

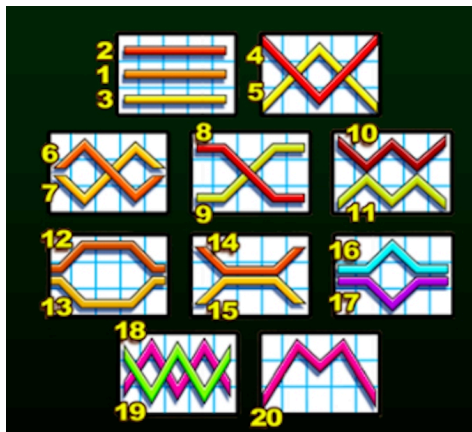
Frontend/Frontend design role - Slot machine design language, animations, layout

Design language

- Reels
 - Vertical columns that spin
 - 3-5 reels tracked per spin (to account for paylines), instead of just 1 row of symbols



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- Paylines
 - Patterns across reels that count as a win
 - Can be
 - Straight
 - Zig-zag



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- Different scoring systems for each paylines, maybe?
- Symbols
 - We would have different types
 - Standard symbols = basic payouts
 - Wildcard symbols = substitutes for others, think of the “free space” in bingo
 - Scatter symbols = triggers bonuses,
 - can be anywhere in the reels, but maybe set a threshold of when scatter symbols matter.
 - Maybe need to have >3 scatter symbols to trigger a bonus?
 - Bonus symbols = unlock special rounds

- Free spins
 - Mini-games
 - Multipliers
- While adhering to the theme!!!

Aesthetic

- Theme
 - Create a strong identity to associate with our slot machine
 - Pirates? Space? Dogs? Cats?
- Colors need to be bright
 - Bright colors for wins
 - Dark background for contrast!!
- Animations:
 - **GOAL:** Losses should feel smooth and quick, wins should feel big and rewarding
 - When game is idle:
 - No big animations, no flashing lights, no distractions
 - “Calm” to save the excitement for when game is going
 - Reels: stopped
 - Spin button: glowing
 - Balance: visible
 - No animations except maybe subtle UI pulse
 - Have something pointing to spin button and saying “Click me” but not obnoxious/intrusive
 - Reel spin animation
 - Smooth spinning
 - “Wrrrrr sound” or something similar, or something that relates to our theme
 - Maybe a slight “shake” when it stops spinning
 - Reels STOP 1 by 1 to create tension, 150 ms delay?
 - “Spin” button “light” dims
 - Win animations
 - Flashing symbols
 - Coins flying
 - Screen shake
 - When bonus is achieved
 - Separate set of animations (more grand)
 - When a player almost had a near-miss match
 - Have an effect here too, for example getting a 2/3 match.
 - Almost winning combo
 - Highlight the matching symbols
 - But when players “lose”
 - We need to move on quick
 - Spin button lights back up

- Layout: notice how in these examples, the majority of the screen are just the reels





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- Have a collapsable tab on the side for spin history
- But have only the important UI elements shown at all times:
 - Spin button
 - Large, bottom center below reels
 - Balance display
 - Bet controls
 - Paytable
 - rules/how to play
 - Mute sound
 - Control settings - for bright lights