

Game Console Functionality Specification

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STUDIO NAME GAME CONSOLE FUNCTIONALITY SPECIFICATION	
Document Control	
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Game Studio	Studio Name
Content Owner	Derivco (Pty) LTD
Information	This document contains all information regarding the Game Console, This document is applicable to multiple games. This document includes both Desktop and Mobile build information. "Press" is used in place of "tap" or "click" to simplify communication.

REVISION HISTORY

Revision	Date	Changed By	Comments / Reason
1	18 Jun 2019	Jacob Jensen	Created
2	Enter date.		Spec Review
3	Enter date.		Released to Testing
4	Enter date.		Update here...
5	Enter date.		Update here...
6	Enter date.		Update here...
7	Enter date.		Update here...
8	Enter date.		Update here...
9	Enter date.		Gone Live

Template tip: The revision history should only be tracked once the document has been released to testing. Please include any major or functional changes made to this document.

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OVERVIEW

View Modes	Portrait & Landscape
Platforms	Desktop & Mobile
Currency Support	
Coins/Credits	
Language Support	
Themes	

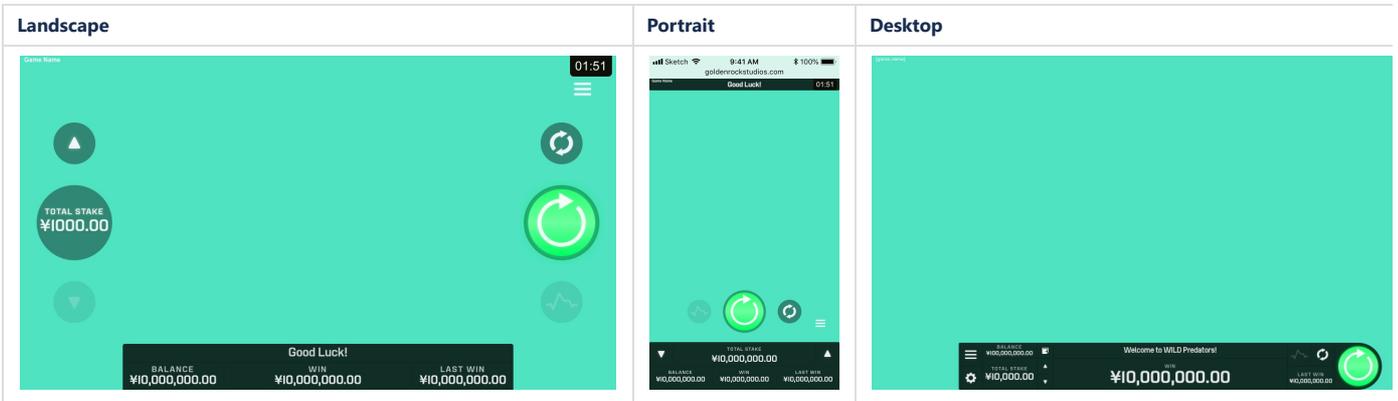
Supported Aspect Ratios

Relevant Devices	Default Resolution (px)	Aspect Ratio
Mobile portrait	640x1136	Flexible / responsive
Mobile landscape	1136x640	Flexible / responsive
Tablet portrait	768x1024	Flexible / responsive
Tablet landscape	1024x768	Flexible / responsive
Desktop	1920x1080	Flexible / responsive

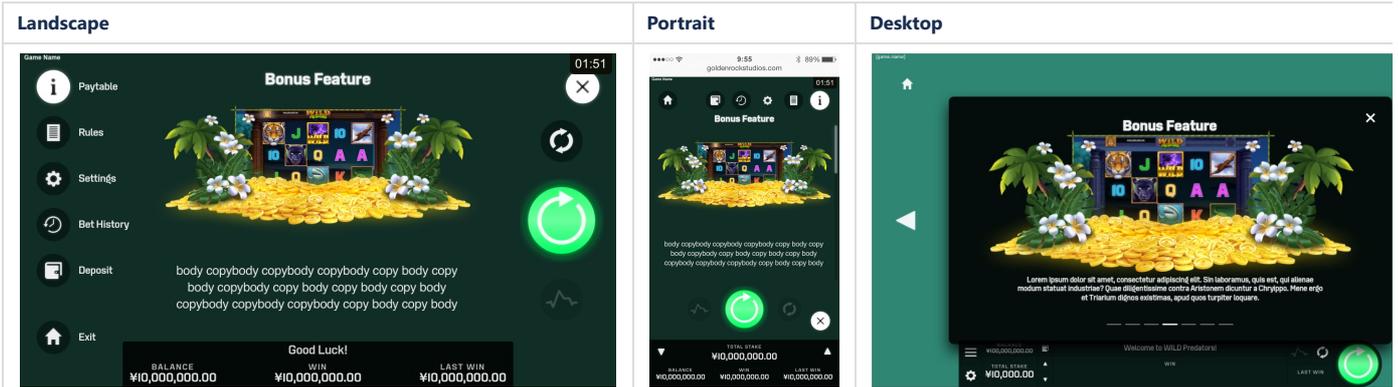
IMAGES

Base game layout

Landscape	Portrait	Desktop
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Info pages (menu) overlay/modal



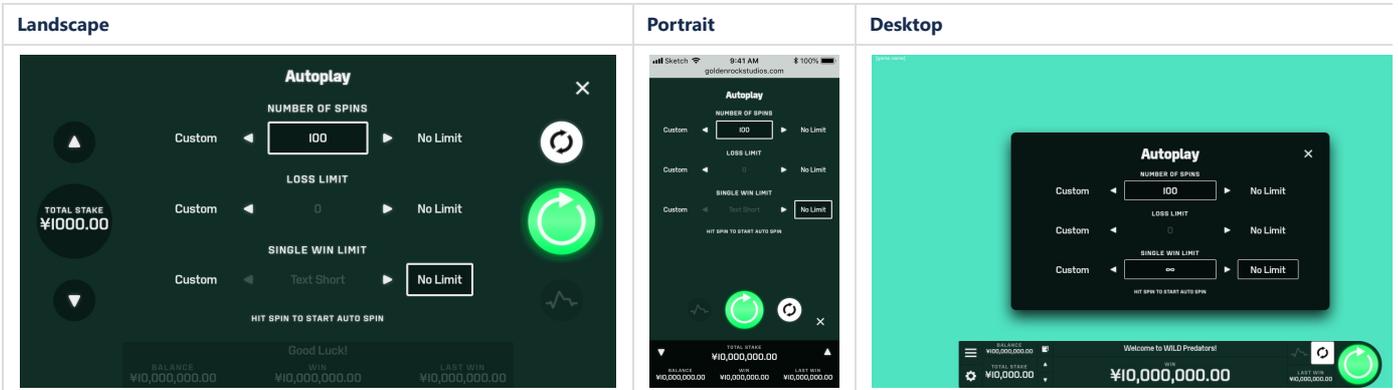
The Info page overlay are available by pressing the "hamburger" menu button. The button changes to an active state "close" button which is used to close the menu again.

See notes for landscape.

The Info page modal are available by clicking the "hamburger" button. It can be closed again by clicking the close button or cli outside the modal.

See ["Menu" section](#) for functionality.

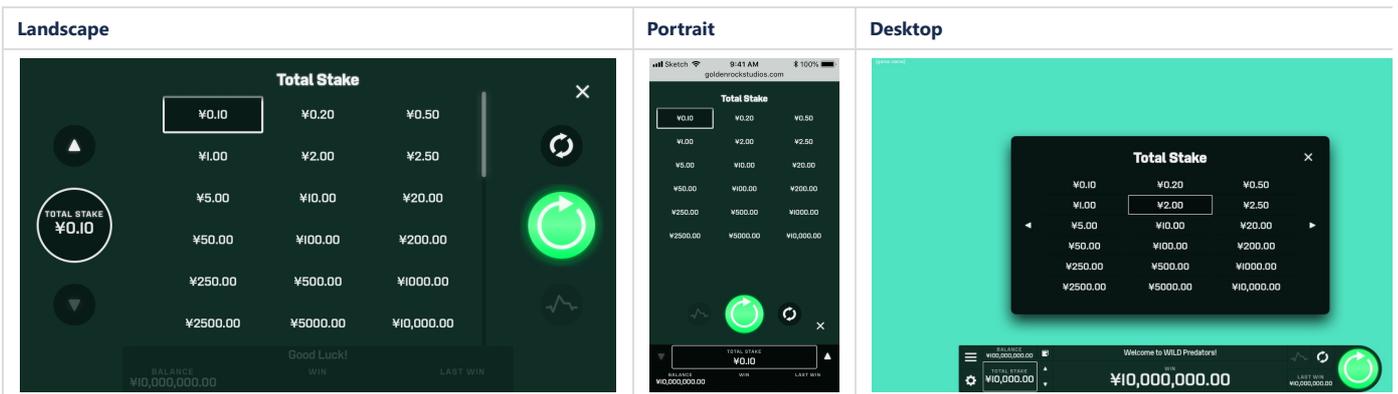
Autoplay overlay/modal



The autoplay overlay is accessed by pressing the "autoplay" button. The button will change the active state while the overlay is open. Pressing the button again will act "close".

See the ["Autoplay" section](#) for functionality.

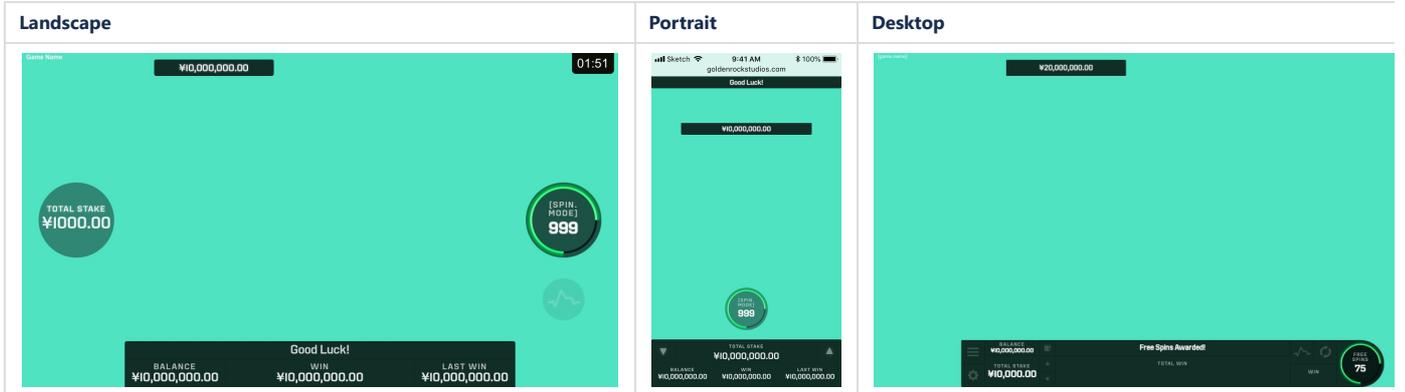
Total stakes overlay/modal



Landscape	Portrait	Desktop
Tapping the "total stake" element brings up this overlay. Tapping the element again or tapping the "close" button closes it.	See notes for landscape.	Clicking the "total stake" element brings up this overlay. Clickin element again, clicking outside the modal or clicking the "close closes it.

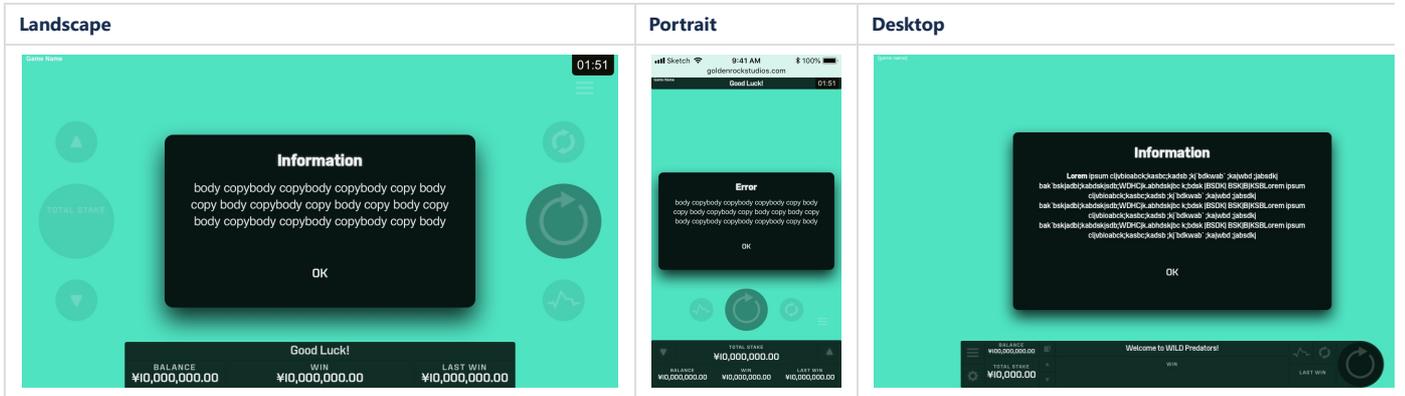
See the "Total Stake" section for functionality.

Bonus game example



See "Bonus Game" section for functionality.

Modal example



See "Generic Modals" section for functionality.

Switching Orientation

View Modes

Mobile games can be played in the following view modes:

- Portrait
- Landscape

Switching Functionality

Turning the device must immediately switch between Landscape and Portrait mode.

- Device rotation standards must be followed.
- A crossfade must occur on rotation (default to 1 sec).

Game content must automatically readjust to fit the device. Switching functionality is available at all points in the game. All Console and game elements must be functionally disabled during the switch.

Game Functionality

All game functionality must continue as normal.

CONSOLE STATES

Enabled States

Enabled elements must always be visually enabled. By default, all Console elements must be enabled, unless otherwise specified.

Selected States

Only specific elements have a visually selected state (highlighted state). Other elements must remain in the default enabled state once selected.

Each case is covered in its own section.

Disabled States

Some elements will never appear in a disabled state. Disabled elements can either be:

- Visually disabled and functionally disabled, or
- Visually enabled and functionally disabled

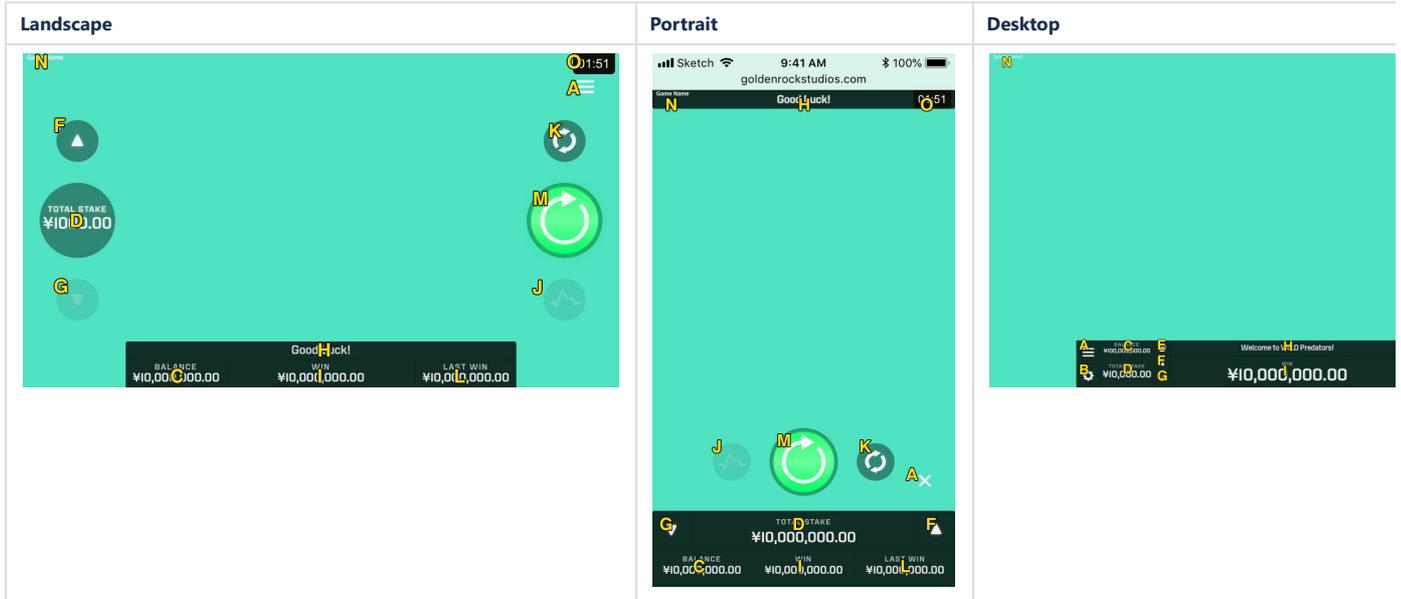
Each case is covered in its own section.

Removed States

Some elements will be removed at certain points in the game. Each case is covered in its own section.

CONSOLE FUNCTIONALITY

Base game elements



All buttons displayed below is shown with their square background. As a rule, the square buttons are used in the "info bar", while the round buttons are used everywhere else. Exceptions will be noted below.

A. Menu button

Open Menu

Normal	Press	Active	Hover	Disabled
				"Normal" button at 20% opacity

The "Menu" button opens the "Menu" overlay/modal. When the overlay/modal is open, the button changes to an Active "close" button.

Close Menu

Normal	Press	Active	Hover	Disabled
				"Normal" button at 20% opacity

Pressing the "Close" button closes the overlay/modal and returns to the game.

B. Settings button

Normal	Press	Active	Hover	Disabled
				"Normal" button at 20% opacity

The settings button opens the "Settings" overlay.

C. Balance display

This panel shows your current balance in the games currency

D. Total stake display

This panel shows how much your current stake is. Pressing it opens the "total stake" overlay. See ["Total stake" overlay](#) for more. While the "total stake" overlay is open, the panel is outlined in white. Pressing it again closes the overlay.

E. Banking button

Normal	Press	Active	Hover	Disabled
				"Normal" button at 20% opacity

The "banking" buttons opens the transaction interface from the platform.

F. Increase stake button

Normal	Press	Active	Hover	Disabled
				"Normal" button at 20% opacity

This button increases the stake to the next (higher) possible value. At max value, the button is disabled.

G. Decrease stake button

Normal	Press	Active	Hover	Disabled
				"Normal" button at 20% opacity

This button increases the stake to the previous (lower) possible value. At lowest value, the button is disabled.

H. Message display

This element is used to display various game related messages to the player. If the text is too long, the font should scale down until the message fits.

I. Win display

This element shows your winnings in the current spin and should update when any winnings are displayed.

J. Rollercoaster button

Normal	Press	Active	Hover	Disabled
				"Normal" button at 20% opacity

???

K. Autospin button

Autospin

Normal	Press	Active	Hover	Disabled
				"Normal" button at 20% opacity

Opens the Autospin overlay. See ["Autoplay" section](#) for detailed behaviour.

Stop Autospin

Normal	Press	Active	Hover	Disabled
				"Normal" button at 20% opacity

Shown when Autoplay is in progress. See ["Autoplay" section](#) for detailed behaviour.

L. Last win display

This display shows your winnings in the last spin. Pressing the display works as a shortcut to "bet history". There is no active or hover state on this element.

M. Spin button

Spin



Starts the spin. If the player does not have enough currency for the current spin, opens a dialog that informs the player of insufficient funds.

Once pressed, the "Press" button spins 360 degrees while the reels start spinning. After the animation, the "spin" button is replaced by the "stop spin" button

Stop spin

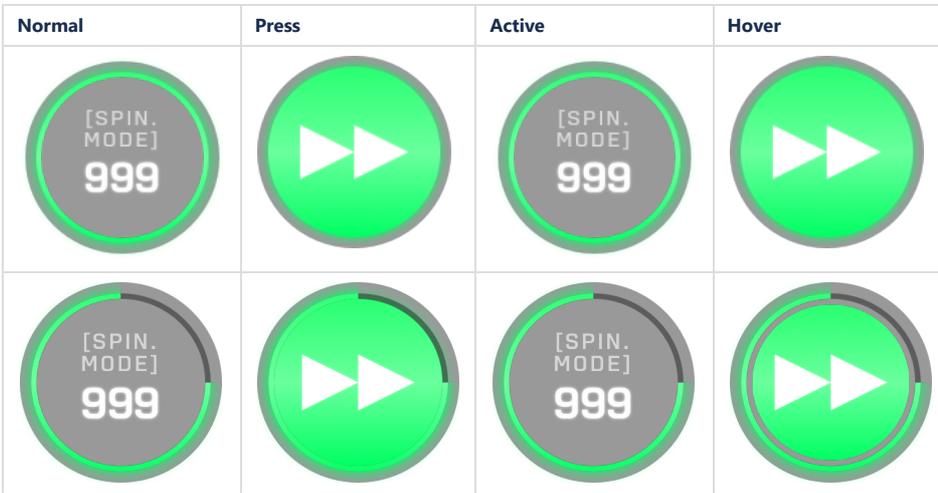


When the reels are spinning and this button is shown, pressing it makes the reels initiate the stopping animation. After it is pressed it will turn inactive.

Once the game is ready for another spin, the button is replaced by the normal "spin" button.

Autoplay / Free spins

Note: we need to update with "Spin Mode" removed as it does not work as design when localized



When the game is in auto play/bonus games, this button initiates the stopping animation, as the "Stop spin" button does during a manual spin. As soon as the reels and win process is complete, the next spin will occur.

The outside ring will decrease in size for every spin. It starts at 12 o'clock and decreases clockwise until no more spins are left. The amount decreased is based on the **total spins** and **remaining spins**. In the case of free spins additional spins may be added while the bonus game is in progress. If the amount of added spins makes the **remaining spins** larger than **total spins**, use the new number as **total spins**.

Example: 10 free spins

	1st spin	2nd spin	3rd spin	5 extra free spins added	4th spin	5th spin	6th spin	etc..
Total spins	10	10	10	10	13	13	13	...
Spins remaining	10	9	8	13	13	12	11	...
Calculation	10/10	9/10	8/10		13/13	12/13	11/13	...
Ring filled	1	0.9	0.8		1	0.92	0.84	...

N. Game name

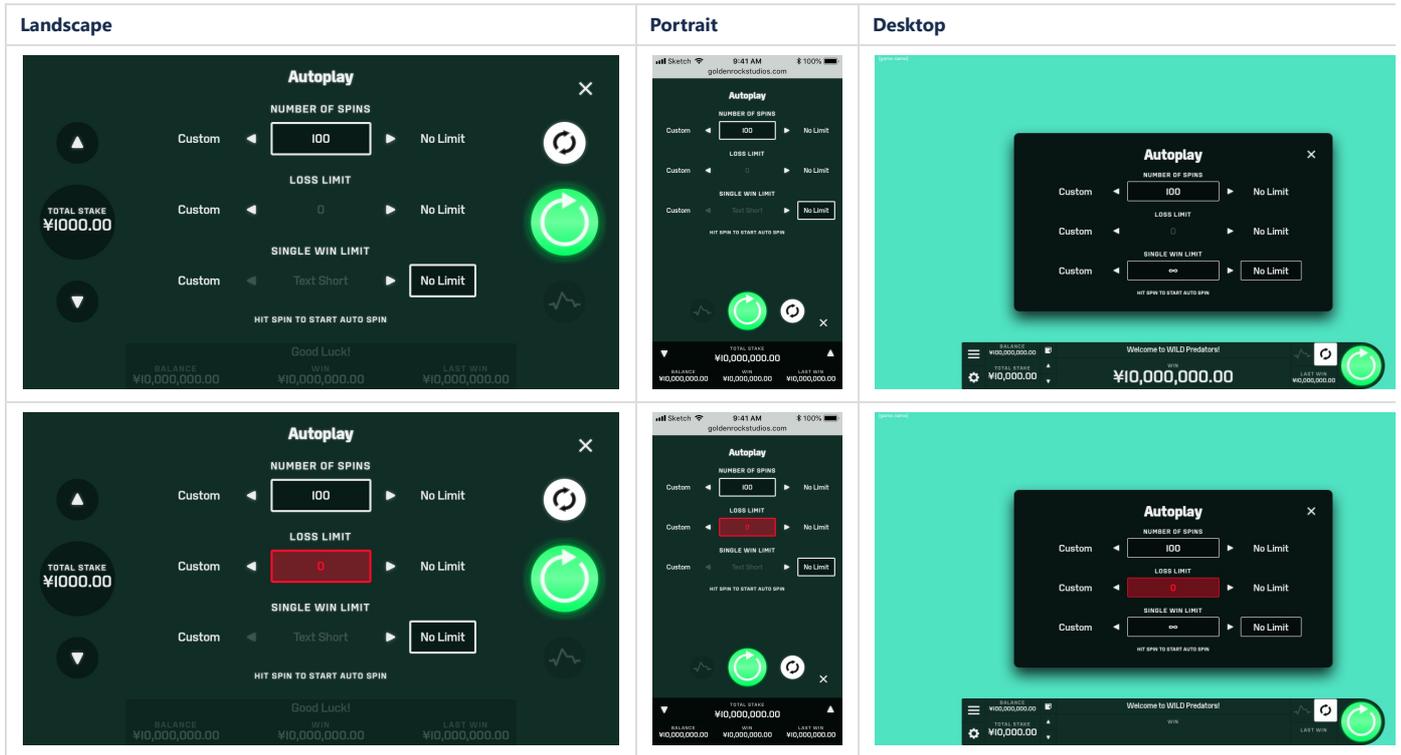
Shows the current game name as provided from the game platform.

O. Local time

Shows the player's local time.

Autoplay

Overlay/Modal Layout



NOTE: No limit should be removed for regulatory reasons.

Buttons

	Normal	Active, Press, Hover	Error	Disabled
Previous		◀		"Normal" button at 20% opacity
Next		▶		"Normal" button at 20% opacity
Text button			[btn.value]	"Normal" button at 20% opacity

Overlay/modal Functionality

The overlay allows the play to enables the game to spin automatically. From this overlay the player can control the "number of spins" that are desired. The autoplay can automatically be stop by setting the "bet limit" and/or the "single win limit". The set values are provided by the platform, as is any restrictions due to regional regulations.

Pressing "custom" will open the devices keyboard and accepts numeric input only. Once a value has been entered, it is shown in the center field, with the "custom" field set active.

Pressing the next / previous button will change the value to the next/previous one provided. If the current value is a custom value, the closest value will be chosen.

The values chosen are saved if the overlay is closed or the Autoplay sequence is started.

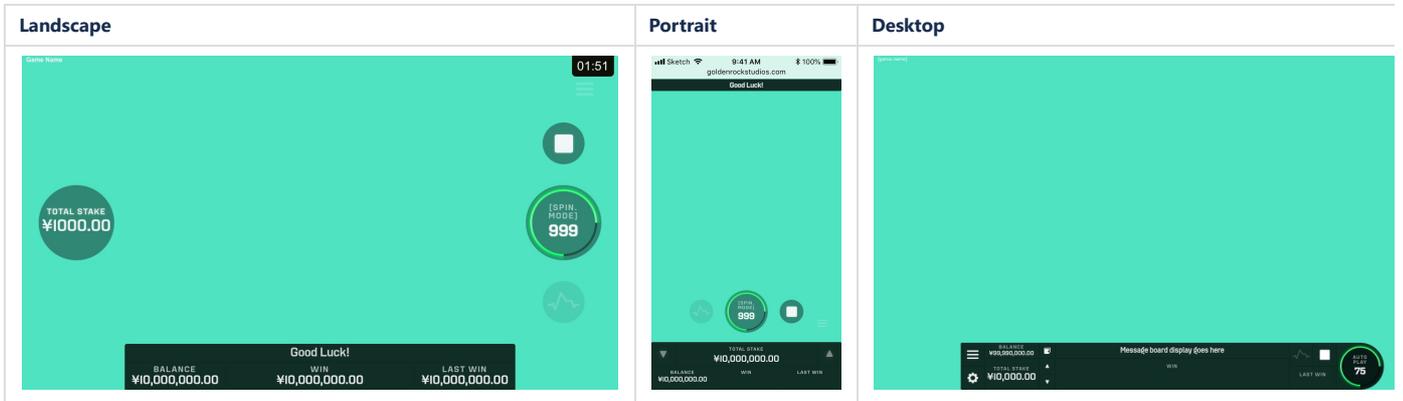
When the number of spins changes, the number will be reflected under the "Autospin" button while the button is active.

When the spin button is pressed, the Autoplay will begin. See the "Autoplay active layout" below. If the configuration chosen isn't valid, the field in error will be highlighted by the Text Button changing into the Error state. Once the player changes the value, the button will return to the Active/Normal state.

Please note how the infobar (desktop) / buttons (mobile) are on top of the dark overlay. The spin button starts the Autoplay functionality. By pressing any of the other right hand buttons, the overlay will close and then perform the corresponding action. The autospin button merely closes the overlay again, as if the 'close' button had been pressed.

Autoplay active layout





Functionality

When autoplay is in progress, the "Autospin" button changes to the "Stop Autospin". Pressing this button stops the autospin once the current reel spin has completed and returns the game to the normal spin mode.

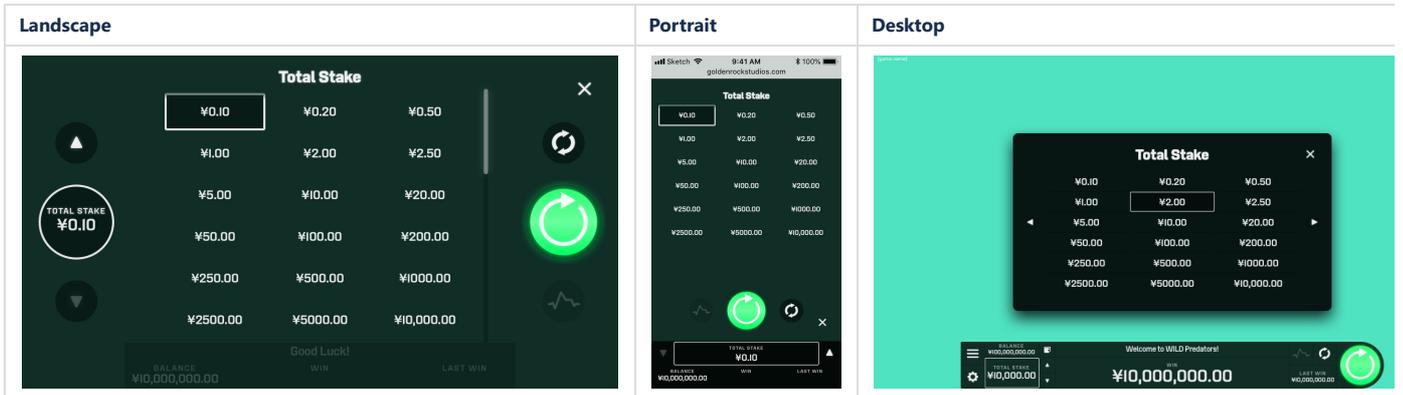
The spin button changes to the Autoplay button, which shows the current number of spins remaining. (See "Spin button" section for detailed button behaviour). This button can be pressed to speed up the current spin by initiating the reel stopping animation. As soon as the reels and win process is complete, the next spin will automatically occur.

Autoplay will continue until the player either stops it, the number of spins runs out, one of the Auto play criteria specified is met or the player runs out of funds.

When the Autoplay is stopped, the game returns to normal spin mode.

Total Stake

Layout



Functionality

This overlay allows the player to quickly set their stake without having to use the up/down buttons repeatedly. By t one of the predefined values (populated by the platform owner), the "total stake" value will change to the corresponding value. The overlay will not close when a new value is selected. If there are more values than can be shown on the screen, scrolling should be enabled on mobile and pagination on desktop.

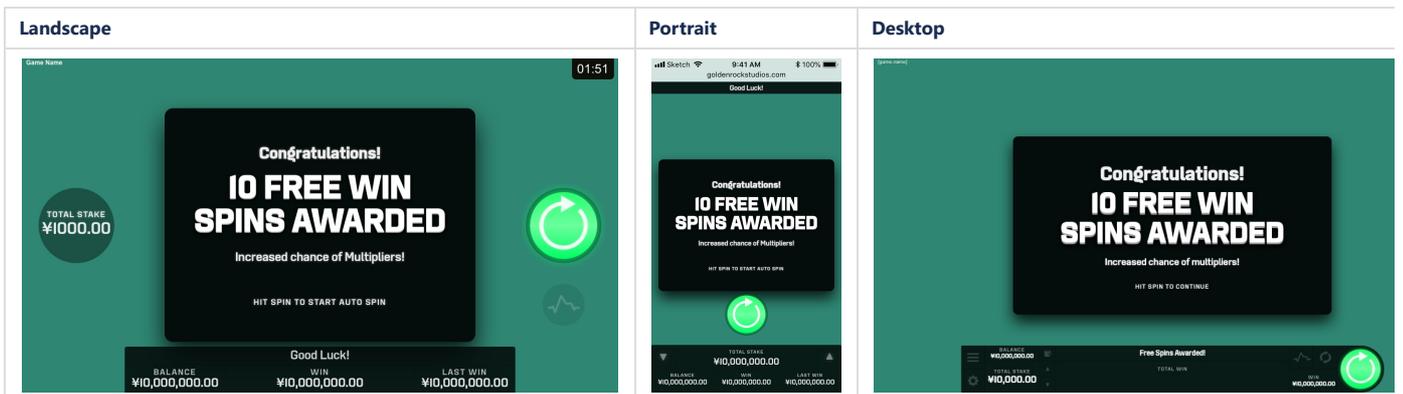
This overlay will always open with the current stake value selected and scrolled/paged to that value if needed.

Please note how the info bar and the right hand buttons are on top of the dark overlay. By pressing any of the right hand buttons, the overlay will close and then perform the corresponding action.

Pressing the "total stakes" element, or the "close" button (or outside the modal on desktop) closes the overlay/modal.

Bonus game

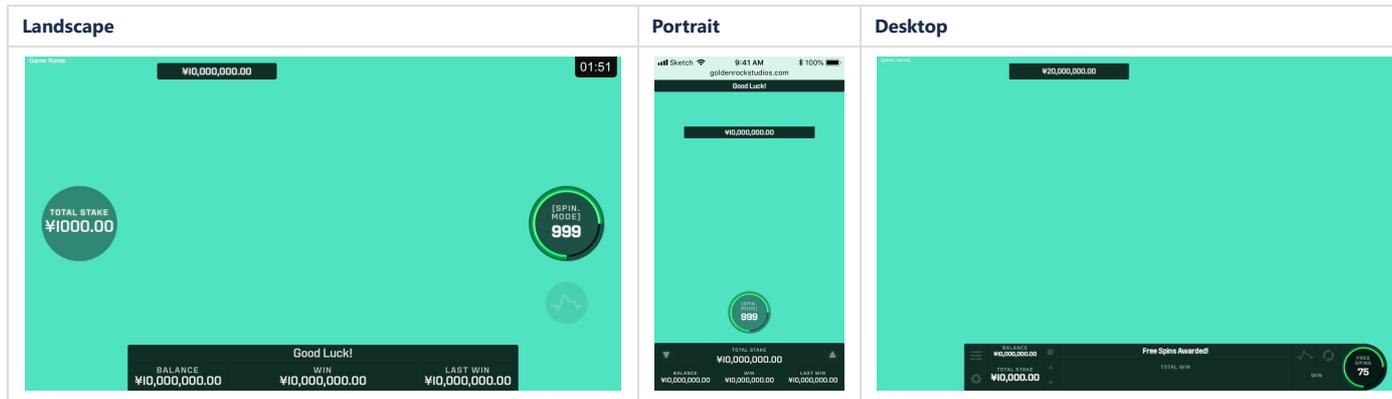
Bonus game start



When entering a bonus game, a modal will be shown with further information. This contents of which varies from game to game.

The only action the player can perform at this point is to press "spin" to start the bonus game.

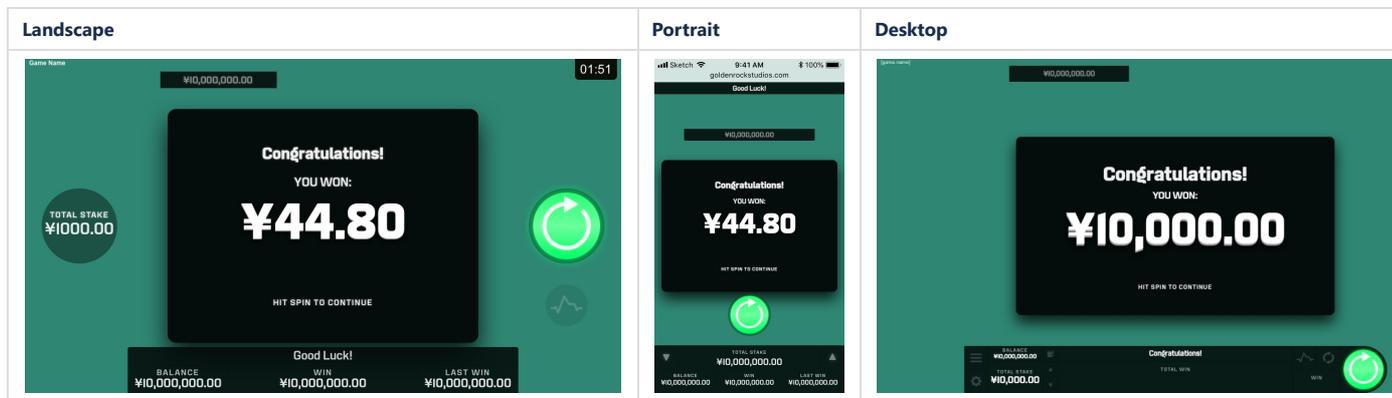
Layout



An additional panel showing the total winnings during the bonus game is added to the screen. This panel may live in different places for different games. In the example above it's shown at the very top of the screen.

While the bonus game is active, the spin button has been replaced with the "free spin" button. See "Spin button" for visual behaviour of the spin button. When the game is in free spins, pressing the "spin" button initiates the stopping animation. As soon as the reels and win process is complete, the next spin will occur. No other action can be taken by the player until the bonus game is concluded.

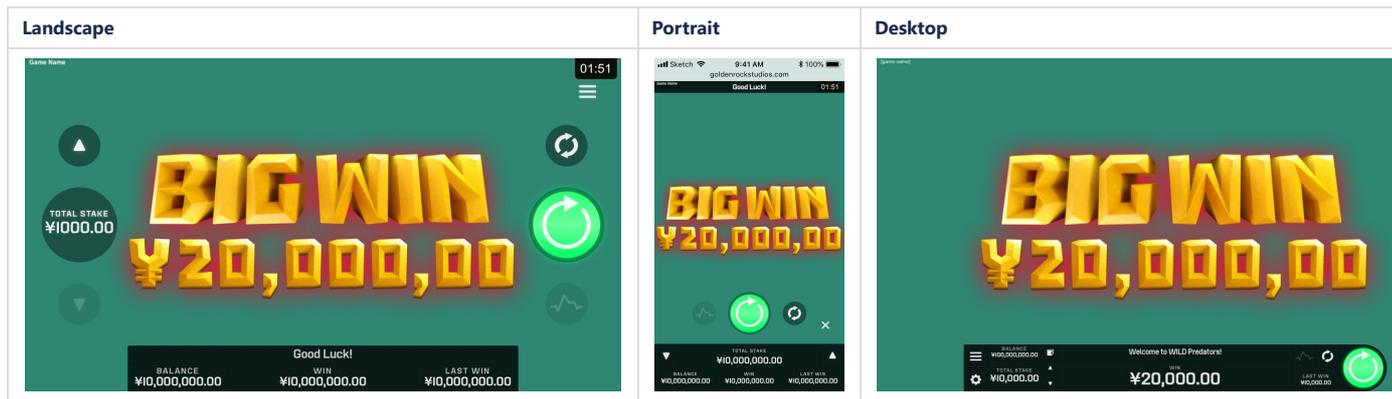
Bonus game summary



Once the bonus game concludes, a modal summarising the total wins during the bonus game is displayed. This modal can be closed by pressing outside the modal. At this point the player can also press "spin" to proceed with the game and take the next spin. After the modal is removed the "bonus game winnings" is also hidden.

"Big Win" callout

Example layout



Example art treatment.

Functionality

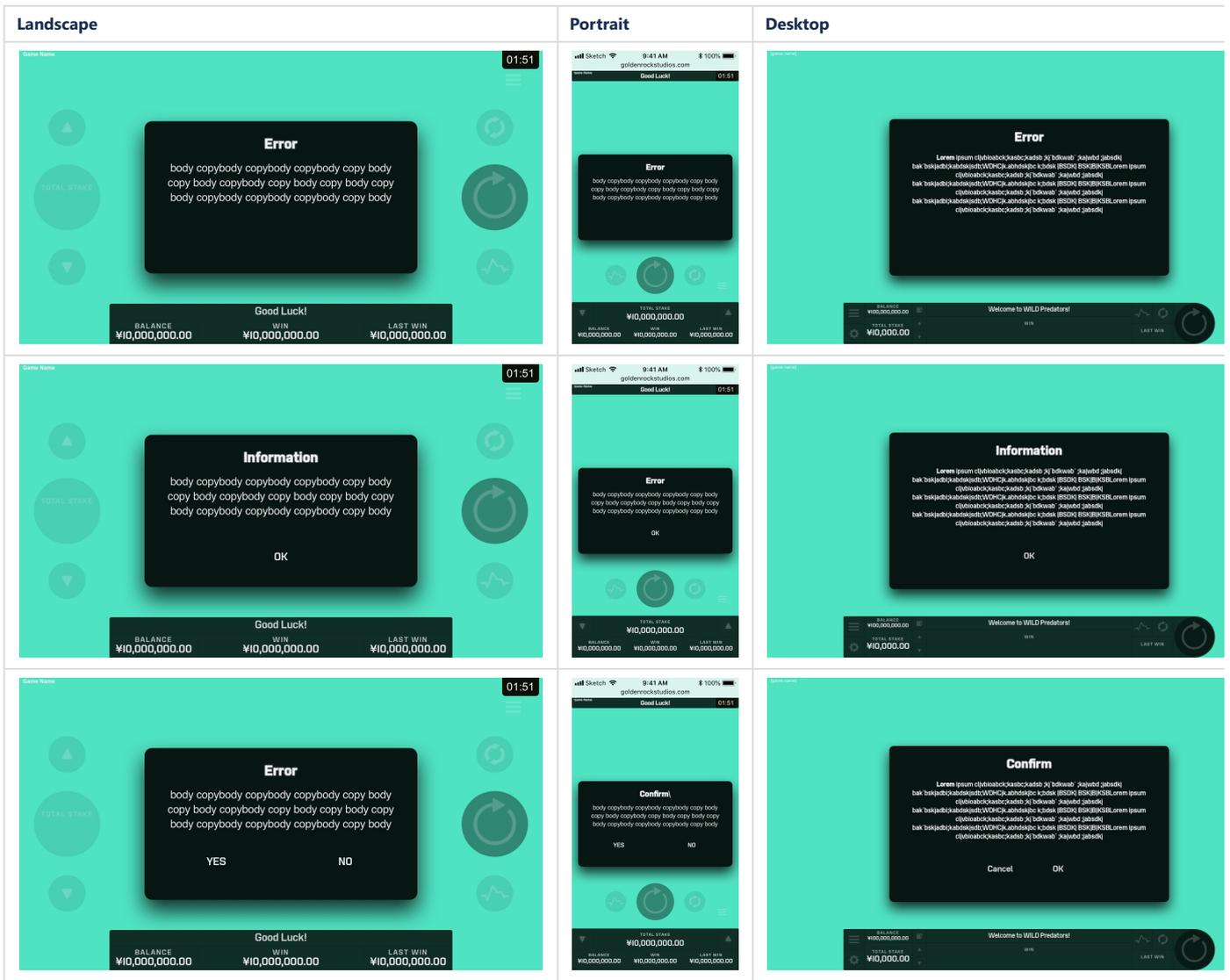
While the "win big" callouts are different from game to game, in general it a simple animation that plays on top of the game and cannot be skipped. While the animation is playing, no other action can be performed.

Note: we should add the big win using fallback font.

Generic modals

Examples

Landscape	Portrait	Desktop
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Text Buttons

Normal	Hover, Active, Press
	Text button

Functionality

If the modal has more on more buttons (ok, yes, no, cancel etc), the modal works as a prompt. The player needs to acknowledge the message by pressing the button, or making a choice between the buttons if there are more than one. This is the only way to close the modal.

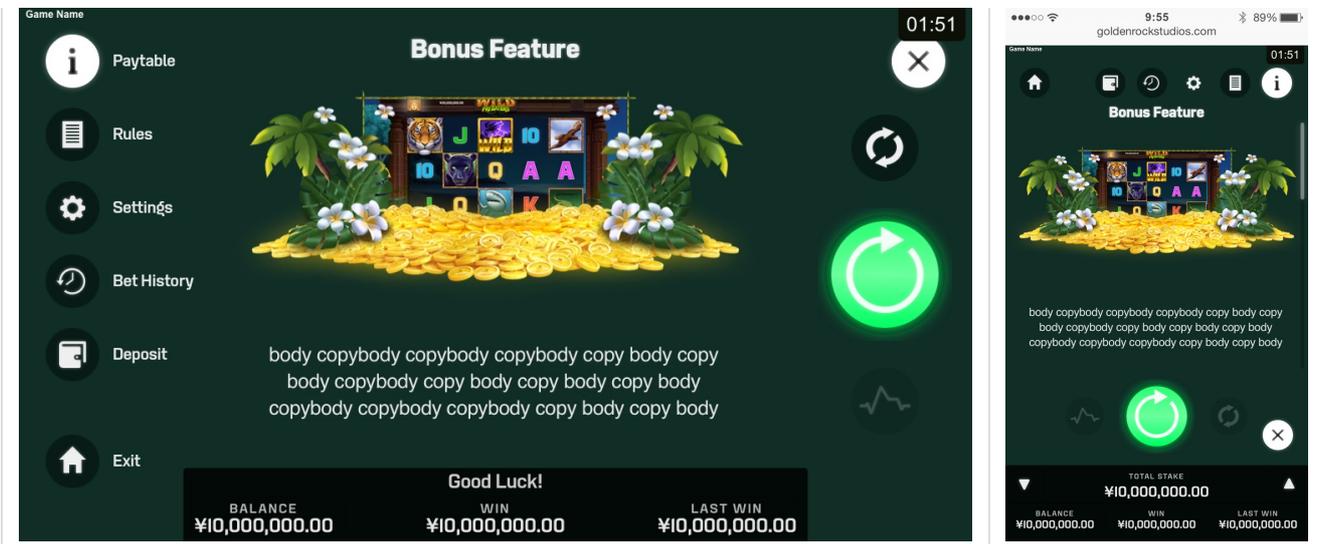
If there are no buttons on the modal, pressing anywhere closes the modal.

MENU / INFO PAGES FUNCTIONALITY

Layouts

Mobile

Landscape	Portrait



Please note how the infobar and the right hand buttons are on top of the dark overlay. By pressing any of the right hand buttons, the overlay will close and then perform the corresponding action.

If the content overflows, a scrollbar will be active for the player to scroll down.

Example content shown. Paytable & Rules will be different game to game.

Menu items

Menu Item	Normal	Press	Active	Hover	Functionality
Pay table					Links to the pay tables.
Rules					Links to game rules
Settings					Links to the Settings Screen
Bet History					Links to Betcheck (Playcheck)
Deposit					Links to Banking page for both Withdrawals and Deposits
Exit					Links to the Lobby

Opening the Menu

Pressing the "Menu" button opens the info page overlay. The menu opens with the "Pay Table" chosen and the corresponding button active. It should fade in quickly. Please note that the "Menu" button changes to the Active "Close" button.

Selecting a Menu Item

Pressing any button fades out (est. 0.2 seconds) the old content. When the fadeout is complete, the new content fades in. At the same time, the currently selected menu item button changes state to the *Normal* state and the newly selected button changes to the *Active* state.

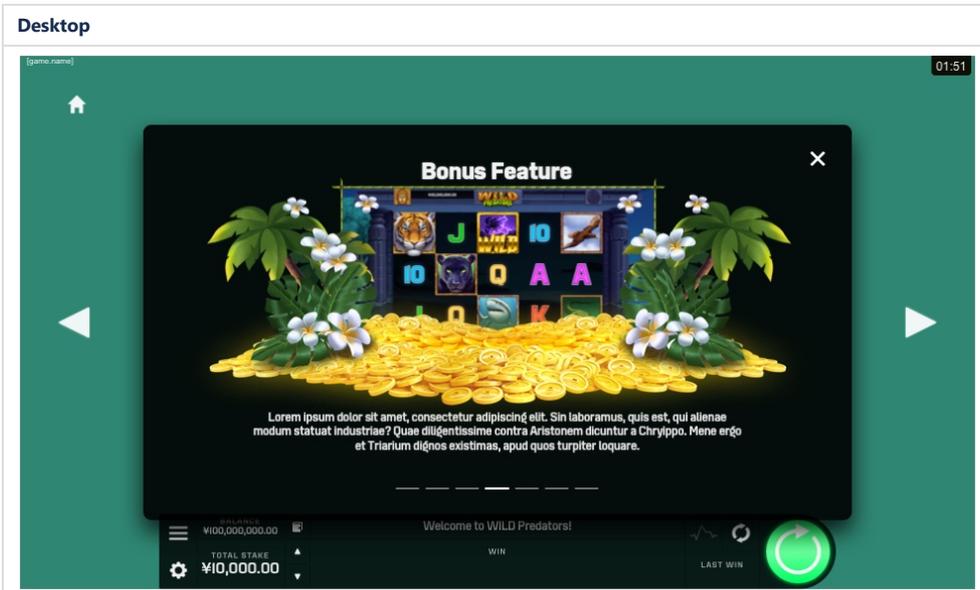
Closing the Menu

Pressing the close button closes the overlay. It should fade out quickly.

Furthermore, pressing the base game active buttons (Spin, Autospin, Rollercoaster, Stake up/down) also closes the Info Page overlay and immediately performs the action.

Desktop

Desktop



The "info pages" on mobile has a menu whereas the desktop version has carousel indicators. The carousel only contains the contents from "Paytable" and "Game Rules", albeit separated into consecutive screens. All other screens available from the menus on mobile are available elsewhere on desktop through dedicated buttons.

The player can change to the next "page" in the carousel by using the left/right buttons. The carousel does not loop around.

If the content overflows, a scrollbar will be active for the player to scroll down.

Example content shown. Paytable & Rules will be different game to game.

Buttons

Menu Item	Normal	Press	Active	Hover	Disabled	Functionality
Exit					"Normal" button at 20% opacity	Links to the Lobby
Previous					"Normal" button at 20% opacity	Fades out the current content and opens the previous "screen", while also changing the current active carousel indicators. When at the first "screen", the button shown is Disabled.
Next					"Normal" button at 20% opacity	Fades out the current content and opens the next "screen", while also changing the current active carousel indicators. When at the last "screen", the button is Disabled.
pips						

Opening the Modal

Pressing the menu icon opens the info page modal. The modal opens on the first screen of the "Pay Table" and the corresponding carousel indicator active. It should fade in quickly.

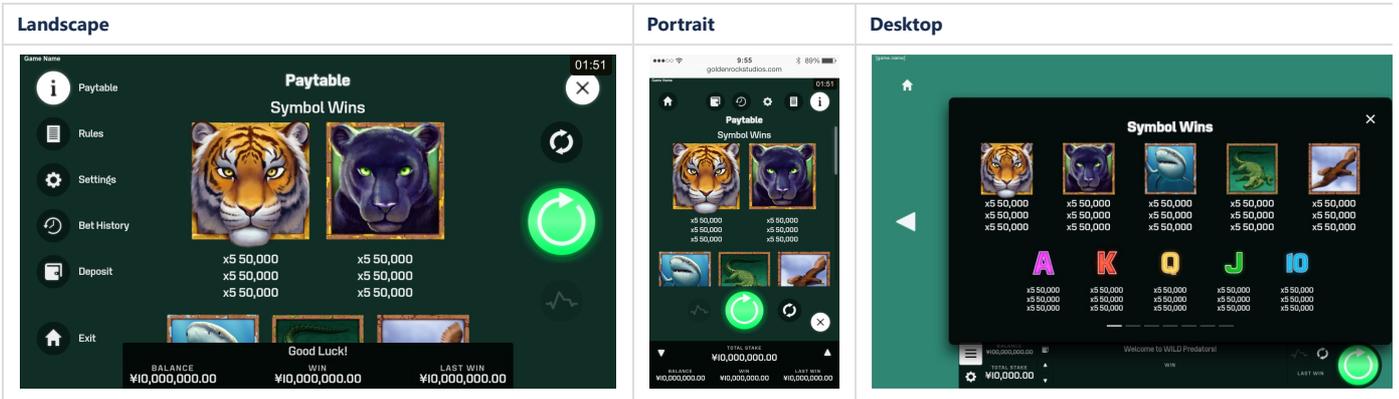
Closing the Modal

Pressing the close button closes the modal. It should fade out quickly. Pressing outside the modal also closes it.

Furthermore, pressing the base game active buttons (Spin, Autospin, Rollercoaster, Stake up/down) also closes the modal and immediately performs the action.

Screens

Paytables



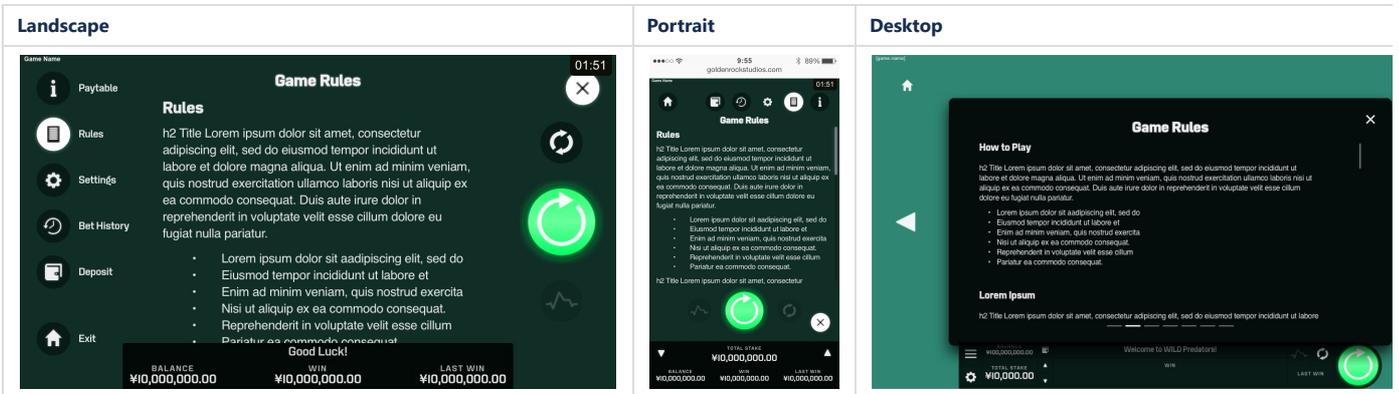
While the content is different for every game, in general this screen will show the pay table, reel win lines and game features.

When flick scrolling on mobile, the scrolling should snap to each section.

In the desktop version, each section works as an individual page, and will take up the first carousel indicators.

The content cannot be interacted with.

Rules

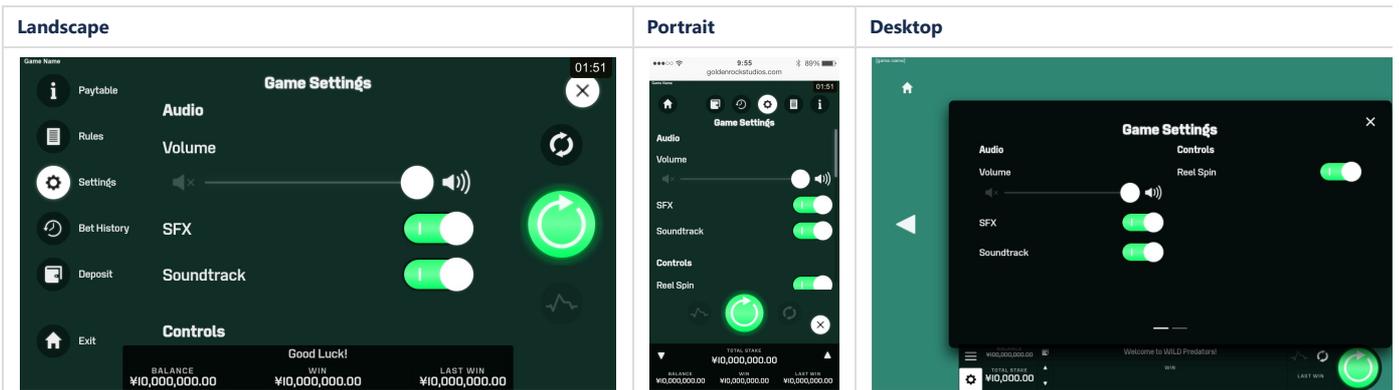


While the rules change from game to game, this is in essence just a text page with scrolling capability.

On desktop, it is the last screen in the carousel.

Settings

Layout



The settings screen is scrollable if the options overflow.

See notes for landscape.

Please note that the pagination here takes the player to the "Be History" screen.

Most common settings shown but may vary game to game.

Buttons

Volume slider	Toggle - on state	Toggle - off state
There is no Hover or Press state for these elements.		

SFX toggle

The volume slider changes the overall sound output from the game, if sound is enabled. By default it is at max. Pressing on the leftmost speaker icon shifts the slider to the far left, while pressing on the rightmost sets it to the far right.

This toggle button turns the sound effects from the game off, regardless of the volume slider. By default it is ON.

Soundtrack toggle

This toggle button turns the soundtrack off, regardless of the volume slider. By default it is ON.

Reel Spin toggle

This button turns the reel spin animation on/off, effectively speedy up the game. By default it is ON.

Changing settings functionality

Whenever a setting is changed, the result should be instant. All settings are saved for future game sessions when they are changed.

Bet History

Landscape	Portrait	Desktop
<p>Each bet is shown as a group of values separated by a divider. The actual stats and values may differ from game to game, but are always listed in chronological order, newest first. The number of bets shown is determined by the data provided by the platform. The list is scrollable.</p>	<p>See notes for landscape.</p>	<p>Each bet is shown as a row in a table. The actual stats and value differ from game to game, but are always listed in chronological newest first. The number of bets shown is determined by the data provided by the platform. The list is scrollable. The descriptive row/table header) will not scroll with the list.</p> <p>Please note that the pagination here takes the player to the "Se screen.</p>

Note: We should remove bet history as this is supported by the wrapper.

No labels