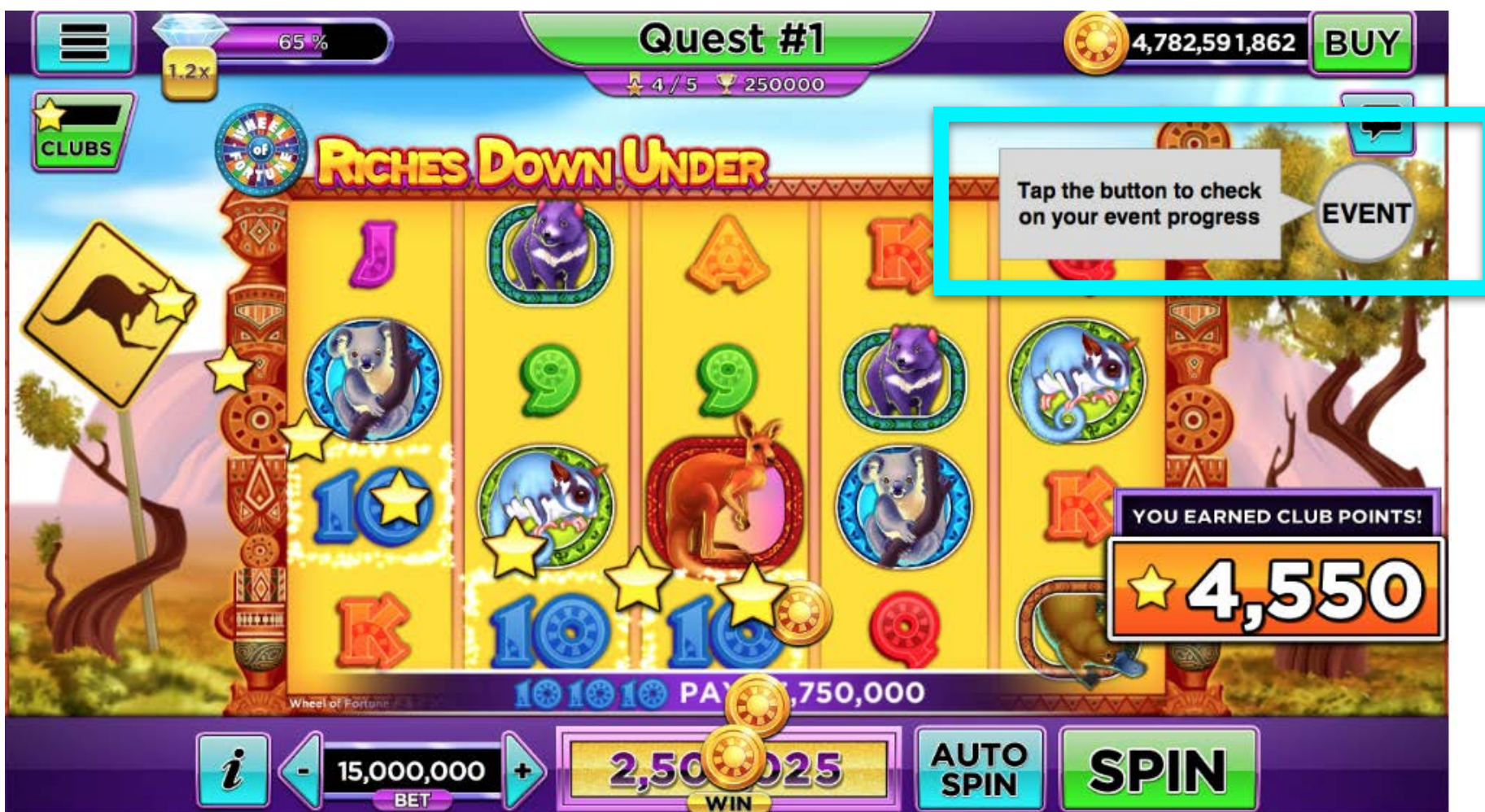
- An arrow pointing to the Location Challenges will fade in and out to direct the player's attention. This will happen when the player opens the event for the first time, and at the end of the award sequence after completing all the challenges in a given location and starting the challenges of the next location. The arrow should disappear after it fades in and out 5 times.
- The current location is indicated by Pat and Vanna in a car next to a lit up state of the location node.



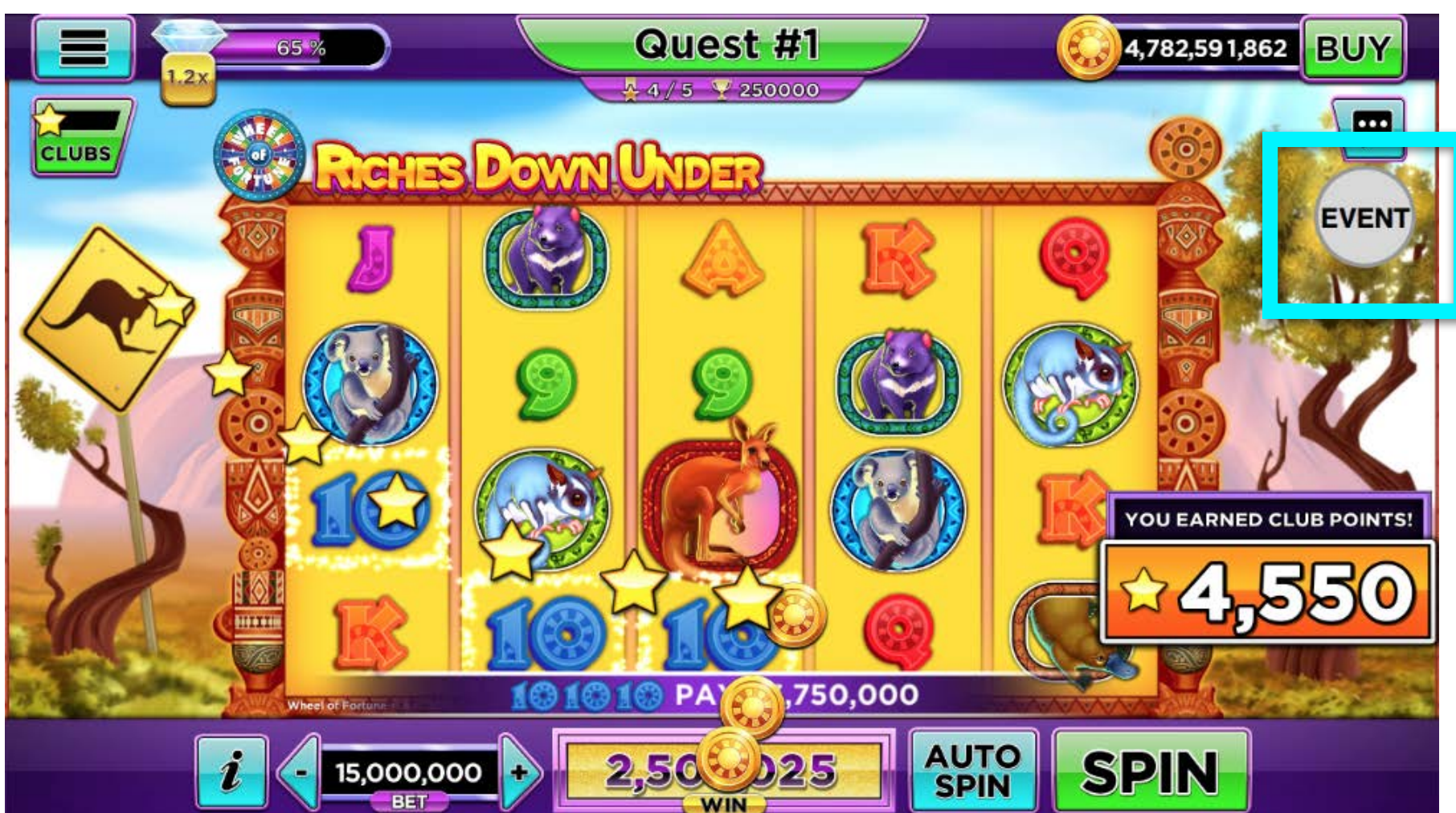


## Event Progress & UI

- When the player closes the event popup, it should animate by scaling down into the event button, which will be below the Clubs chat button.
- A tooltip should appear to tell the player that tapping the event button will be how they can check on their event progress.
- Tapping the Event button will open the Event popup.

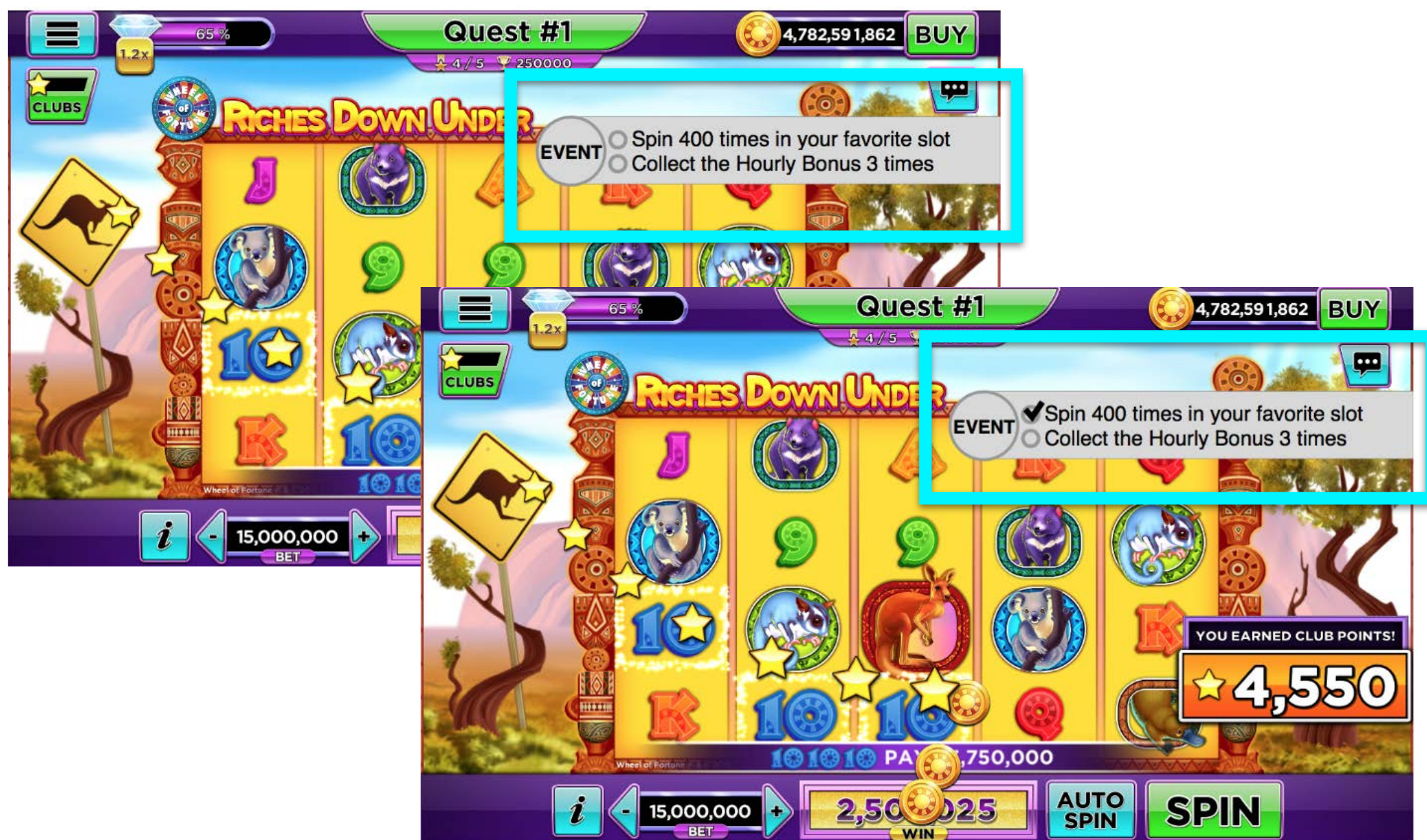


- The tool tip should disappear after the standard tooltip time.

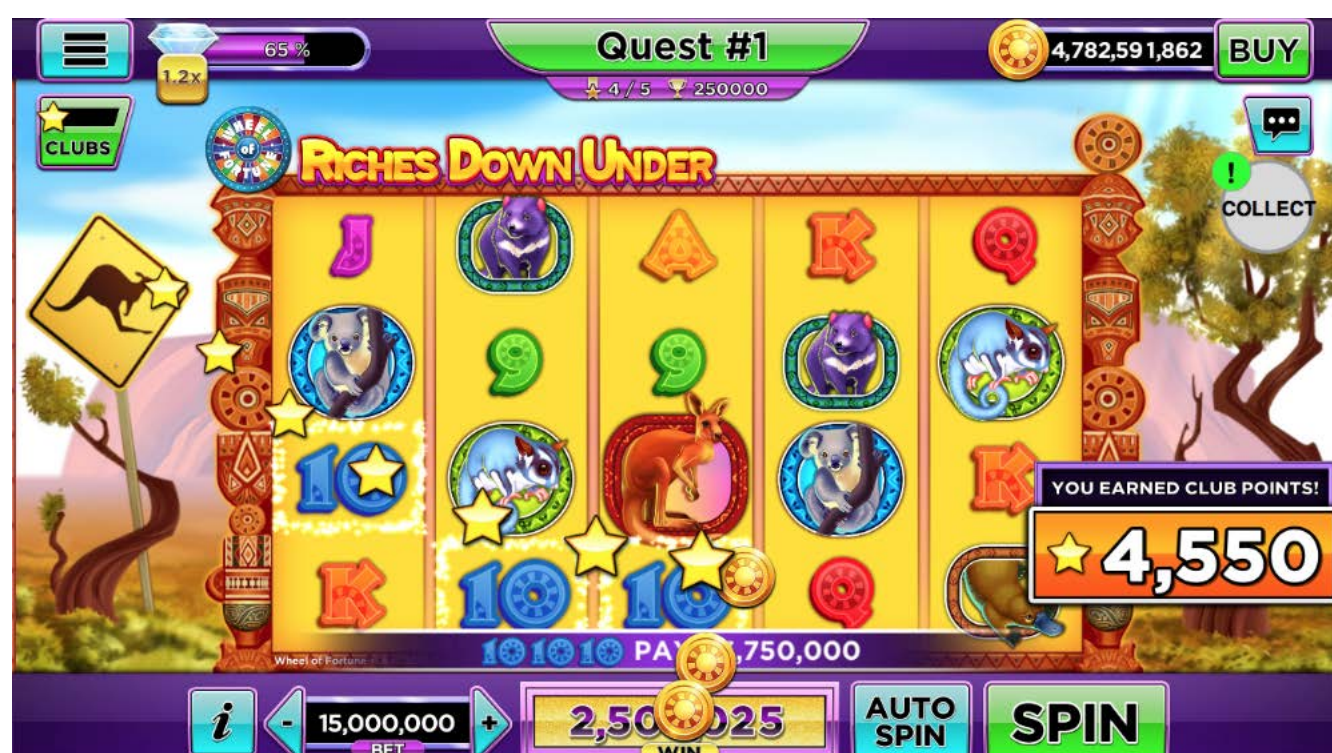




- When a location challenge is completed, the Event button will slide to the left revealing the 2 challenges, then a checkmark will appear on the checkbox next to the challenge that was completed. The Event button will then slide back to its default position as it hides the challenges.



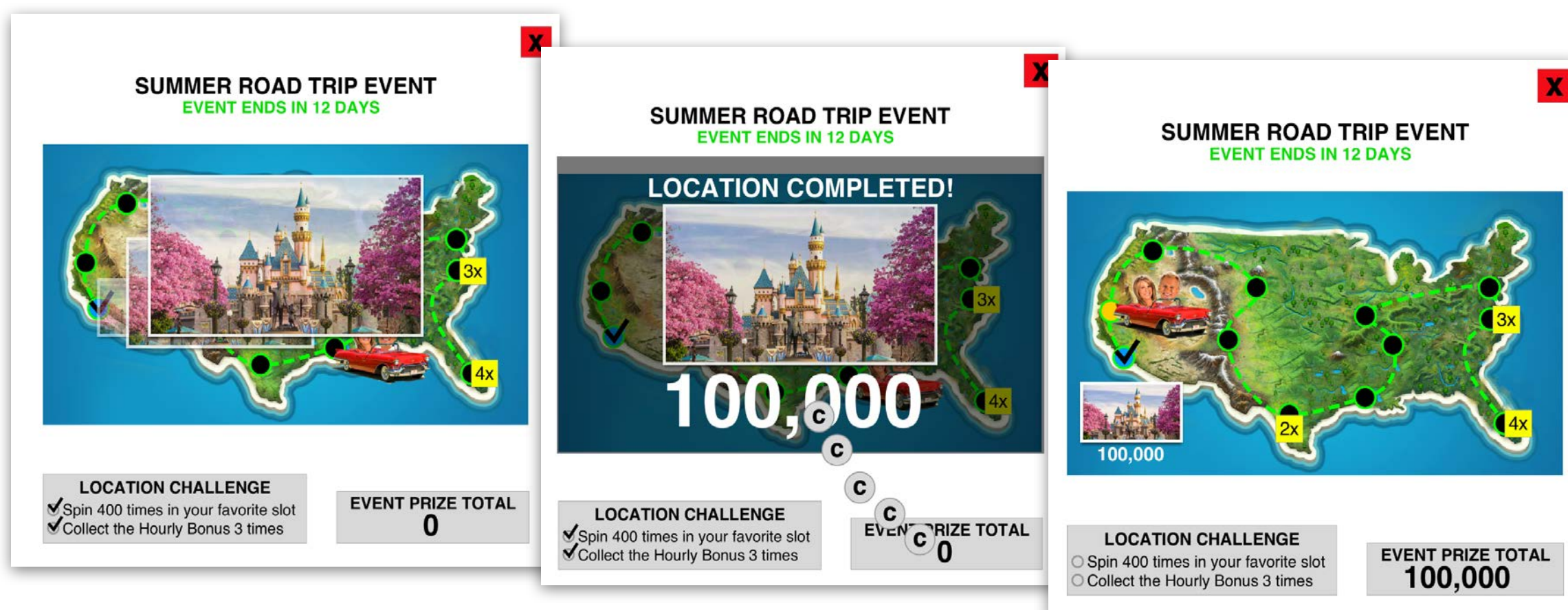
- When both challenges have been completed, upon returning to its default position, the Event button will change to a “COLLECT” state with an attention indicator in the top left, and an animation that grabs the player’s attention.





## Location Completion

- When the player opens the event after completing the 2 challenges of a location, they will see the reward sequence:
  - A check mark will be added to the location node
  - A picture of the location will scale up from the node to the center of the screen
  - The text “LOCATION COMPLETED” and the credits value of the prize will appear
  - A coin trail will fly from the credits value to the Event Prize Total which will count up to the new total
  - The picture of the location and the prize reward will scale down next to the node
  - The car with Pat and Vanna will move to the next node, which will change to the lit up state, as the arrow pointing to the Location
  - Challenges fades in and out 5 times.
  - The close button should be disabled until the sequence is over.



## Locations w/ Multipliers

- The only difference with a location that has a multiplier on it is what happens after the credit reward is added to the Event Prize Total. The multiplier from the node will fly over to the Event Prize Total value, which will count up to the multiplied value.





## Event End

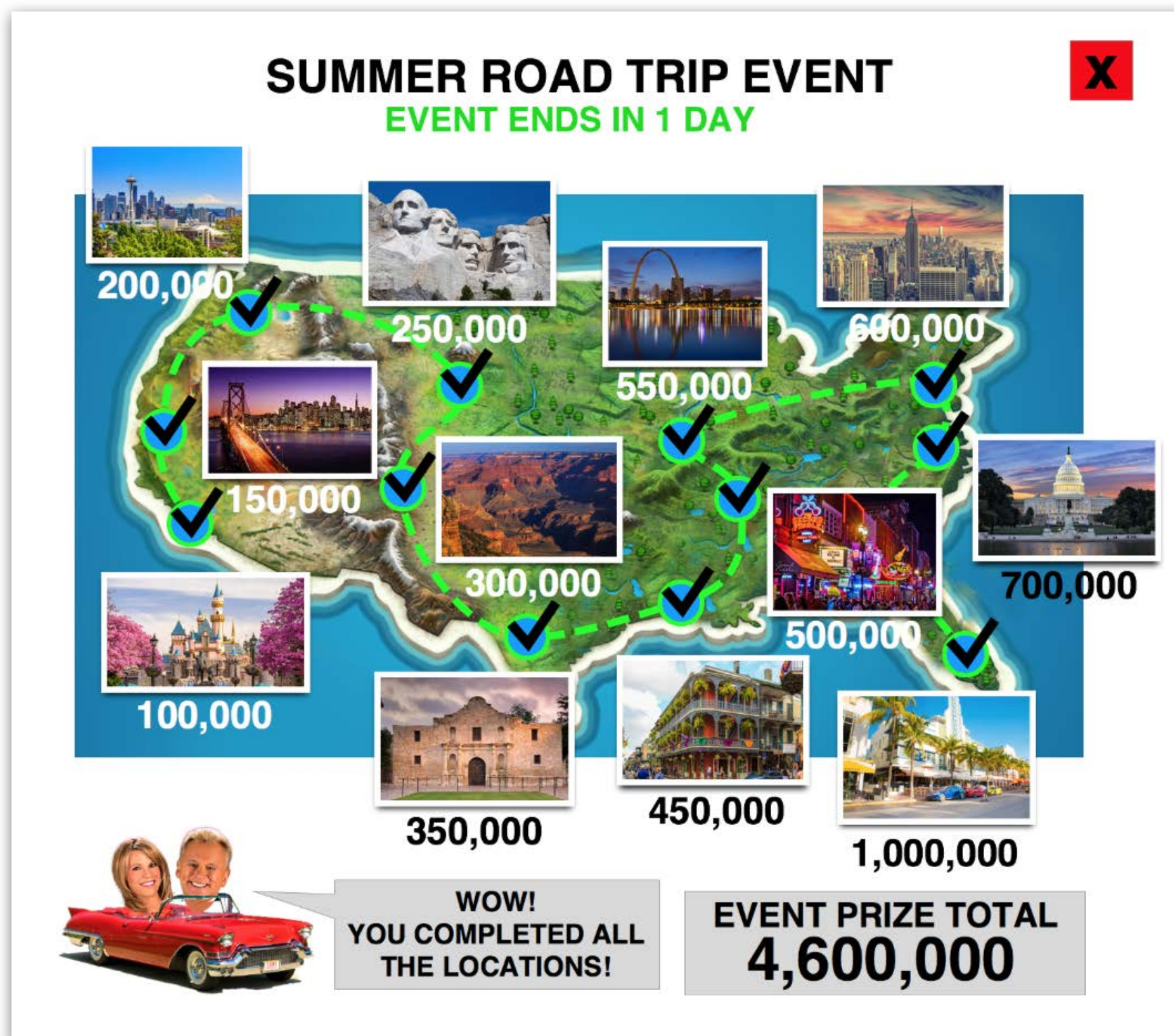
- When the event has ended, the event popup should appear when the player enters the app.
- The map will have show which locations have been completed and which have not, unless all locations were completed.
- The Location Challenges UI will be gone and replaced by the car with Pat and Vanna congratulating the player.
- After a moment, the Event Prize Total should start pulsating, as the player credits balance enters at the top right and a coin trail animates from the Event Prize Total to the coin balance which will roll up to the new balance.
- The close button should be disabled until the sequence is over.





## All Locations Completed

- If a player completes all the locations, the event popup will look like the Event End state, with the Pat and Vanna car replacing the Location Challenge UI, but their speech bubble will commend the player for completing all the locations.



# Events - Halloween

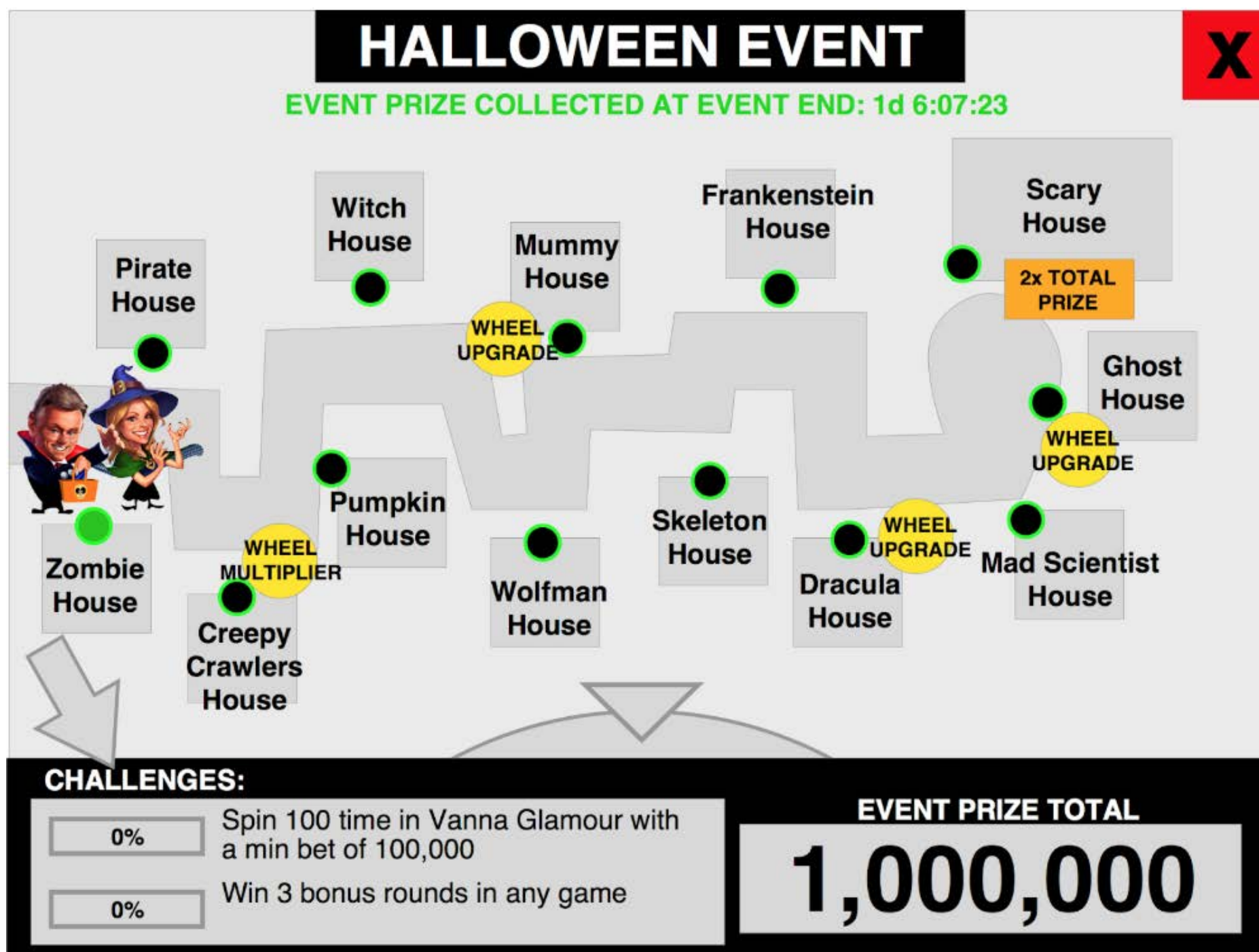
## Summary

- The Halloween Event will be a similar location based progression with 2 challenges per location as the Summer Road Trip Event.
- Instead of the prize rewards appearing instantly during the location completion sequence, a wheel will determine the value of the prize.
- This event will have a single total prize multiplier “carrot” on the last location, while other locations will have new types of “carrots” that relate to the wheel, namely a multiplier spinner that will be added to the prize wheel once and persist from then on, and an upgrade to the wheel which increases the prizes on the wedges.

## Event Start

- The event start will be the same as the Summer Road Trip Event with the main event popup appearing on app load.
- The how to play UI will be visible and persist until it is dismissed, after which point it will not appear again.
- The in-game UI will be the same as the Summer Road Trip Event with an event button on the top right of the screen just below the Chat button.
- The notifications of the challenges being completed and Event button state changes will be the same, with potential copy adjustments (“House Visited” instead of “Location Completed”)
- The player will see a top down view of residential street with silhouettes of houses next to nodes. Pat & Vanna trick-or-treating will be positioned next to the first house silhouette.





- When the player completes the two challenges of the first house and taps the Event button, the event popup will open and the completion sequence will begin with a check mark appearing on the node as the silhouette of the house changes to the full illustration of the house, which will have some ambient animation.



- 3 States of the houses:

Inactive



Active

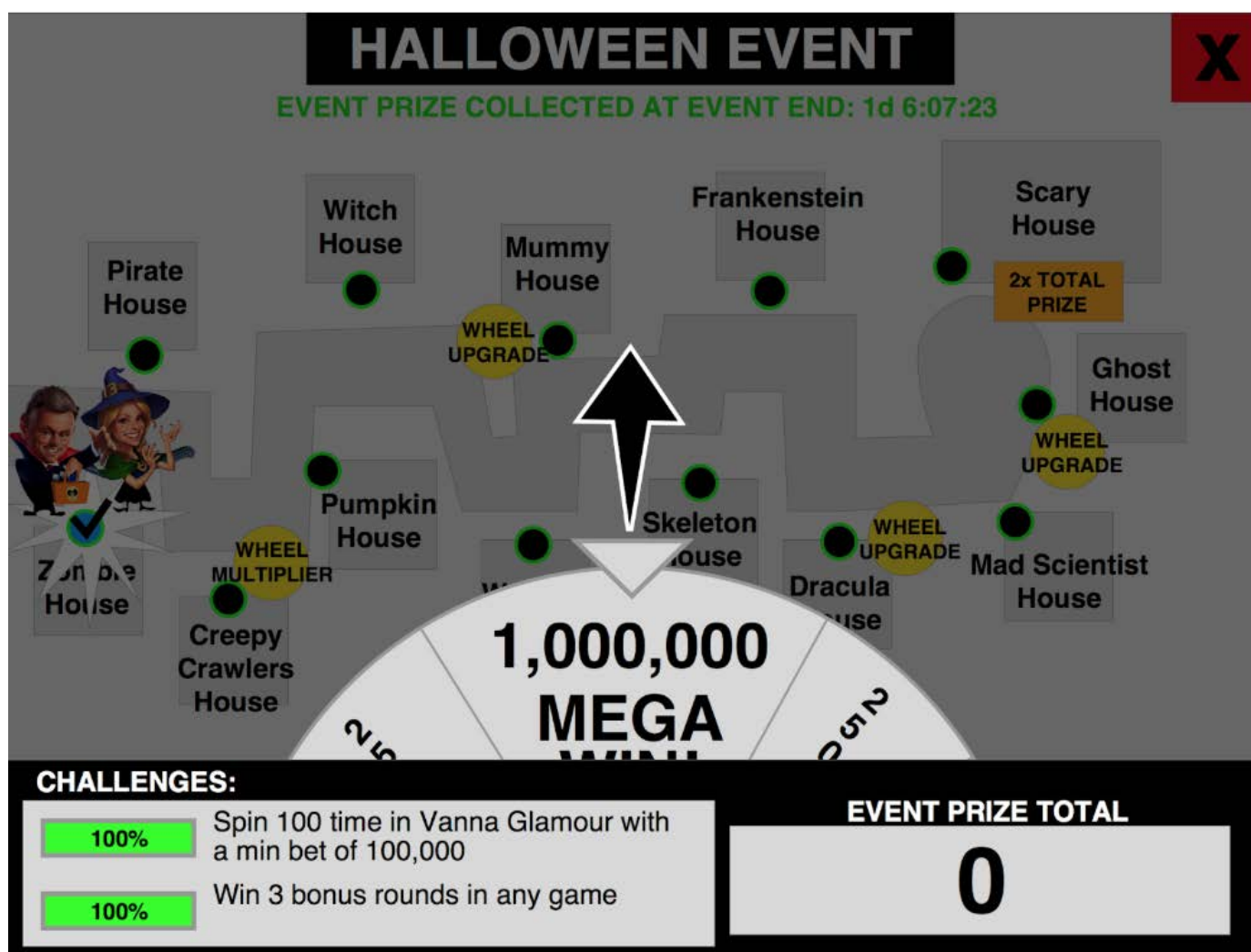


Completed





- The screen will darken as the event wheel moves up from behind the bottom UI.



- The wheel has 10 wedges, with the top and bottom wedges spanning the width of two wedges. One will be labeled with “BIG WIN” and the other with “MEGA WIN”.
- The rest of the wedges will just show the values spanning vertically.





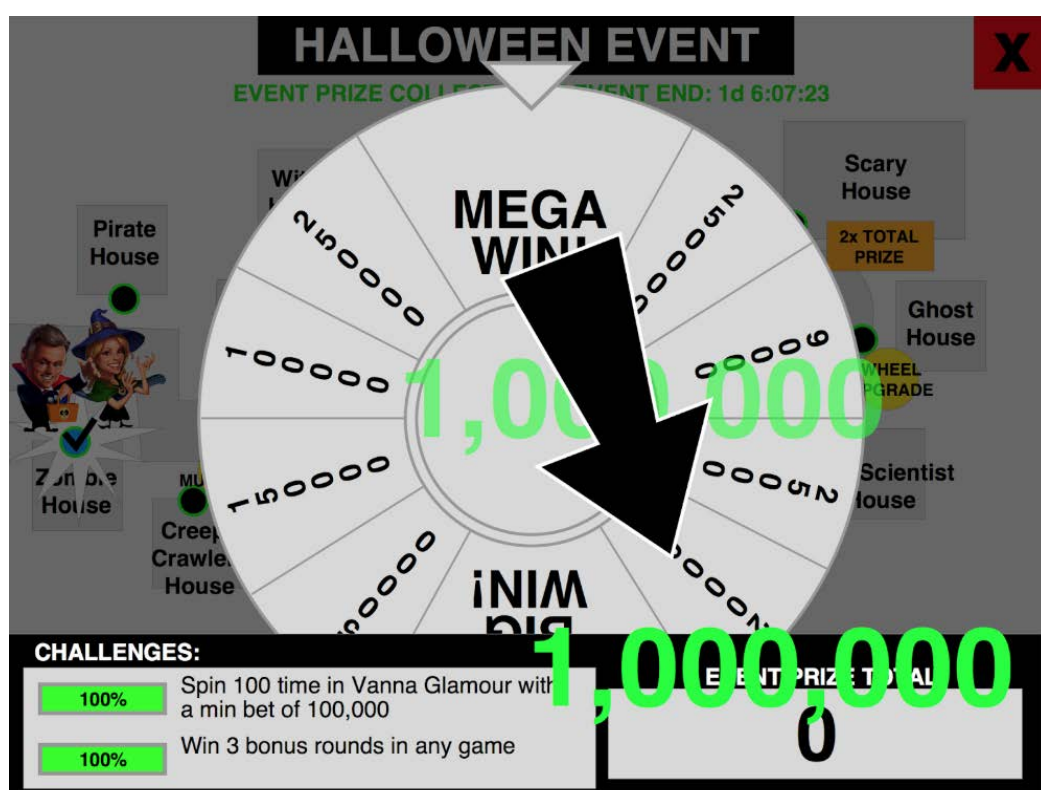
- After a beat allowing the player to register what's on the wheel, it will automatically spin.



- When the wheel lands, the value of the winning wedge will scale up and highlight.

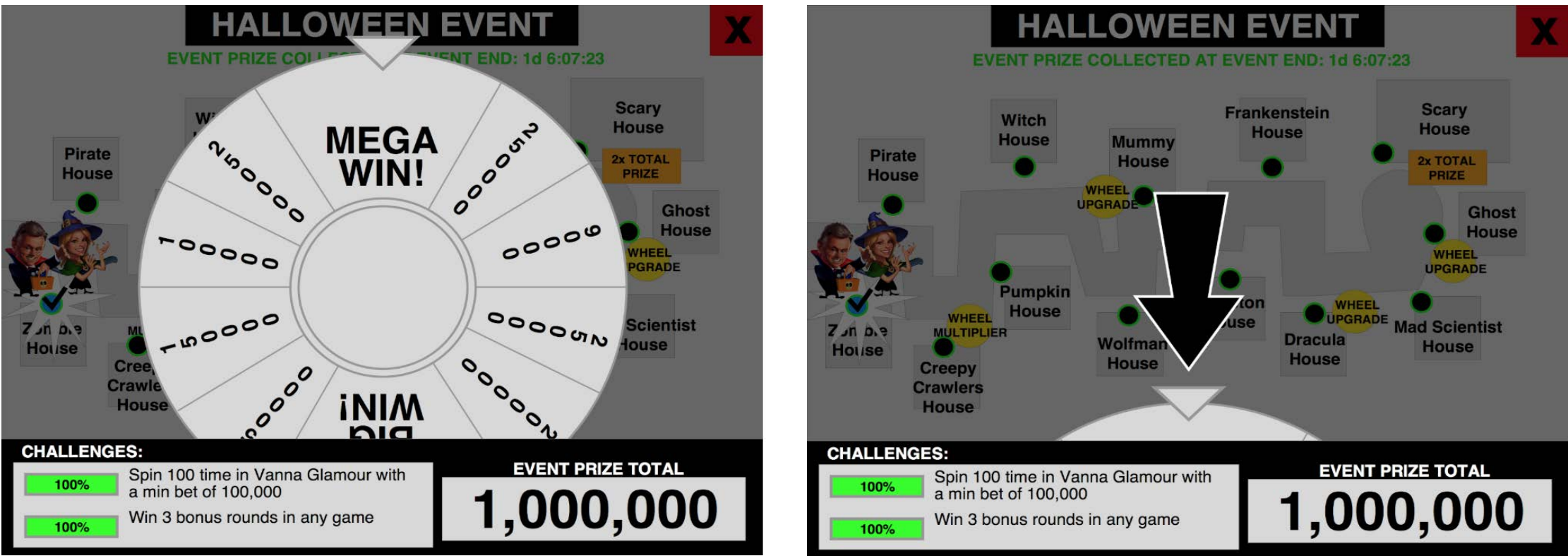


- Then value will fly down to the Event Prize Total UI at the bottom right.

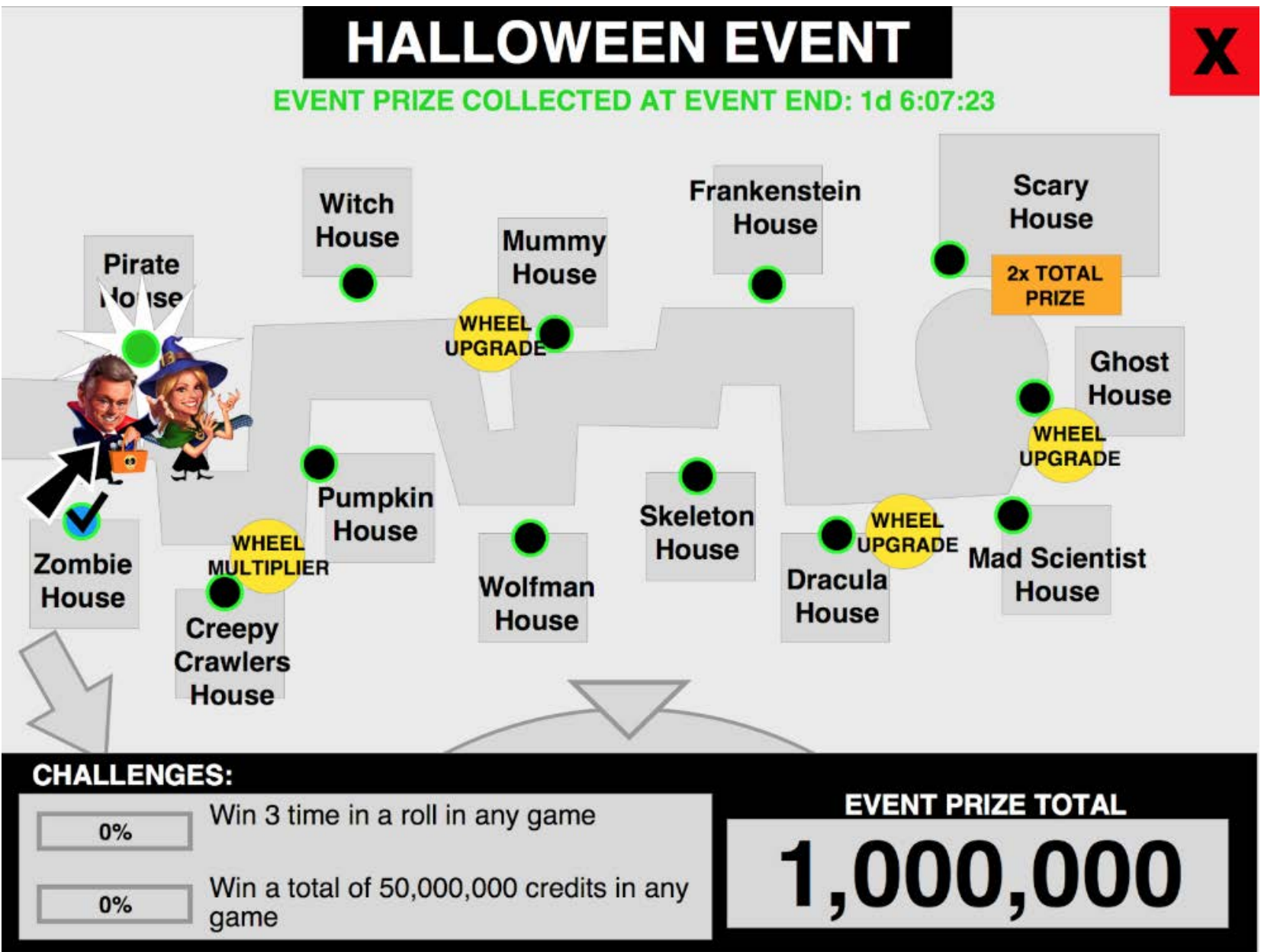




- The Event Prize Total value will roll up and the wheel will then move back down behind the bottom UI as the screen darkening fades out.



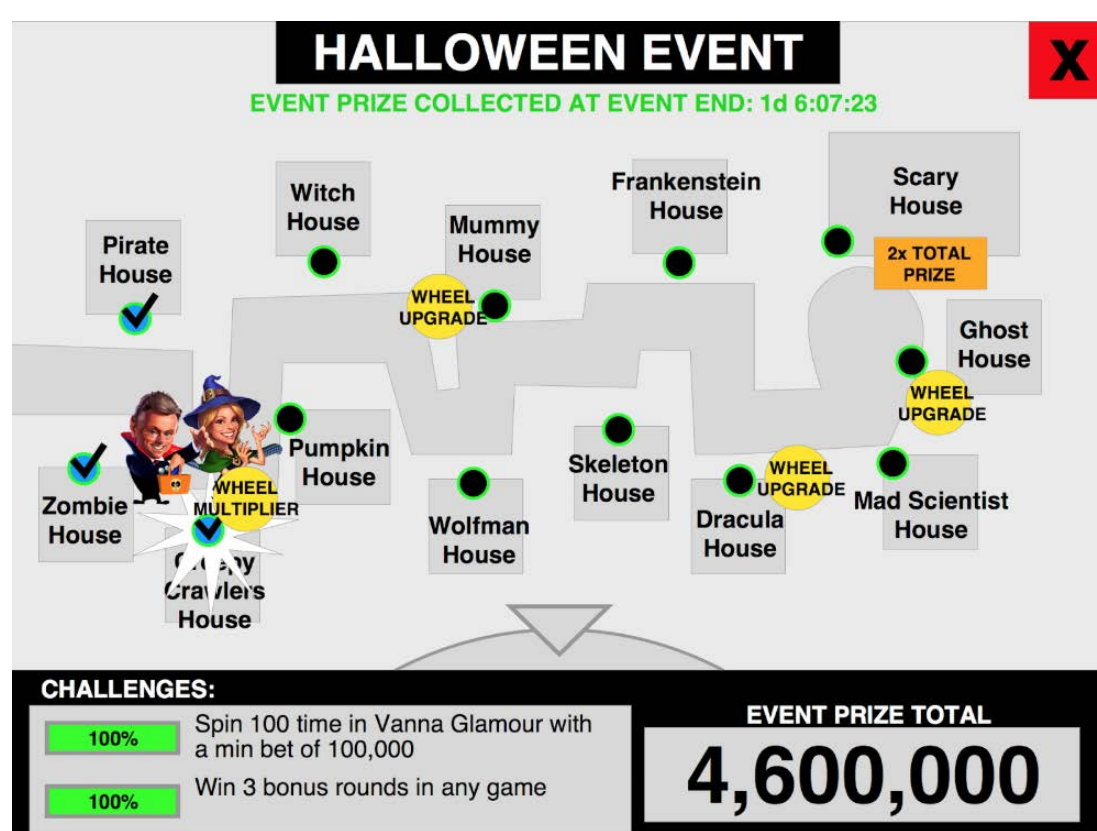
- Pat & Vanna will move to the next node which will light up and the arrow pointing to the Challenges will fade in and out 5 times to get the player's attention.



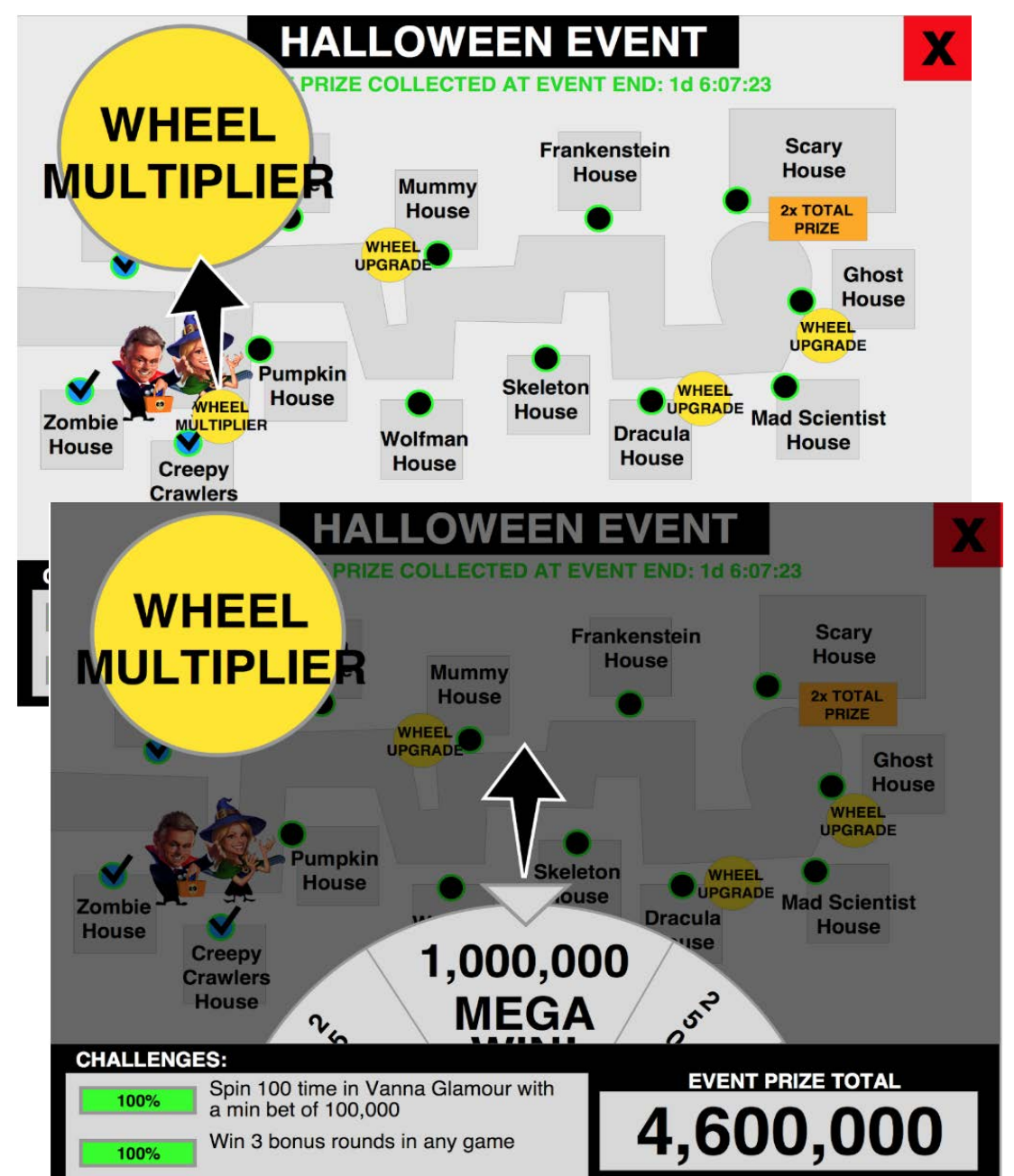
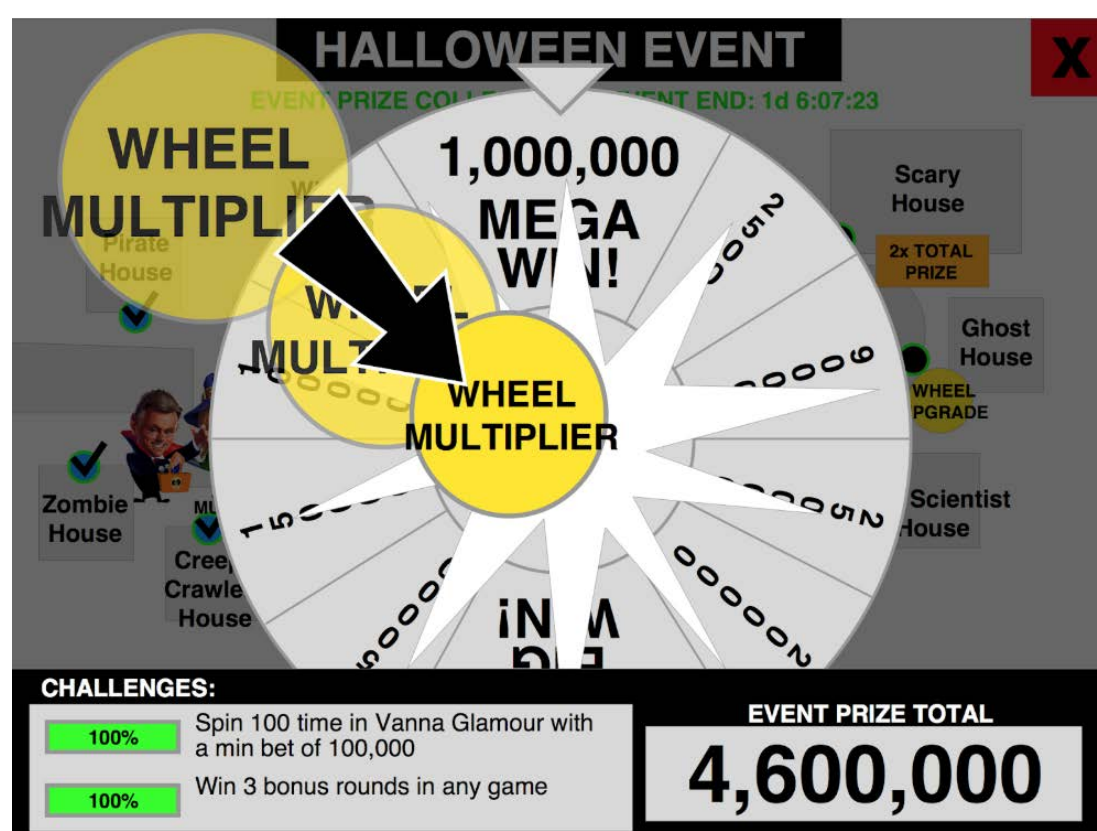


## Wheel Multiplier

- The 3rd node will have a “WHEEL MULTIPLIER” badge on it.
- When the player completes the challenges of the 3rd house, the following variation of the completion sequence will occur:
  - The check mark will be added on the node and the house silhouette will change to the full illustration of the house.
  - The WHEEL MULTIPLIER badge will scale up from the house to the top left corner of the popup as the event wheel moves up from behind the bottom UI.



- The WHEEL MULTIPLIER badge will fly to the center of the wheel where a burst effect will animate.





- Both wheels will start spinning at the same time with the main wheel spinning clockwise and multiplier wheel spinning counter-clockwise.

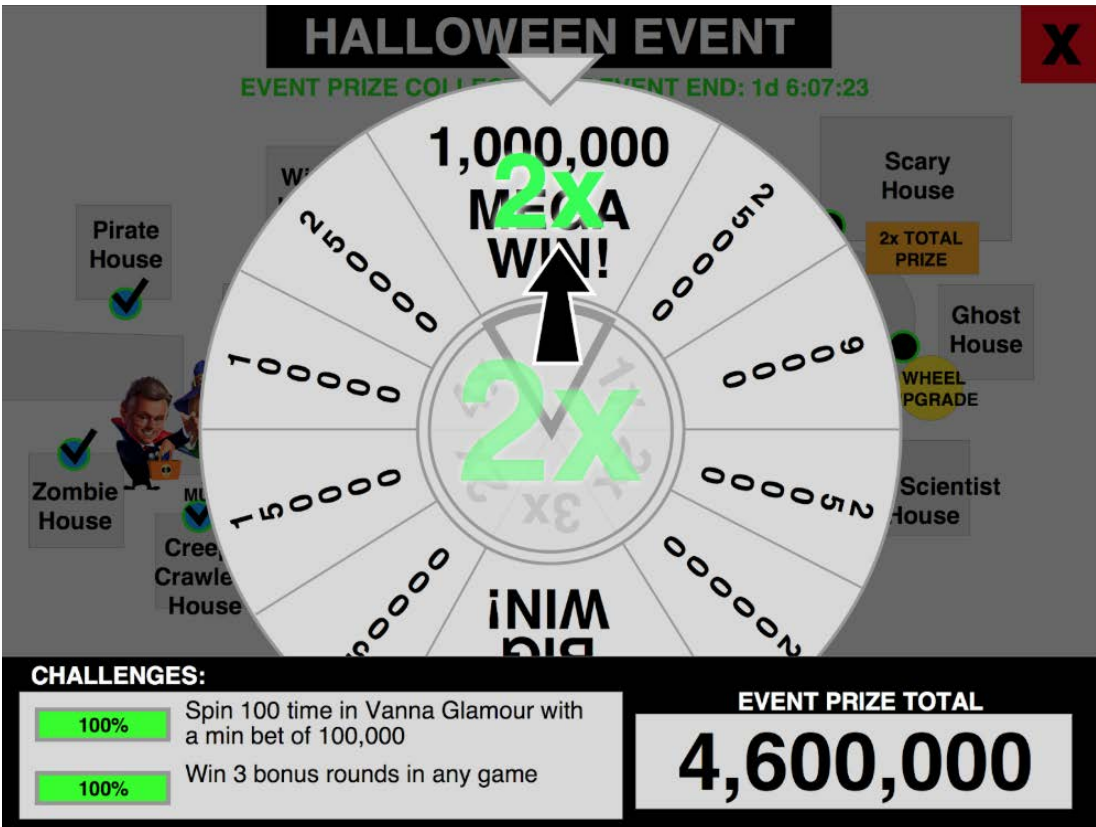


- The winning multiplier will scale up to the center of the wheel.

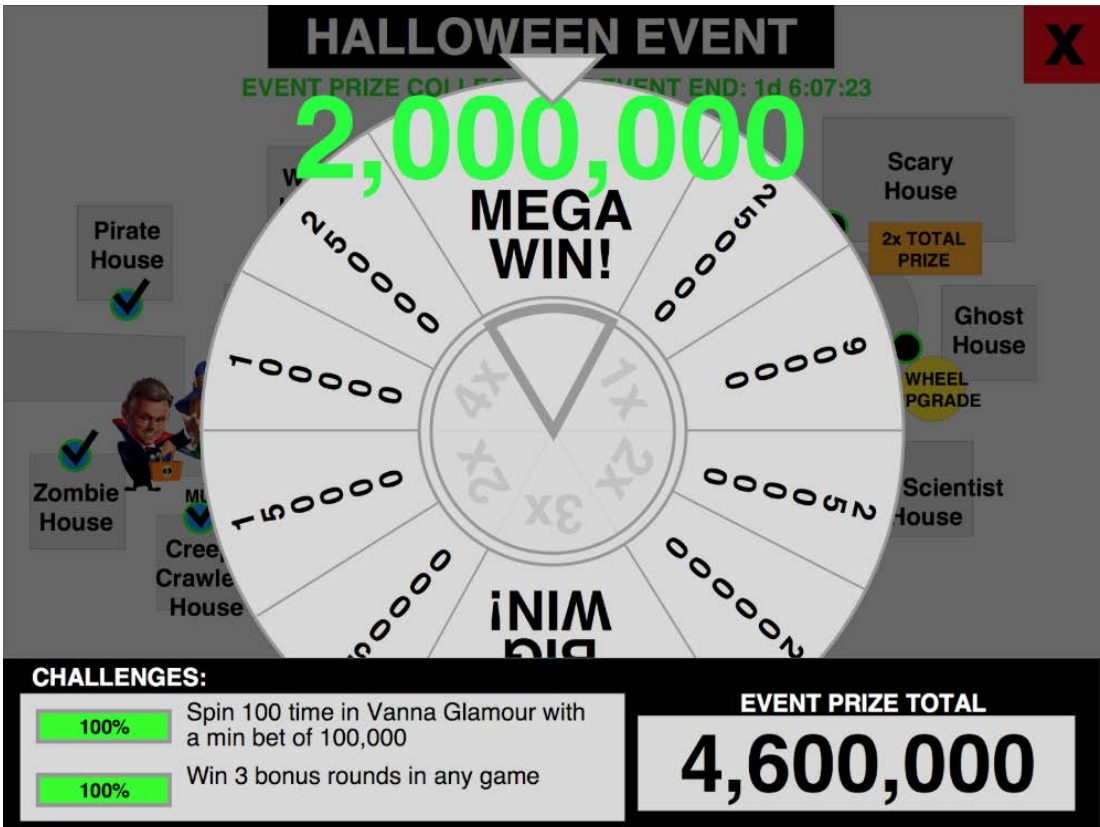




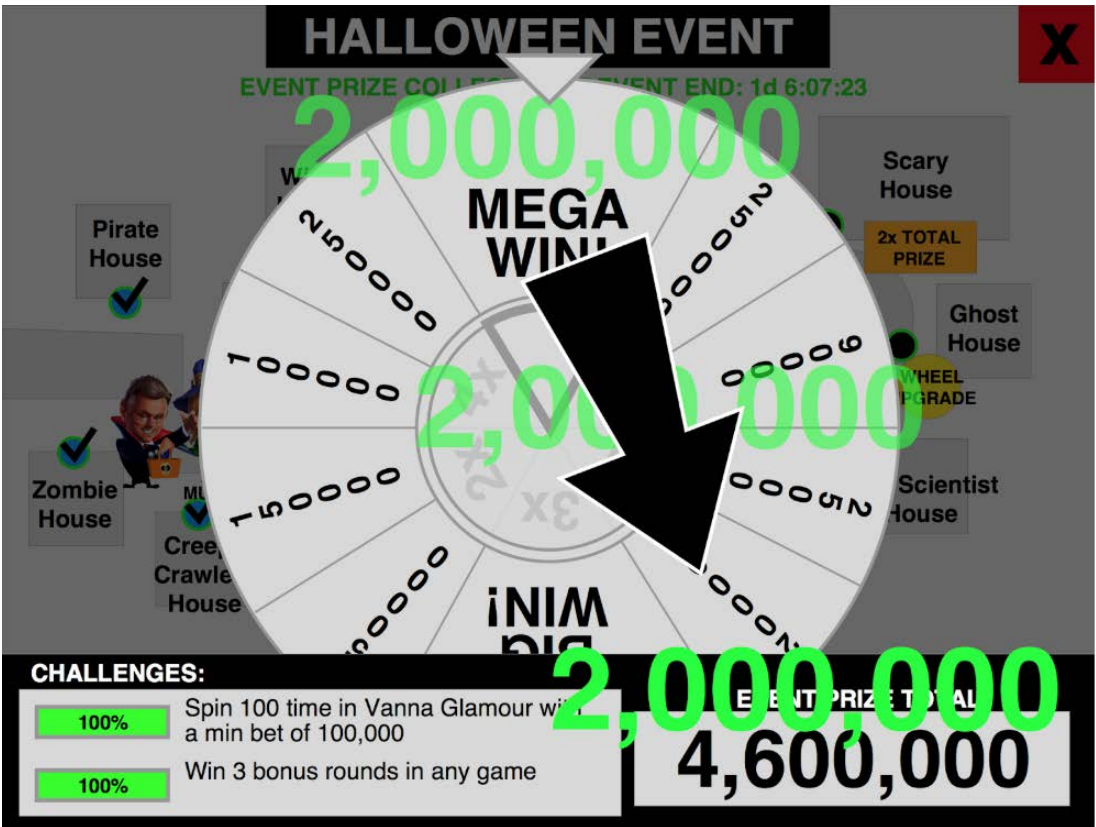
- Then fly over to the winning wedge value.



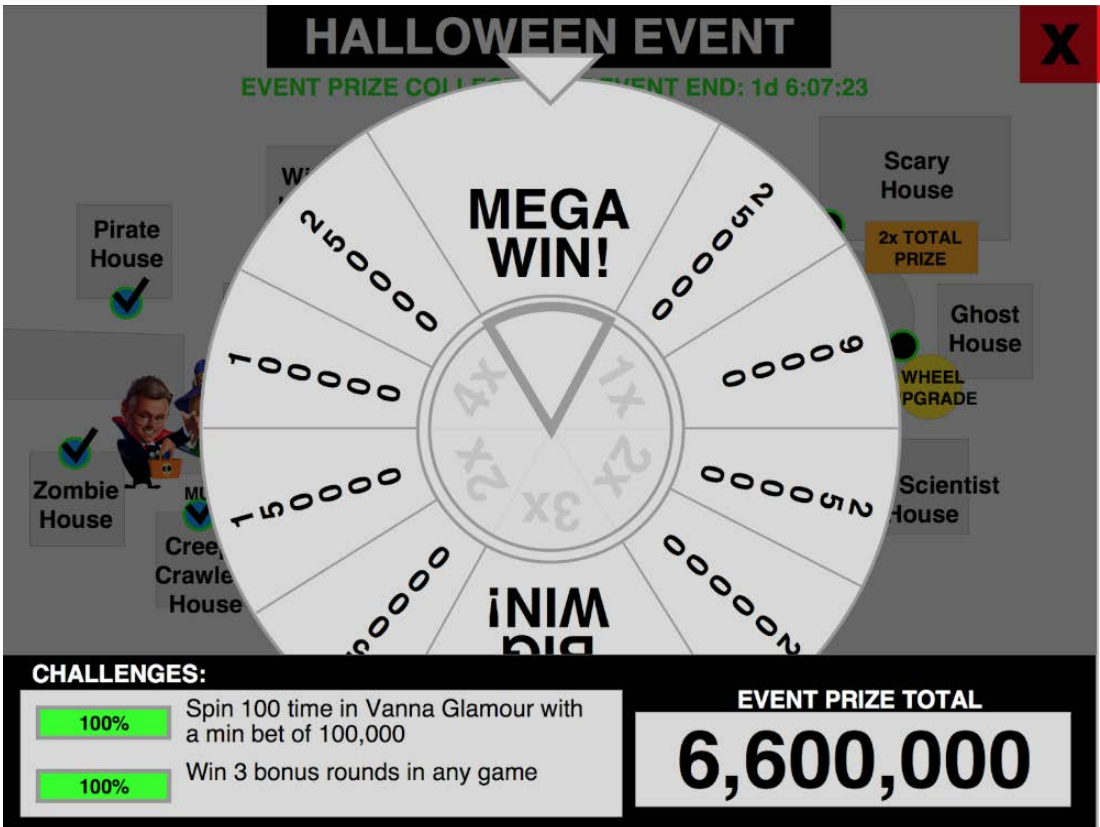
- The winning wedge value will roll up to the multiplied total as it scales up and highlights like in the normal completion sequence.



- Then the multiplied value total will fly over to the Event Prize Total.



- The Event Prize Total value will roll up to the new total.

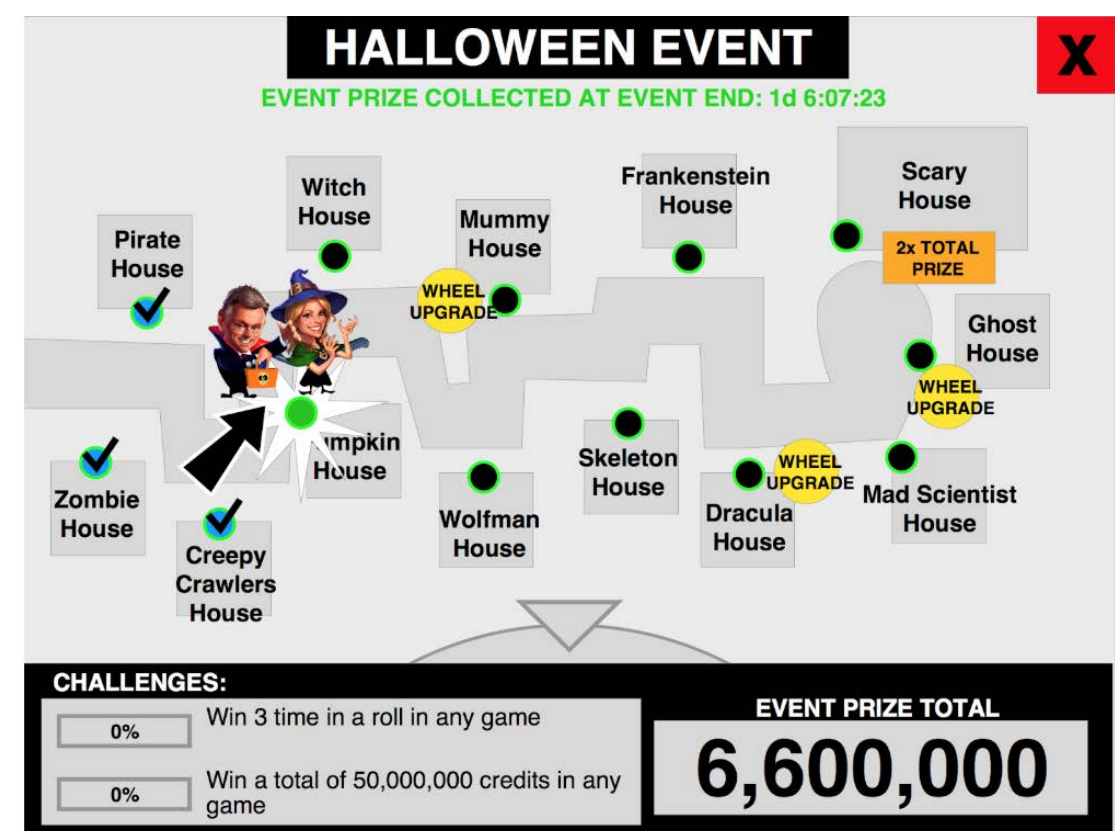




- The wheel will move down behind the bottom UI as the screen darkening fades out.



- Pat & Vanna will move to the next node, which will light up. The Wheel Multiplier badge will no longer be on the node since it was already used.

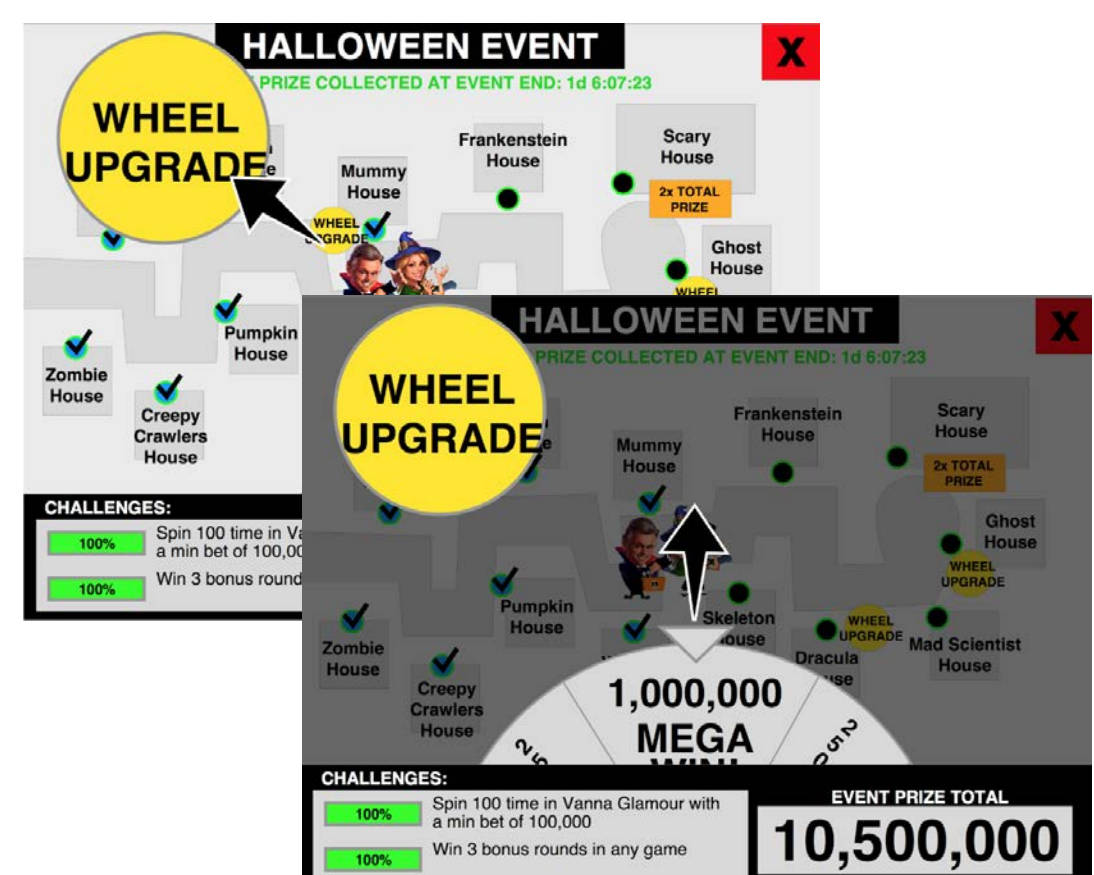


## Wheel Upgrade

- There will be 2 or 3 other nodes that have “WHEEL UPGRADE” badges.
- When the player lands on a location with a WHEEL UPGRADE badge, the following variation of the completion sequence will occur:

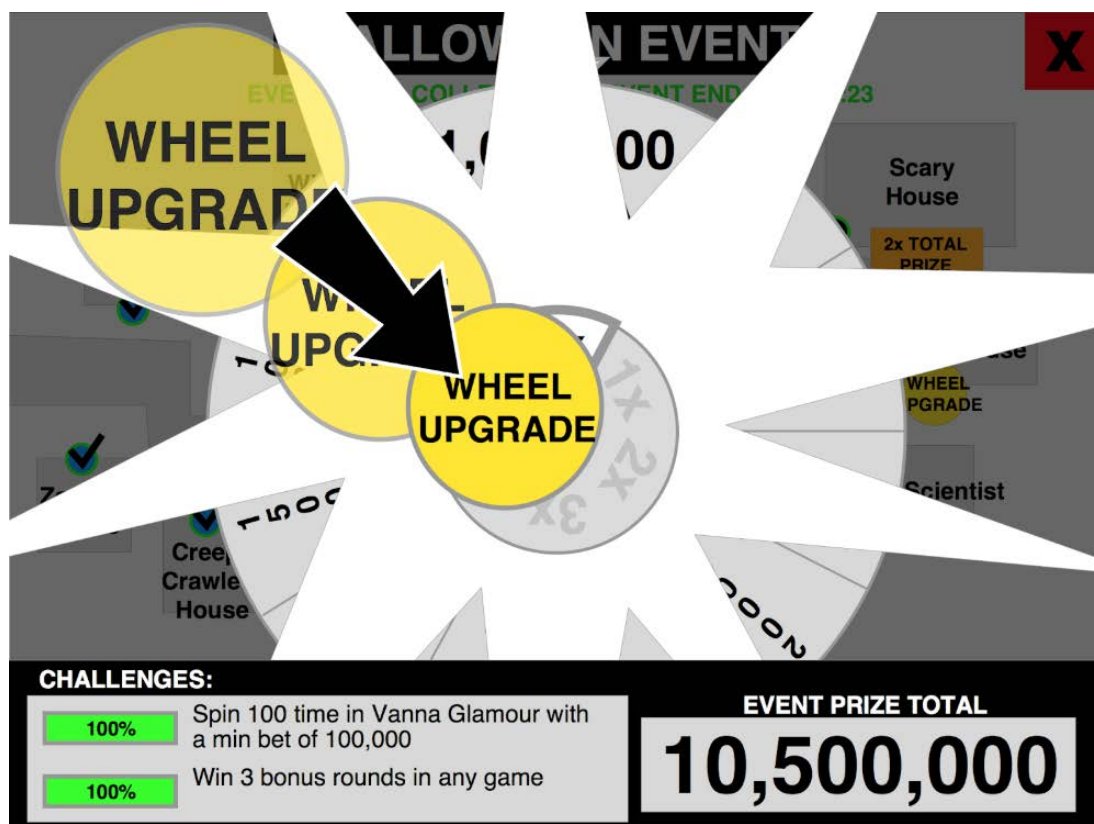
- The check mark will appear on the node as the silhouette of the house changes to the full illustration of the house.

The WHEEL UPGRADE badge will scale up from the node to the top left corner of the popup as the wheel moves up from behind the bottom UI and the screen darkens

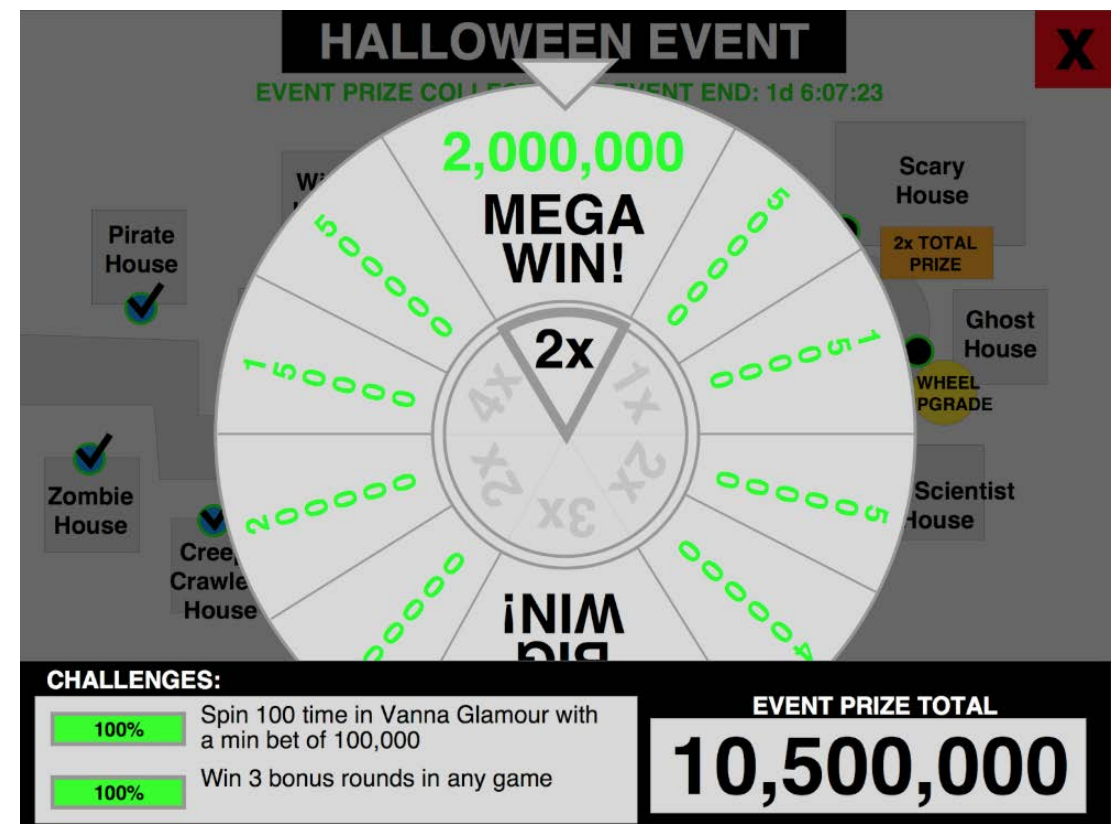




- The WHEEL UPGRADE badge will fly over to the center of the wheel, and a burst will appear over the main wheel and behind the multiplier wheel.



- When the burst disappears, all the wedges on the wheel will be highlighted as they roll up to their new upgraded values (potentially the look of the wedge will be updated at this point as well - example: wedges with shines, sparkles, etc.).



- The wheels will begin the spin and the rest will be the same as the Wheel Multiplier variation of the completion sequence.



## Total Prize Multiplier

- The last house of the event will have a “2x TOTAL PRIZE MULTIPLIER” badge.



- The completion sequence of the last house will be the same, but after the wheel moves down and the screen darkening disappears, the following sequence will occur:

- The multiplier badge will animated to the center where it will hold for a beat as a burst animated behind it, then it will move to Event Prize Total value.

- The Event Prize Total Value will roll up to the new multiplied value as Pat & Vanna disappear from the final destination and appear over the left side of the bottom UI congratulating the player on their achievement.



- A congratulatory sign will animate on screen to celebrate that the player has completed the event.





# Events - Badges

## Summary


- The purpose of Badge Events is to allow us to surface smaller time limited events to players in between the larger, longer, and more involved events like Summer Road Trip Event and Halloween Event.
- The design of the Badge Events will allow us to easily surface a badge event once the feature has been established. It will require 9 challenges and 3 art assets (3 badges with 2 challenges each).

## Main Popup

### BADGE EVENT


PRIZES COLLECTED AT BADGE EVENT END: 1d 6:07:23

Wild Scavenger




✓

Surf's Up



●

Thunder Blast



4x

●

CURRENT BADGE CHALLENGES:

0%

Spin 100 time in Vanna Glamour with a min bet of 100,000

0%

Win 3 bonus rounds in any game

BADGE COLLECTION PRIZE TOTAL

**1,000,000**

YOUR BADGE COLLECTION



- When a badge event is active the main popup will default to the event page, which will feature the following:

- 3 Badges with three different states:

- **Inactive state** - Darkened black and white version of the badge

- **Active state** - Monochromatic glowing version of the badge

- **Completed state** - Full color version of the badge

- A node under each badge with three states (inactive, active, completed - same as Summer Road Trip Event)

- Each badge will have a name displayed above the badge.

- A multiplier on the third (far right) badge that will multiply the prize total when all three badges are completed.

- Two challenges with progress bars - same as Summer Road Trip Event

- Header

- Timer with “Prize collected at end of event” copy

- Prize total - same as Summer Road Trip Event

- “Your Badge Collection” button - this will display the badge collection pages

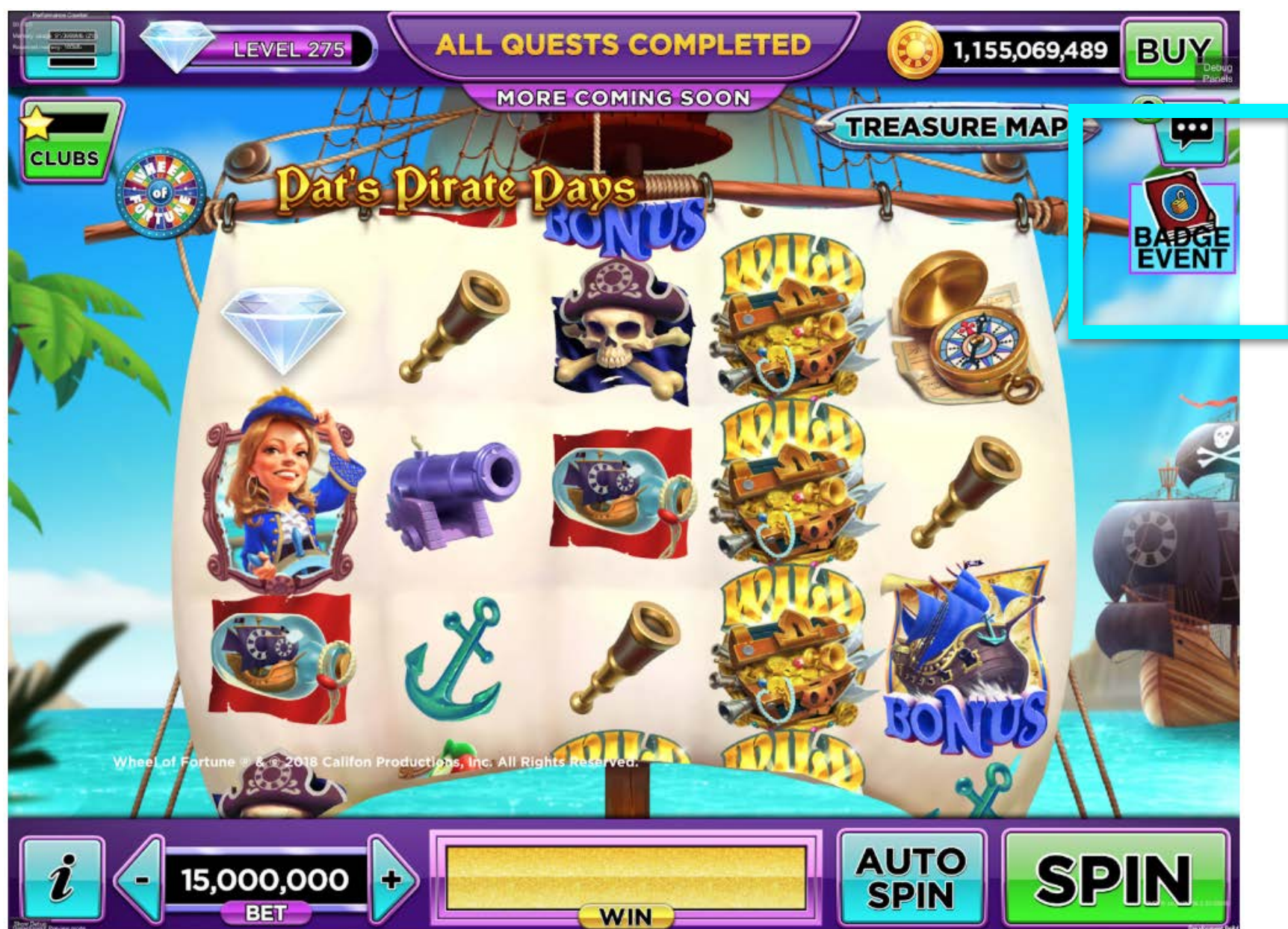
## Flow

- The popup will be surfaced to the player on app load after the start of the event.

- The first badge and node (far left) will be in the active states, while the other two will be in the inactive state.




- When the player closes the popup, they will see the Badge Quest button underneath the chat button - same as Summer Road Trip Event:



- Like the Summer Road Trip Event, completing a challenge will shift the Badge Event button to the left to reveal the challenge UI receiving a checkmark next to the completed challenge. When both challenges have been completed, the button will change to the completed states of the button that says, “Badge Completed”
- When the player taps the Badge Event button after completing a badge, the main popup will open and proceed with the completion sequence:
  - A checkmark will appear over the node as the badge scales up to the middle of the screen and with a burst change to the completed full color state.
  - The reward credit value will appear underneath the badge and a coin trail will add the credits to the prize total, which will roll up.
  - The Badge will then scale back down to its original position, and the next badge will switch to its active state.
  - For the third badge with the multiplier, the sequence will be the same, but at the end of it, the multiplier badge will fly over to the prize total.



WILD SCAVENGER



10,000

BADGE COLLECTION PRIZE TOTAL

1,000,000

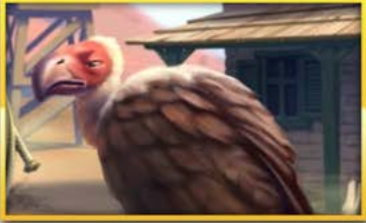
YOUR BADGE COLLECTION

Badge Collection


PAGE 1/2

BADGE COLLECTION


Badge Name 1




Badge Name 2



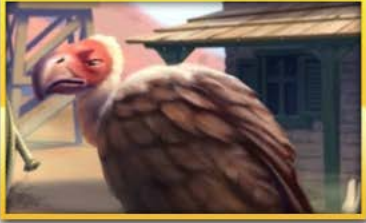
Badge Name 4




Badge Name 5



Badge Name 7



Badge Name 8




BADGE EVENT


PAGE 2/2

BADGE COLLECTION


Badge Name 10



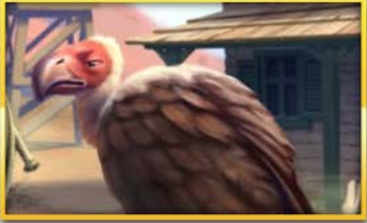
Badge Name 11





Badge Name 12



ACTIVE - COMPLETE ALL THREE BADGES BY: 2d 4:56:09







MORE BADGES COMING SOON!

BADGE EVENT

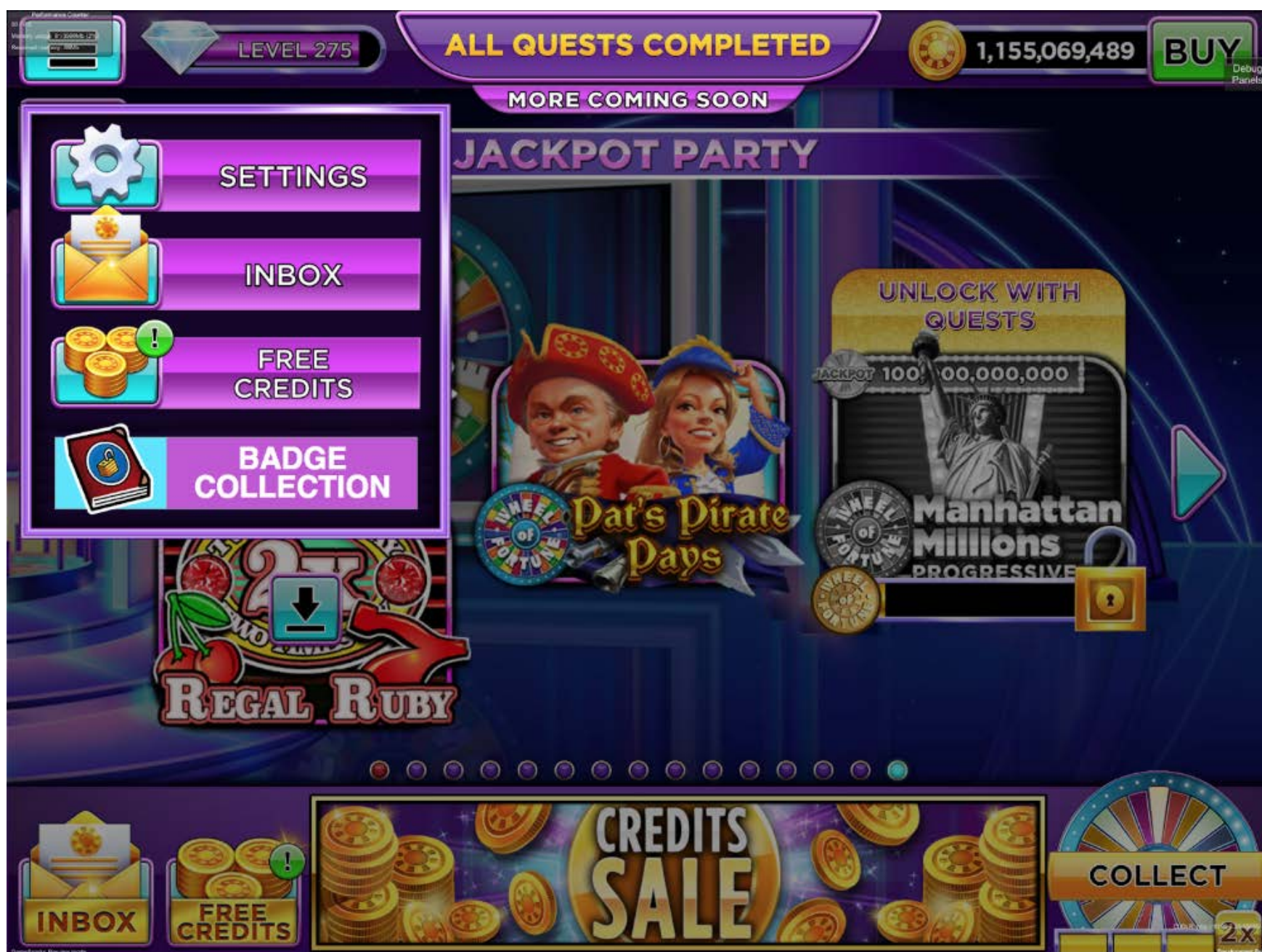


- The last page of the badge collection will show the currently active set of badges.
  - All completed badges will be in full color, and inactive and unearned badges will be in the darkened black and white state.
  - The copy above the active set of badges will have text stating that these are the active badges and how long the player has to earn them.
- Unless the active badges are in the third roll, empty rolls will have the text “More Badge Coming Soon!” over darkened rectangles representing future badges.
- The bottom of the pages will have the following navigation buttons:
  - Single arrow left and right - navigates to next/previous page
  - Double arrow left and right - navigates to first and last pages
  - “Badge Event” button - navigates to the current badge event page (default page when badge event is running).

## UI

- In addition to the Badge Event button below the chat button, a Badge Collection button will permanently live in the burger menu so the player can access their badge collection at any time.
- When the badge event ends, the Badge Event button below the chat button will disappear, but the Badge Collection button in the burger menu will remain. When the player taps the Badge Collection button when a Badge Event is not running, the default page of the main popup will be the last page of the collection, which will not contain the “Badge Event” button since a badge event is not currently running. The player will be able to navigate through the pages of their badge collection.





## Post MVP Functionality

- While the initial release of this feature will require the player to complete the badges in order, post MVP we may want to give the player the ability to select which badge to pursue.
  - By tapping the different badges, the player can switch which is active so they can base their play on the challenges that appeal more to them, or the badge they would prefer to earn purely based on aesthetics.
  - This approach would require a different design for how the multiplier is awarded, which should only happen if all three badges are earned.