

Daily Challenges - Design & UX

Lobby - Bottom UI

- Player enters lobby
- Tooltip showing a new Daily Challenge is displayed briefly over the Inbox button:

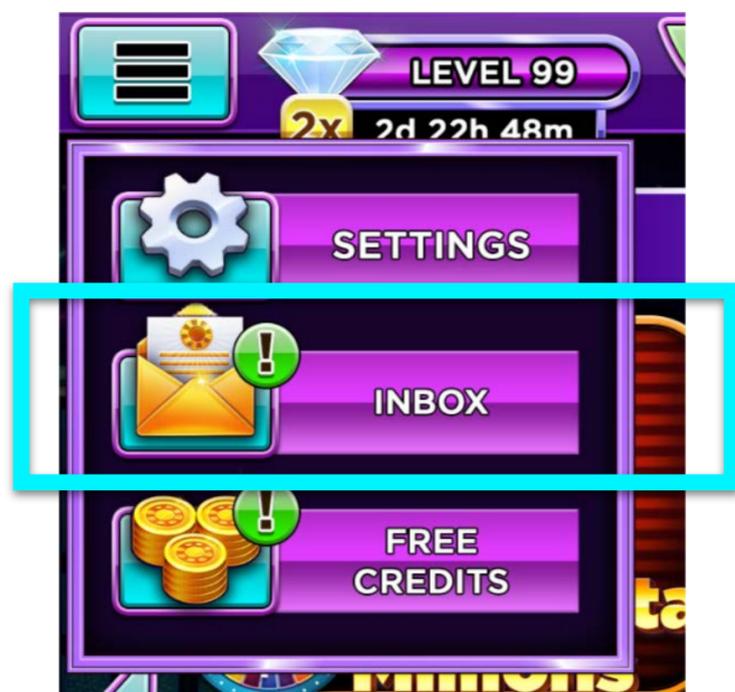


- This tooltip is shown every time the player enters the lobby unless:
 - The player has opened the Inbox
 - The player has completed a daily challenge even without opening the Inbox, in which case:
 - A tooltip showing that there are rewards in the Inbox is displayed over the Inbox button. This tooltip is shown every time the player enters the lobby until they collect all available rewards:



Lobby - Burger Menu

- If the player opens the burger menu, an attention indicator is displayed over the Inbox button unless:
 - The player has opened the Inbox and there are no rewards available to collect from the Daily Challenges or any other feature in the Inbox.



In-Game UI

- If the player enters a game that is part of the currently active Daily Challenge, they will see the Daily Challenge UI above the "SPIN" button:



- If the player enters a game that is not part of the Daily Challenge, they will not see the Daily Challenge UI over the "SPIN" button.

- When the player completes the Daily Challenge, an attention indicator with a rewards tooltip will appear:



- If the next Daily Challenge is in the same slot, the meter will now show the progress of the new challenge, and the attention indicator will remain until the player has opened the Inbox and collected their rewards



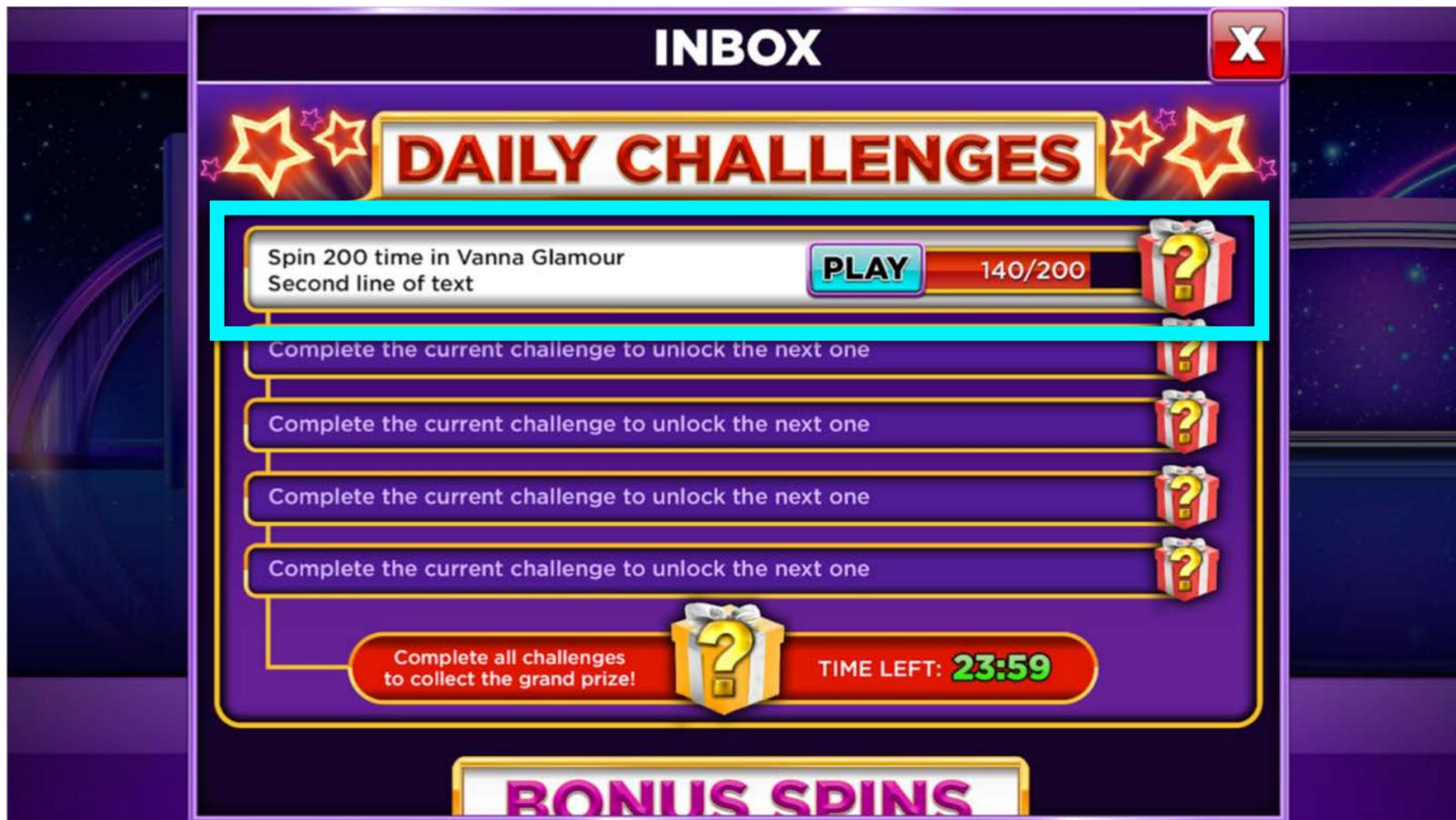
- If the next Daily Challenge is not in the current slot, the meter of the Daily Challenge UI will change to a "REWARDS" button with an attention indicator, until the player has opened the Inbox and collected their Rewards. This should be visible in every slot, unless it's the slot of the currently active Daily Challenge.



- Once the rewards are collected, the Daily Challenge UI will not be visible above the "SPIN" button unless the slot is part of the currently active Daily Challenge.

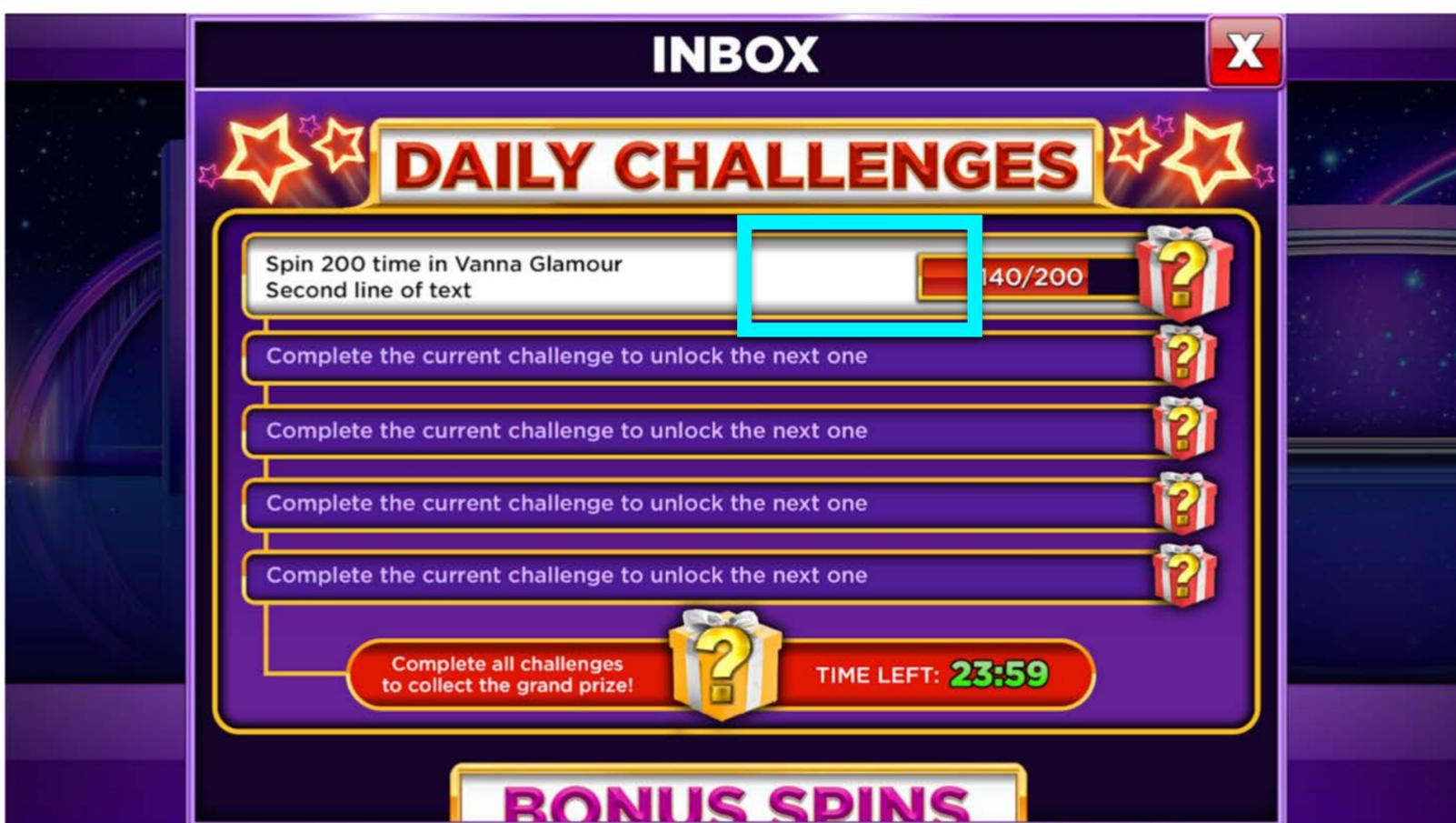
Inbox

- When the player enters the Inbox, they will see their first Daily Challenge active:

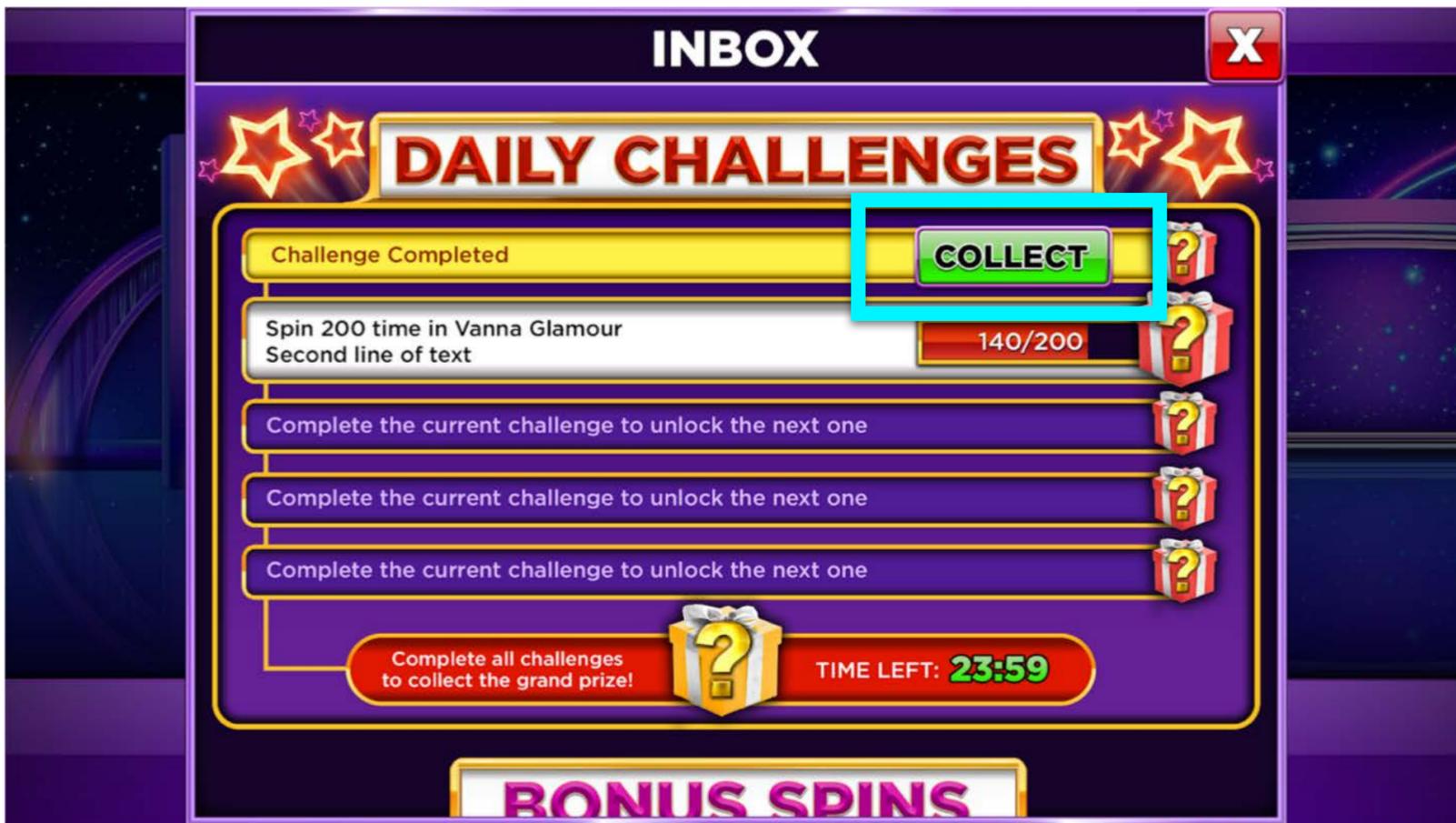


- If the challenge is game specific, it will include a “PLAY” button that will send the player to the specific slot.

- If it is not game specific, there will be no “PLAY” button visible:



- When the player opens the Inbox after completing a Daily Challenge, they will see their next challenge active, and a “COLLECT” button over the completed challenge that is in its completed state.



- When the player taps the “COLLECT” button, the challenge rewards sequence triggers:

- The Collect button is replaced with the credit amount of the reward with a burst behind it as the credit balance enters the screen and a coin trail flies to it from the challenge credit amount.

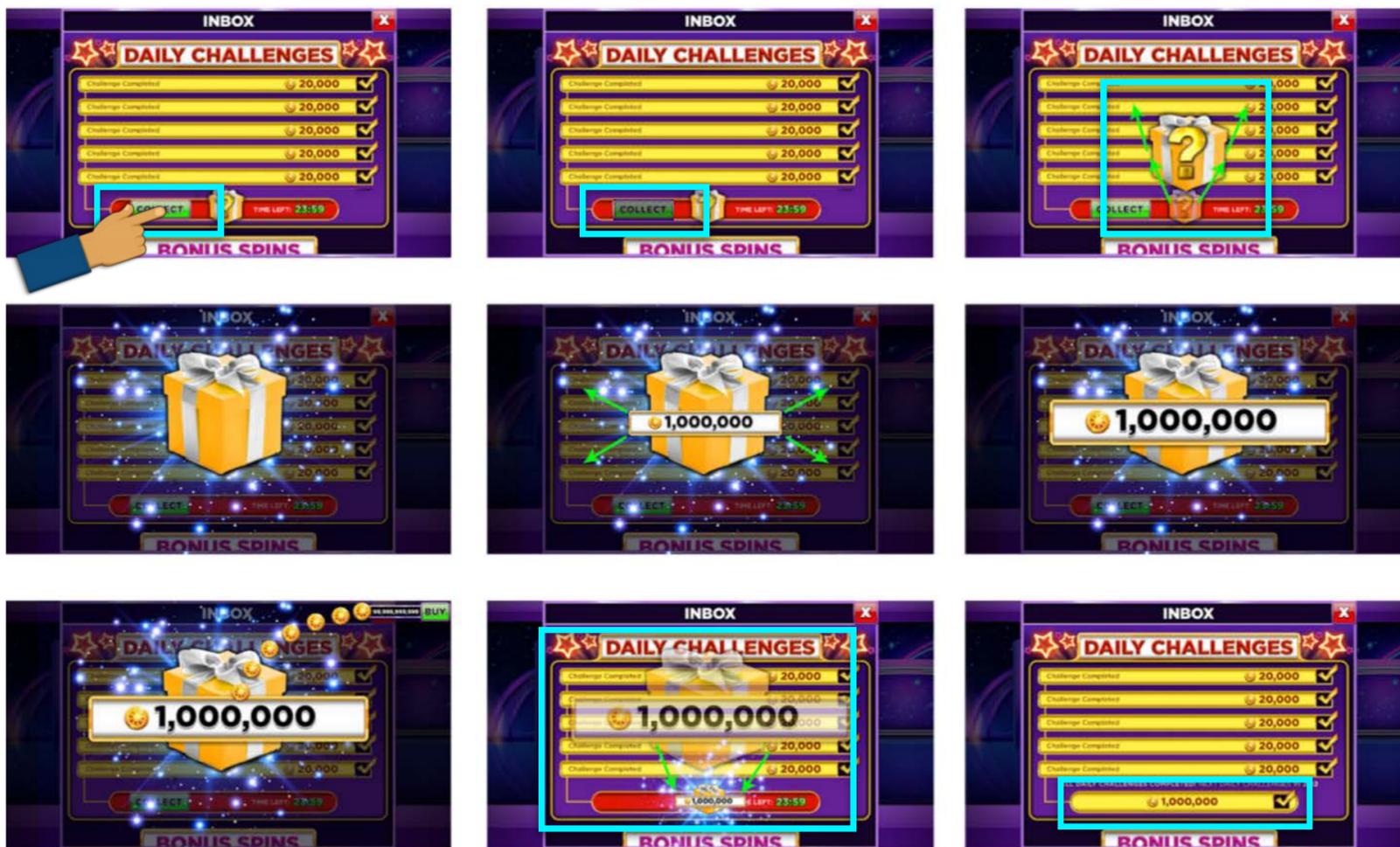


- When all challenges have been completed, a "COLLECT" button will appear next to the Grand Prize:



Reward Sequence

- When the player taps the “COLLECT” button, the Grand Prize reward sequence will begin:



- The Grand Prize gift will scale up to the center of the screen as the background darkens.

- The credit amount frame and value will scale from the center of the gift to reveal the credit amount.

- The coin balance will enter the screen and a coin trail will fly to it from the reward credit amount.

- The gift and credit frame/amount will scale back down to the UI transitioning with a burst to the final state that matches the completed state of the challenges.

- Copy stating that the challenges have been completed and how much time is left until the next Daily Challenges appears.

- When all Daily Challenges have been completed and their rewards collected, copy stating the completion of the Daily Challenges is displayed along with a timer counting down until the next Daily Challenges:

