

Wars 2.0

WordOn

MVP Check List

<https://docs.google.com/spreadsheets/d/19U-jALuMVU98MuOWisRmvneIB59hqKUJDub3ftvSFSs/edit#gid=0>

EO

Business Goals & Game Description

Business Goals

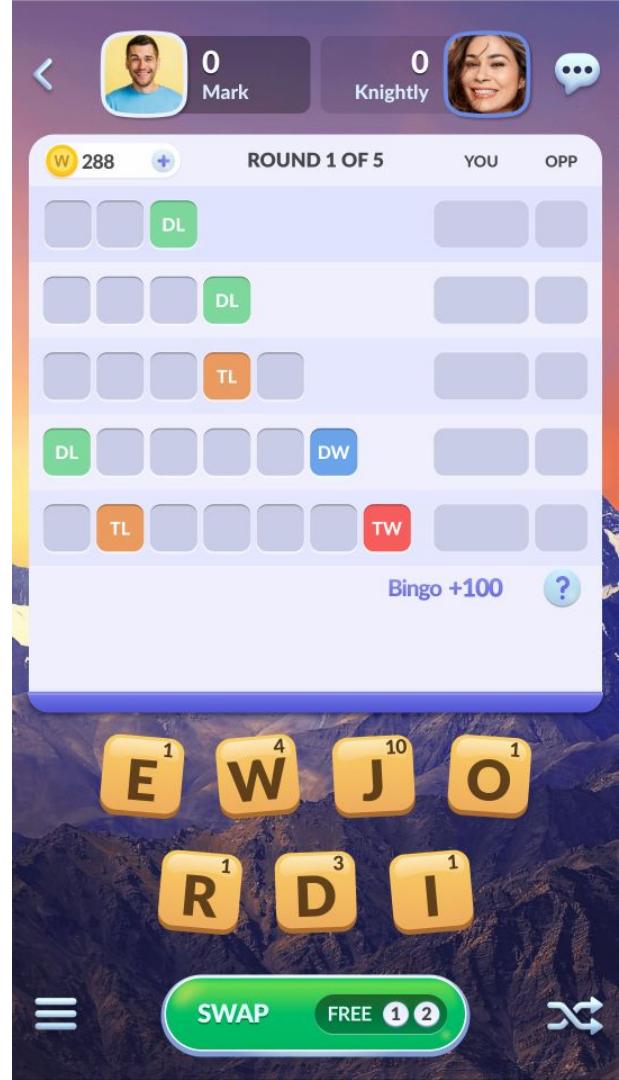
- To build a casual multiplayer word game similar to WordZee and drive IAP revenue through it
- Game should be appealing to all player types of PlaySimple landscape which will enable us to easily cross promote players

Business goals:

- Organic Itv: \$8
- Xpromo Itv: \$6

Game Description

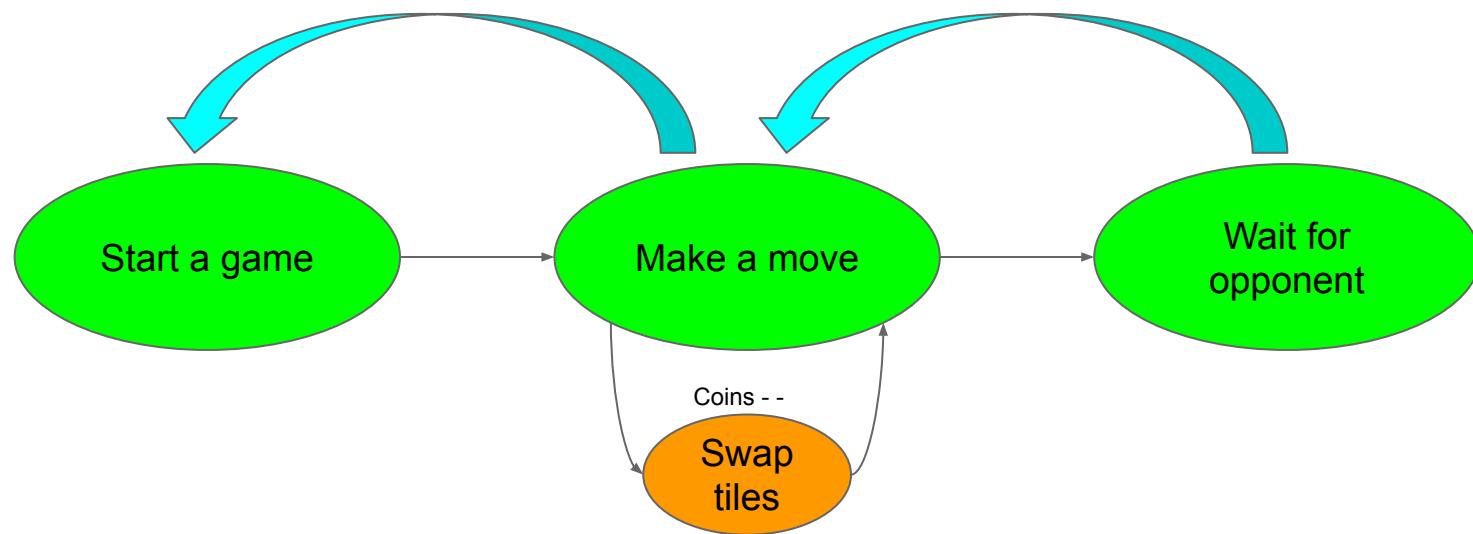
- Turn based PvP game
- The games lasts 5 rounds
- Players try to form the best possible word on their board out of the 7 letter tiles provided on each round. Players are awarded score for the round based on the word formed.
- Score awarded is calculated based on the tiles used and multipliers for the tiles
- At the end of 5 rounds player with higher score wins.



GameBoard

Game flow, and Gameboard details

Game Loop



Game Board Screen

1. Back Button - Will take player to the Home Screen (Games List)
2. Player image with name and score. The colour of the box around the name will change based whose turn it is to play. Only first name will be displayed here.
3. Opponent picture with name and score. Only first name to be displayed. Colour of the box to change based on who is playing.
4. Chat button with a jewel notif that shows the count of unread messages. Tapping on the button will display the chat screen.
5. Gameboard header - Will display total number of coins with the player, information about active round. Tapping on the coins will take player to the store screen. Coins are not shows when opponent's gameboard is being displayed.
6. The Game board - Both players will have their own game boards to play on. More details on the following slides.
7. Buttons to submit word, the buttons are only displayed if a valid word is formed by the player on the rack.



Game Board Screen

8. Letter Rack - The word that player wants to play is displayed here. Player can place tiles here by tapping or dragging them. Re-arrangement of letters by dragging should be allowed. The letter rack state does not change when opponent board is displayed.

9. Tile area - Letter Tiles for each round are displayed here. The tiles are displayed in the same manner as displayed on the mock. Player can tap on a letter and drag them to the rack or can choose to just tap on the letter to place them on the rack. Player should only be able to drag the letter tiles inside the area displayed by the red lines. Both the players will be given the same letters on game start

10. Swap Button - Tapping on swap button will swap out the all the letters present in the tile area and give new letter tiles.

11. Options - Tapping on this will open the options menu

12. Shuffle / Reset tiles - When all the tiles are present in the tile area show a shuffle button, if tiles are on the rack display reset button.

13. ? Bingo+100 - Tapping on this will explain how the player can earn bonus 100 points.



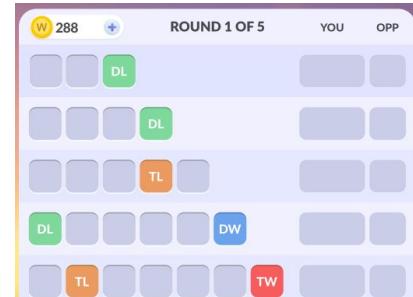
Tile Tap and Drag logic

Tile Tap: if the player touches and lifts the finger it is considered as a touch irrespective of how long the player continues to touch the tile.

Tile Drag: If the player starts to move thumb while touching the tile drag is activated.

Gameboard Details

- Both the players will have their own game boards to play words on
- The gameboard will have 5 rows. Each of these rows will have a fixed number of slots to fill with letters.
- No. of slots for each of the rows, starting from top
 - Row 1 - 3 slots
 - Row 2 - 4 slots
 - Row 3 - 5 slots
 - Row 4 - 6 slots
 - Row 5 - 7 slots
- Some of the slots will have score multipliers on them. Score multipliers will be
 - Double letter (DL) - Multiplies the score for the letter placed on the slot by 2
 - Triple Letter (TL) - Multiplies the score for the letter placed on the slot by 3
 - Double Word (DW) - Multiplies the sum of the individual scores of the letters placed in a row by 2
 - Triple Word (TW) - Multiplies the sum of the individual scores of the letters placed in a row by 3
- A game board will have 3 count of DLs, 2 of TLs, 2 of DWs and 1 of TW.
- A DL and TL cannot be on the same row, They should be randomly distributed between the 5 rows and slots.
- DWs will have fixed positions on the last slots on Row 3 and Row 4
- And TW will be always shown on the last slot on Row 5
- **Note for the Devs:** Code to be written in a way that allows us to change the design of the board easily in future



Forming a Word

- To form a word player has to place the letter tiles on the tile rack in the desired correct order.
- Player can form the word on the tile rack by dragging letters to the rack from the tile area or by tapping on them.
- If the order of letters formed on the tile matches with one of the words on our word list the buttons will be displayed and the player can choose the row on which they would like to play the word.
- Once the player has submitted the word score is added to their tally and the turn and the system waits for the opponent to play their turn, in cases where the opponent has already played their turn a new round begins and new tiles are drawn
- Tiles placed on a multiplier slot should be highlighted.



Letter Tiles and Scores

- The score values for the letter tiles will be same as Word Wars
- These will be hardcoded values.
- We will not be using the Joker Tile for this game.
- **Note For Devs** : The code for letter tiles should be written in a way that allows us to add joker tile in future for a special game event

A - 1
B - 3
C - 3
D - 2
E - 1
F - 4
G - 3
H - 4
I - 1
J - 10
K - 5
L - 1
M - 3
N - 2

O - 1
P - 3
Q - 11
R - 1
S - 1
T - 1
U - 3
V - 4
W - 4
X - 8
Y - 4
Z - 11

Scoring Logic

- The score for a word played in a round is calculated by summing up the letter scores and applying the applicable multipliers to it
- The multipliers can be stacked on each other. Example: Players forms the word QIS in row 1 where we have a TL on slot 1 and DW on slot 3. Q has a letter score of 11, I has 1 and S also has a score of 1, hence the total score awarded to the player will be calculated as follows $(11*3 + 1 + 1)*2 = 70$ points
- With each round a base multiplier is applied on the letter tiles and the score for the tiles will also increase accordingly. Example: Score for Q in first round will be $11 * 1 = 11$ points but in round 5 will be $11 * 5 = 55$ points
- Additional 100 points will be awarded to a player who fill all the slots on game board

Swapping Logic

- Letter tiles can be swapped any number of times, There can be partial swap or full swap
 - Full swap: If there are no tiles placed on the tile rack and a swap is used then all tiles are replaced with new tiles and is called full swap
 - Partial swap: If some tiles are placed on the tile rack and a swap is used, then only remaining tiles get replaced with the new ones and is called partial swap
- For every turn, 1/2 free swap (experiment) is given and then the subsequent swaps will cost 35 coins each.
- Pricing would be the same for partial and full swap, the coin value for the swap will be displayed on the button.
- Experiment details: Free_swaps
 - Control: 1 free swap per turn
 - Var1: 2 free swaps per turn

Tile Draw Logic

- A list/queue of 102 pre-defined letter tiles will be generated with random order at the game starter's end.
- This list will be generated using the same tile bag as word wars, tile bag details are added [here](#).
- The list can have 103 letters in case the joker tile is also added, A runtime variable will be needed to activate/deactivate the joker tile.
- The same tile list/queue will be passed on to the opponent so that the order of tiles for both the player and the opponent is same. This ensures fair gameplay and better competition.
- First 7 tiles i.e. the tiles for Round 1, on the list should ensure the following:
 - At least 2 vowels are present in first 7 tiles
 - A maximum of 1 letter can be present out of JQXZ
 - 1 letter can not be present more than 2 times
 - All 7 letters should not be vowels
- Swapping should fetch the next set of letters from the list based on number of letters swapped
- Left out letters from any turn/swap should get appended to the end of the list and fresh letters are given for every new turn
- The logic is explained in detail with example on next slide.

Tile Draw Logic

- Example: To explain I will use a smaller tile queue of 20 letters
- Tiles for Round 1: **A E I O J H Y**
- Remaining 13 letters are added to a list: **A O Q X H P I N L M F G R**
- Round 1 tileset and the list is passed to both the player and the opponents.
- **Case 1: Player and the Opponent both play the word JOE in first round**
 - After playing the word the remaining tiles A I H Y will be added to the end of the list
 - Updated tile list will be this: **A I H Y A O Q X H P I N L M F G R**, Now 7 new tiles will be picked from this to give letters to the player for 2nd round.
 - Round 2 tiles for both player and the opponent will be **I N L M F G R**
 - We will use a similar logic in case a player and the opponent swap the tiles.
- **Case 2: Player and the Opponent swap out different letters**
 - Player swaps out **A I H Y**, Opponent swaps out **A O J H**
 - Updated tile set for the Player: **M F G R E O J** and for the Opponent: **M F G R E I Y**
 - And updated list for player **A I H Y O Q X H P I N L** and for the Opponent: **A O J H O Q X H P I N L**
- This same logic will be used in case of multiple swaps as well

Rigged Tile Draw Logic (Update)

- We will divide all the tiles into 4 buckets depending on their count in the game
 - Bucket 1 will have all the vowels i.e. A,E,I,O,U
 - Bucket 2 - T,N,R,S,D,L
 - Bucket 3 - G,H,B,C,F,M,P,V,W,Y,J,K,Q,X,Z
 - ~~Bucket 4 J,K,Q,X,Z~~
- When filling the tiles on the list we will fill the list using one of the following combinations. For each 7 letter set one of the combinations will be picked and tiles will be drawn.
 - ~~3 tiles from Bucket 1, 2 from Bucket 2, 2 from bucket 3, and 0 from Bucket 4~~
 - ~~3 tiles from Bucket 1, 2 from Bucket 2, 1 from bucket 3, and 1 from Bucket 4~~
- In case ~~that it is not possible to fill the tiles using the combination chosen pick the other one~~, and if there aren't enough tiles left for either of the combinations fill all the remaining tiles in the list.
- **This will not be applicable for the first round fill of letters.**

	Bucket 1	Bucket 2	Bucket 3	Bucket 4
Combo 1	3	2	2	0
Combo 2	3	2	1	1

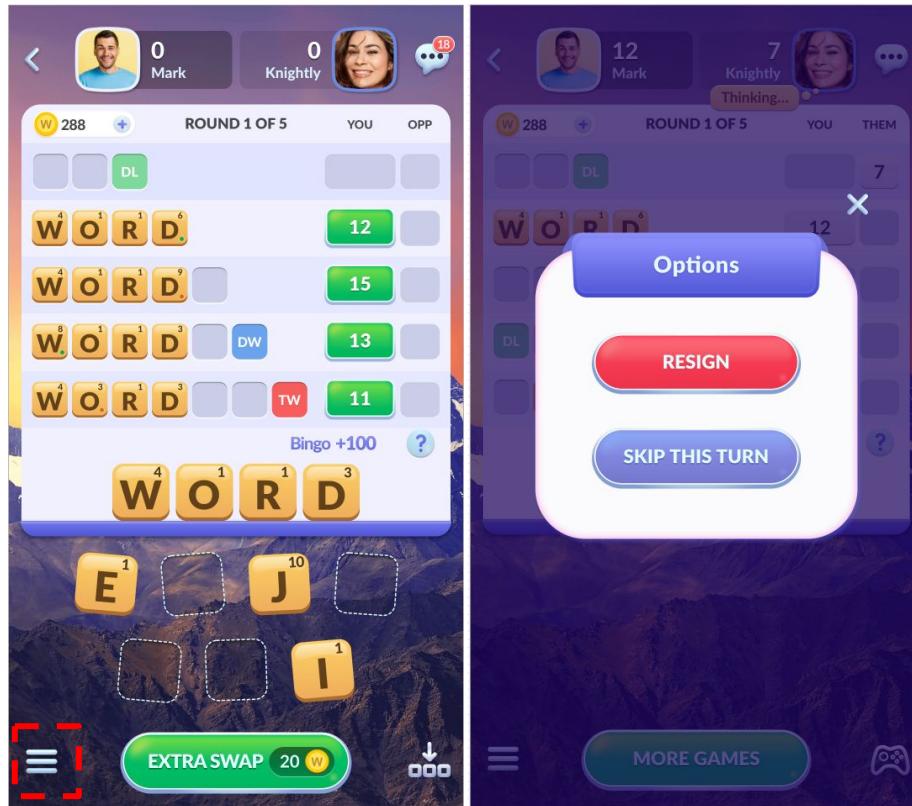
Tile Draw Logic

Run-time variable for Joker tile, Using this will activate/deactivate the Joker tile.

- Runtime Name: jokertile
- Values
 - 0 = will set the joker tile to off
 - 1 = 1 joker tile will be added to the list

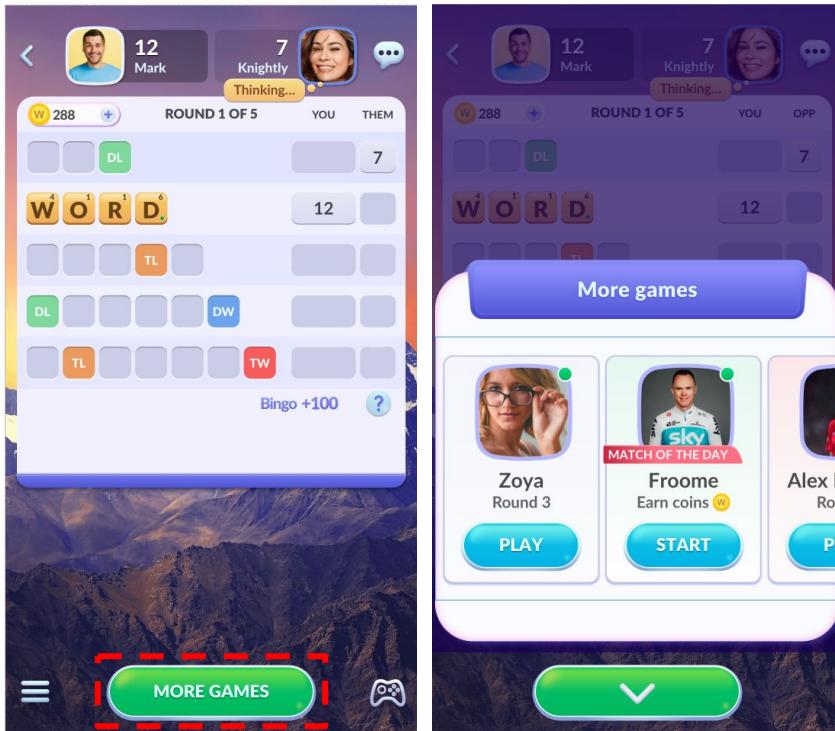
Options Popup

- Tapping on the hamburger will open the options popup
- Options popup will have the CTAs for Resign and Skip the round
- Tapping on resign will take the player to game end screen
- While Skipping the round will display an acknowledgement toaster and end the round.
- Tapping outside the popup or on the x button will dismiss it.



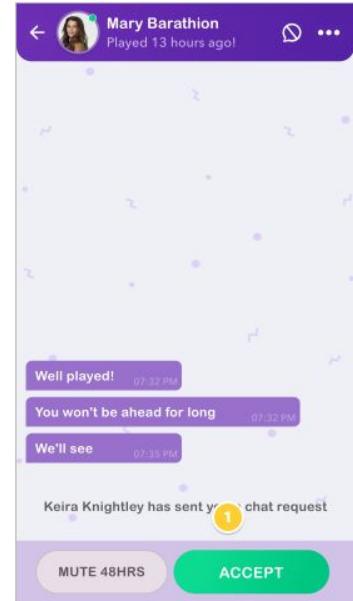
Next Game Popup

- On round completion Swap button will change to 'More Games'
- Tapping on more games button will toggle displaying the more games popup
- **This popup will auto trigger after all the moves for a player have been completed i.e game goes into the opponent wait state**
- **Popup should not trigger in an instant game.**
- Popup will display all the games from 'Your move section'. All the games will be displayed horizontally in form of cards.
- Each card will have player name, image, round number and a play button. Tapping on the play button will take player to the respective game.
- Match of the day game card will have the banner and earn coin messaging on it
- Game will displayed from left to right in ascending order but the games that are about to expire will prioritised
- At the end of the list create game card will be displayed. Tapping on the card will take player to the Create Screen.
- This will not be a cyclic scroll



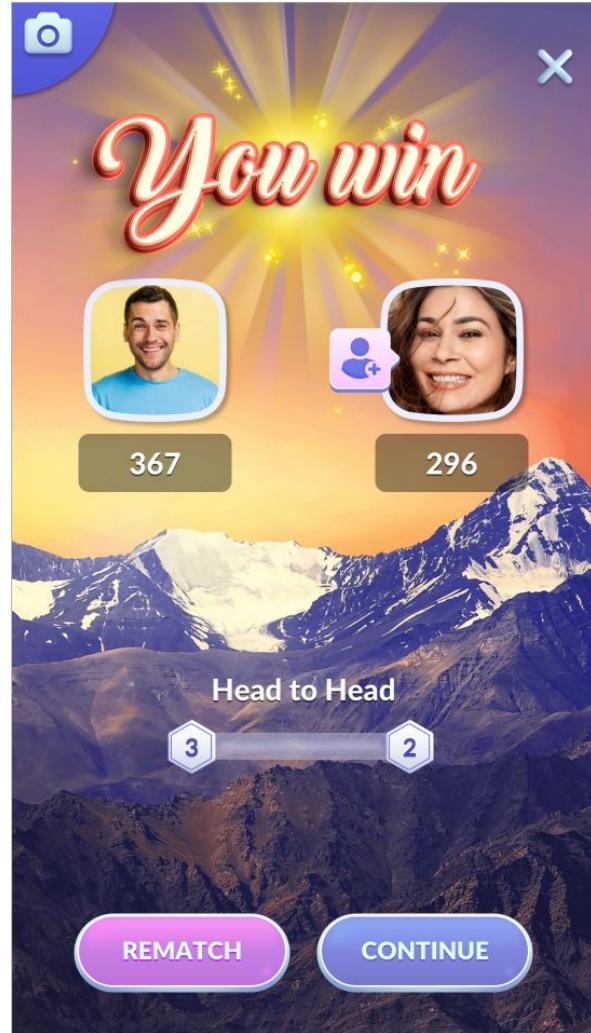
Chat screen

- Chat is available only in classic game play
- We will build a basic version of the chat for MVP with just send and receive. No blocking or chat mute functionality to be added in MVP
- ~~Senders can send a chat request to any player they are playing with upto a maximum of 2 messages~~
- ~~There will be accept and mute option at the receiver end~~
- ~~Once it has been accepted, only then more messages can be exchanged~~
- ~~Mute is applicable only for 48 hours. Post 48 hours, chat messages start getting delivered again~~
- ~~More icon to block the person and manage block list will be present~~
- ~~A chat window comes on game board when a new message is received in form of a callout~~



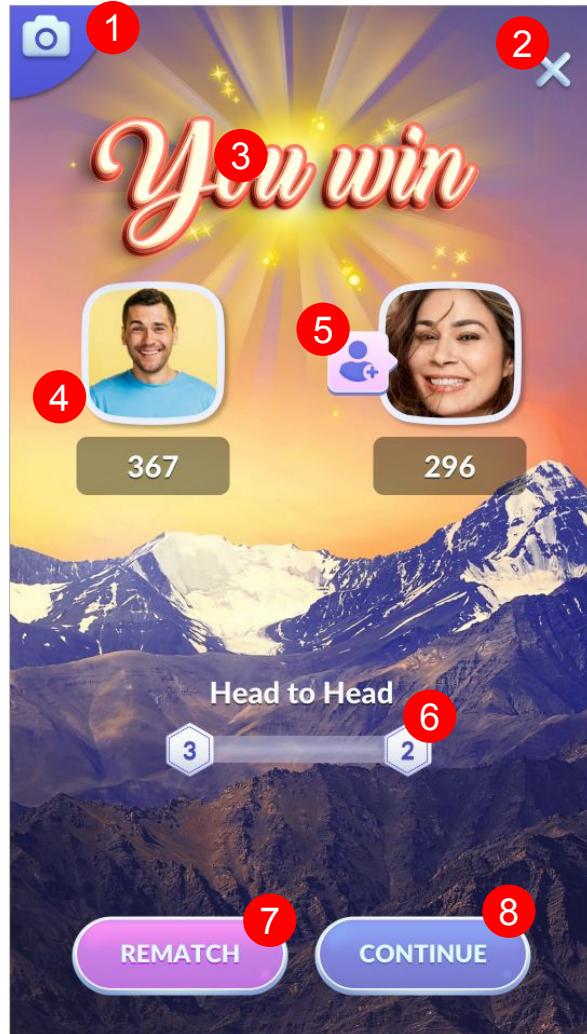
Game over screen

- Game gets over in the following scenarios:
 - All 5 rounds are over
 - Any 1 player timed out twice on two consecutive turns.
- As soon as the game gets over, following scenarios can be there:
 - Win: reason of winning: higher score/opponent timed out
 - Lose: Reason of losing: time out/lower score
 - Draw: Same score
- **Edge case:** Both the players play same number of moves and abandon the game then game ends in a draw and we display the loss screen
- Elements of the Game over screen are listed on next slide.

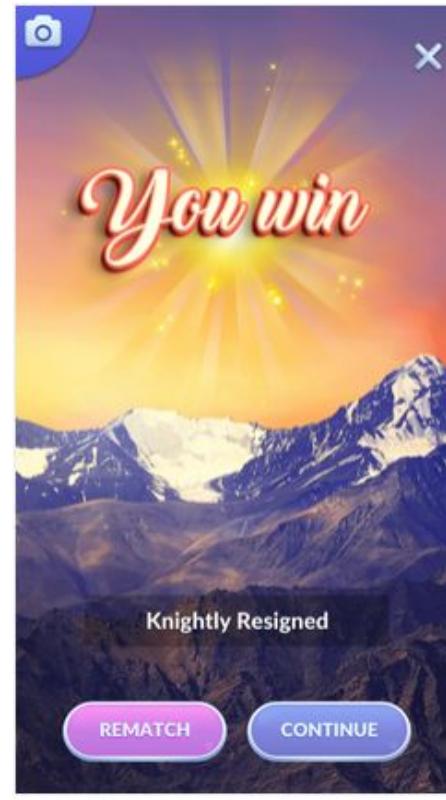
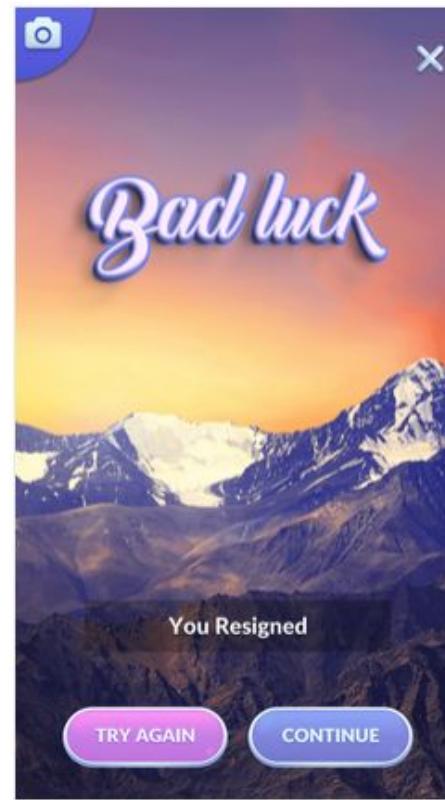
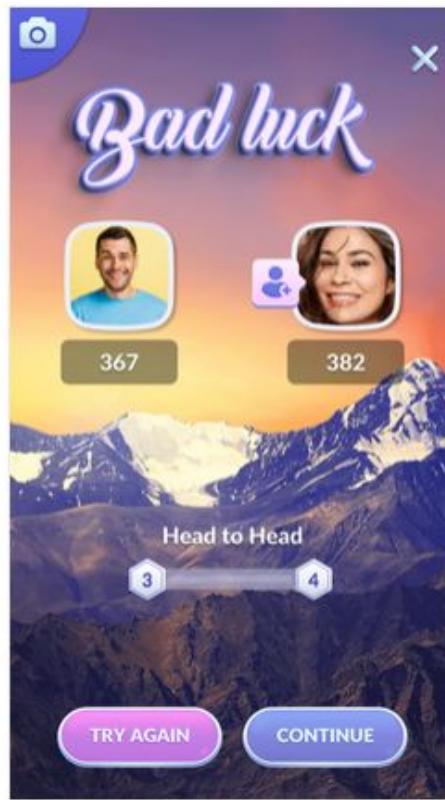


Game Over Screen

1. Tapping on the button will share the game over screenshot. Tapping will open the native share dialog. Text message along with the image: 'I just finished an exciting game on Word On. Join me <link>'
2. 'X' button - Will take the player back to gameboard
3. Message - 'You Win!', In case of a loss, resign or draw it will change to 'Bad luck!'
4. Image of the player and opponent with their scores
5. Add friend button - Tapping on it will add the opponent to the friend list
6. Head to head stats: Displays the head to head win count between the players. All the games played between 2 players in their lifetime are considered for this
7. Rematch - Will restart the game between the player and the opponent
8. Continue - Will take player to the Home Screen (Games Tab)



Game Over Screen



Game Win

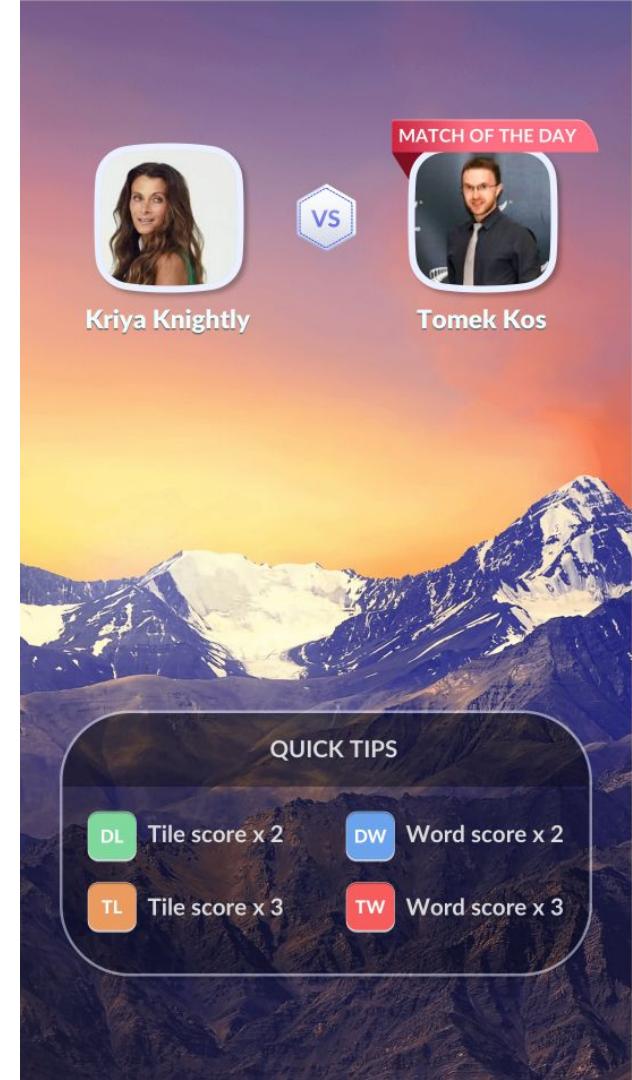
Game Loss / Draw

Game Resign- player

Game Resign- Opponent

Game Start & Game Accept

- Game start screen will be displayed when the player accepts a game or starts a new game
- Along with the images of the player and the opponent we will display quick tips for the game here.
- This screen will be shown when player enters the gameboard on every instance

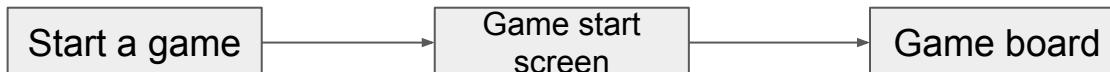


GameModes

Starting a Game, Classic & Quick Game modes

Starting a new game

- Players can start a game from any of the following places:
 - Create game screen
 - Game list screen
 - Search results
 - Rematch from previously played games
- Instant games can only be played with random opponents
- All games started from best match, friends, search results will be classic games
- Rematches of instant games will be instant only
- Starting a game first triggers the game start screen followed by game board



Basic game modes:

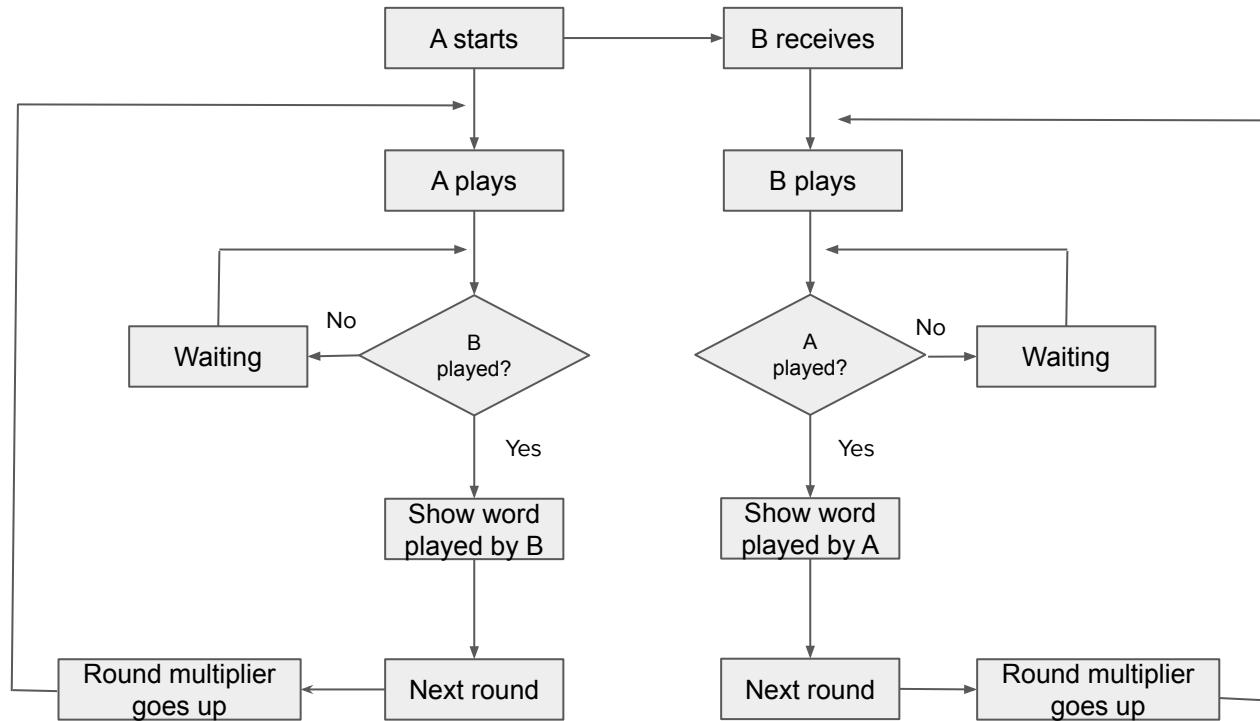
- Classic play
 - Each player have 72 hours (runtime) to make a move
 - If any player fails to play within 72 hours (runtime), turn for the current round gets auto-skipped and 0 score is awarded to the player for that round. Opponent should be displayed a round skipped message
 - This is applicable only once 1 turn each has been played by both the players. If timeout happens before playing at least 1 move, then game gets over on first time out itself. In this case, stats for any player won't change
 - Game gets over on 2 consecutive auto-skips from any player or on 5 rounds completion
 - Game will be considered as a loss for player who times out and a win for the opponent no matter the score.
 - Opponent's word is not shown until the player has submitted their word for that round.
 - Game is sent to the opponent as soon as it is created by any player. Both players are eligible to play the their turn for the round.
 - Value of time lapsed to calculate a time out is considered from the instance the round started. It is not dependent on when a player played their turn.
 - When any player plays a word, opponent's status is checked. If opponent has also played by that time, word played by opponent is shown and the next round begins and it continues like this for every turn. New set of tiles are given as soon as the turn is played.
 - If opponent has not played, game goes into waiting and as soon as the opponent plays back, word played is shown and next round begins

Basic game modes:

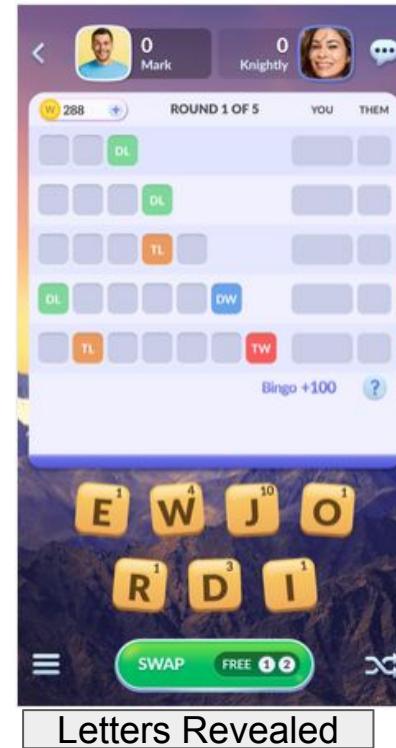
Edge cases for game end conditions

1. Both Players are skipping turns voluntarily - If both players are voluntarily skipping turns then end the game at the end of 5 rounds. The player with higher score is granted victory. In case of equal scores loss for both players
2. Both players do not play after the game/round is started - Consider a timeout for both players after 72 hours, hence a loss for both the players.
3. All the time outs will be calculated from the instance a round was started
4. If there are 2 consecutive auto-pass by a player - Consider the game as a time out and grant victory to the opponent irrespective of the scores

Classic mode: flow diagram

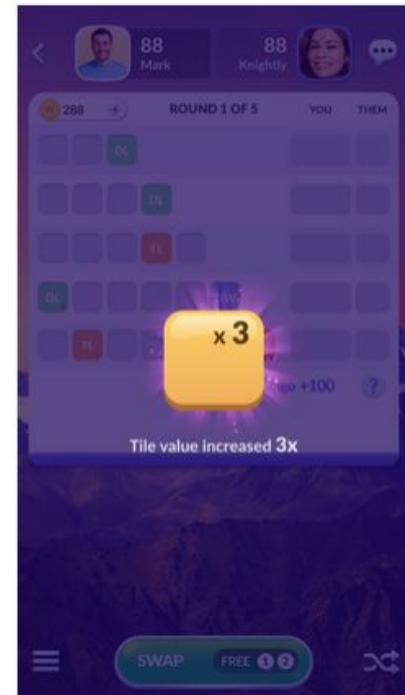
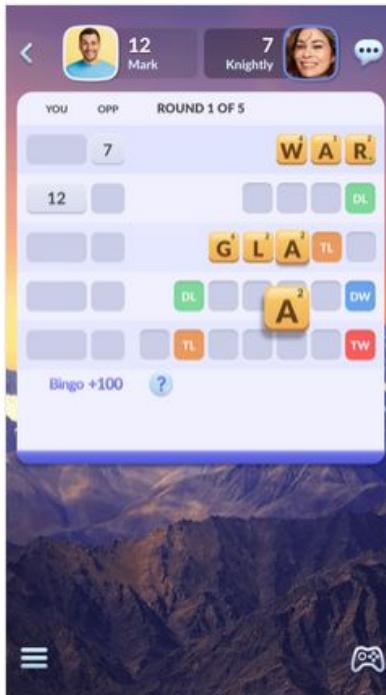
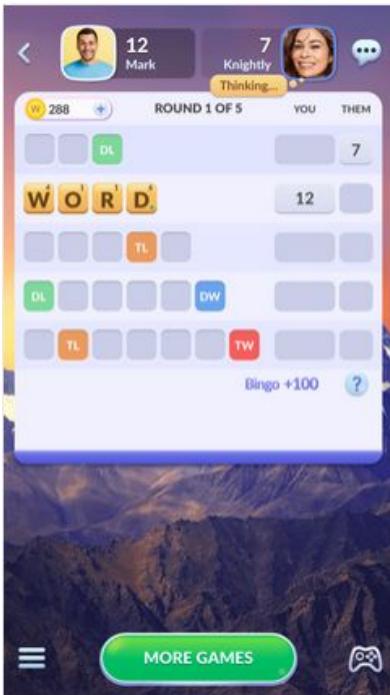


Screenflow



Contd.
On
Next
Slide

Screenflow



Opponent's Turn

Word played By Opp.

New Round start

Multiplier goes up

Basic game modes:

- Instant play
 - Instant game can only be played with multiplayer bots
 - All multi bots will play back instantly in this mode. Game's timeout logic would be same as classic game play
 - There will be 4 levels of difficulty in terms of bots playing the game:
 - Level 1: 60-100% of player's last turn and chance of bingo is 10%
 - Level 2: 70-120% of player's last turn and chance of bingo is 30%
 - Level 3: 70-150% of player's last turn and chance of bingo is 50%
 - Level 4: 80-170% of player's last turn and chance of bingo is 60%
 - Level 5: 80-250% of player's last turn and chance of bingo is 80%
 - Initially, the player starts with Level 1 bot and it keeps on increasing if the player wins 2 games on that level
 - The level remains the same if 1 match is lost by the player. If 2 matches are lost back to back, the difficulty level is decreased by 1
 - Everyday at 12 AM local time, the difficulty level of bots resets to 1
 - The bot always starts from the shortest grid available on the gameboard and keeps moving up in the order. If the word is not found in the score range from a grid, only then the bot moves to the higher grid
 - Lowest closest word is played if no word falls under the bucket criteria

Basic game modes:

- Bot word playing behaviour
 - Bot will select a number at random for the percentages defined for each difficulty level
 - Player's last turn score will be multiplied with this percentage and a number would be computed
 - Move that is closer to the computed score will be played in the grid mentioned below
 - Round 1: Word of length 3 or 4 is to be played
 - Round 2: Word of length 3, 4 or 5 is to be played
 - Round 3: Word of length 4, 5 or 6 is to be played
 - Round 4: Word of length 4, 5 or 6 is to be played
 - Round 5: Word of length 5, 6 or 7 is to be played
 - Chance of bingo is to be checked in the beginning of the game itself. If bingo is to be played then words of full length are to be played

Basic game modes:

Experiment:

- Bot tuning will be run as an experiment
 - Name: bot_difficulty
 - Control: runtime default values
 - Var1: runtime values with variant 1

Runtime variables:

- Percentage value for all 5 levels of difficulty will be runtime controlled
 - Bot_difficulty_values_default:
level1(60#100#10):level2(70#120#20):level3(70#150#40):level4(80#170#60):level5(80#250#80)
 - Bot_difficulty_values_var1:
level1(60#100#10):level2(70#120#20):level3(70#150#40):level4(80#170#60):level5(80#250#80)
- No. of games required to be won or lost consecutively for level to change
 - Bot_level_change_count_default: won:lost
 - Bot_level_change_count_var1: won:lost

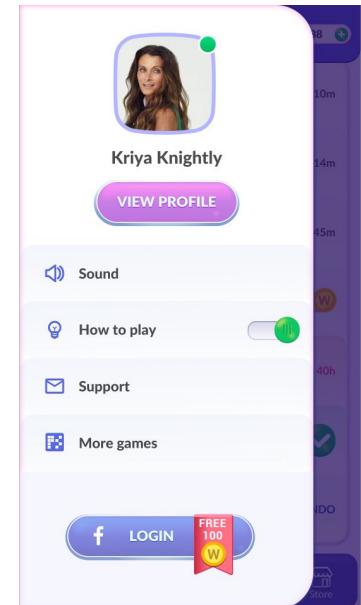
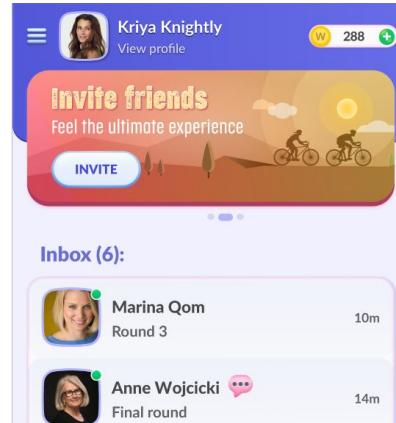
Home Screen

Games list, Carousel & Best Match

Home Screen (Games List)

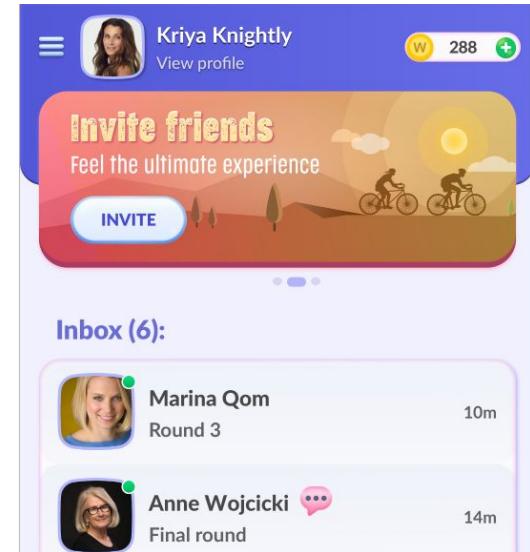
List of all section on Home Screen in order of their visibility. Implementation is very similar to Word Wars. If any of these sections do not have any games they are not displayed on the screen.

- Header - Options, Profile and Coins
 - Options will have following elements
 - Player image, with name & online status
 - View profile button
 - Sound Toggle button
 - How to play
 - Support - Clicking should open the Flutter FAQ
 - More games - Launches PS ad wall
 - Coins - Will take player to the store
 - Profile - Takes to the profile screen
- The header is constantly visible on all tabs



Home Screen (Games List)

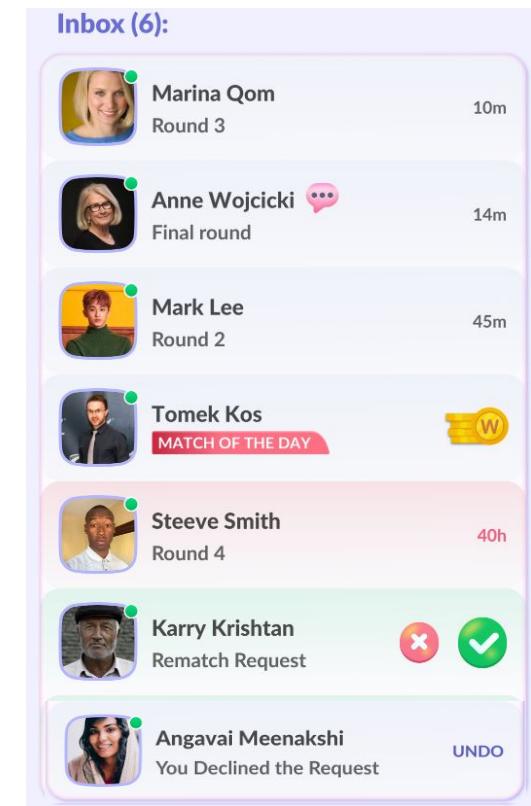
- Banner carousel
 - Special IAP package - **MVP**
 - Only visible for players who have not made a purchase in last 7 days
 - Invite friends - **MVP**
 - Events - P0
 - Word of the day (List will be provided) -
- Results section
 - Name and picture of opponent
 - Score comparison
 - Results
 - Rematch button
 - Game are displayed in this section for 3 views of the screen, If the player does not take an action the games are moved to Completed games section
 - The total count of games displayed in the completed and results section will be limited to 10.



Home Screen (Games List)

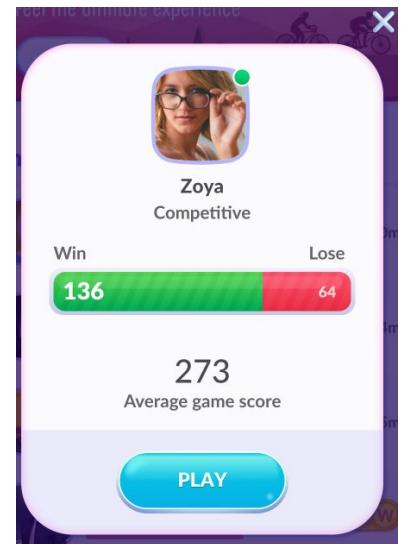
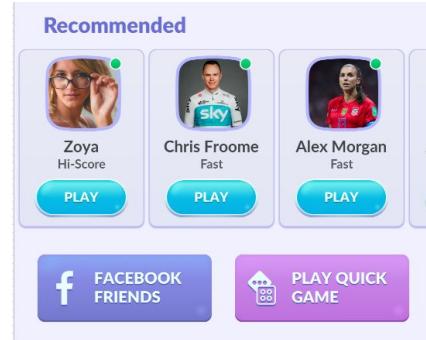
- Your Move section

- Title - 'Your move' along with count of games
- Name, picture of opponent and their Online status
- Round number - Display the text 'Round <#>' & Final round in case it is the last round of a game. This text changes to New game request / Rematch request if the game has not been accepted yet
- Time lapsed since last move was played on the game
- Chat bubble if there is an unread message in the chat
- Match of the day banner along with coins.
- Panel colour to change to red when last 12 hours are left to game expire. These games will be prioritised and displayed on top
- Game Accept & Decline buttons displayed with a green tick and a red cross for a new game / rematch request.
- Undo option to be displayed in case a player declines a game, it will be removed on next view of home screen
- Tapping on a panel will take the player to the game screen.
- Games will sorted based ascendingly i.e recently played games on the top. But the games that are about to expire will be displayed on top (red colour)



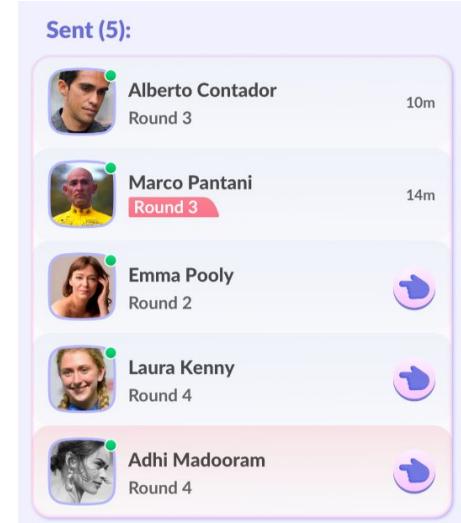
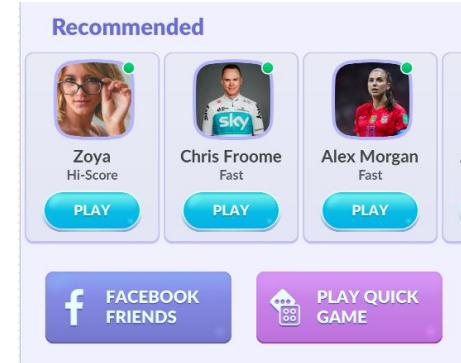
Home Screen (Games List)

- Best Matches
 - Backend Implementation similar to word wars - Use control version of the experiment being run on Wars
 - We will be using the control variant of best match implementation on Wars
 - The horizontally scrollable list will have 30 cards, out of which 3 will be displayed here. This list will have cyclic scroll
 - Each card on the list will display
 - Player image, Name & Online status
 - Player Tag
 - Play Button
 - Tapping on the card will display a larger profile card. Contents of the larger card
 - Player Name, Image, Online status and Player Tag
 - Games Won & Lost
 - Average Game Score
 - Play Button
- Player Tags
 - Competitive
 - Accepts challenges
 - Advanced player
 - Intermediate player
 - Plays Quickly



Home Screen (Games List)

- Facebook Friends - Tapping will take player to the Friends Screen
- Play Quick game button - Start a quick game with the Bot
- Their Move section
 - Image with name
 - Round number
 - Online status
 - Match of the day banner
 - Nudge button, Nudge can be used once every session.
 - Game with 12 hours left to expire will be displayed in red colour



Home Screen (Games List)

- Completed Games (Last 10 games)
 - Displays the results of last 10 games completed by the player
 - Games that ended due to a decline or time out are displayed in red colour irrespective of who timed out, player or the opponent
 - Each game panel will have a hamburger button on it.
 - Tapping the hamburger will display options to do a rematch or delete the game from completed section.

Home Screen (Games List)

Navigation Tabs & Create Button

- We will have 4 tabs along with the Create Game Button
- Active tab is displayed in a different colour
- 4 Tabs
 - Games
 - Quest Center
 - Friends (Will be replaced by events in future)
 - Store
- Create Button - Tapping on the button will change the state of the button from ‘+’ to ‘x’

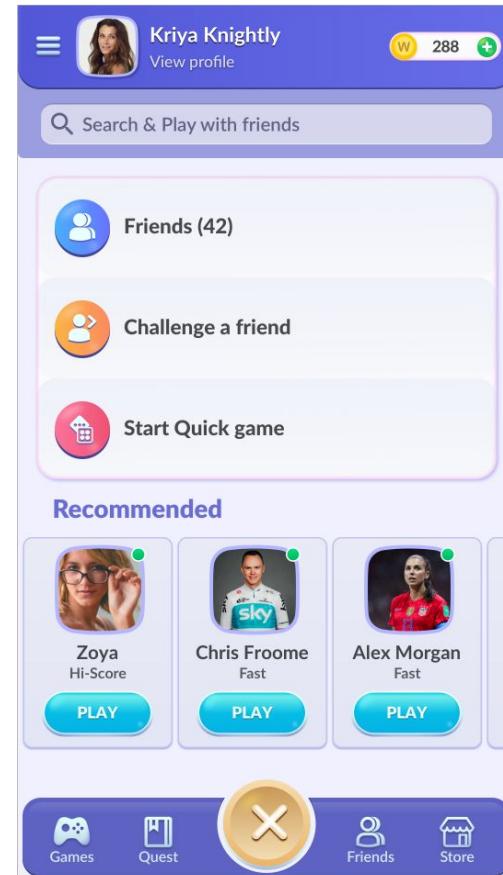


Game Create

Game Create

Elements of Game Create

- Header
- Search (logic same as word wars)
- Friends (Only facebook friends to open in **MVP**)
- Challenge a Friend
- Quick game (starts with an instant bot)
- Best Matches



Notifications & Bot Game Starts

Local & Push Notifs & Bot startlogic

Notifications

- Following push notifs will be required:
 - Game start notif - **MVP**
 - Turn play - **MVP**
 - Chat
 - Nudge - **MVP**
 - Game over - **MVP**
 - Game forfeit - **MVP**
- Local or bot notifs:
 - Bot playing a turn - **MVP**
 - Bot game about to forfeit - **MVP**
 - Bot game over - **MVP**
 - Bot starting a game notif
 - Bot sending a chat message
 - Bot nudging

Notifications

Cannot show word in the
notif

Type	Notif name	Title	Replace notif with	Landing screen
Any	Game start	"ABC started a game with you"	Do not replace	Home Screen
	Turn Play	"ABC has played their turn"	Replace with other turn notifs	Gameboard
	Chat	"ABC sent you a message"	Replace with other chat notifs	Gameboard
	Nudge	"ABC nudged you"	Replace with other nudge notif	Gameboard
	Game over	"Your game just ended with ABC. Rematch now"	Replace with other game over notif if any	Results screen
	Forfeit 1	"Abc is waiting...Make your move"		Gameboard
	Forfeit 2	"Last few hours before you forfeit x of your games"		Home screen

Bot starting a game

- We'll be sending a game start request from mp bot based on the following conditions:

- 1st invite after half an hours (30 minutes) (given player has less than 4 bot games)
- 2nd invite after 4 hours (given player has less than 4 bot games)
- 3rd invite after 24 hours (given player has less than 4 bot games)

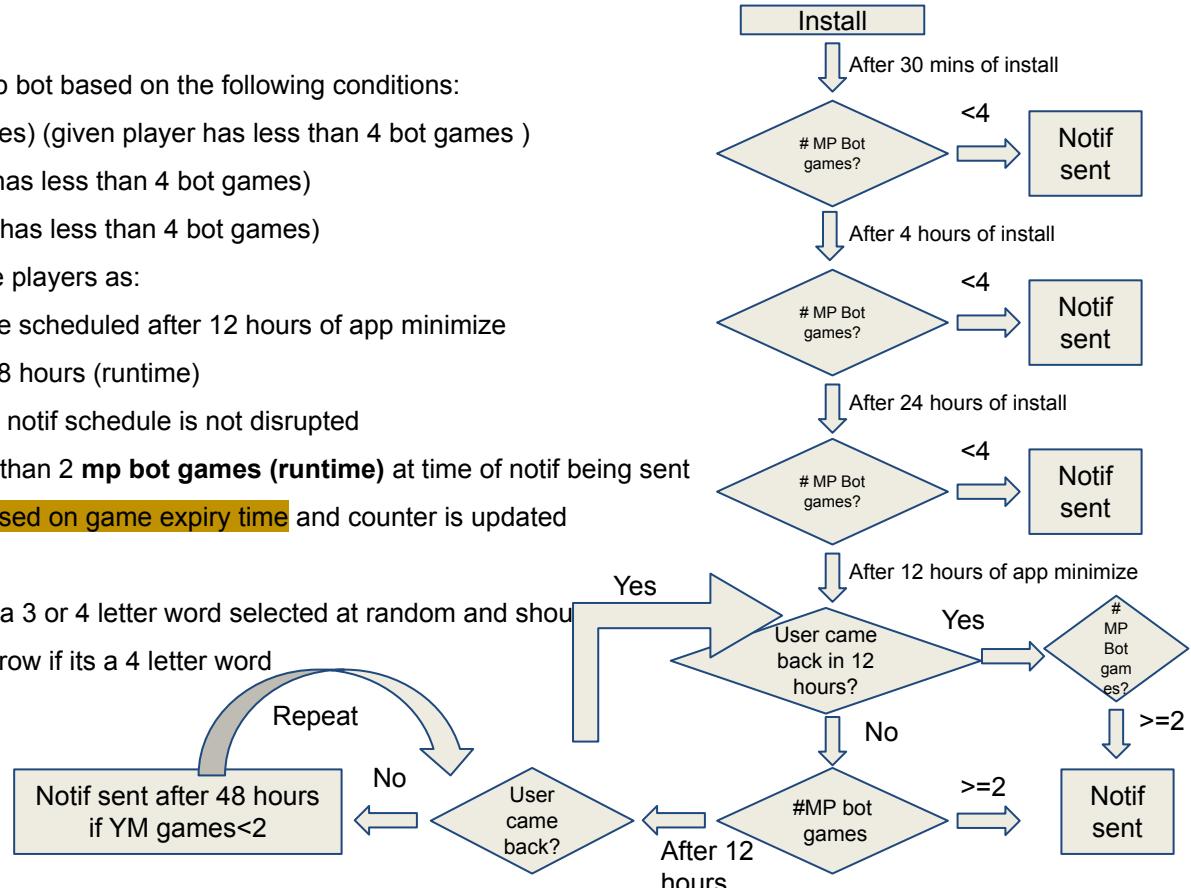
- 4th invite onwards, a notif would be sent to the players as:

- On every minimize, bot invite notifs are scheduled after 12 hours of app minimize
- These notifs will be sent once every 48 hours (runtime)
- If a user comes back before 12 hours, notif schedule is not disrupted
- This notif comes only if there are less than 2 **mp bot games (runtime)** at time of notif being sent
- Sent game invites are also expired based on game expiry time** and counter is updated accordingly

- For all game requests, the first turn should be a 3 or 4 letter word selected at random and should be played in 1st row if its a 3 letter word and 2nd row if its a 4 letter word

Runtimes:

- Bot_game_repeat (in hours)
- Bot_game_count_limit (int)



Bot response logic

- There will be 3 categories of bots in the game in terms of response time:
 - Instant play bots (plays as soon as the player plays the turn)
 - Short ranged bots (plays between 2 minutes and 5 minutes after player's move)
 - Long ranged bots (plays between 120 minutes and 1440 minutes after the player's move)
- Categorisation to each category happens on every new game start with the bot based on the following conditions
 - There will be at least 1 instant bot in the game
 - If instant bot is already present, next priority will be short ranged bot
 - If both are present, next bot will be long ranged bot
 - 4th bot onwards, bots are selected based on probabilities which is a runtime
- Once a game gets over with a bot, the category resets and the behavior changes as per the new category

Experiment:

- Name: bot_response
- Control: bot responding with runtime values control , var1: bots responding with runtime values var1

Runtimes required:

- bot_resp_rate_control: instant:short:long (0#1:2#5:120#1440)
- bot_resp_rate_var1:instant:short:long (0#1:2#5:120#1440)
- Bot_category_prob: instant#short#long:instant#short#long (control:var1)

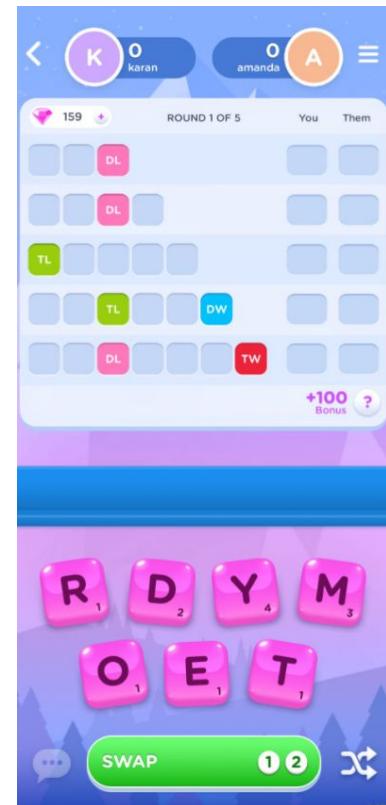
Sounds & Animations

Stats tracked for a player

- Name
- Picture
- Joined on
- Status
- Games Won
- Games Lost
- Average game score
- Average word score
- Highest scoring word (Word + score)
- Bingo count (100 bonus points)
- Friends count
- Top 3 friends
- Other PS games played
- Head to head wins against other players
- Blocked players list

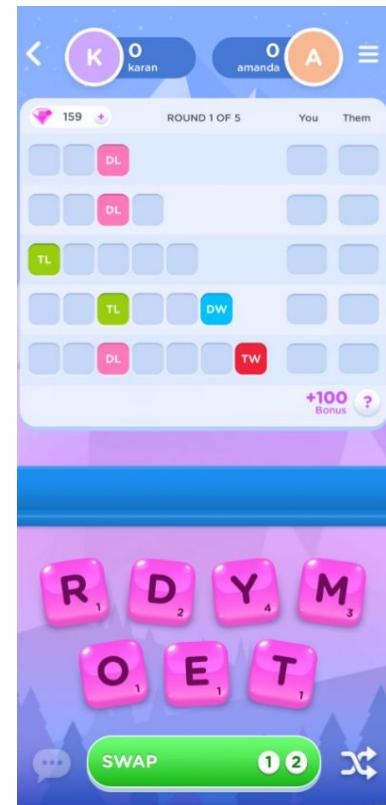
Friends screen:

- Search functionality
- Your friends: All facebook and game friends - **MVP**
- Contact book: List of contacts - **P1**
- Online friends - **P1**
- Active friends: Played in last 7 days - **P1**
- Recommended: Mutual and PS friends - **P1**
- Invite friends button for rewards - **MVP**
- Facebook connect button for guest users - **MVP**
- Play someone new button for random match - **MVP**



Quest center:

- Weekly quest: set of 3 quests
- Xpromo quest
- Social quests
- Game related quests: [link](#)



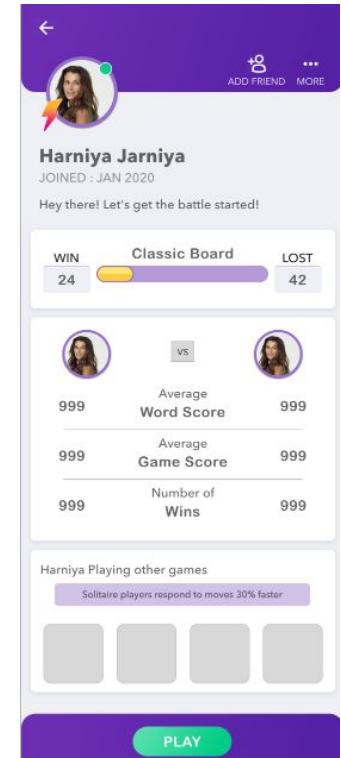
Profile screen

- Name and profile picture: edit and upload option
- Status and playing since
- Top 3 friends (as per games played) - P1
- Game stats:
 - Wins/loses/draw for classic and instant games
 - Average game score trend
 - All grids used instances: Bingo
 - 6 and 7 letter words formed
 - Total tiles played and distance covered
 - Unique words played
 - Highest scoring word
 - Wow moments (50+, 100+, 200+)
- Share profile
- Menu button to manage block list - P1



Opponent profile screen - P1

- Name and profile picture
- Status
- Game stats:
 - Wins/loses/draw for classic and instant games
- Head to head stats:
 - Total wins against each other comparison
 - Average game score comparison
- Menu button to block
- Play CTA at the bottom
- Add as a friend option



Game economy and store screen

- Coins will be the primary game currency.
- Coins sources:
 - Game complete: 5 coins (runtime:gc_reward: win:loss)
 - Quest center quests
 - Events
 - Rewarded videos
- Coins Sinks:
 - Swap : 35 coins
 - Word power meter : 25 coins- **P1**

Store screen

- Store screen will have 6 IAP packages
 - \$0.99: 200 coins
 - \$1.99: 450 coins
 - \$4.99: 1300 coins
 - \$9.99: 3000 coins
 - \$19.99: 7000 coins
 - \$29.99: 12000 coins
 - Special IAP package: \$2.99
- Surfacing of store screen will be at the following places
 - Game board
 - Home screen
 - Quest center screen

Store screen and special IAP package

- A special IAP package of \$2.99 to offer 1500 coins will be available on both store screen and home screen carousel
- This package will show a 50% discount ribbon on both the carousels
- Once a player buys any IAP package, this special banner is not shown for a period of 7 days (runtime)
- After 7 days, the banner starts to show again with same price and same number of coins
- Clicking on this banner from home screen takes the user to the store screen and then the purchase flow triggers automatically
- For new users, this package will be available from start

Runtime:

- special_iap_cooldown

Stats to store on Server

- Refid
- Name
- fbid
- Profile pic
- Status message/ About
- Last played
- Player level
- Total games
- Total wins
- Total losses
- Average game score
- Average word score
- Total tiles used
- Advertiser id
- Non playing open games
- Highest score
- Username
- Blocked refids
- Country

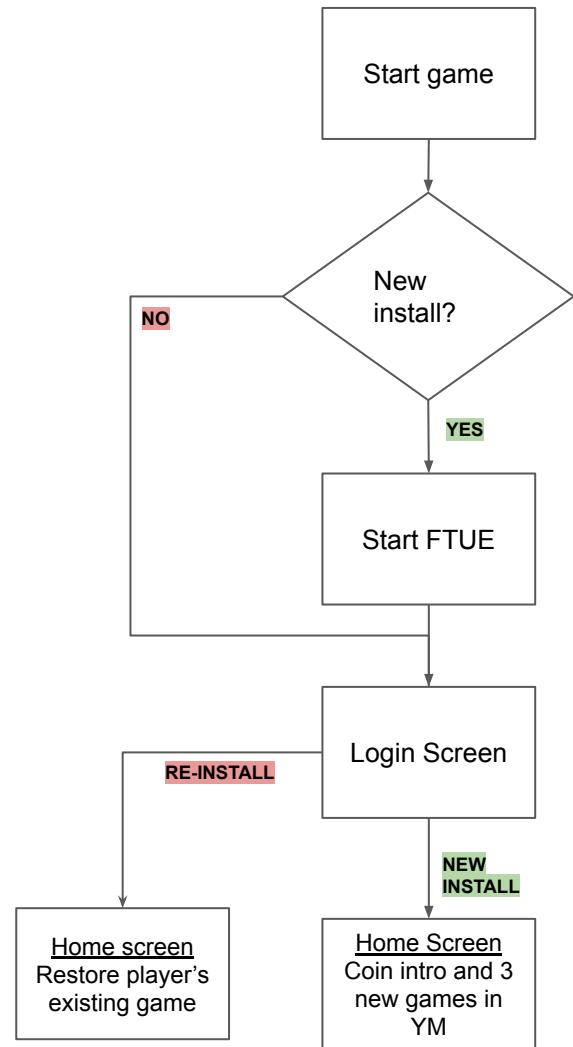
Bot Logic

- Based on player wins we will choose the difficulty of the bot for the game. **This logic is only applicable for instant games.**
- Bot difficulty levels
 - **Bot difficulty 1:** Bot plays words in order from row from 1 to 5, bot plays words of max length 5. For rounds 3 - 5 bot plays word of minimum length 4. There is a 5% chance of this bot to skip a move. It can happen only once in a game. Bot picks a word randomly from the list of possible words to play.
 - **Bot difficulty 2:** Bot can play words of max length 5. For rounds 3 - 5 bot plays minimum length of 4. Bot figures out all the possible from the tile set, sorts them based on score (Tile Score multipliers will not be considered while sorting) Then it picks a random word in the 90th percentile and above and plays it on the row with maximum score. We can also work with just choosing a random word out of the top 5 words. In case the word picked cannot fit in any of the available rows pick the best possible word available. If there is no word available for a row swap and get letters to get a possible word. Bot has 1% chance of skip a move. It can happen only once in a game.
 - **Bot difficulty 3:** Only change for this will be that bot can play words upto a max length of 6. For rounds 3 - 5 minimum length chosen will be 4. Rest of the logic remains same. This Bot will not skip a move
 - **Bot difficulty 4:** Bot picks a random row and makes sure that it is able to fill a word in it to achieve Word Bingo. Bot always plays the best possible word available for the row chosen. In case no words are available for the row chosen bot uses swap. This bot will not skip a move
- Initially, the player starts at Difficulty Level 1 and it keeps on increasing if the player wins 2 games on that level
- The level remains the same if 1 match is lost by the player. If 2 matches are lost back to back, the difficulty level is decreased by 1.
- Everyday at 12 AM local time, the difficulty level decreases by 1 from the last day's difficulty level irrespective of the wins/losses for the player
- For first 5 games of a new player use Bot difficulty level 1 after that start incrementing

Tuning Params: Max length of the word, Minimum length of the word, Percentile / Count of top words to consider

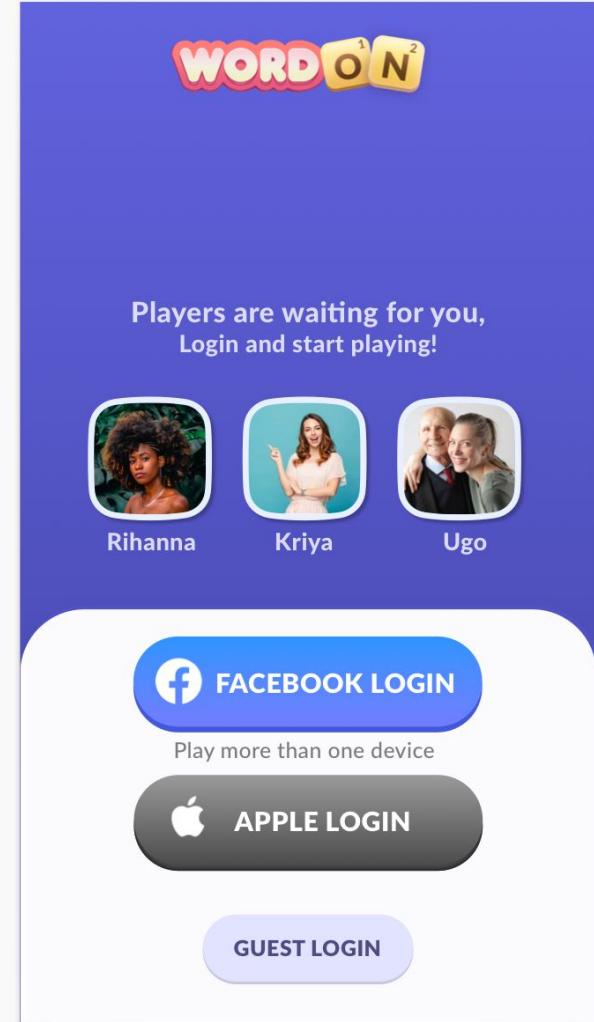
Login Flow Changes

- First time game launch will take player to the FTUE directly
- After FTUE is completed the login flow should be triggered and player is taken to the login screen with option to connect as guest or through FB.
- Post the login flow completion take player to the Home screen and display the intro for coins. Continue button should
- On closing the intro player will be displayed with 3 games waiting to be accepted in the 'Your move' section.
- The green tick on the first game should be pulsed to make sure that player clicks on it.
- Edge cases:
 - 1. Player is a reinstall - Skip the FTUE and take player to home screen directly. Do not start 3 new games or display coin intro. Incase there is a delay in data sync we can show the FTUE the data sync can happen on login
 - 2. Player is offline at the time of game launch - Take player through FTUE and trigger the no internet message after the FTUE on the login screen
- Additionally we will make small text and layout changes to the login screen. Mock pending



Login Flow changes

- We will display three bots on the login screen.
- These should be the same bots that will be displayed on Home screen in Your move section
- These changes will be part of a hard coded experiment
 - Experiment name: WO_loginflow
 - Control: login first precedes FTUE
 - Var 1: FTUE is displayed before login



FTUE

- Animations will not be prioritised in the first version of the FTUE
- In case the app crashes or player force closes the game, we will skip the FTUE and take player to the Home screen for Coin Intro directly.
- FTUE will be experiment controlled
- ~~Experiment name: Wordon_FTUE~~
 - Control: No Ftue
 - Var 1: FTUE shown
- ~~In control the FTUE will be skipped and player will be taken directly to Home screen for coin intro~~

FTUE FLOW

- Post login player ~~is shown an intro screen, Intro is displayed for 2 seconds and then~~ player will be taken to the gameboard screen
- On the game board screen there will be no opponent displayed. Only steps related to forming words and swapping tiles will be explained one after the other.
- This FTUE session will not have any opponent playing back so all the steps will have to be hardcoded.
- Post game board FTUE completion player is taken to the home screen and coin intro is done.
- Details for the FTUE flow on gameboard on next slide

FTUE

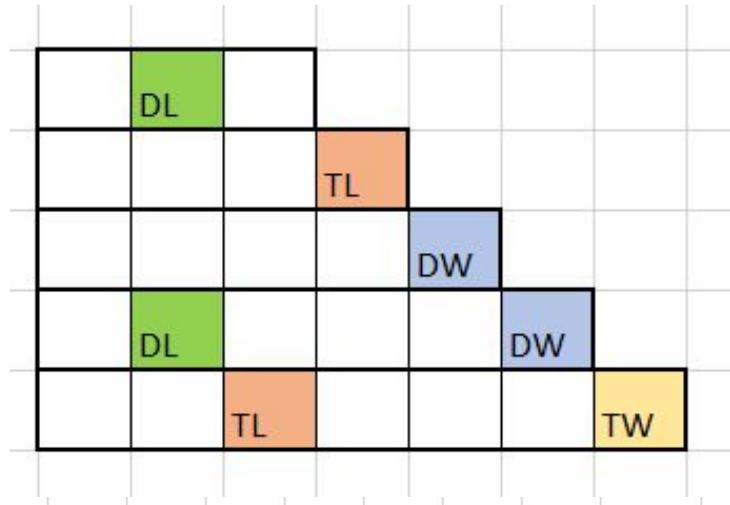
- Intro
- **Copy 1:** Welcome to Word Bingo! Let's make words and score big.
- Placing letters on the rack (Hard coded tile rack to be used). To place tiles on the rack player can drag or tap on the tiles.
 - Tile set: EASYGHY
 - Word to be made: EASY
 - **Copy 2:** Let's start by making the word EASY
- Different rows have different scores, tapping the buttons will submit word.
 - Word to be submitted in 2nd row (4 letters)
 - **Copy 3:** The score for making EASY is based on the which row you select..
- Do swap. Holding the tiles. Tiles drawn will be hard coded, Form a new word with new tiles
 - Tile Set: XBEARWX
 - Word to make: BEAR
 - Ties Drawn after swap: VCG
 - Word to make after swap: BRAVE
 - **Copy 3:** Amazing! Now Let's make the word BEAR
 - **Copy 4:** Use SWAP to get new letters & play a high scoring word.
 - **Copy 5:** Well Done! Now we can make BRAVE
- Swap 2nd time, 2 free swaps in a round, Form a 7 letter word
 - Tiles drawn after swap: LY
 - Word Formed: BRAVELY
 - **Copy 6:** Let's 'Swap' again, and see if we can do better.
 - **Copy 7:** Nice! Let's make BRAVELY for even more points.

FTUE

- ~~Bingo Bonus. Board filled with words is displayed, Highlight 100 points~~
 - ~~Row 1: FUN, Row 2: PLAY EASY, Row 3: WORDS, Row 4: FRIEND, Row 5: BRAVELY~~
 - ~~Copy 1: Fill all squares on the board to get the Bingo score Bonus.~~
- ~~Once the FTUE is done player will be taken to Home screen~~
- Refer to this link for mocks: <https://zpl.io/bl51YE1>
- Name will be left blank in FTUE and for picture we will show the letter W

FTUE

- Refer to the image on right for grid layout
- Scores for the words formed

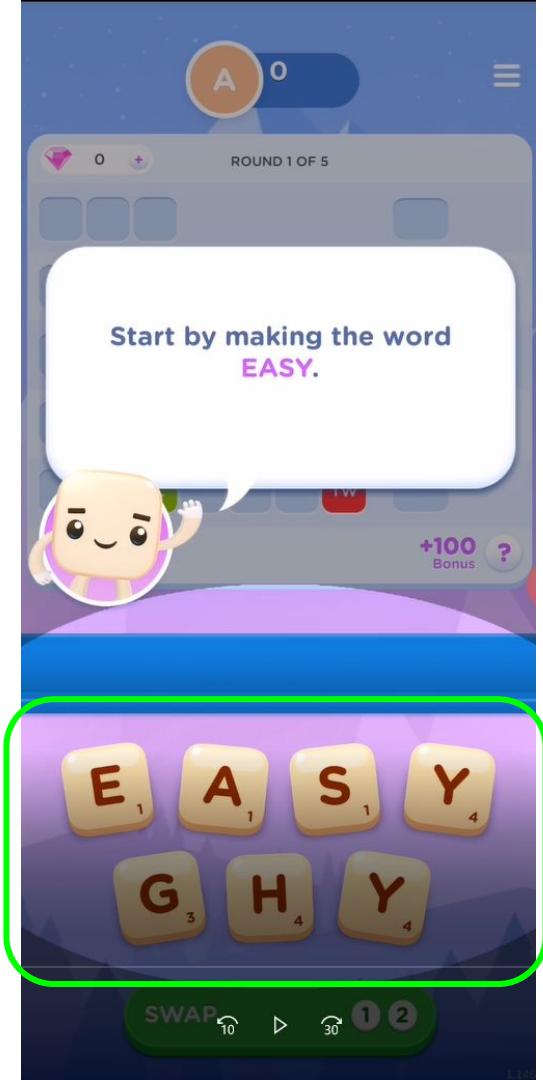


Words					Score
E	A	S	Y		15
B	R	A	V	E	34
				L	Y

FTUE - Screen Flow

Placing words on the Rack

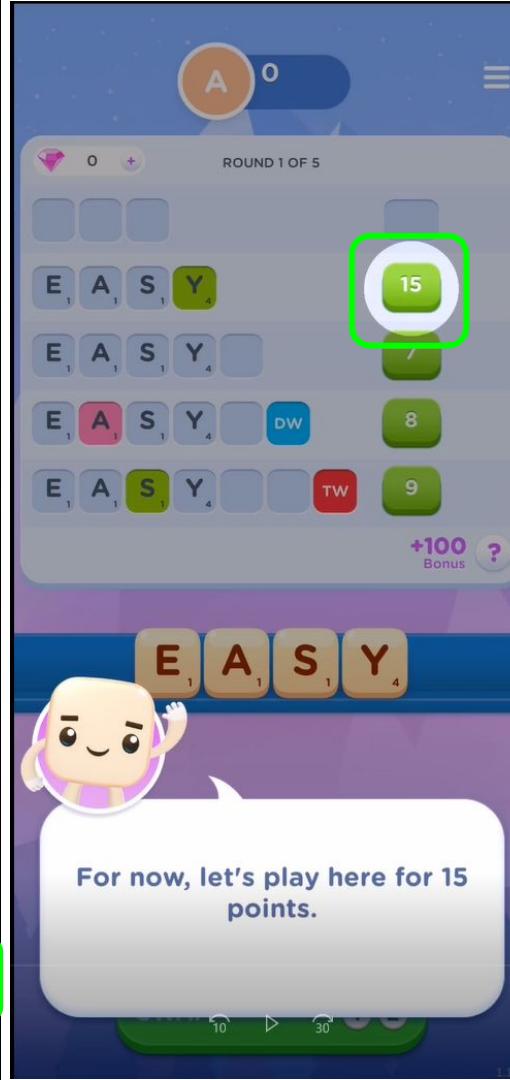
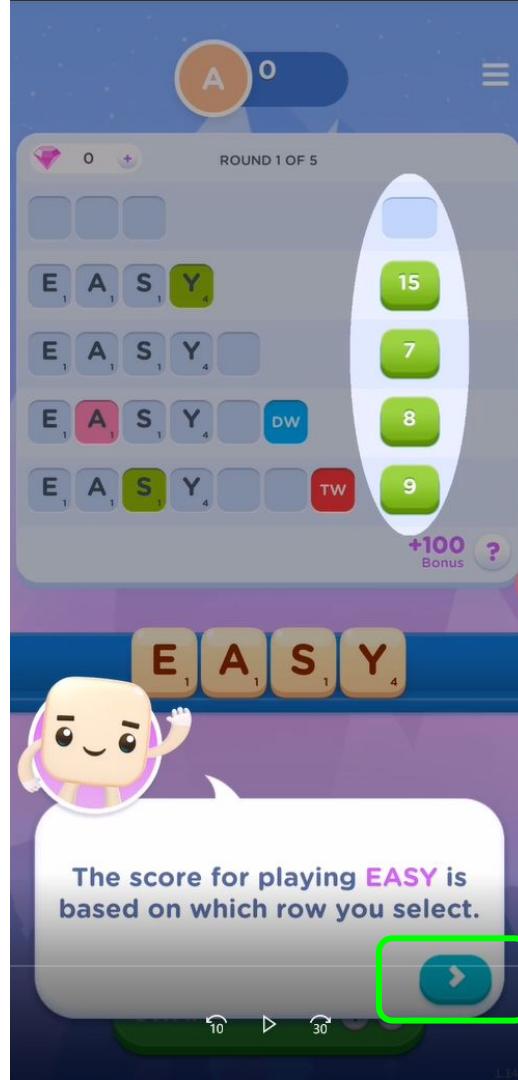
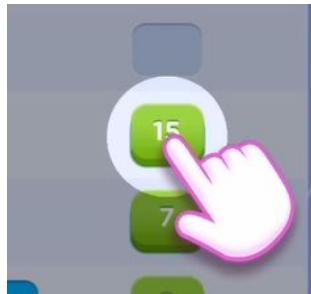
- Call out is not removed till the player forms the word PLAY, irrespective of whether the word formed on the tile rack is valid/invalid.
- Only the tiles should be interactive while the callout is displayed
- Player can choose to play tiles by dragging or tapping them
- In case a valid word is formed it is visible on the board but nothing on the board should tap-able till player form the desired word



FTUE - Screen Flow

Different rows have different scores, tapping the buttons will submit word.

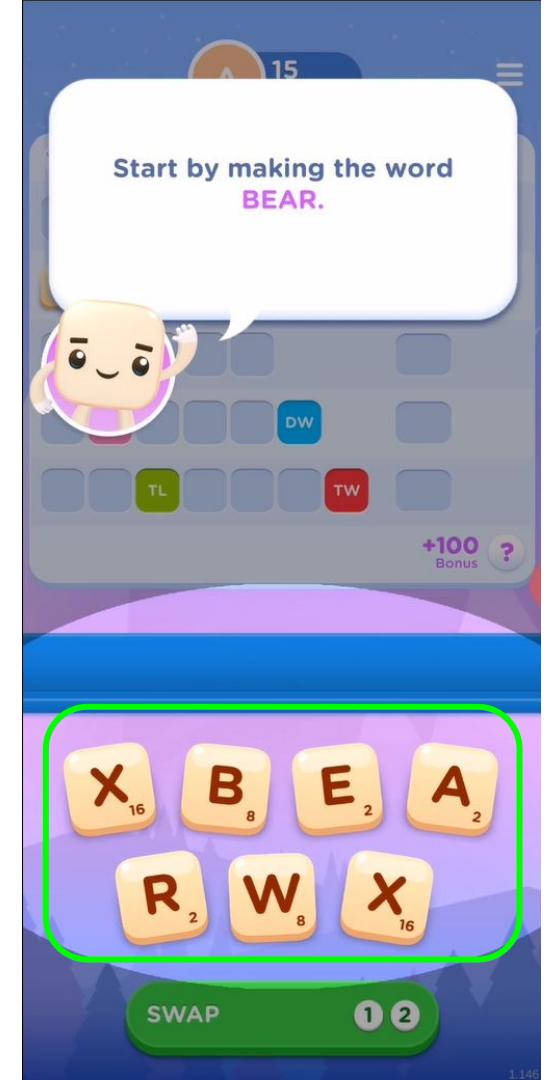
- Continue button should be tap-able on the callout
- When submitting the word only tap-able button should be the button to submit score
- In case player is tapping out the the tap-able show a hand to display to guide



FTUE - Screen Flow

Do swap. Holding the tiles. Tiles drawn will be hard coded, Form a new word with new tiles

- Continue button will be tap-able in first callout
- Only tiles should be tap-able, callout is not removed till player forms the word BEAR



FTUE - Screen Flow

Do swap. Holding the tiles. Tiles drawn will be hard coded, Form a new word with new tiles

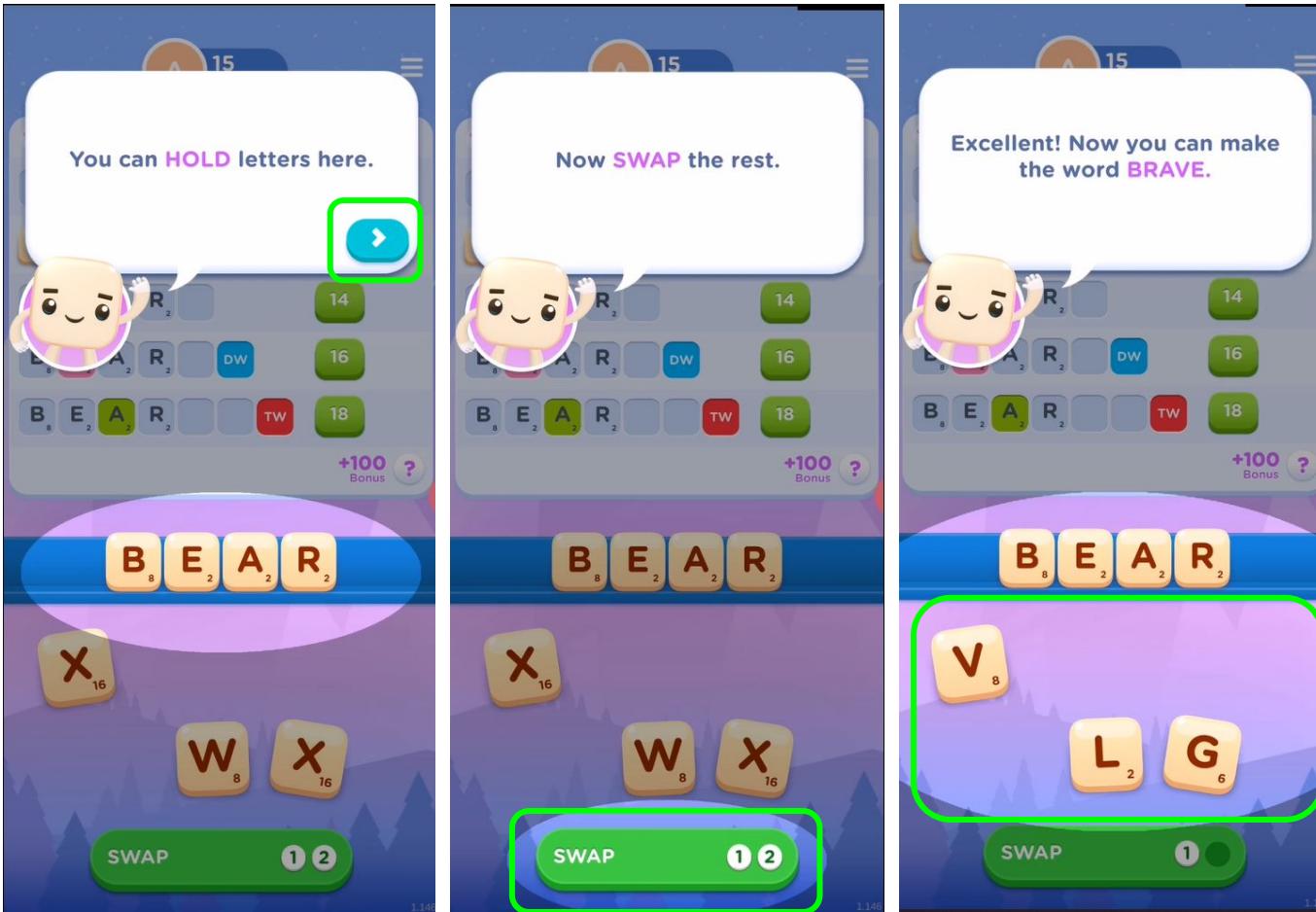
- Continue button will be tap-able in first callout
- Only swap should be tap-able in the second screen
- In case player makes more than 2 taps outside the permissible area display a hand to guide



FTUE - Screen Flow

Do swap. Holding the tiles. Tiles drawn will be hard coded, Form a new word with new tiles

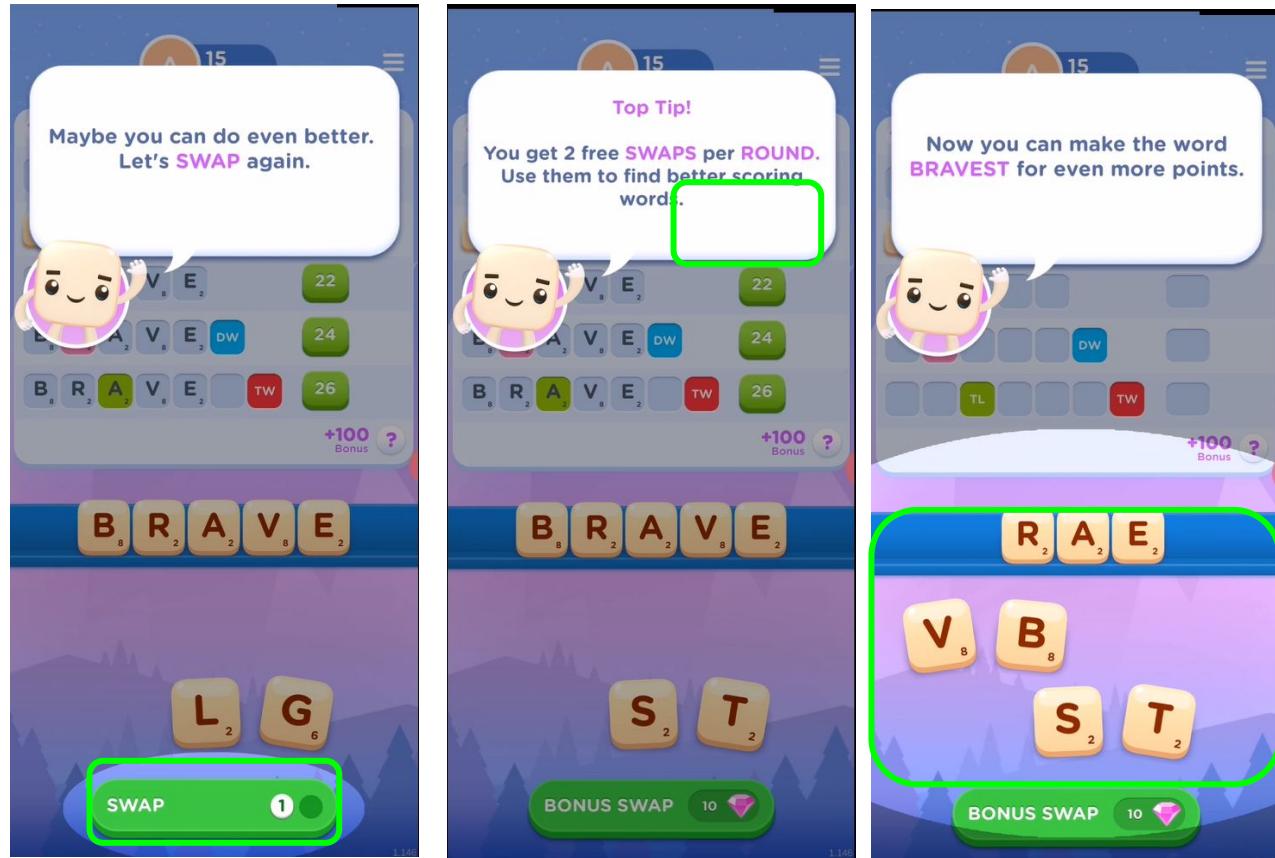
- Continue button will be tap-able in first callout
- Only swap should be tap-able in the second screen
- In case player makes more than 2 taps outside the permissible area display a hand to guide
- Make player form the word BRAVE



FTUE - Screen Flow

Swap 2nd time, 2 free swaps in a round, Form a 7 letter word

- Swap button should be tap-able in the first callout
- In second one continue button
- Third call out is not removed till player forms the word Bravest



FTUE - Screen Flow

Swap 2nd time, 2 free swaps in a round, Form a 7 letter word

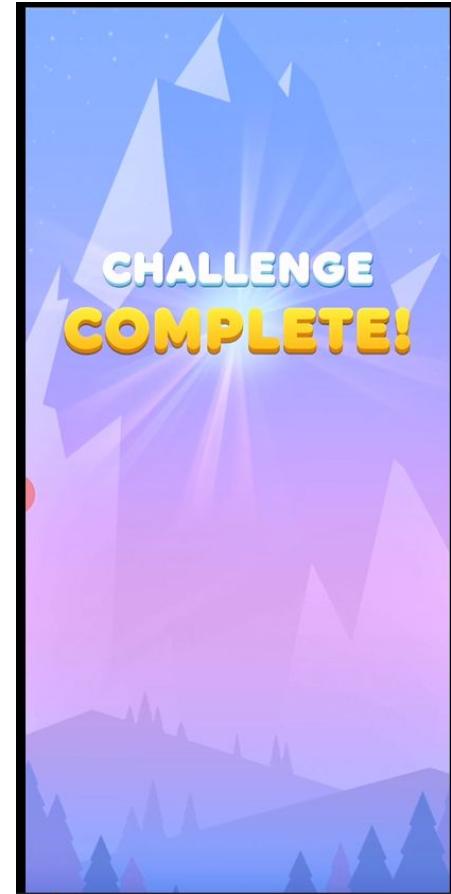
- Third call out is not removed till player forms the word Bravest
- Highlight play button rest of the areas are not tap-able



FTUE - Screen Flow

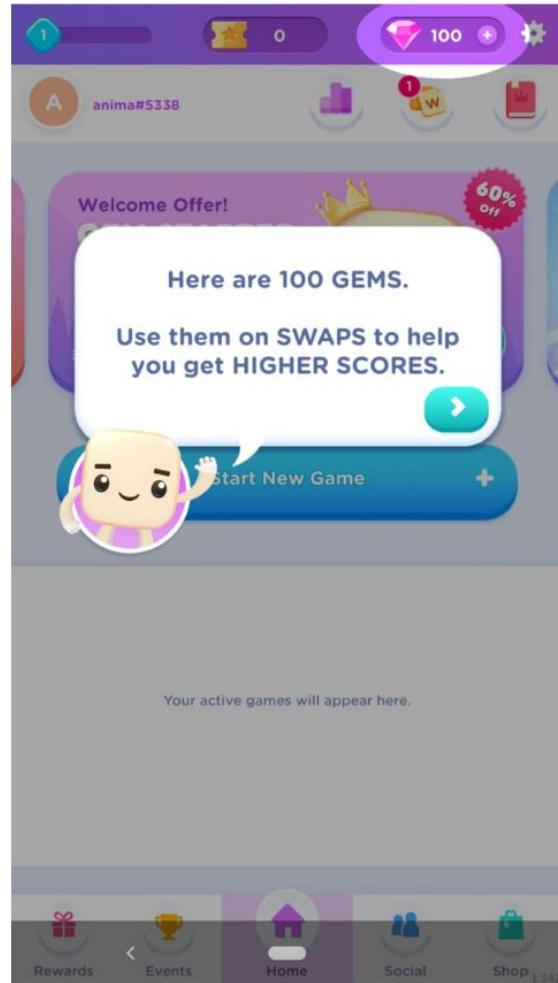
Swap 2nd time, 2 free swaps in a round, Form a 7 letter word

- Continue button is tap-able
- Board with filled letters is displayed along with a conclusion 'Challenge Complete'
- Player goes to home screen



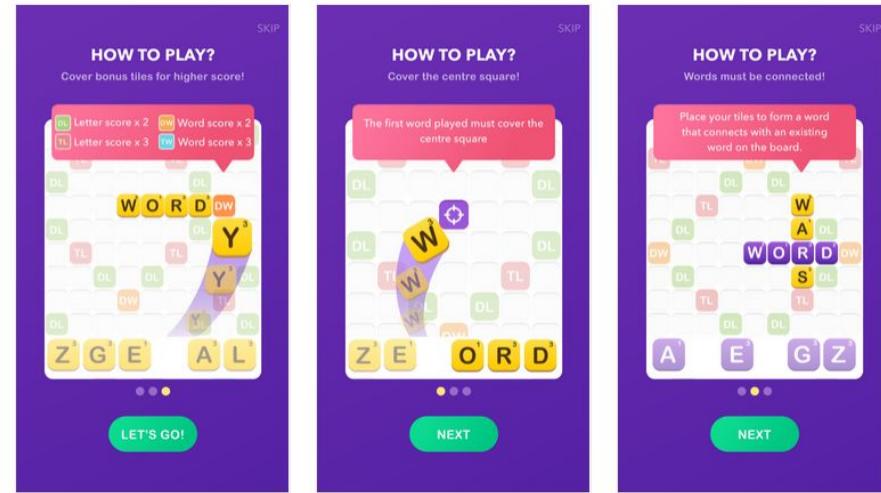
Free Coins Intro and Game invite

- Coins will be introduced on the Home screen after the FTUE is completed
- A popup with text talking about coins and informing player that coins can be used to swap letters.
 - Copy: Here are 100 Coins.
 - Use them for SWAP and get a HIGHER SCORE.
- Player will be rewarded 100 coins
- Check image on right for reference
- The coin section on the header will be highlighted
- The green tick on the first game should be pulsed to make sure that player clicks on it.
- ~~Closing the Intro will display a new game invite in ‘Your Move’ section. The new game will be highlighted~~
 - ~~Copy: A game invite is waiting for you, let’s get started.~~
- ~~This game invite should not display accept / decline button.~~



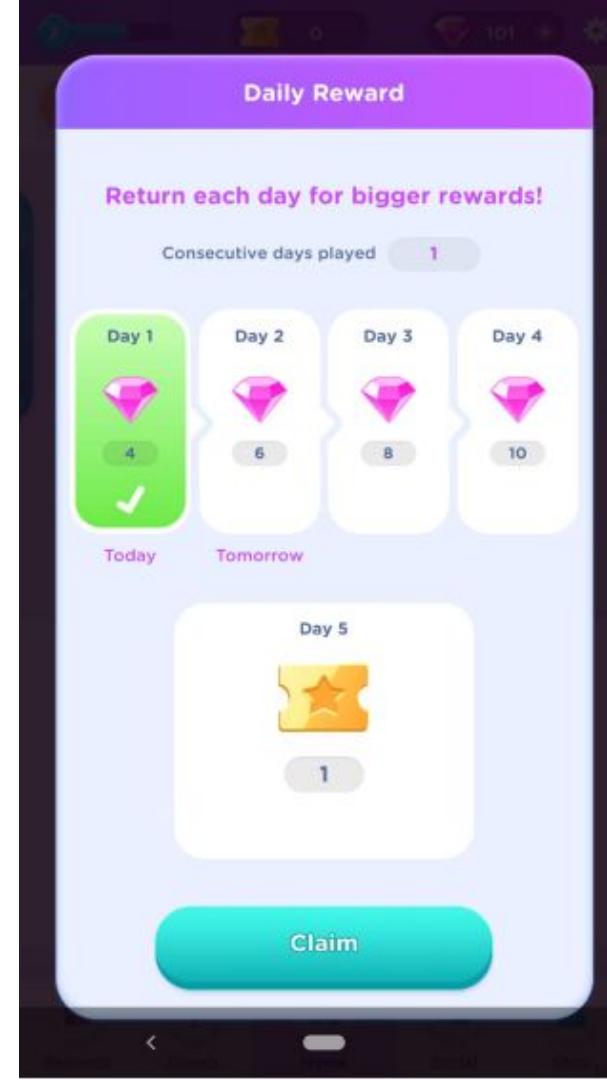
How to Play

- It will be accessible from the options menu on Home screen
- Will be a carousel of 3 or 2 images with information related to the basics of the game.
- Player can choose to swipe or tap the next button to move between the images
- Tapping on cross button or skip will close this



Daily Reward - N(P0)

- Popup to be displayed on first view of Home screen everyday, starting D1
- Popup will have rewards displayed for 7 days.
- A claim button will be added to allow players to claim the rewards.



Animations

<https://docs.google.com/spreadsheets/d/19U-jALuMVU98MuOWisRmvneIB59hqKUJDub3ftvSFSs/edit#gid=1030758769>

List of Sounds

1. Button Tap
2. Tile Load
3. Tile Touch
4. Word Formed
5. Game Win
6. Game Loss

Word list

<https://docs.google.com/document/d/14FJC9c8MV-9I4l85bPY6vMSVprSwCUirfsIEfPx8Jw4/edit>

Player search logic

Mapping user name to each refid:

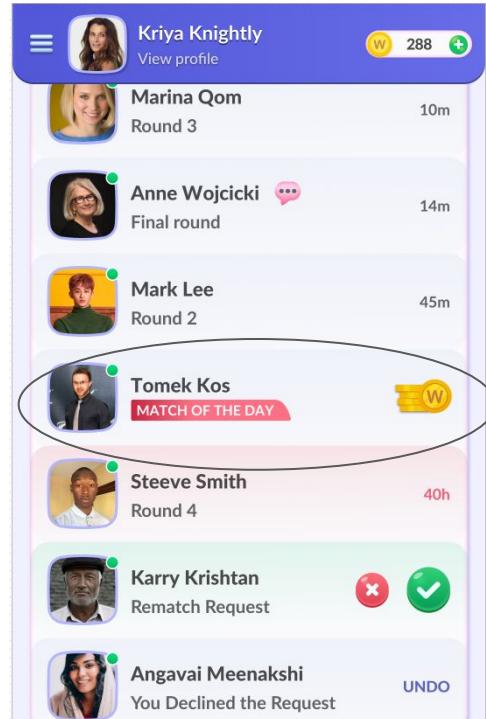
- Each refid will have a unique username linked to it. This name can be used as a search parameter to find users on the game
- Username will be alphanumeric without any special characters. First name of a user will be used to generate unique name for any user.
Example: if first name of a player is “Karan” and Karan will be the username if it doesn’t exist. If the username already exists, number 1 is added to it so it becomes karan1. Similarly if karan1 exists, karan2 will be the username.
- A user will not be allowed to change username as of now.

Search functionality:

- There will be a search bar on “Create Screen” on top with text “Search friends by name or username” and a search icon
- This functionality will be there on friends screen as well
- Search results can have a maximum of 4 results and a minimum of 1.
- First, we’ll do an exact match with username. If found, we show it as first item along with two other close matches and invite panel. (close matches are made based on name and last played)
- If username is not found, then any top 3 users with name matching that search query are displayed.
- If a player has given contacts permission, one out of 3 search results will be a contact (if any)
- Priority of search results (no exact match): contacts ->fb friends -> PSN friends ->mutual friends -> others
- The 4th panel will have an option of inviting friends as shown. Clicking Invite starts “Challenge” flow
- Clicking on any other user panel opens profile card of that user and player can start a game with that user

Match of the day logic

- Every player will have 1 match of the day which will be refreshed every 24 hours based 12 AM local time
- Below is the order of priority for picking match of the day:
 - Facebook friend of a player who was active in last 7 days
 - ~~Mutual friend who was active in last 24 hours and have the most closest avg word score~~
 - **Other players with valid profile pictures and closest avg word score (Similar Skill)**
- In case of other players, matches would be made based on avg word score. Match should have closest avg to the player's avg
- Same player can not be a match for a player more than **once in a 7 days** window.
- There shouldn't be any active game between the player and match of the day on the day of match
- Match of the day would be shown as last person in "Your move" section with bigger text highlighted
- At the bottom, there will be "**Match of the day**" text
- Both players and their matches should have played at least 5 games to see real players. If not multi bots are shown as match
- If a player does a facebook connect from guest, match of the day changes
- Match of the day icon would be visible to a player on game list screen for first round only till the reward has not been granted. (opponent doesn't see any icon once the game starts)
- There would be a reward of 20 coins for starting a game with match of the day. Reward will be granted as soon as the player plays the first turn in match of the day game



Best match and random opponent logic

Match making logic on server

- We'll be fetching 100 players from the server with a cooldown of 1 hour
- List will be made on the server every 15 minutes
- Below is the logic to make a list:

Country level split:

- 3 lists to be created with different country buckets: Tier-1(US,GB,AU,CA), India, Global (all countries)
- 60% players should be fetched from player's own country bucket and 40% to be fetched from global list
- Only in case where enough players are not found from a country bucket, backfill from global list is to be done

Online status split:

- For each country bucket, further split of online and offline players are taken at 50% each
 - Online definition is players who were active in last 10 minutes. Offline definition is activity beyond 10 minutes but not later than 12 hours
 - Backfill logic is applied here as well
- Random opponents are also picked up from this list of 100 players. Online players and same country players are given high priority in this case

Best match and random opponent logic

Surfacing on client:

- There are 30 slots to be filled on client in best match section
- 3 slots are fixed for facebook friends who were active in last 7 days and no active game should be there against those friends
- Remaining slots are to be filled with players fetched from server and multi bots as per the following criteria:
 - Total moves played between 0 and 10: 70% bots and 30% real players
 - Total moves played between 11 and 30: 50% bots and 50% real players
 - Total moves played between 31 and 60: 30% bots and 70% real players
 - Total moves played between 60 and above: 10% bots and 90% real players
- Players are allocated based on average ~~word score~~ game score of the player. From the list of 100 players, we find the players who have average ~~word score~~ game score in the range of +/- 5 (runtime) of the player's average word score.
- At any time, we need to make sure that we are not surfacing opponents that have active game with the player

Bot online/offline logic:

- As soon as the game is launched, 50% of the bots are made online in the game which is controlled by runtime bot_online_per
- Those bots remain online for that particular session of the player

Best match and random opponent logic

Best match bucketing logic:

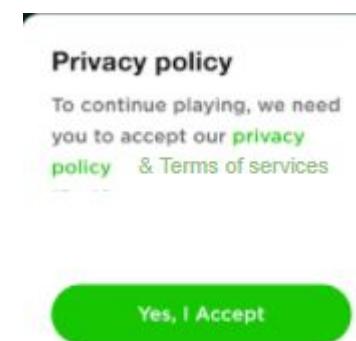
Following dimensions would be used for best match logic:

Dimension	Bucket 1	Bucket 2	Bucket 3
Country	US	AU,CA,GB	Global
Average game score	0-150	150-250	250+
Online status	Online in last 10 mins	Online in last 12 hours	Online in last 36 hours

CCPA and GDPR flows

Surfacing on client:

- We hit the server API to fetch location of the player (Kushal has context). Based on the scenarios listed below, privacy policy popup is shown:
 - Scenario 1: User is present in AU, NZ, US (Except California)
 - Do not show any popup and continue with normal flows
 - Scenario 2: User is present in California US or rest of the world
 - Show a privacy policy pop as shown which is non-dismissible
- The popup is shown as soon as the player lands on login screen for the first time
- If country details are not fetched by this time due to internet issues, popup is shown by default
- There will be hyperlinks on both the texts:
 - Privacy policy: <https://playsimple.in/privacy>
 - Terms of service: <https://playsimple.in/terms-of-service>



Facebook connect reward

Surfacing on client:

- Players to get 50 coins on connecting to facebook once login has completed
- Surfacing of the same would be present on the facebook connect buttons at
 - Home screen
 - Friends screen

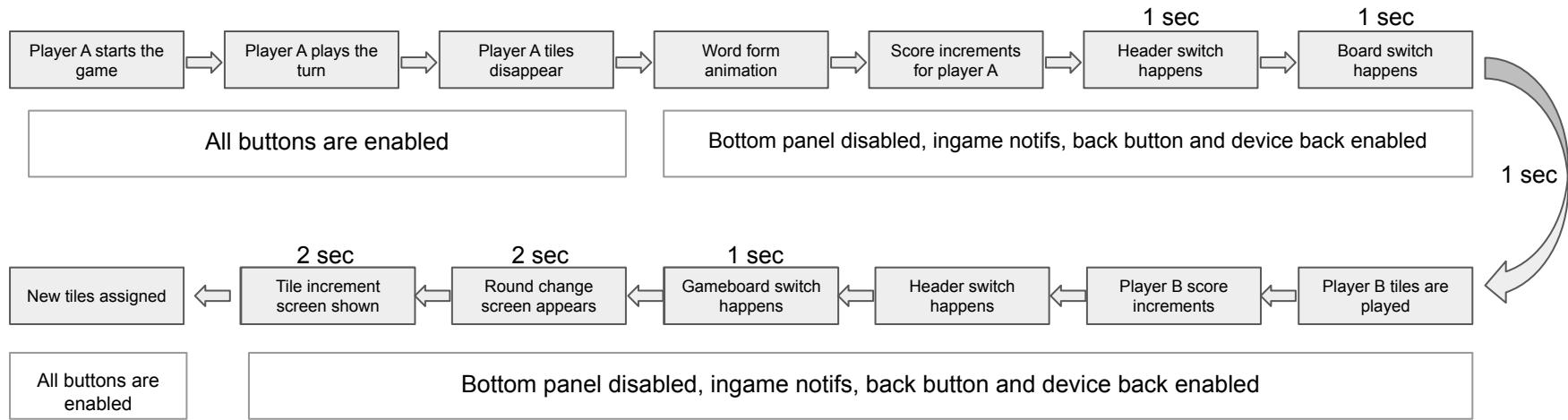
Multiplayer Bots

- Bot stats are available [here](#)
- Stats for the first release
 - Bot name
 - Bot Tag
 - Game win
 - Game loss
 - Total games
 - Win percentage
 - Average Game Score
 - Average Word Score
- For Total games played increment the stats for all bots everyday (24 hours) by 1.
- In case a player completes a game then stats should be updated accordingly. Games that end due to (finish/forfeit/resign) will also be updated on the client

Flow

1. Player starts / Continues the game
 - a. Case 1: Player clicks on game start from any source / Player accepts the game from YM - Then Display P1 Vs P2 screen and take player to the gameboard
 - b. Case 2: Player clicks on an active game from YM - Take player to the gameboard directly
 - c. Case 3: Player clicks on push / in game notif follow case a / b based on notif type.
2. Display round info the if it is the player's turn to play.
3. Player puts letters on the tile rack, activate the submit buttons if the word is valid
4. Player submits the word, remove remaining tiles
 - a. Case 1: This was the last word of the game, display the word played by opponent and then take player to the results screen
 - b. Case 2: Opponent has played the word for that round, reveal the word played by the opponent. Display new round start and multiply score on the tiles. Then Make player play the word for next round.
 - c. Case 3: Opponent has not played the word for that round, display next game panel and set the opponent state to thinking (thinking to be displayed on the opponent picture)
5. Edge case: Opponent plays back when the next game is open, close the next game panel - Auto close the next game panel and scroll to the opponent board and display the words played by the opponent.
6. Edge case: Next game panel will not be displayed in case of an instant bot.

Flow diagram for making a move



Game over flows and result section scenarios

Scenario	Game over reason	Show in Results section?
Game complete happens when player is on the gameboard and game over screen is shown from game board	Game completed, Opponent resigned, Opponent forfeited, Opponent declined	No
Game complete happens when player is not on the gameboard and game over screen is not seen	Game completed, Opponent resigned, Opponent forfeited, Opponent declined	Yes
Player A resigned the game	Self resign	No
Game list screen seen twice with newly added games in result section		No

Quest Center

Player Goals

Quest center

- List of quests is available here:
https://docs.google.com/spreadsheets/d/1txI57gy0fnqQ-JbEJfOutdSpWUVHN4rkDu1SG_ML62Q/edit#gid=1170414139
- QC will be built using Flutter
- QC will be accessible from home screen by tapping on the 'Quests' tab on Home Screen
- Other ways to access include tapping on the Quest completed Notif & ~~tapping on the Quest Centre intro~~
- QC access will not be gated and it will be available for players from beginning
- Contrary to QC on Word Wars we will not be adding Weekly Quest in V1

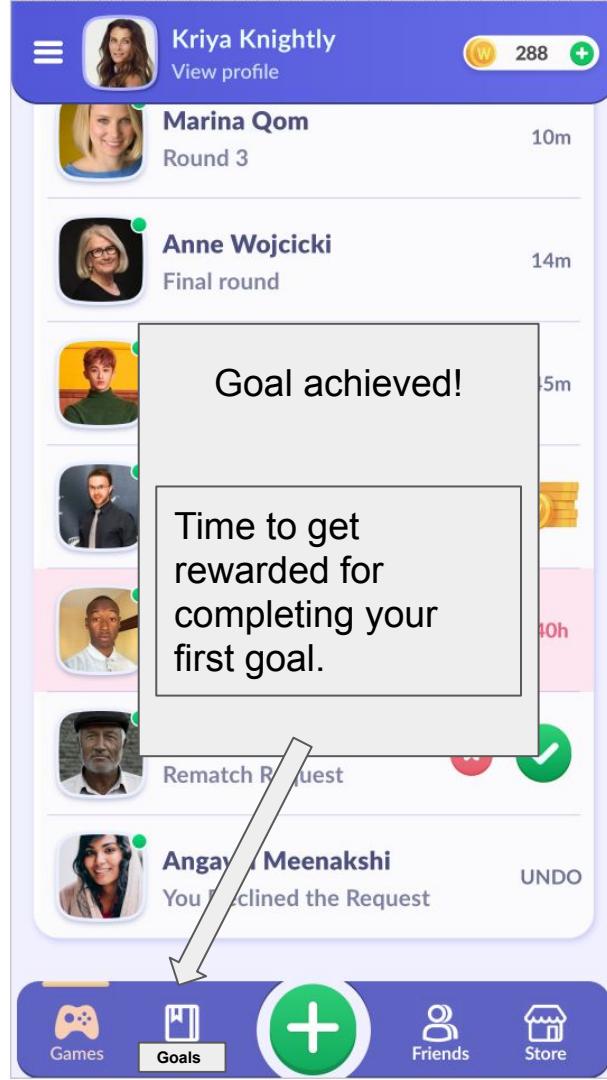
QC intros

Intro Notif

- Will be displayed when player finishes the first engagement task
- This notif will stay on the screen for 6 seconds.
- Intro notif will have the regular quest completion notif UI, we will just be changing text and displaying it slightly longer the first time player completes a quest.
- Notif Copy
 - First goal achieved
 - Claim your reward now

Intro Popup

- This popup will be shown after the player completes an engagement quest for the first time. In case the player clicks on the notif do not display this popup
- The popup will be displayed on Home screen
- Popup should have an arrow pointing towards QC, and the QC icon should be pulsing
- Popup Copy
 - Title: Goal Achieved
 - Subtext: Time to get rewarded for your first goal



Quest Logic

Quests	Actions
Play X words	Playing a turn will make progress on this quest
Start X new games in a day	Starting a new game through Best match, quick game, Invite will counts as progress towards this quest
Send a chat message to X friends	Sending chat message to a new player will
Play Word Bingo for X consecutive days	Playing the game continuously without skipping a day
Use Swap X times	Using Swap - Free and Paid swaps count
Complete X games in a day	Completing games in a single day
Achieve X Bingos	Achieving a Word Bingo by filling all the rows on the gameboard
Complete X MOTD games	Completing a game against a MOTD opponent
Complete X quick games	When the player finishes a quick game
Win X games	When the player completes a game and wins it. Forfeit and resigns do not count
Make X purchases	When the player makes any form of purchase from google play or app store

Additional Requirements

- Change the name for Quest tab to Goals
- When a reward is available in Quest center should have the ‘Claim’ tag on it
- Quest list should auto scroll to the quest for which the reward has to be claimed or
Quest for which the reward has to be claimed should be shown on top

Game side and PSPN side requirements

Game side	PSPN side
Quest actions needs to tracked	Data sharing between Flutter and Unity - Part 1
Data sharing between Flutter and Unity - Part 2	Quests evaluation
Showing of in-game notifs	Bottom nav panel on Quest center screen
Showing Quest center intro on main screen	Name of the player to be received and displayed on QC screen
Daily quests data receiving and displaying	Data sharing for daily quests
Name of the player to be passed	Buttons and UI changes
Sync call logic to be integrated	New quest types needs to be created

Animations

1. 100 points bonus (Bingo)
 - a. This animation will be displayed if the player manages to fill all letter slots on the gameboard.
 - b. It will be triggered after all the moves have been played by the player.
 - c. An animation with text 'BINGO' and some particle effects will be displayed. The animation will be accompanied with the relevant sfx.
 - d. Once the animation has been played it will auto disappear immediately
 - e. Animation will not be displayed to the opponent
2. Gratification text
 - a. Gratification text animations are used throughout gameplay to alert the player of good moves they've played and to make them feel awesome.
 - b. These animations are accompanied with relevant sfx. Sfx available [here](#).
 - c. We will have 4 levels of these gratification text
 - i. Good! - Displayed when player manages to form a word that is in the score range of 25% - 40% of the best possible word for that turn.
 - ii. Great! - Displayed when the word formed is in the range 41% - 55%
 - iii. Fantastic! - Displayed when the range is 56% - 80%
 - iv. w - Displayed when the word formed has a score above 81%
 - d. Edge case: In case Bingo and gratification are getting triggered simultaneously, show gratification followed by Bingo.

Animations

1. Tile load animation
 - a. Will be displayed when player starts a game
 - b. And when the player get a new set of tiles on a new round start
 - c. The dotted line will be visible when the tile loading animation is being played
2. Button pulse animation
 - a. To be added on FB connect button on login screen

FTUE Update

List of changes

1. We will be adding a skip button to the FTUE
2. We will be reducing the number of steps - removing forming the word bear and removing 1 swap
3. Adding more contextual prompts to make the players push through the FTUE
4. Addition of gratification in the FTUE
5. Moving the coin intro from home screen to gameboard
6. Pulsing the games on Your move when player lands on Home screen for the first time.

Details in the following slides

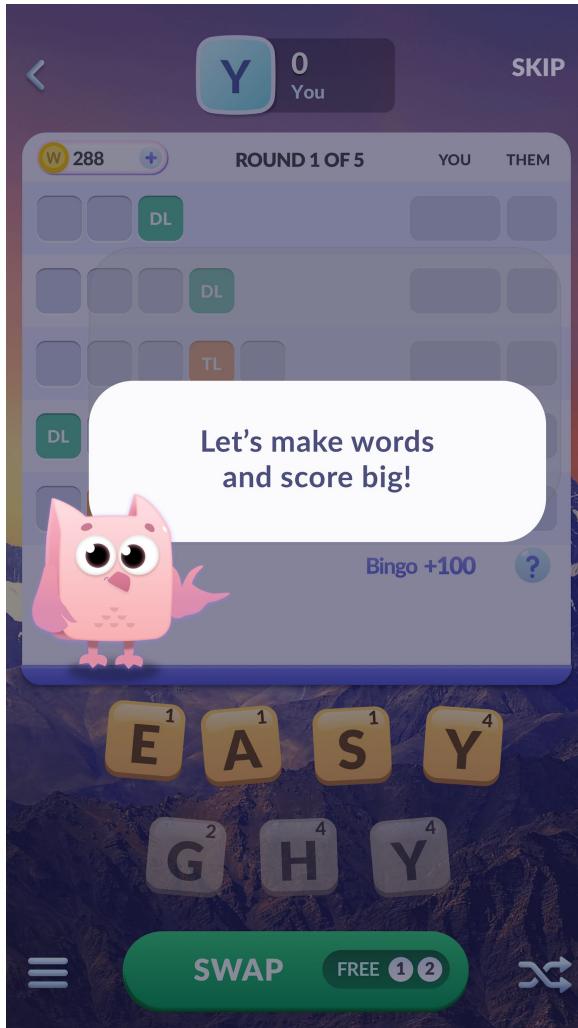
FTUE - Start Screen

Intro

- As soon as the player lands on the gameboard, a callout “Let’s make words and score big!” along the with owl appears.
- This Callout with fade into the next callout in 2000ms.
- There is a “SKIP” button on the top right corner.
- Everything on the gameboard, except:
 - Callout
 - Owl
 - SKIP button

is greyed out and non-interactive

Clicking on the “SKIP” button anytime during the FTUE will take the player to the **Login Screen**



Placing words on the rack

- A 2nd callout (Tap tiles to form the word "EASY") appears.
- Along with the callout a circular lightbox appears around the Tiles.
- Only the letters E,A,S,Y are interactive. The remaining letters G,H,Y will be greyed out and non interactive.
- If the player doesn't play a letter, show Hand Cursor on the letter and make the letter bigger after 2000ms . This will be done for every tile.
- After FTUE, We will again show the hand cursor animation only for the first tile after landing on the game board. No hand cursor animation required after that
- Call out is not removed till the player forms the word EASY



Different rows have different scores, tapping the buttons will submit the word

- A 3rd callout appears explaining what Bonus Tiles do,
- “Scoring is based on the combination of the Bonus Tiles you used
 - DL Letter Score x 2
 - TL Letter Score x 3
 - DW Word Score x 2
 - TW Word Score x 3 ”
- A lightbox will appear on the gameboard showing the different scores possible in different rows.
- After 1500ms the lightbox becomes smaller, highlighting only the 2nd row.
- A Hand Cursor also appears on the Score in the Second row, prompting the player to tap and submit that particular score

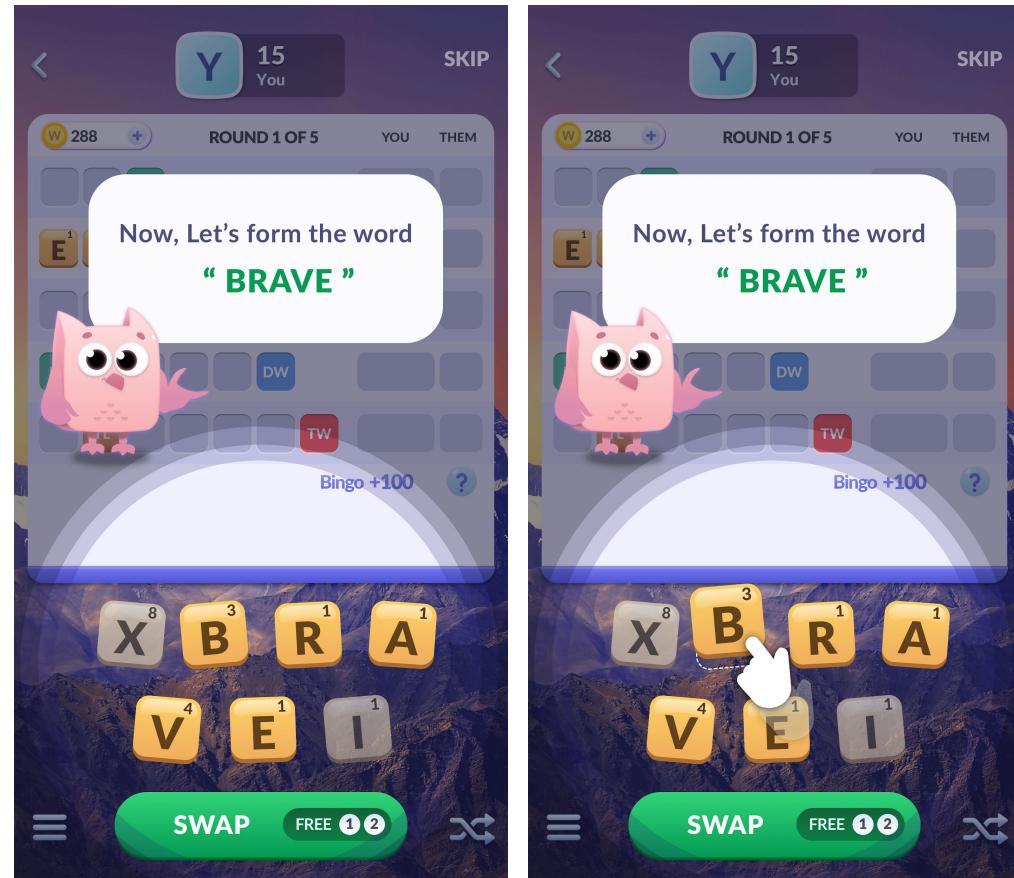


GRATIFICATION SCREEN

- After player has successfully played “EASY” for 15 points
- Use the same gratification logic + gratification animation

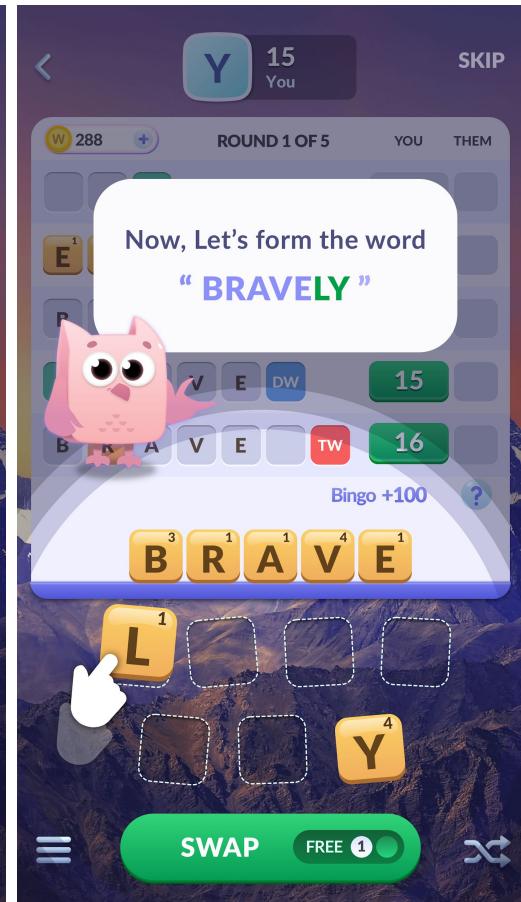
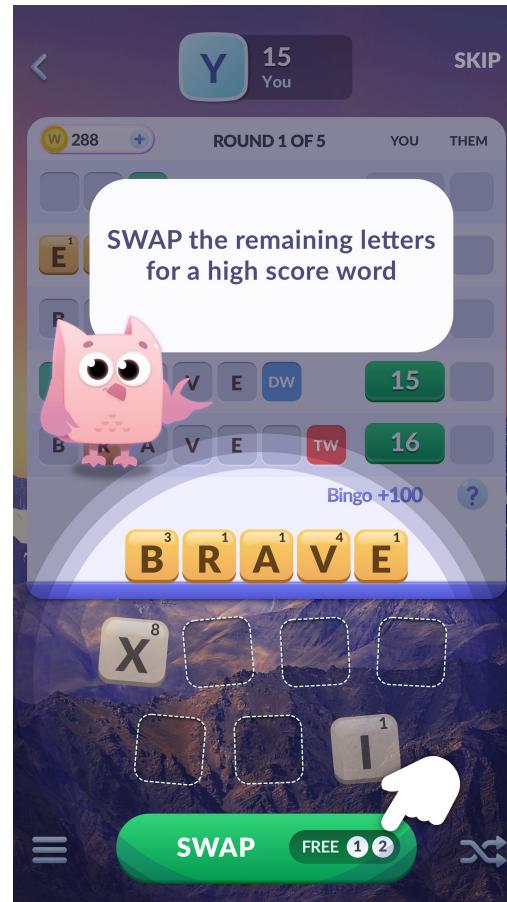


- Another callout (Now, Let's form the word "BRAVE").
- Along with the callout a circularlightbox appears around the Tiles.
- Only the letters B,R,A,V,E are interactive. The remaining letters X,I will be greyed out and non interactive.
- If the player doesn't play a letter, show Hand Cursor on the letter and make the letter bigger after 2000ms. This will be done only for the first tile.
- Call out is not removed till the player forms the word BRAVE

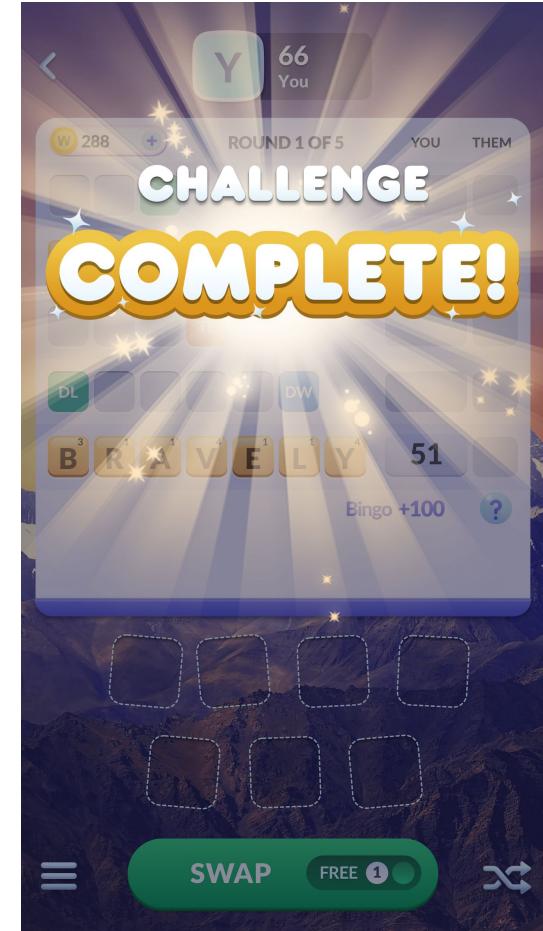
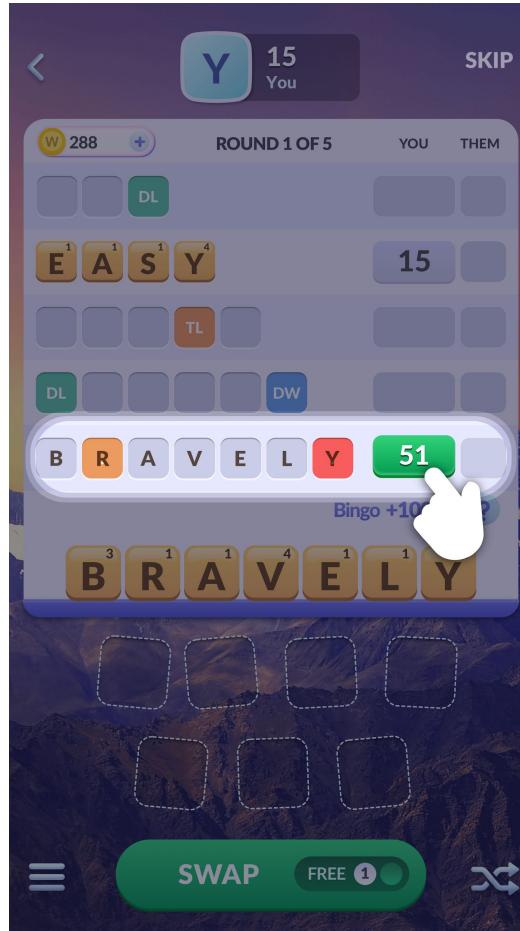


Swapping letter tiles to form words with higher scores

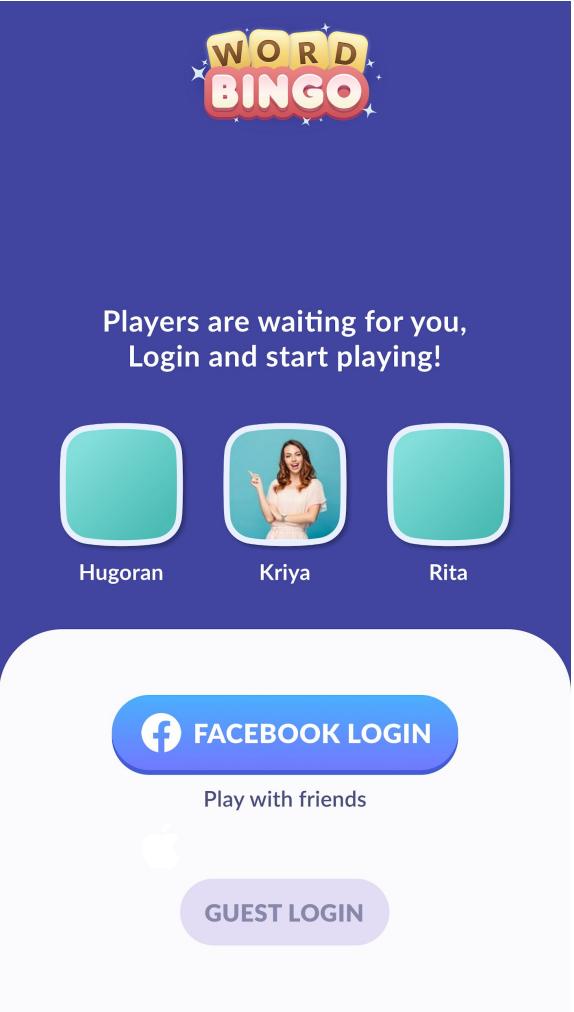
- As soon as the player places “BRAVE” on the rack a callout “SWAP the remaining letters for a high score word” appears along with a Hand Cursor pointing at the “SWAP” button.
- When the player clicks on SWAP:
 - The remaining letters are shuffled to L and Y and become interactive.
 - Callout changes to (Now, Let's form the word “BRAVELY”)
 - The “2” on the SWAP button becomes greyed out
- If the player doesn't play a letter, show Hand Cursor on the letter and make the letter bigger after 2000ms. Show this only for L



- As soon as the player successfully places “BRAVELY” on the rack:
- The lightbox narrows down, highlighting only the 5th row with the Hand Cursor on the Score to prompt the player to tap.
- CHALLENGE COMPLETE SCREEN

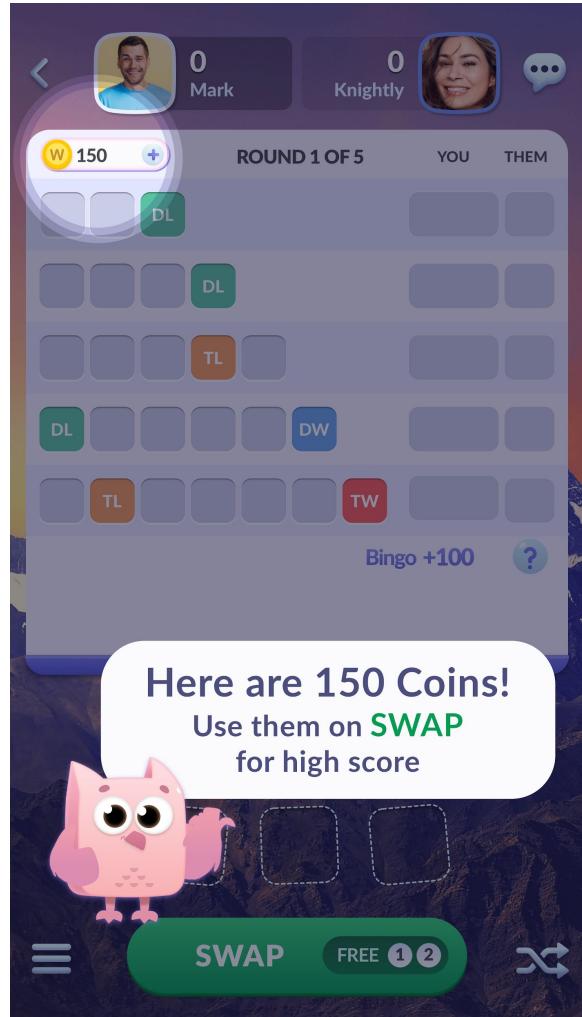


- LOGIN SCREEN
 - Player name is required
- HOMESCREEN
 - The first time player lands on the Homescreen, this pulsating animation will be shown (Sample animation)



Coin Intro

- As soon as the player lands on the gameboard we will display the coin intro
- Coin intro should have the coin grant animation and sfx
 - A callout “Here are 150 coins! Use them on SWAP for higher score” will appear
 - A lightbox highlighting the coin stack will also be there.



Contextual prompt for the players to play move in first game.

- After the coin grant
- The game proceeds
- If the player doesn't place any letter on the rack for 2000ms, show a possible word prompt on the rack (This will be shown for only 1st move)
- If the player doesn't respond even then, show the Hand Cursor after 1500ms
- This logic is applicable for 5 moves

The hand cursor prompt will be shown for 5 moves on the first letter of the possible word, irrespective of the type of game.



Tapping anywhere will cancel the prompt.

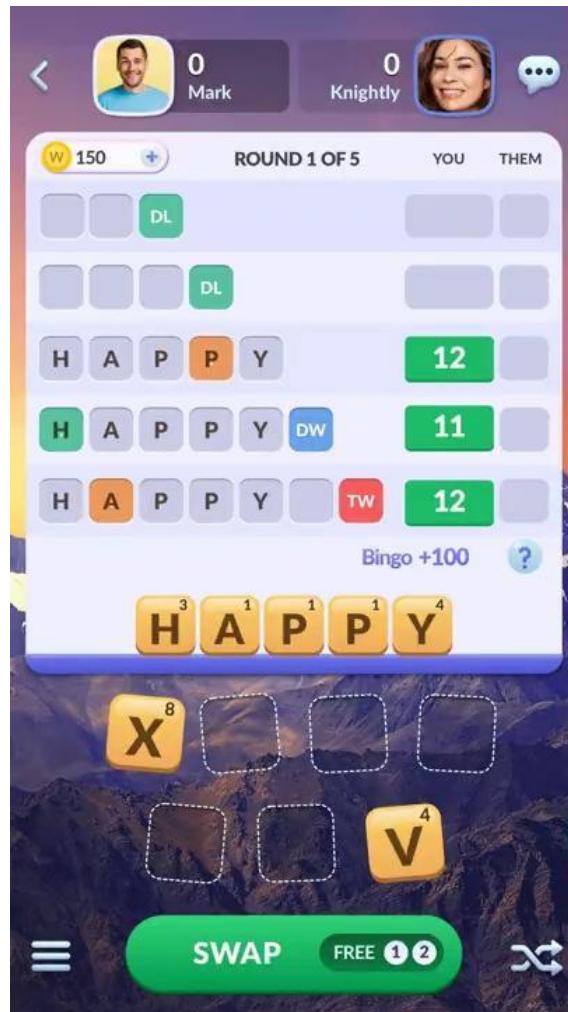
- If the player doesn't tap on the score to submit we show a score pulsing animation (sample animation)
- For the first 10 words played by the player, the score on the maximum filled row will be pulsated after 2000ms

Tile racks for the first 5 games

Tile racks for first 5 games and word to be shown. Prompt should be on the first letter of the word to be played

The bot rack will also be the same to start for the first round.

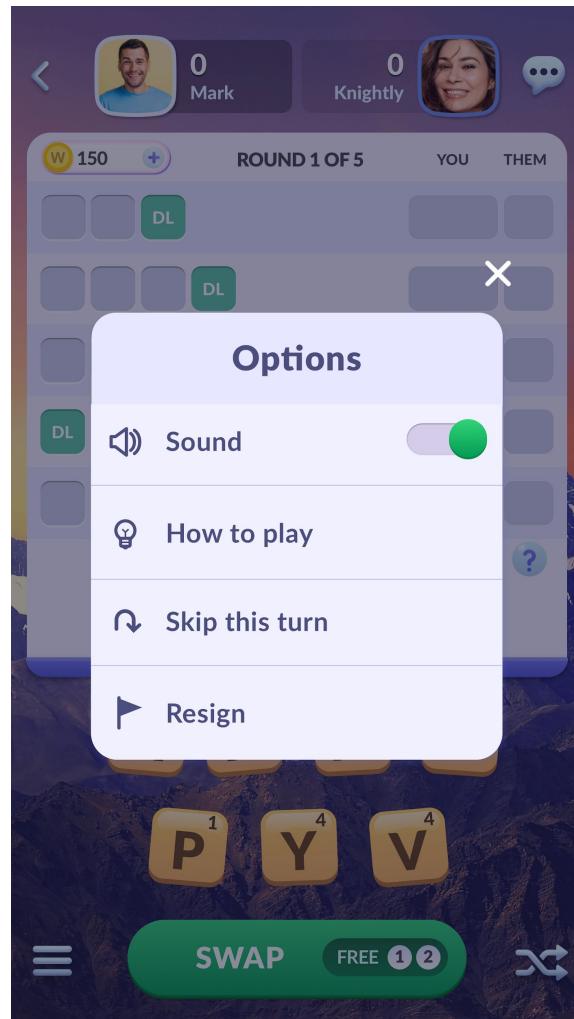
1. HAPPYXV - Happy
2. friende - Friend
3. winsner - Winners
4. plasery - Players
5. express - Express
- 6.



Adding How to play and sounds to the options menu. And changing the UI for it.

On clicking the “MENU” icon:

- Pop up appears with :
 - Sound
 - How to Play
 - Skip this Turn
 - Resign
 - Close icon on top to terminate the pop-up



- Animation Requirements
 - Score Pulsating - 114
 - List View Pulsating on Home Screen - 110
 - Bonus Tile Animation -Same like WordWars
 - Coin Grant Animation - 111

D0 Optimisations

Word Bingo

Problem Statement:

- Drop off in players after playing 5 moves in the first game
- Scope of improvement in conversion from tile touch to move played for 1st move and consecutive initial moves
- Difficulty for skippers of FTUE to understand the next action(submit word) after placing the tiles
- Drop off in gameboard viewers after viewing main screen: Multiple bot games started by default may be overwhelming

Goals:

- To increase movers per DAU by 400 bps (200 bps from moves by FTUE skippers, 200 bps from increase in gameboard viewers and better arranged tile rack combined)
- To increase the % of movers playing >5 moves from 68% to 73%
- Overall increase in moves/DAU on D0: 17%

(At 29.5% players playing \geq 16 moves, the moves per DAU is 19. At 36.5%, moves per DAU is expected to go up to 22.2)

Tile rack optimizations

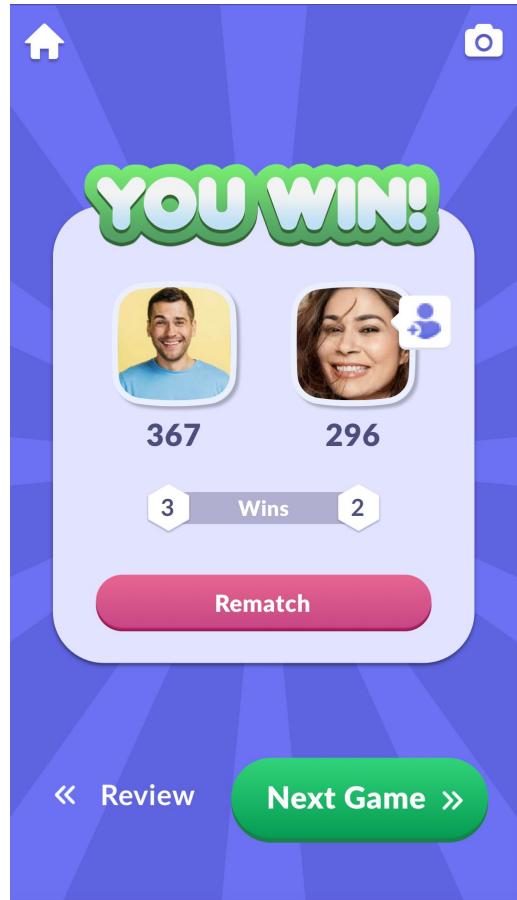
The players will be shown easy tile racks for initial 15 moves. Below is the list of tiles to be shown. The first 3 tile racks will be in order as below, post which for the next 12 moves, any random rack would be picked from the list. The racks would not be repeated, and on swap (full/complete), tile allocation will be as per the existing logic

- | | |
|----------------------------|-------------|
| 1. HAPPYXV - Happy | 16. CRYINGF |
| 2. FRIENDE - Friend | 17. FLOWEHR |
| 3. PLAYSRE - Player | 18. ACTIVEF |
| 4. STORYHI | 19. REDIALB |
| 5. MONEYUL | 20. MODESTN |
| 6. WATERDE | 21. FAMOUSJ |
| 7. TANGYOR | 22. FATHERP |
| 8. FOUNDRE | 23. NUMBERG |
| 9. HOLDNGI | 24. MODERNB |
| 10. FORESTD | 25. TOPICMR |
| 11. EXPRESS | 26. RIGHTUC |
| 12. WINSNER | 27. PUNCHLB |
| 13. STOCKER | 28. SUMMERD |
| 14. BIRTHGA | 29. CAKEDBF |
| 15. ALLOWDE | 30. CANDYMH |

Game over screen changes

The game over screen will have the CTAs as shown in the mock.

- Review: Clicking on review will take the player to the gameboard and hence will have the same functionality as existing close button on game over screen
- Next Game: Clicking on next game will take the player to the next game in your move panel. If there are no games in your move, a new game with instant bot will be created and the CTA will change to “New Game”. The “Next Game” button will appear at a delay of 2000 ms after game over screen is shown
- ~~Add friend: Will add the opponent to player's friend list~~
- There will be no close button, clicking on home on the top left corner would land the player on main screen



Other changes

- The hand cursor animation delay of 1500 ms on the tile rack has to be removed after showing the suggested word. This animation would play as soon as the suggested word is shown
- Only one game will be shown on main screen to the player after he first lands on it post FTUE completion. The other two games would be created in the background but will only be shown to the player on 2nd view of main screen or on next game panel. The images shown on login screen will be reduced from 3 to 1 (with the name of the opponent below the image)
- For the first move played on gameboard, if a valid word is formed and it is not submitted for 4000 ms, the hand cursor animation would play on the row with highest score. If player recalls the letters, it will be shown again if a new valid word is formed. From 2nd move onwards, this animation wouldn't be shown

Ad monetisation

Ad monetisation - Overview

Objective

- Integrate ads in Bingo to drive \$0.20 ad rev per dau

Overview

- We need to integrate the following formats through mopub mediation
 - Banners: Separate experiment is required for this
 - Interstitials: Separate experiment is required for this
 - W2e: No experiment required for this. This will be present in all variants of the game
- Other network adapters to be integrated with mopub mediation package:
 - Admob, Adx
 - FAN
 - Unity
 - Inmobi
 - Fyber
 - Tapjoy

Ad monetisation - Overview

Banners

- Banner ads will be shown on all screen. There will be a variant that doesn't show banner ads on game board
- For new users, banner ads will start after 10 turns (runtime)
- Till the time banner ads are not being shown, game will open in full screen mode

Dev requirements:

- Experiment
 - Name: banner_ads
 - Control: No banner ads
 - Var1: Banner ads are shown on all screens expect gameboard
 - Var2: Banner ads are shown on all screens

UI requirements:

- All screens with banner space on top



Ad monetisation - Overview

Interstitials

- Interstitial ads will be shown after a player plays a turn. Once a turn is submitted and the score increments, interstitial ad will trigger. For instant games, board scrolling will happen after the player comes back from an ad
- There will be 2 ad units for interstitials: Static and Video interstitials
- We'll be controlling the frequency of static and video ads through a runtime (VSF-2:1). This value means 1 static ad will be shown after 2 video ads. We always start with a video ad at the session start. At any point of time, if an ad is not available on the tried/qualifying ad unit, the other ad unit will be tried to show an ad
- There will be turn and time cooldowns between 2 consecutive ads to be shown which will be based on cohort
 - Inter_cooldown_var1 - TURN:TIME(in secs) (D0D1#D2_D7#D8_D30#D31_D120#D120+)
 - Inter_cooldown_var2 - TURN:TIME(in secs) (D0D1#D2_D7#D8_D30#D31_D120#D120+)
- There will be 2 variants of the interstitial experiment and both of them will be controlled by separate runtimes of turn and time as mentioned above
- For new users, ad unlock variable will be used to determine the turn count after which the interstitials start showing to the users

Ad monetisation - Overview

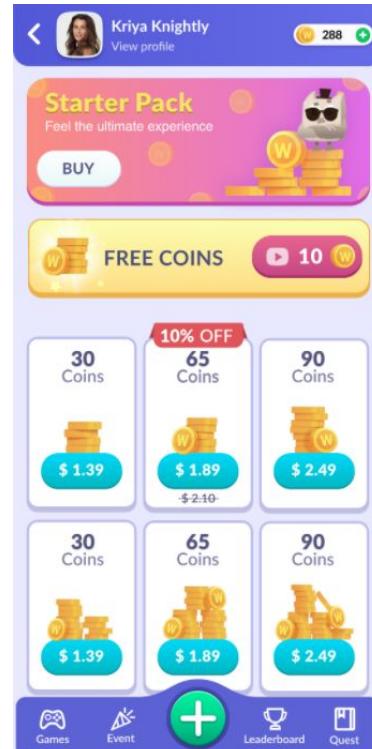
Dev requirements:

- Experiment
 - Name: interstitial_ads
 - Control: No interstitial ads
 - Var1: Interstitial ads are shown with inter_cooldown_var1 runtime
 - Var2: Interstitial ads are shown with inter_cooldown_var2 runtime
- Runtimes
 - inter_cooldown_var1
 - Turn: D0_D1#D2_D7#D8_D30#D31_D120#D120+ (3#3#3#3#3)
 - Time: D0_D1#D2_D7#D8_D30#D31_D120#D120+ (210#210#210#210#210)
 - inter_cooldown_var2
 - Turn: D0_D1#D2_D7#D8_D30#D31_D120#D120+ (3#3#3#3#3)
 - Time: D0_D1#D2_D7#D8_D30#D31_D120#D120+ (210#210#210#210#210)
 - Ads_unlock
 - Banner: 15
 - Interstitial: 15

Ad monetisation - Overview

Rewarded videos

- Rewarded video will be added for players to earn extra coins. Reward value for each video will be 10 coins
- Surfacing will be added at the following places:
 - Store screen
 - Game over screen
 - On close of store screen when coin balance is less than 100
- There will be 2 ad units for w2e as well. Requests on both has to go one after the other. (Refer to Wars codebase for detailed understanding). 2nd ad unit will be used as a backfill in case video is unavailable on 1st ad unit.
- Backfill logic will be implemented for rewarded videos through video and static interstitials. So if video is not available on any of the Rewarded ad units, video interstitial is tried followed by static.
- W2e video cooldowns are to be controlled through runtimes and will be different for payers and non-payers (explained in runtimes section)
- If a user is in video cooldown, a toaster is shown with the time left for more videos to be available: "More videos in xx:yy)



Ad monetisation - Overview

Store screen surfacing

- A card with w2e option to be added to the store screen. The card will show 10 coins and a video icon on top of it
- Once a user is on video cooldown, the card will show the time after which the videos will be available again
- Runtimes to control no. of videos in fixed no. of hours and cooldown to reset to be added (w2e_video_cooldown)

Game over screen

- A w2e button to be added to game over screen to earn 10 extra coins.
- This button is shown only if the video is available. If not, normal game over screen is shown
- After completing the video, user lands on the same screen and video option will not be shown again

After closing store screen

- We'll show a small pop up after the user closes the store screen without doing any action on it if
 - The user is not a payer (runtime)
 - Coins balance is less than 100 (runtime)
 - video/VI/SI is available
- Clicking on w2e triggers the video and after the completion of video, the popup stays for more videos
- There will be a cooldown of x hours for this popup to be shown again

Ad monetisation - Overview

Dev requirements

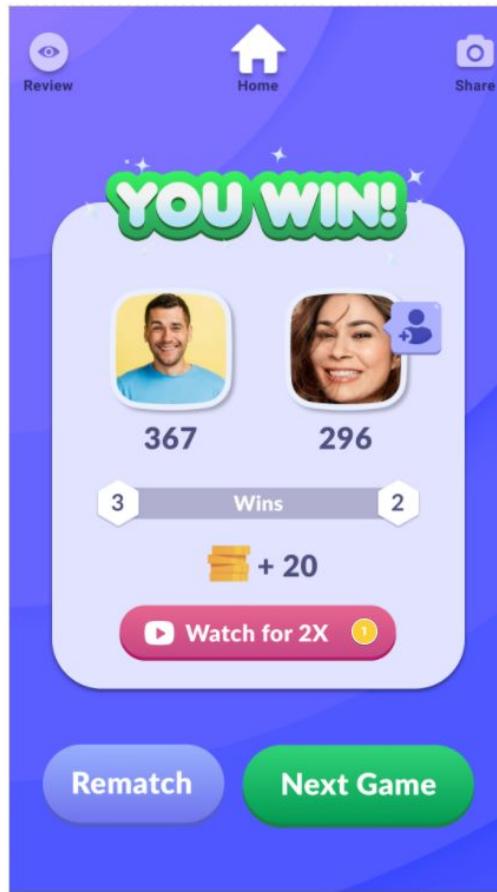
- Experiment
 - Name: w2e_ads
 - Control: no w2e ads
 - Var 1: w2e ads are present on store screen, game over screen
 - Var 2: w2e ads in store, game over screen, pop up after closing store screen
- Runtimes
 - Store_close_w2e (multiple values runtime)
 - Payer_flag (0 for no popup to payers, 1 for popup to all)
 - Min_coins: 100
 - Cooldown_popup (Hours): 1
 - W2e_cooldown : payer:nonpayer (4#1#1:5#1#1) (videos in time and cooldown for w2e)

UI/UX requirements:

- Store screen surfacing
- Game over screen w2e flows
- Store dialog close popup flows



Store screen surfacing



Game over screen surfacing



Daily Quest

Word Bingo

Daily Quest (v1)

Goals:

- To add Daily Quest to the Quest center for improving engagement by 10% from task completion and rolling retention by 300 bps (please refer to notes for estimated calc)
- To add a source of earn for the players in the game

Expected interaction with Daily Quest

	% of DAU
Assignees	100%
Daily Quest Popup viewers on gameboard	90%
Interactors with gameboard icon(progress check)	30% (higher than Wars because of task progress and streak feedbacks)
At least one task completers	60%
All tasks completers	15%
Streak reward claimers per day	8%

Daily Quest (v1)

General Description:

- The game length in Bingo is shorter compared to Wars. Hence, to make players engage for the target session time in the game, we need to give them daily goals to keep them in the loop of continuing to play
- In v1, we would be adding only limited tasks for the players to engage. More task varieties and engagement based targets may be considered for v2 of the feature
- The daily quests would run on local time (as in WordWars)
- In v2, we would be implementing engagement based targets(ppsn team to revert on the costing) and have more number of tasks to be picked from(like that implemented in wars)
- We would be implementing this feature as an experiment with three variants.
 - Var1: Quest center without Daily Quest
 - Var2: Daily Quest
 - Var3: Daily Quest with streak calendar

*More details on slides to follow

Daily Quest: Task Allocation

- Daily Quests will be allocated on based cohorts (number of days in the game after install) and engagement buckets (number of days the player has come in the game in last 7 days)
- There will be 3 engagement buckets based on number of DAU days in the past 7 days:
 1. 0-2 days (low engaged)
 2. 3-5 days (medium engaged)
 3. 5+ days (highly engaged)
- There will be 3 tasks for each of the cohorts and engagement buckets, the targets for which would be controllable from dashboard:
 1. Play x moves
 2. Win x games
 3. Use x swaps
- We will be defining the targets for low engaged bucket for each cohort, and the other two engagement buckets will be assigned targets based on multiplier on the low engaged bucket target as shown in the next slide (**in case the target is non-integer, it will be rounded off to the ceil value- 14.4=15, 14.9=15 and so on*)

Daily Quest: Unlock

- Daily Quests will be unlocked as per the runtime dqud (number of days after install) for new players
- For older players, it will be unlocked on 1st visit to gameboard with an auto pop showing task(s) to be completed for the day:
 - a. If there is a coin intro animation to be played, the auto popup would be shown after that is done
 - b. If the player sees the gameboard by starting a new game, popup would be shown right after entering the gameboard
 - c. If player sees the gameboard on entering an already started game, popup would be shown after opponent's move flow has been completed and turn comes back to player
- The daily quest tasks would also be visible on quest center by default if the player visits quest center before seeing the gameboard

Dashboard Requirement

Task 1: Play x moves	
Cohort	Low engaged player targets (0-2 days)
0-7	10
8-14	12
15-30	15
31-60	15
61-120	18
120-i	20

	Multiplier
Medium engaged bucket	1.2
Highly engaged bucket	1.5
Reward	10

Task 2: Win x games	
Cohort	Low engaged player targets (0-2 days)
0-7	1
8-14	1
15-30	2
31-60	2
61-120	2
120-i	2

	Multiplier
Medium engaged bucket	1.2
Highly engaged bucket	1.4
Reward	15

Task 3: Use x swaps	
Cohort	Low engaged player targets (0-2 days)
0-7	2
8-14	3
15-30	3
31-60	3
61-120	3
120-i	4

	Multiplier
Medium engaged bucket	1.2
Highly engaged bucket	1.5
Reward	10

Var2

Daily Quest without streak calendar

Daily Quest: Surfacing (var2)

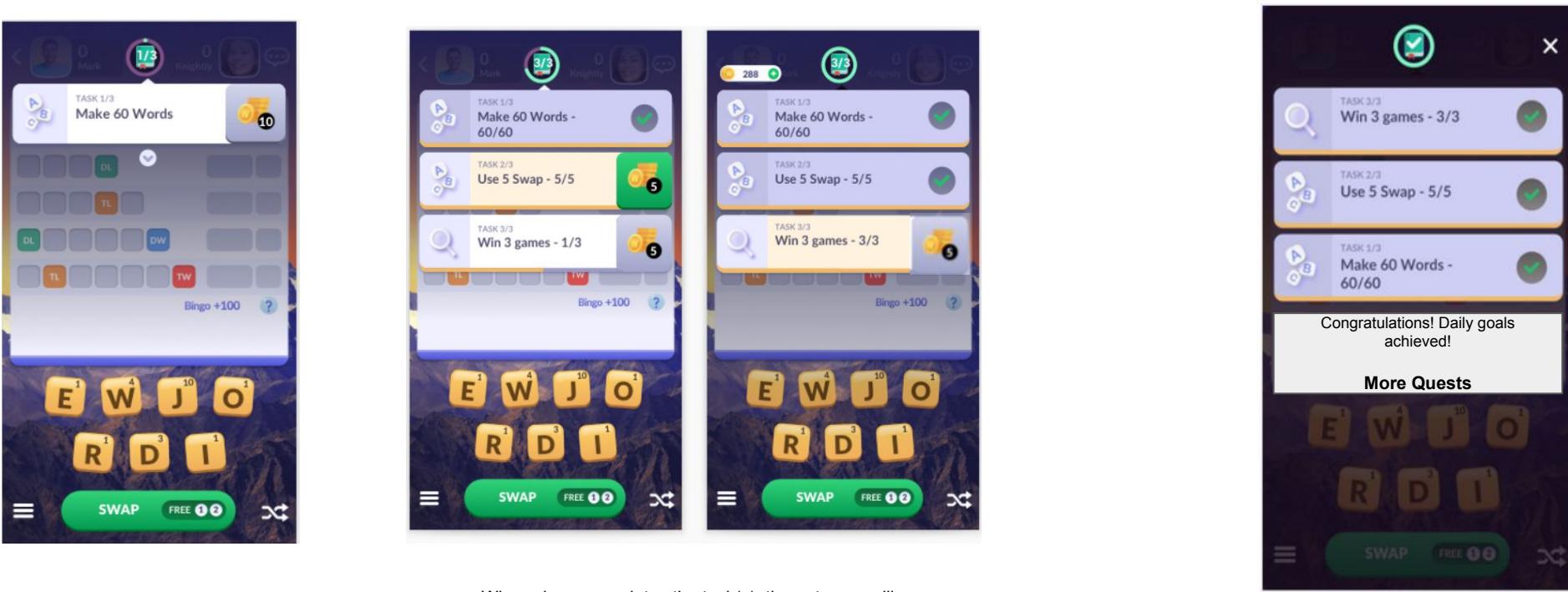
1. The quest tasks would be shown on quest center and on the gameboard as a popup
2. The gameboard auto popup will be used to show the 1st task assigned for the day and will appear on 1st view of the gameboard
 - a. If the player clicks on arrow/expand icon at the bottom of single task on auto-pop, all the 3 tasks will be displayed
 - b. If the player taps anywhere on the gameboard, the popup will disappear. In case no action is done, it will disappear in 5 seconds
3. There will be a Daily Quest icon on gameboard. The icon will only be visible on the gameboard after daily quest unlocks and clicking on it will open the complete daily quest popup (with all tasks listed along with progress status).

Daily Quest: Claim Flow(var2)

1. Whenever a task is completed, the auto pop on gameboard will appear for all the tasks along with the claim option on task(s) completed (Please refer to mocks for clarity). If player clicks on claim, the reward animation will play. If he clicks anywhere else on the gameboard, auto claim animation for reward will play and the popup will close
2. When all the three tasks are completed, the auto pop up will show the status of all the tasks as completed and coins for the last task will be granted
3. If player clicks on gameboard icon post finishing the daily quest tasks for the day, it will take the player to quest center

Edge case: If gameboard auto popup trigger coincides with the game over screen, the gameboard popup would be shown on the next view of gameboard, and hence, game over screen would be prioritised.

The player will however be able to claim the reward from quest center if he visits QC before the next gameboard. The auto popup for 3rd task in this case will be shown without claim option hence, as the claim would have already been done



- When player is assigned a new daily quest, this popup would appear. Tapping anywhere on the screen or within 5 seconds of display (whichever is earlier), it would be dismissed
- When player completes the task(s), the auto pop will appear with all the 3 tasks and their progress, and a claim option on the task completed. Clicking on claim will play coin grant animation and the state of that task will change to completed (with a tick mark)
- If player doesn't click on claim and taps anywhere else on the screen, auto claim will happen with the coin grant animation and the popup will then close

Task Completion:
All the tasks get completed for the day
(UI to be updated)
Clicking on "More Quests" will take the user to quest center

The icon changes as shown when all tasks are done

Daily Quest: Notifications (var2)

1. Notification for lapsed players: Players who did not return to the game from past 3 days. Time: **08:00 AM local time**. (Any one copy can be picked at random)
 - a. Copy 1: *Rewards await you! Achieve daily goals to claim them all!*
 - b. Copy 2: *Easy tasks, big rewards!! Thousands have claimed today, your turn now!*
2. Reminder Notification: It will come only if any of the tasks are yet to be completed. This notification is not supposed to be sent if player hasn't come to the game for that day. Time: **06:00 PM local time** (Any one copy can be picked at random)
 - a. Copy 1: *Here to remind you! A few hours left to grab all the rewards from today's goals. Play now!*
 - b. Copy 2: *Yet to complete your daily goals! Play for rewards before the day ends.*

Var3

Daily Quest with streak calendar

Daily Quest: Streak Calendar (var3)

Var 3 will have similar flows as var 2 with an additional **streak calendar**

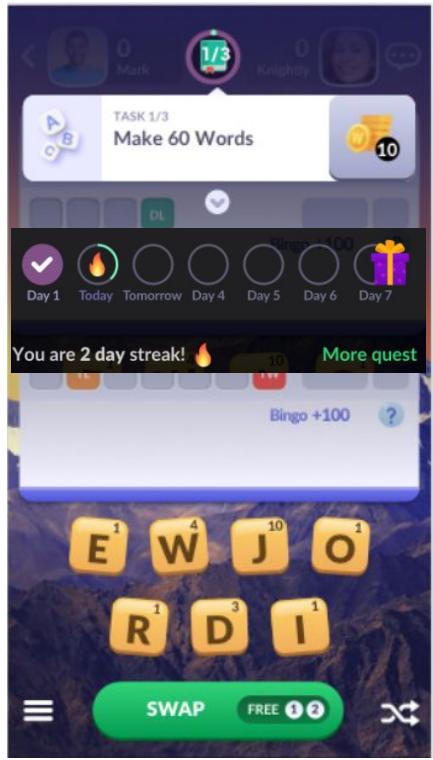
A streak calendar would be added as an extension to daily quests for making the players come back into the game everyday and complete the tasks on a regular basis

- 7-day streak calendar would run from the day Daily Quest(DQ) is unlocked for the players
- For the days the player is able to complete the tasks of DQ, the streak would be maintained
- If the player doesn't come to the game on any day or is unable to complete the tasks on any of the days, the streak will reset to 0
- There will be a reward towards the end if it is maintained for 7 days successfully, post which the counter will reset to 0 and a fresh streak would be started

Daily Quest: Streak Calendar (var3)

Other details:

- If the player's streak count=0, streak calendar will not be shown along with the task(s) **auto pop** (the surfacing for auto popups would be similar to var2 in this case hence)
- If player's streak count ≥ 1 , streak calendar will be surfaced with all the **auto pops** for task assigns and claims as shown in the mocks in the next slide
- When the daily quest icon is clicked on the gameboard **while the quest is in progress**, all the tasks along with the streak calendar would be shown
 - If streak count =0 , text: "*Complete today's daily goals to start the streak*"
 - If streak count ≥ 1 , text: "*Complete daily goals everyday to maintain the streak*"
- When the daily quest is completed for the day, the progress icon will change to reward/gift icon on gameboard, and will show the message "Come back tomorrow to continue the daily goals streak" ([Mock added here\(surfacing 3\)](#))



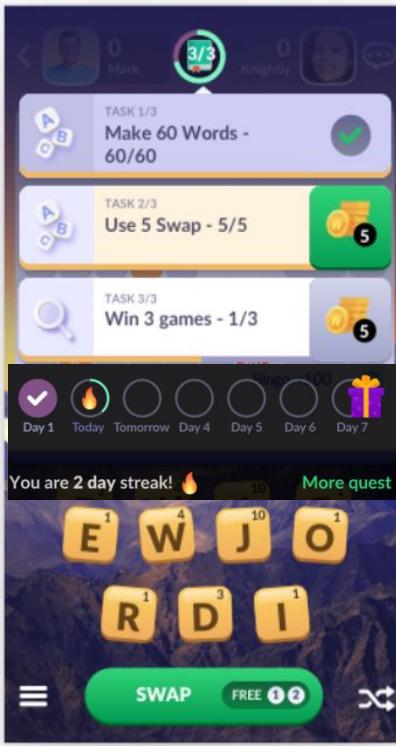
Auto popup:

When player is assigned a new daily quest, this popup would appear.

Tapping anywhere on the screen would dismiss it

(Same as var2)

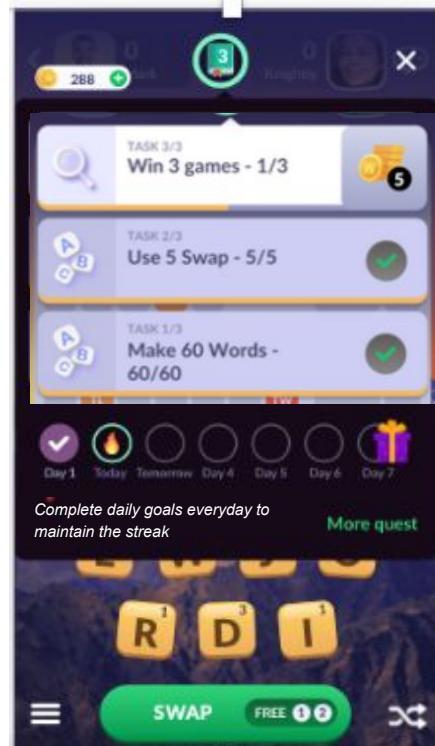
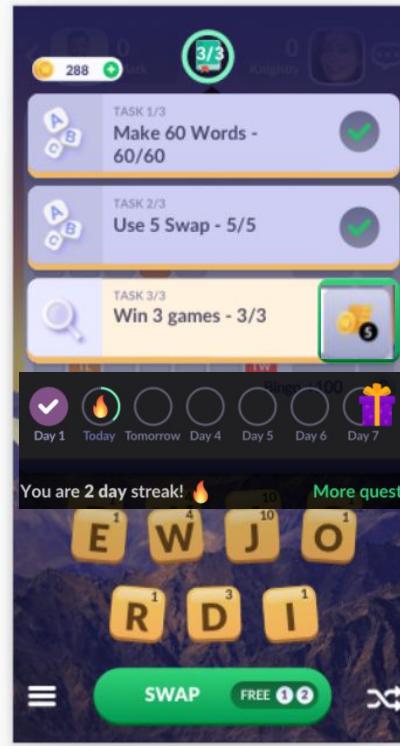
The calendar streak will not be shown if streak count=0



When any task is completed, the above popups would appear (all the tasks would be visible along with the progress and claim option for completed task(s))

The calendar streak will not be shown if streak count=0

Rest of the things remain the same as var2



On click popup: When player clicks on daily quest icon on gameboard while the quest is in progress, the above view will be shown (task progress+calendar details)

When the streak count=0, the text would be "Complete today's daily goals to start the streak"

Daily Quest: Streak Calendar Surfacing (var3)

Surfacing 1:

The streak popup would show up on all the days when daily quest is completed. It will be surfaced after closing the task completion popup

Streak start:

- Whenever a fresh streak is started, the popup would appear after dismissing the task completion popup (last mock on previous slide) after all task completion
 - “Well Done! Streak started! Achieve daily goals on all days to earn the mega reward!”

Streak Progress:

- Whenever the streak progresses (Day 2 to Day 6), the popup would appear after dismissing the task completion popup with the below text:
“A step closer! Play everyday to maintain the streak for the mega reward”

Rewards Popup

- If player successfully completes daily quest tasks for 7 days continuously, the popup will be shown with the below text:
 - “Congratulations! Daily Quest streak completed!” + reward grant animation

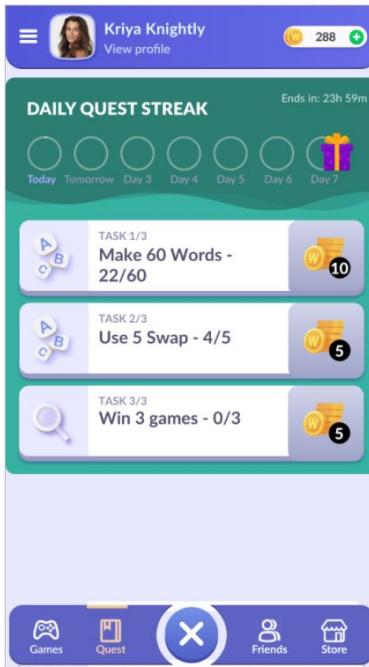
The reward for streak completion will be auto granted on this surfacing

[Click here for mocks](#)

Daily Quest: Streak Calendar Surfacing (var3)

Surfacing 2:

The streak calendar would also be visible on Quest center, above the tasks panel as shown

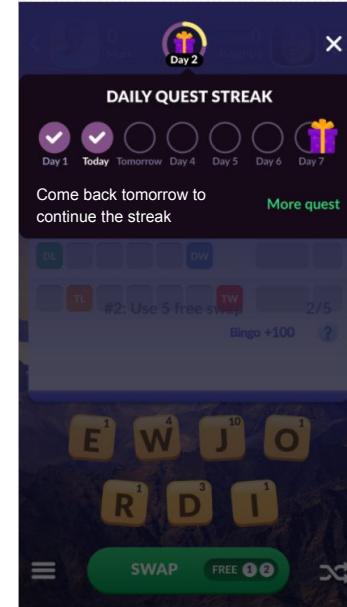


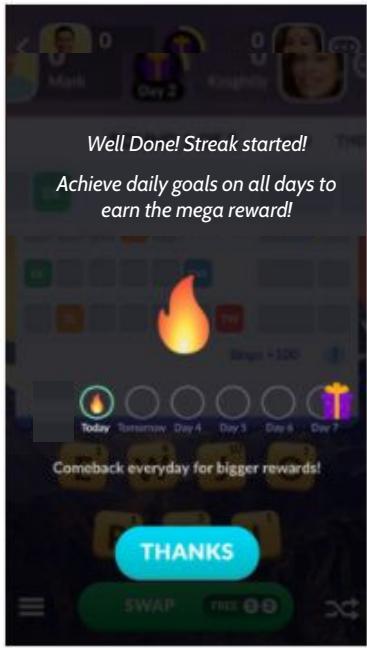
Surfacing 3:

If player clicks on gameboard icon when the daily quest has already been completed for that day, the below popup would be shown along with streak progress

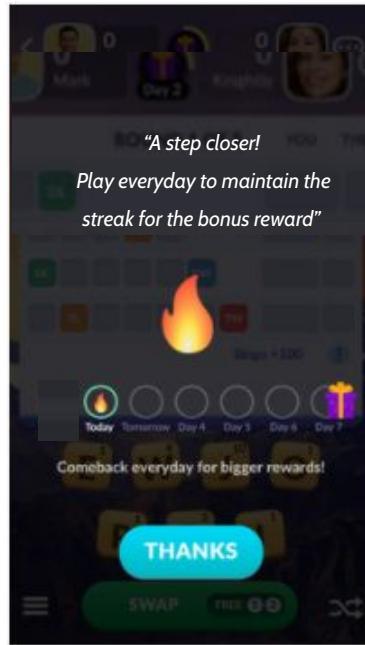
The gameboard icon changes to gift icon as shown when all tasks are done. This is done to entice players to click on it and hence find out about the streak

Clicking on "More quest" will take the players to Quest Center

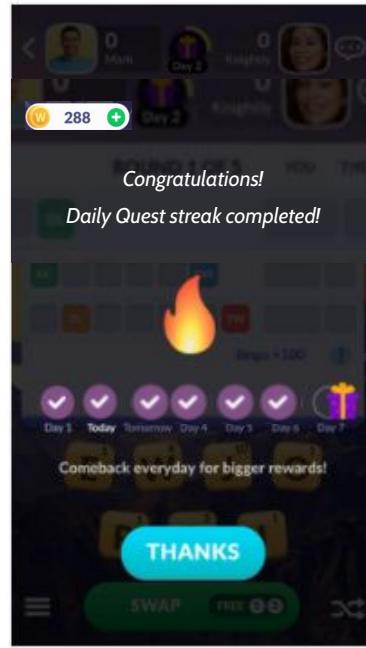




When a fresh streak is started, the popup will be shown after completion of all the tasks



When a streak progresses, the same popup with the text added is shown



When daily quests are completed for 7 consecutive days and the streak is completed for the reward (Mock to be updated)

Daily Quest: Notifications (var3)

1. Notification for lapsed players: Players who did not return to the game from past 3 days. Time: **08:00 AM local time**.
 - a. Copy 1: *Missing out on the mega reward. Join the Daily Quest streak race now!*
 - b. Copy 2: *Easy tasks, big rewards!! Thousands have claimed today, your turn now!*
2. Reminder Notification: It will come only if any of the tasks are yet to be completed. This notification is not supposed to be sent if player hasn't come to the game for that day. Time: **06:00 PM local time**
 - If player has a streak in progress:
 - a. Copy 1: *One step closer! Complete the Daily Quest to continue the streak for a Big reward*
 - b. Copy 2: *Don't lose yesterday's progress! Continue to complete the daily quests to claim the BIG reward!*
 - If player has a streak to be started
 - c. Copy 1: *"Let's begin achieving! Complete the daily quest and join the bonus reward race today!"*
 - d. Copy 2: TBD

Runtimes

- Daily quest unlock day (dqud): Default value=2
- Streak completion reward runtime (dqscr): Default value=150 coins

UI and Animation Requirements

- UI for surfacing task and streak calendar on quest center and gameboard
- UI for rewards popup on streak completion
- Anim:
 - Drop Down of the tasks from arrow
 - progress on the gameboard icon (1/3, 2/3 etc)
 - Mystery box open animation
 - Tick mark in progress circles

PSPN Requirements

- Dashboard functionality as per the [reference slide](#):
 - Inputs for targets of low engaged bucket
 - Inputs for target multiplier of medium and highly engaged buckets
 - Rewards runtime by tasks
 - Addition/deletion of cohorts bucket
- Game data input for task allocation: DAU days in the past 7 days(rolling)
- Status for daily quest progress for notif conditions to be checked

Experiment Details

Experiment name: quest_center

- Control: No quest center
- Var1: Quest center with lifetime tasks
- Var2: Quest center with lifetime tasks and daily quest flows(without streak calendar)
- Var3: Quest center with lifetime tasks+daily quest flows+streak calendar

Trackings

- To be added

Add Player Support to the Options on GB

Requirement

1. "Contact us" should be added in options pop up in gameboard
- 2.
3. Clicking on Contact us should open default mail to "Support@playsimple.in" with subject "WordBingo support"

And below items in description

Type-SupportMailV1;Game-WordBingo;PNP-;IssueType-support;Platform-Android;OS-;Version-012;Country-;Intent-;RefId-;TrackingId-;AdvId-;Progress-connect_type^:coins^;Device-;Email-;Name-

4. We have to add additional item in the list "game_id" and pass the game id

QA will set up items required from the Freshdesk side

Classic Leaderboard

<https://docs.google.com/presentation/d/1IZMNMKyESwMMHl9O0ao2uO3xjWpMHOzeUC9mI9gsax8/edit#slide=id.p>

Events & Mini games

Spec link:

[https://docs.google.com/presentation/d/1NK1wckTKrREAakBIVYZoWyM4BpRSY6TR_4
SqxX_eJNg/edit#slide=id.g8b905a9211_0_10](https://docs.google.com/presentation/d/1NK1wckTKrREAakBIVYZoWyM4BpRSY6TR_4SqxX_eJNg/edit#slide=id.g8b905a9211_0_10)

Other spec links

Solo series:

https://docs.google.com/presentation/d/13BRvDsQxXhOd2Rx3UDq7HeWGPEIU23cBAtPx6iA20Gw/edit#slide=id.g211332ca3_0_7

Daily Quest:

https://docs.google.com/presentation/d/1quYrQU3kyATRLXNTvHxE3DT8_MBC1TWxGRJZohDi8Ro/edit#slide=id.gb2e0b1d94e_0_5

Adhoc/Optimizations:

https://docs.google.com/presentation/d/10rh5h1hceZI7PCTadNS_tN1Bfwy54LbobV3bW7hU7eY/edit#slide=id.p