

BCLC Lottery Content Innovation Project

Mini Game Lotto Concept

User Interface Design Document



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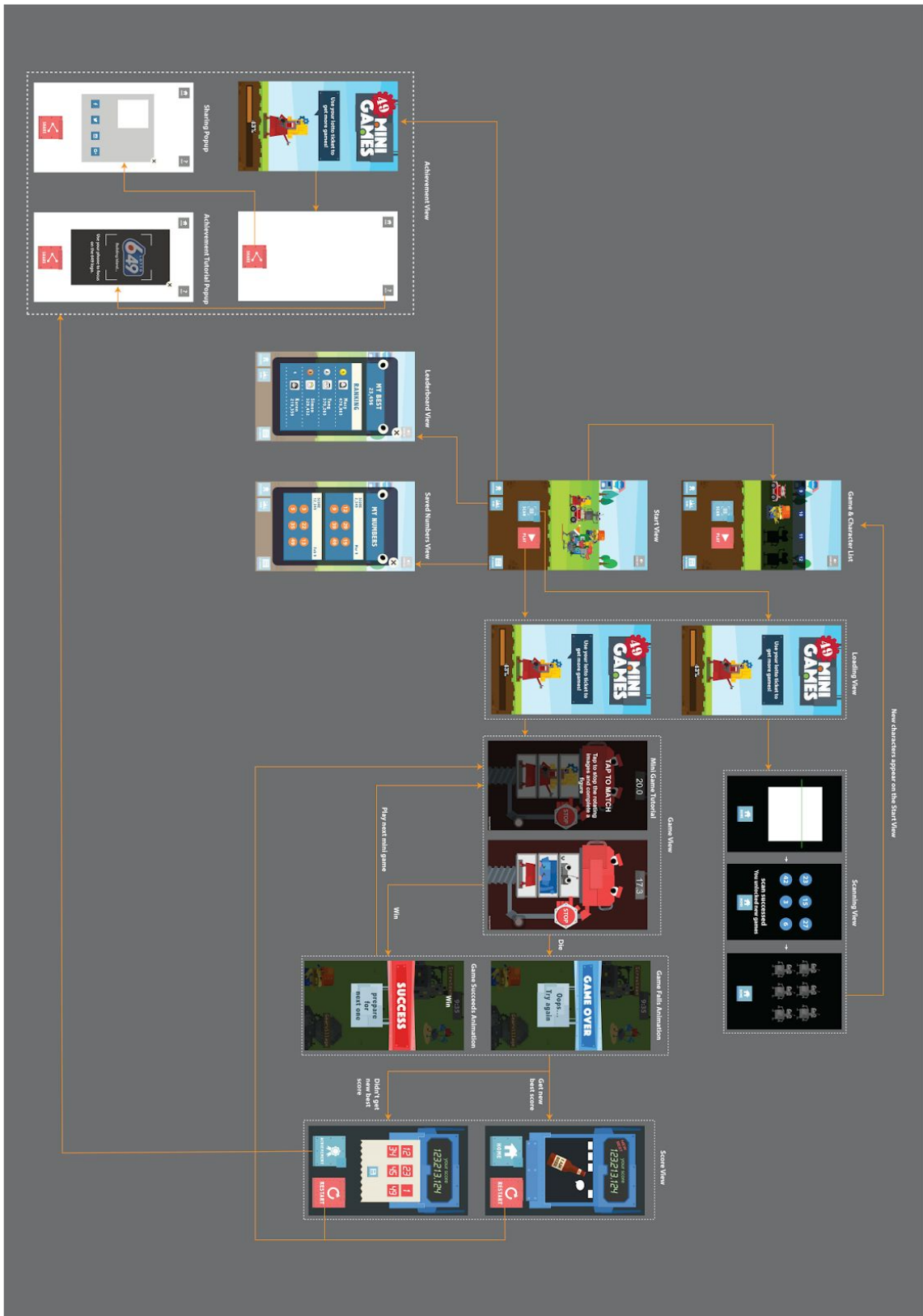
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Purpose of this Document

This is a User Interface design document for the Mini Game Lotto concept covering the BCLC Lottery Content Innovation Project for Studio 777. It provides design details that are intended to assist the relevant staff in further developing the project.

Wireframe



User Interface

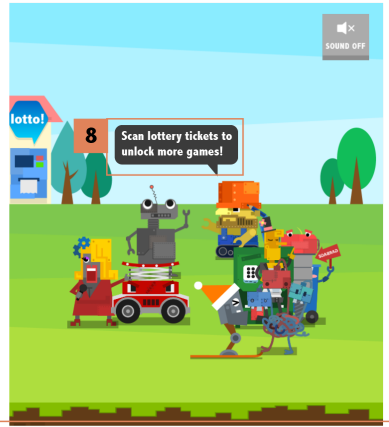
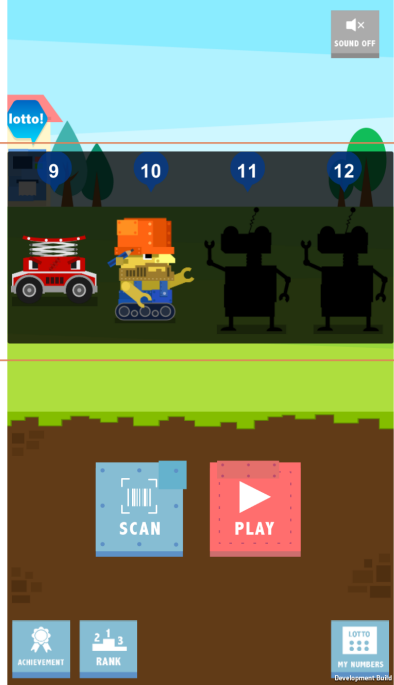
1. Start View

Button Functionality

UI Layout	ID	Explanation
	1	Play Button <ul style="list-style-type: none">When "Play Button" is clicked, the app will begin with 6 mini games chosen by the system.If the player has chosen any mini games on the character list, it will start with the games s/he chose. (Not implemented in current prototype)
	2	Scan Button <ul style="list-style-type: none">When "Scan Button" is clicked, the app goes to the "Scanning View".
	3	My Numbers Button <ul style="list-style-type: none">When "My Numbers" is clicked, "Saved Numbers" board will pop out above the Start View.
	4	Rank Button <ul style="list-style-type: none">When "My Numbers" is clicked, "Saved Numbers" board will pop out above the Start View.
	5	Achievement Button <ul style="list-style-type: none">When "Scan Button" is clicked, the app goes to the "Scanning View".
	6	Sound On/Off Button <ul style="list-style-type: none">When "Sound Off" Button is clicked, the app will turn off the game sound.When "Sound On" Button is clicked, the app will turn on the game sound.

Game / Character List

UI Layout	ID	Explanation
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<p>7</p> 	<p>7</p> <p>Moving Game Character Area</p> <ul style="list-style-type: none"> • All the unlocked mini game characters show in this area. • Each character moves around in this area with simple animation. • When this area is clicked, the character list pop-up shows on the Start View, and is overlaid on the moving characters.
<p>8</p> <p>Scan lottery tickets to unlock more games!</p> <p>Click me to see which games you unlocked!</p>	<p>8</p> <p>Text Bubbles</p> <ul style="list-style-type: none"> • 2 text bubbles show randomly on in the area to remind the player that this area is clickable.
<p>9</p> 	<p>9</p> <p>Game / Character Menu</p> <ul style="list-style-type: none"> • All the 49 mini game characters will show in the popup. There is one blue bubble with the text number in it indicating the character number. • If the game is unlocked, the colorful character shows up; if the game is locked, the area shows a grey default one character. • The area can show 4 characters for one time. The player swipes right and left to see all the characters. • Select mini games to play. When the characters are clicked once, the player will start to play these games after pressing the Play button. If the characters are clicked twice, the player deselect the game. (Not implemented in current prototype)

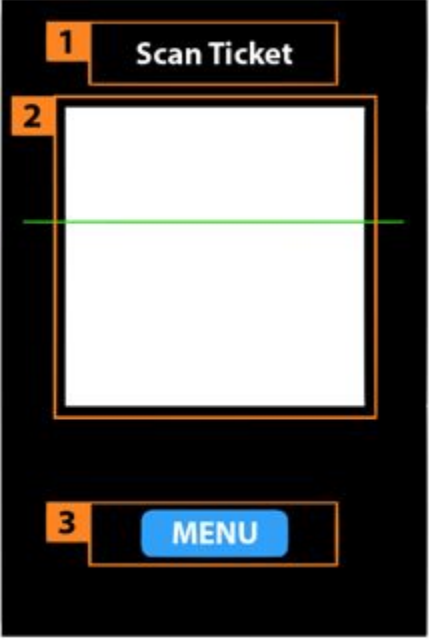
2. Loading View

UI Layout	ID	Explanation
	1	Background Image
	2	Game Logo <ul style="list-style-type: none"> This area displays the logo of Mini Game Lotto.
	3	Tip Bubble <ul style="list-style-type: none"> This area randomly displays two hints of the app - "Use your lotto ticket to get more games!" "Get your personal lottery numbers based on your score!"
	4	Mini Game Character Image <ul style="list-style-type: none"> Every time this area randomly displays 1 mini game character.
	5	Loading Bar <ul style="list-style-type: none"> This area displays the loading bar image and loading percentage. The loading bar develops from left to right to building a feeling of loading. The percentage number shows according to the loading progress.


3. Scanning View

Step 1 - Scanning view

UI Layout	ID	Explanation
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	1	<p>Title of “Scan Ticket” System</p> <ul style="list-style-type: none"> This area displays “Scan Ticket” in all three views of this system.
	2	<p>Scanning Area</p> <ul style="list-style-type: none"> The white area is for the player to scan their ticket with camera. The green line is moving up and down to build a feeling of scan. When scanning succeeds, the app will jump to the “Numbers view” automatically (not in prototype yet, now the player have to tap the screen to scan).
	3	<p>Menu/Home Button</p> <ul style="list-style-type: none"> At anytime when “Menu/Home button” is clicked, the app goes back to the Start view.

Step 2 - Numbers view

UI Layout	ID	Explanation
	1	<p>Title of “Scan Ticket” System</p> <ul style="list-style-type: none"> Same with Step 1
	2	<p>Numbers</p> <ul style="list-style-type: none"> Show 6 numbers of the ticket scanned during the last step. The numbers will appear with graphic effect. After all the numbers appear, the app will jump to “Characters view” automatically.
	3	<p>Text Explanation</p> <ul style="list-style-type: none"> Text in this area shows “scan succeeded, you unlocked new games”
	4	<p>Menu/Home Button</p> <ul style="list-style-type: none"> Same with Step 1

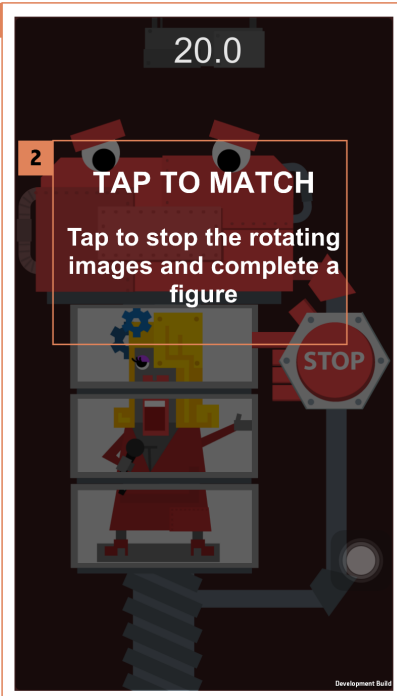
Step 3 - Characters view

UI Layout	ID	Explanation
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	1	Title of "Scan Ticket" System <ul style="list-style-type: none"> • Same with Step 1
	2	Characters <ul style="list-style-type: none"> • The numbers changes to corresponding games' characters one by one.
	3	Try Button <ul style="list-style-type: none"> • Try button appear on the screen with Characters • Try the mini-games above in testing mode.
	4	Menu/Home Button <ul style="list-style-type: none"> • Same with Step 1

4. In-game View


Mini Game Tutorial

UI Layout	ID	Explanation
	1	Background <ul style="list-style-type: none"> • The background is transparent, and the mini game can be seen.
	2	Text Explanation <ul style="list-style-type: none"> • There is a text explanation for each mini game. • The first line - 2-3 words explain the game control in block letters. • The second paragraph - a detailed explanation of the game control and goal.


Game View

UI Layout	ID	Explanation
 <p>The screenshot shows a dark brown background. At the top, a grey box contains the number '17.3' with a small orange box containing '1' to its left. Below this is a red robot character with large eyes and a mouth. To the right of the robot is a red octagonal stop sign with the word 'STOP' in white. The robot is holding a grey mechanical arm that extends to the right. The text 'Development Build' is visible in the bottom right corner of the screenshot.</p>	1	<p>Timer</p> <ul style="list-style-type: none"> • For each mini game, there is a consistent background for the timer. • There is number counting down to indicate the time left for the player.

Succeeding Animation

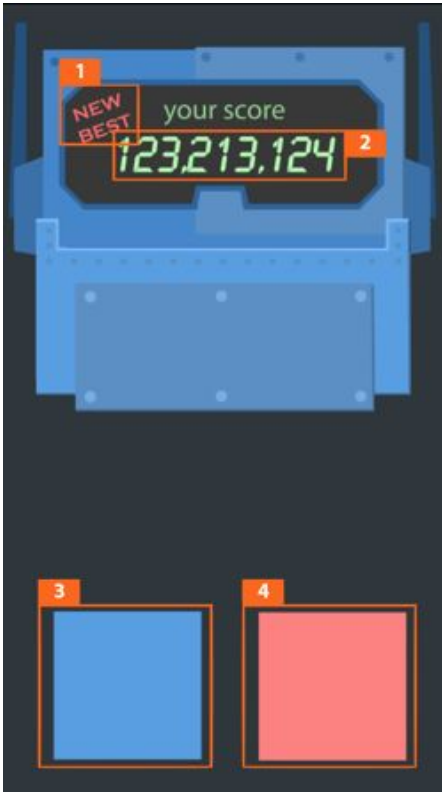
UI Layout	Explanation
 <p>The screenshot shows a blue banner at the top with the word 'SUCCESS' in white. Below it is a grey mechanical box with the text 'Prepare for next one' in dark blue. The background is dark brown.</p>	<p>Text Explanation</p> <ul style="list-style-type: none"> • “Success” and “prepare for next one” inform the player of the success. • There is a short animation of the background and “success” text flying into the screen from the right side.

Losing Animation

UI Layout	Explanation
	<p>Text Explanation</p> <ul style="list-style-type: none"> • “Game over” and “Oops... try again” inform the player of the failure. • There is a short animation of the background and “game over” text flying into the screen from the right side.

5. Score View

Step - 1

UI Layout	ID	Explanation
	1	<p>New Best</p> <ul style="list-style-type: none"> • When the score is higher than the current best score, this sign will be shown, and the score will be new best score.
	2	<p>Your Score</p> <ul style="list-style-type: none"> • Show score got by the player.
	3	<p>Home Button</p> <ul style="list-style-type: none"> • Press to go back to Start View
	4	<p>Restart Button</p> <ul style="list-style-type: none"> • Press to start a new game loop. • Same function with “Play” button on Start View.
		<p>The background of score area will play a calculation animation and a number ticket will be show with printing animation. After the animation finish, the app will be in Step - 2.</p>

Step - 2

UI Layout	ID	Explanation
	1	<p>Tips</p> <ul style="list-style-type: none"> • Explain the number ticket is for lotto and it was calculated based on the player's score. (Not in the current prototype)
	2	Number Ticket
	3	<p>Numbers</p> <ul style="list-style-type: none"> • A set of lottery numbers
	4	<p>Save Button</p> <ul style="list-style-type: none"> • Press the button to save this set of numbers. • Press it again can cancel the save.
	5	<p>Home Button</p> <ul style="list-style-type: none"> • Same with Step - 1
	6	<p>Restart Button</p> <ul style="list-style-type: none"> • Same with Step - 1

6. Leaderboard View


UI Layout	ID	Explanation
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	1	Leaderboard Pop-up <ul style="list-style-type: none"> This area shows the Leaderboard as a pop-up above the Start View.
	2	Close Button <ul style="list-style-type: none"> At anytime when “Close Button” is clicked, the Leaderboard will be closed and the app will stay in the Start View.
	3	Text Explanation <ul style="list-style-type: none"> Texts in these two areas show “my best” and “ranking”.
	4	“Ranking” System <ul style="list-style-type: none"> The area shows top 10 scores of the game. (Current prototype shows 4 stable records to indicate the position) The player can scroll up and down to show all 10 records. Each record shows the ranking number, name, profile photo and best score. For number 1, the ranking number is in gold metal; for number 2, the ranking number is in silver metal; for number 3, the ranking number is in bronze metal; for others, only numbers show.

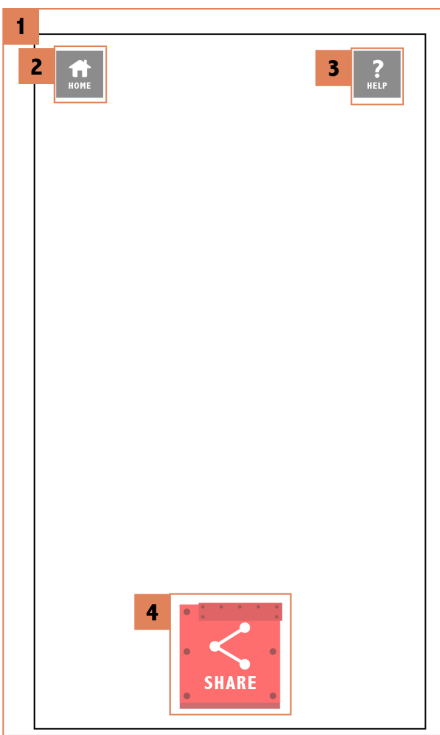
7. Achievement View

Step 1 - Tutorial

UI Layout	ID	Explanation
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	1	Achievement Tutorial Pop-up <ul style="list-style-type: none"> The image shows the tutorial for the augmented reality function. It only shows automatically at first the player open the Achievement system.
	2	OK Button <ul style="list-style-type: none"> When “OK Button” is clicked, the Achievement Tutorial will be closed and the app will stay in the Achievement screen.

Step 2 - Achievement view

UI Layout	ID	Explanation
	1	“Scan Lotto Logo” area <ul style="list-style-type: none"> This area is used to scan Lotto 6/49 Logo to activate the augmented reality view of the player’s achievement.
	2	Home Button <ul style="list-style-type: none"> When Home Button is clicked, the app will go to the Start View.
	3	Help Button <ul style="list-style-type: none"> When Help Button is clicked, the Augmented Reality Tutorial will pop up.
	4	Share Button <ul style="list-style-type: none"> When Share Button is clicked, the Share Pop-up will appear.

Step 3 - Share view

UI Layout	ID	Explanation
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	5	Share Screen Pop-up <ul style="list-style-type: none"> This area shows the Leaderboard as a pop-up above the Start View.
	6	Close Button <ul style="list-style-type: none"> At anytime when “Close Button” is clicked, the Share Screen will be closed and the app will stay in the Achievement screen.
	7	Achievement Picture <ul style="list-style-type: none"> This area shows the picture of the player’s “current dream home”.
	8	Text Editing Area <ul style="list-style-type: none"> The area is used for entering text to share on social platforms. When the player clicks this area, the keyboard will pop out from the bottom.
	9	Social Platform Buttons <ul style="list-style-type: none"> When different social platform buttons are clicked, the app will go to the sharing page of different social apps.

8. Saved Numbers View

UI Layout	ID	Explanation
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	<p>1 Saved Numbers Pop-up</p> <ul style="list-style-type: none"> This area shows the Saved Numbers board as a pop-up above the Start View.
	<p>2 Close Button</p> <ul style="list-style-type: none"> At anytime when “Close Button” is clicked, the Saved Numbers board will be closed and the app will stay in the Start View.
	<p>3 Title of “Saved Numbers”</p> <ul style="list-style-type: none"> Text in this area shows “my numbers”.
	<p>4 “Saved Numbers” System</p> <ul style="list-style-type: none"> The area shows all the lottery numbers that the player saved. (Current prototype shows 2 stable records to indicate the position) The player can scroll up and down to show all records.
	<p>5 Individual Number Record</p> <ul style="list-style-type: none"> Each record shows the score, date, and 6 lottery numbers of the round that the player saved.