Raffle Feature - Design & UX

Lobby - UI

iPad   iPhone

- The addition of the Raffle feature will require that we go back to the 3 button layout in the bottom left UI of the lobby.

- The Raffle button will feature an updated icon of the raffle ticket previously used for the Match 3 button. The text on the gold placard will say "RAFFLE" and feature a countdown timer of the next drawing.

- An attention indicator will be visible only after a drawing has ended and the player has not opened the Raffle popup yet. After the player has opened the popup and watched the rewards sequence, the attention indicator will go away until the end of the next drawing.

Raffle Popup

- The raffle popup will feature the following:

    - A scrollable column of the player's raffle tickets, showing that each has a unique
number.

    - A raffle drum with some ambient animation like sheens and sparkles as well as a
shimmering burst behind it.

    - A timer indicating when the next drawing will be occur.

    - A "WATCH LAST DRAWING" button that will trigger the rewards sequence of the
previous drawing.

    - A "GET MORE" button that will send the player to the store.
    - The Ultimate Raffle Prize
    - An "i" button that will trigger the following tooltip:
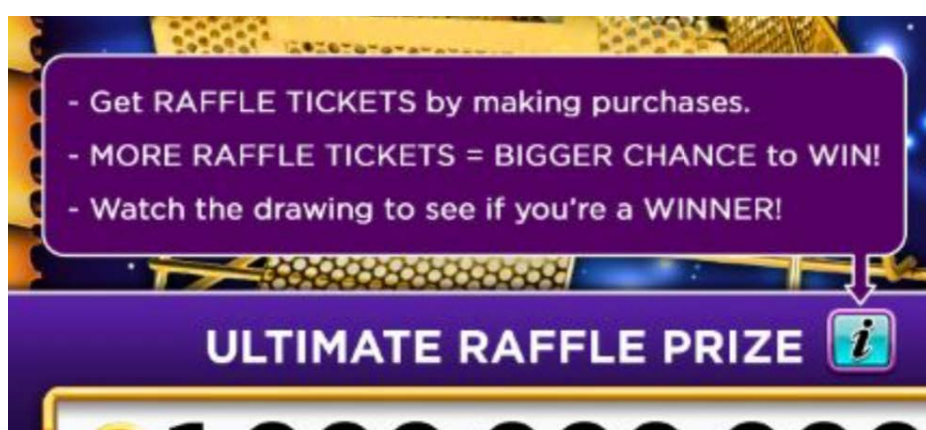
- If the player does not have any raffle tickets, they will see text prompting them to get more ticket:

- If the player has 1 raffle ticket, it will appear at the top of the raffle ticket column:


- As more tickets are added, they will appear at the top and push the previous ticket down creating a scrollable column of tickets. The player can scroll all the way down to the last ticket:

Reward Sequence

- Whether the player taps the "WATCH LAST DRAWING" button or enters the Rafle popup after a drawing has been completed, the same rewards sequence will be surfaced, with the exception of the personal rewards popup if the player happens to win one of the raffle prizes (this will only be shown during the first time the winning player views the sequence by entering the popup after a drawing has ended).
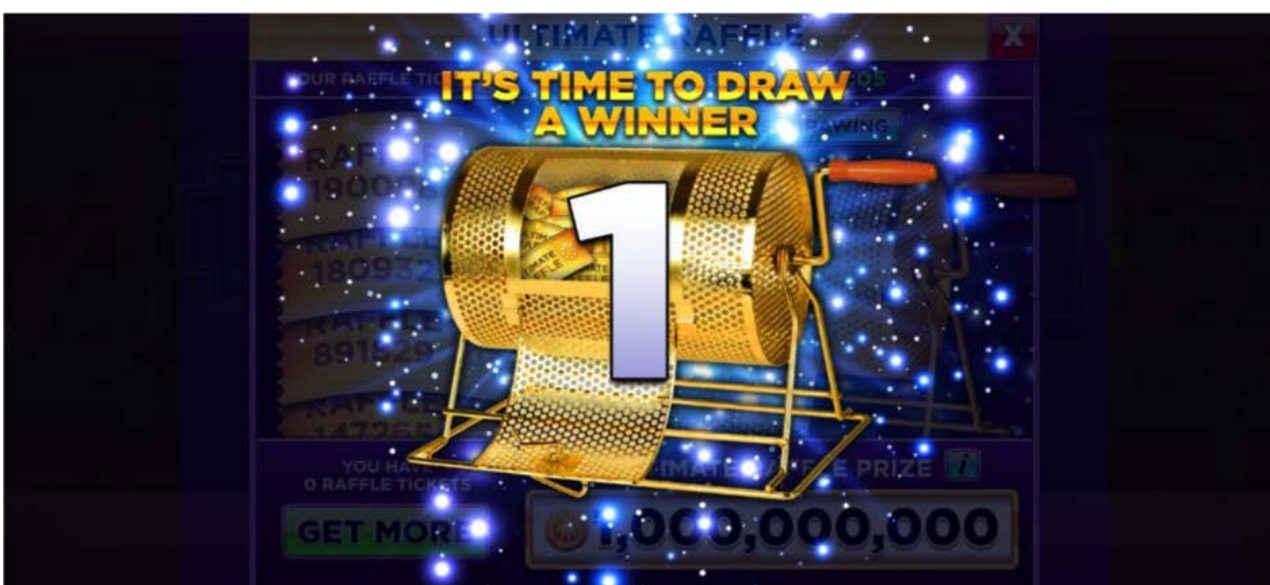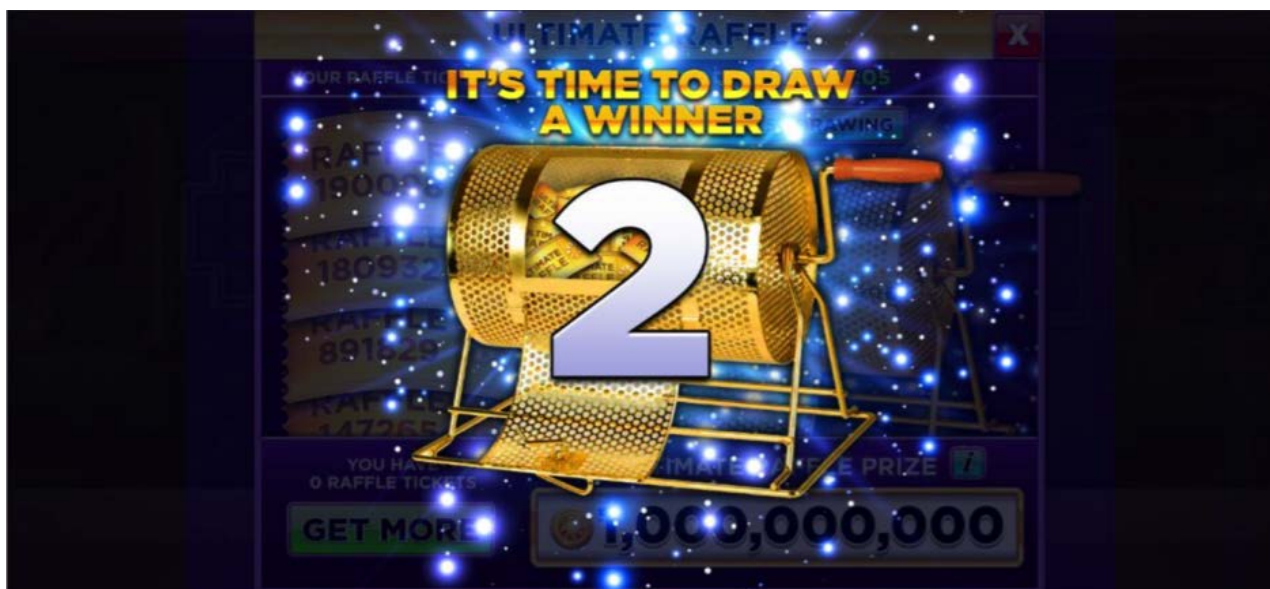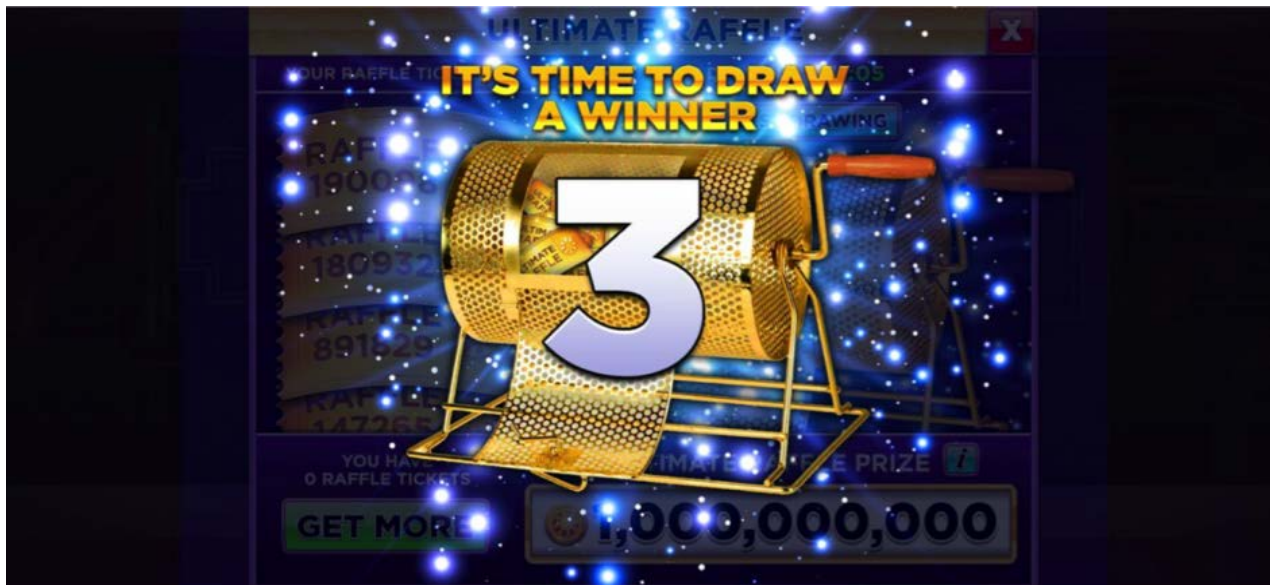
- The Drum should scale up to the center of the screen as the burst behind it animates dynamically. Effects animation on the drum itself could be more dramatic compared to the ambient version in the popup.

- The numbers should scale up from the center then fade out, as the next number scales up.

- After the last countdown, the drum should scale back down and disappear as the header, raffle ticket, and prize amount scale up one after the other. They should hold for a beat, and then the 2nd Place, 3rd Place, and bottom text should appear one after the other.

- After another beat, the Raffle ticket should scale down as the Profile of the winning player scales up from the middle, then settles on the top left corner of the Profile.

- After the player taps the "OK" button the following will happen:
- If the Player is a 1st, 2nd, or 3rd place winner, they will see this:

- After the player taps the "OK" button the following will happen:

    - If the Player is a 1st, 2nd, or 3rd place winner, they will see this:

    - If the player is in 4th - 100th place, they will see the same congratulations screen but without the raffle ticket in the corner:

- Tapping collect will bring out the coin balance and a coin trail will fly from the prize amount to the coin balance like other features in the app.

- If the player did not place in the top 100 or after the winning players collect their prize from the congratulatory screens above, the sequence will end, and they will be back to the Raffle popup showing the next Raffle drawing:

Purchasing Raffle Tickets

- The player can get Raffle Tickets by purchasing store packages:

- After making a purchase, a rewards popup should slide in from the right as the screen darkens and the "RAFFLE" button from the bottom UI slides up from the bottom of the screen.

- Raffle Ticket icons should fly from the reward popup to the "RAFFLE" button, then both should slide off screen from where they appeared, as the screen darkening fades out.

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