# Graphic

The games are for real money. So quality of graphic will be a point of concern.

All updated assets are at FTP with PNG sequence, etc. We need to take fresh assets. If we face issue in assets and its quality, we cha discuss it with Tim.

Converting BIK files to AVI and/or FLV looses much quality.

At present, there is concern on animation quality on builds shared. We are looking for backup plan where CJ will share source files so we can make quality animations in Flash.

Layout can be same as PCI slot games.

Flash games to be 800x600 size wit multi-scale support.

# Presentation

Top level presentation can be same as PCI slot games.

During win presentation, in case of multiple line win, we show first line win, then toggle to show second line win etc.

We need to focus on a line till the length of animation.

Reel spin duration from the time first reel spin starts to the time last reel stops, has to be minimum 3 seconds.

As per Alderney jurisdictions, we cannot suspend reel spinning. However, as per US standards, we can. So we need to have "stop spinning" button configurable from server. In case this is not achievable, we will follow Alderney's standards and won't have "stop spinning" button. This is something we need to check with Jason.

All the games will be fixed line, means, player should not be able to change selected number of lines. It is because industry and operators are now following this standard.

On press on any line-ID's we can simply highlight the line to show the line pattern to the player. On release, visible line can disappear.

When player wins any amount in a game, we tickup the amount from 0 to the winning amount.

If during tick-up, player clicks on spin button, we show final amount for 0.3 second to player and then make it 0.

We understand that there can be technology limitations, and hence, games may not be exact copy, but we should try to make games as close as possible.

# Server dependencies

Game client will receive maximum possible bet from server. Clicking on "Bet Max" will adjust bet value accordingly.

A game can have different payouts for different operators. To support this, game will have different reel-sets to support multiple RTP's. Game client needs to take reel-set from server response.

Payout values in pay-table can be hardcoded.

# Sound

Reel spin sound provided is of 2.5 seconds and reel spin time is minimum 3 seconds. Since reel-spin sound were not made to loop, we might face issue in looping. This is something we need to play and check. In case of issue, we can raise it to discuss further.

There will be anticipation sound if any feature is about to trigger.

# Free Spin Play

If player wins free-spins, the flow of presentation will be.

* + Soon reel stops, we show "congratulations, free spins won" message.
  + Player is taken to free game screen. In it, reels/symbols will be same as base game. Else complete layout will change.
  + Then we will show base game win presentation.
  + After a cycle is complete, we will start free spin.
  + Once all the free-spins are complete, player is taken back to base game screen.

During free spin, as per Alderney jurisdictions, we cannot suspend reel spinning. However, as per US standards, we can. So we need to have "stop spinning" button configurable from server. In case this is not achievable, we will follow Alderney's standards and won't have "stop spinning" button. This is something we need to check with Jason.

There need to be a "skip line summery" button. Clicking on it will skip line presentation and will take player to next spin. Alternatively, we can have feature where player can click on screen to skip line presentation. This is something we need to confirm from Mark.

# Bonus Play

In case player wins bonus in a game, bonus will be played first. Once bonus play is complete, player will be taken to base game screen and we will start base game win presentation.

In case the bonus triggers free spins, bonus will be played first. Then player is taken to "free spin play" screen. There we show base game win and then start free spins. Once free-spins are complete, player is taken to base game screen.

In case player wins multiple bonus, soon reel stops, we play a bonus. After the bonus, player is taken to base screen. Then we play second bonus. Once all the bonuses are complete, we start win presentation.

# Promo Banners

In HTML5 games, we won't have promotional banners. Rather we will focus towards showing as big reels as possible. So give maximum possible area to reels.

Promo banners will show all the banners 1 at a time, in cyclic form.

Each promotional message will be displayed for ~8 seconds for now. We can change it latter during review, if required.

There won't be any event driven promotional banners.

We can take banner information from existing games and assets provided. It will be in PNG sequence.

# For Tim to confirm

Do we need to show amount in credits or currency or both form. In case in both form, how can player toggle between the two forms?

In case free spins are triggered, how to show win amount to player? Confusion is because we first show "3 scatter triggers free spin", then change to free-spin background and show base game win and then start with free game spins. So should we just keep adding all the wins together (base win + scatter win + free spin wins)?

To re-confirm on game behavior/presentation in case there is bonus win + line win in a game.

# For Jason to confirm

How to have configurable "Stop Spinning" button at client side?

# For Mark to confirm

During free spins, do we need give player feature to skip line summery? If yes, do we have a Skip button for the feature or player can skip presentation by clicking anywhere on screen?

# On Tim

Tim to share video references of games so we can have better understanding of bonus play.