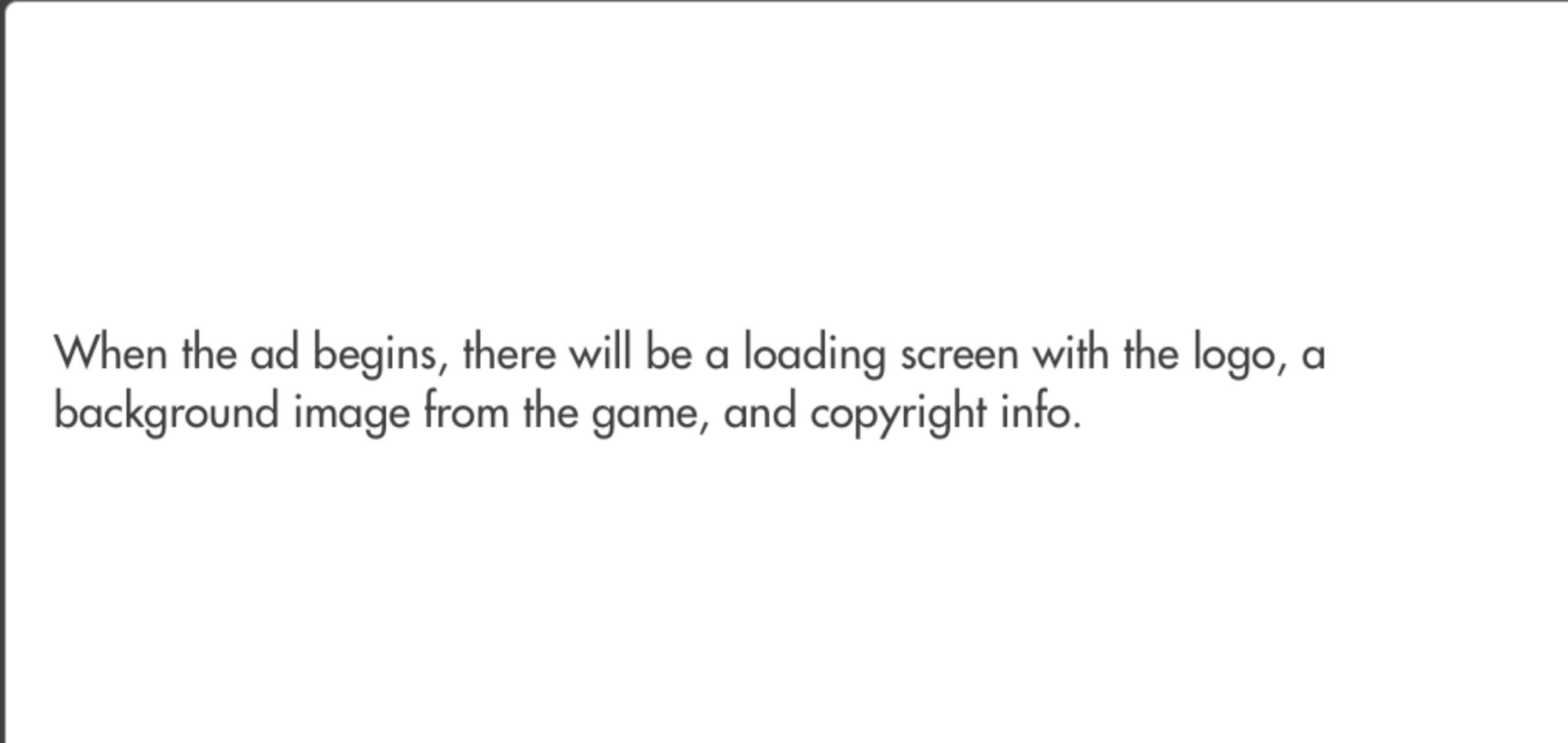




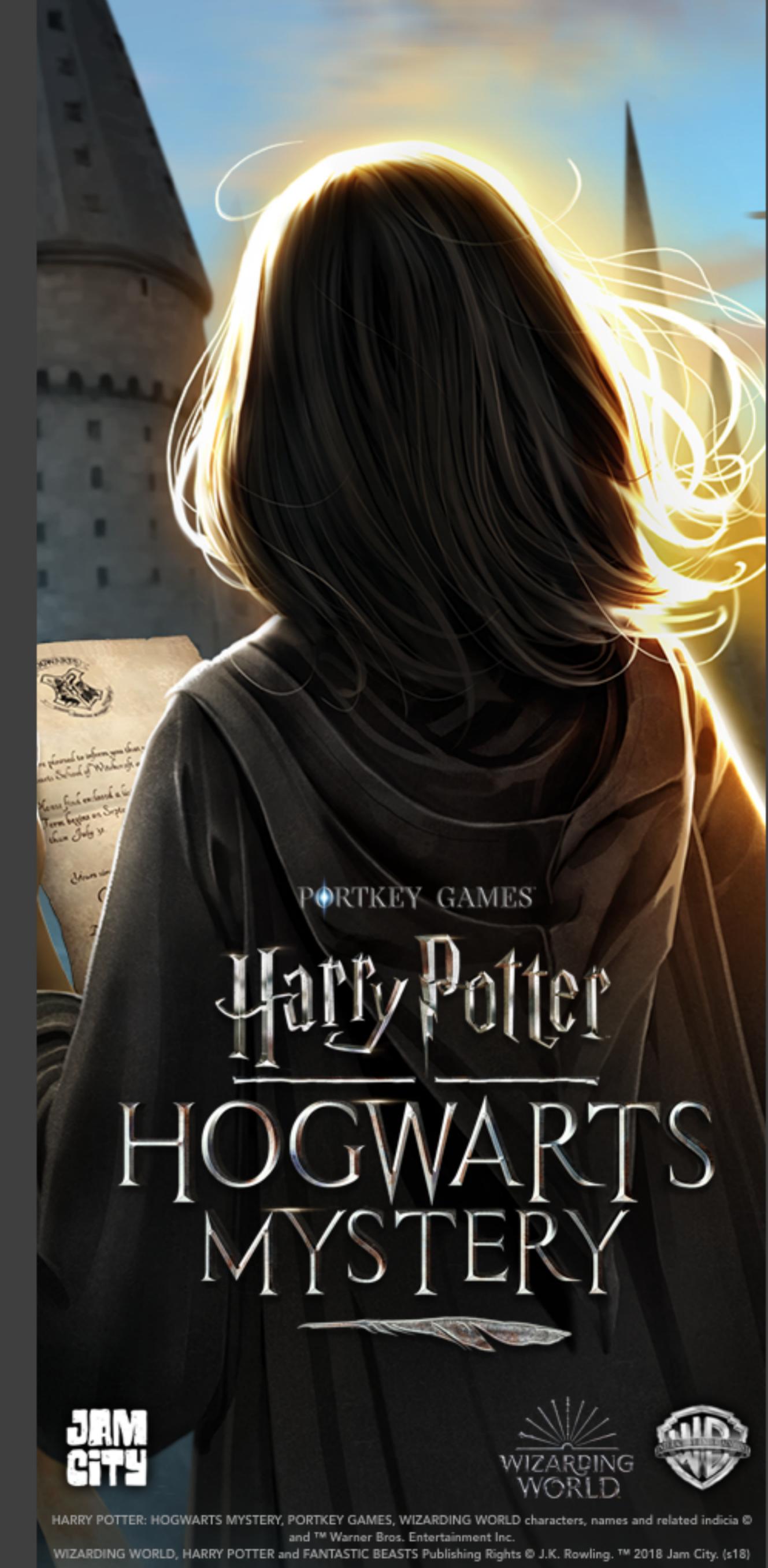
Niffler Feeding Advertiser
Feedback Update
March 29th, 2019

LIFESTREET

Loading Screen V1

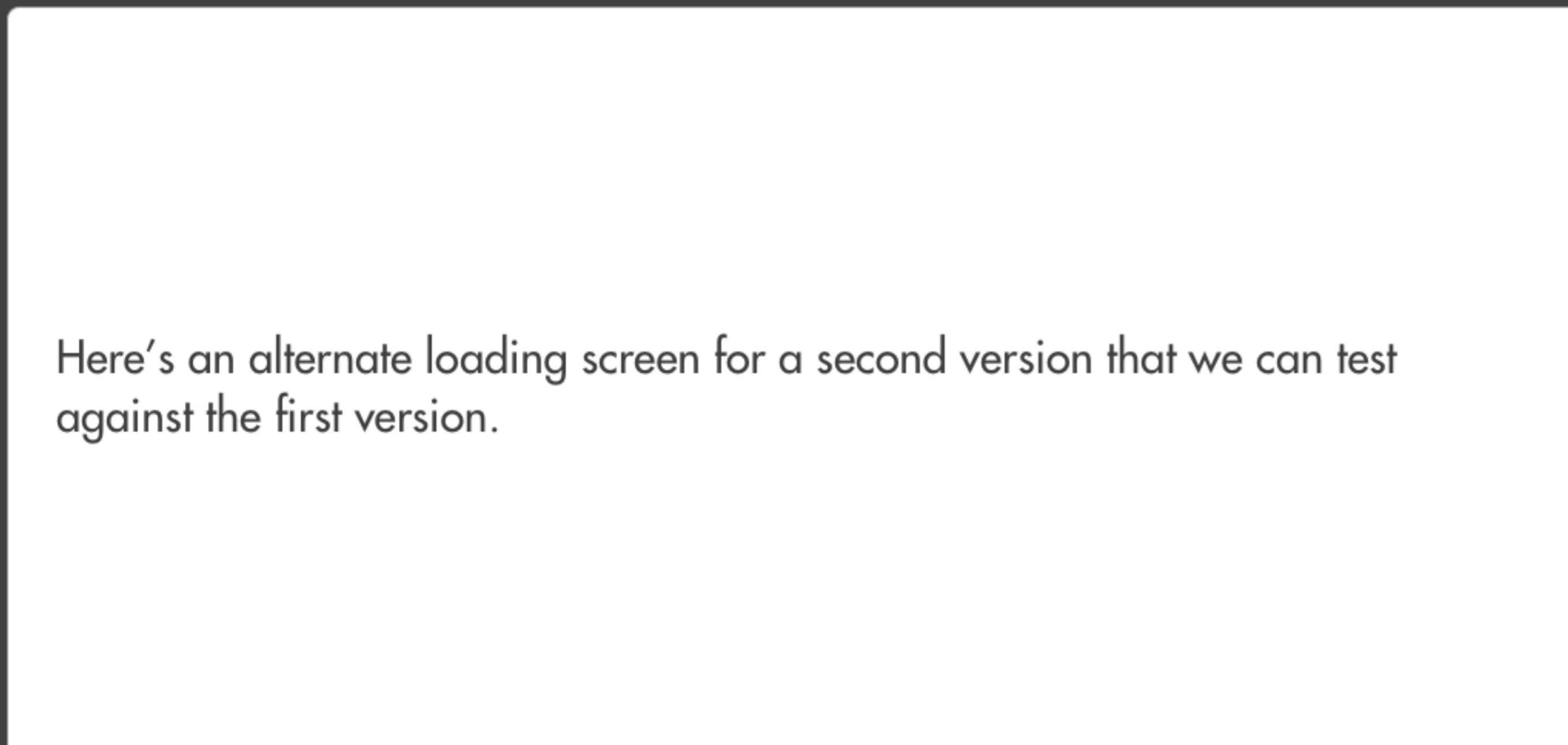


When the ad begins, there will be a loading screen with the logo, a background image from the game, and copyright info.



LIFE STREET

Loading Screen V2

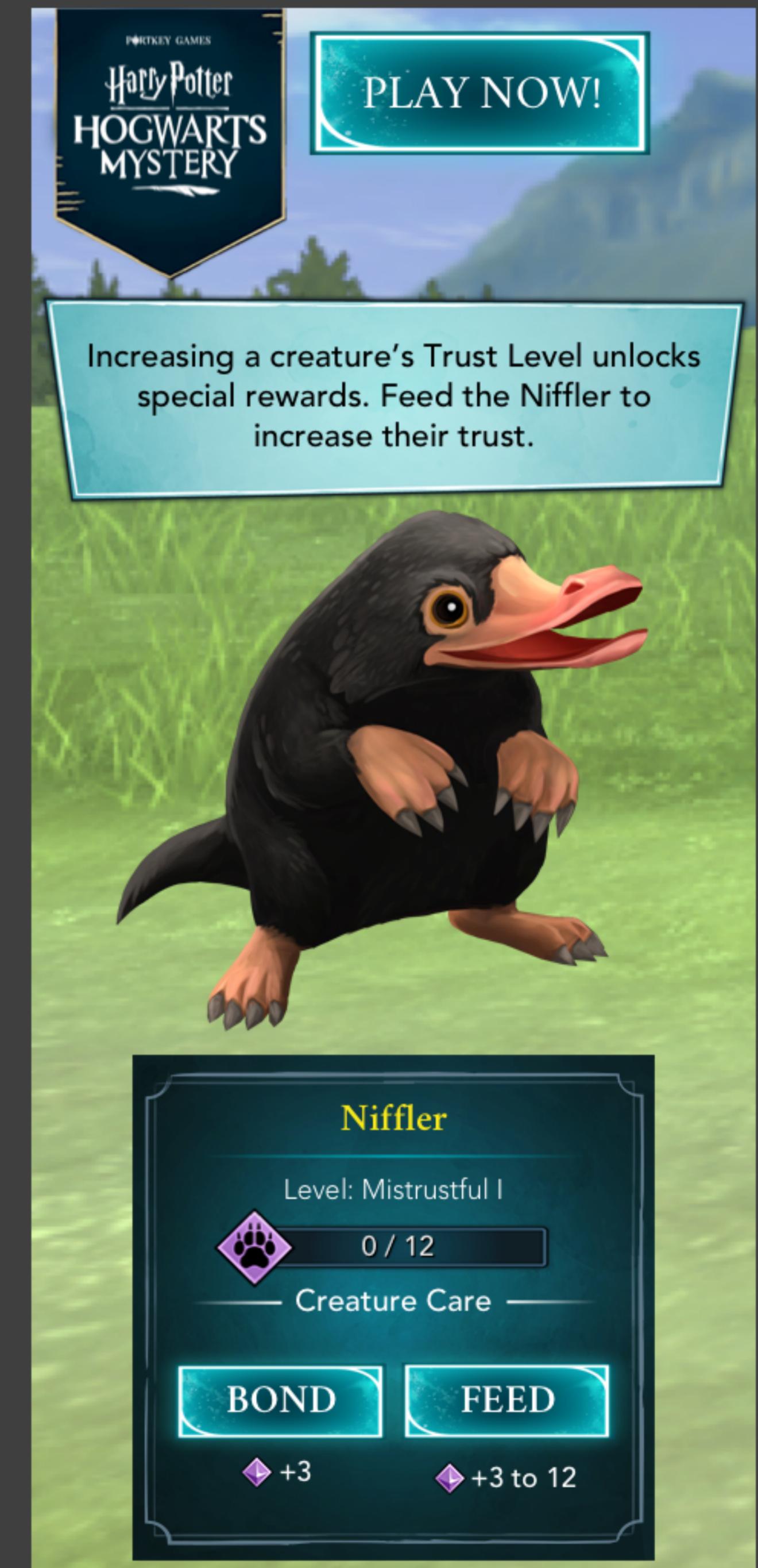
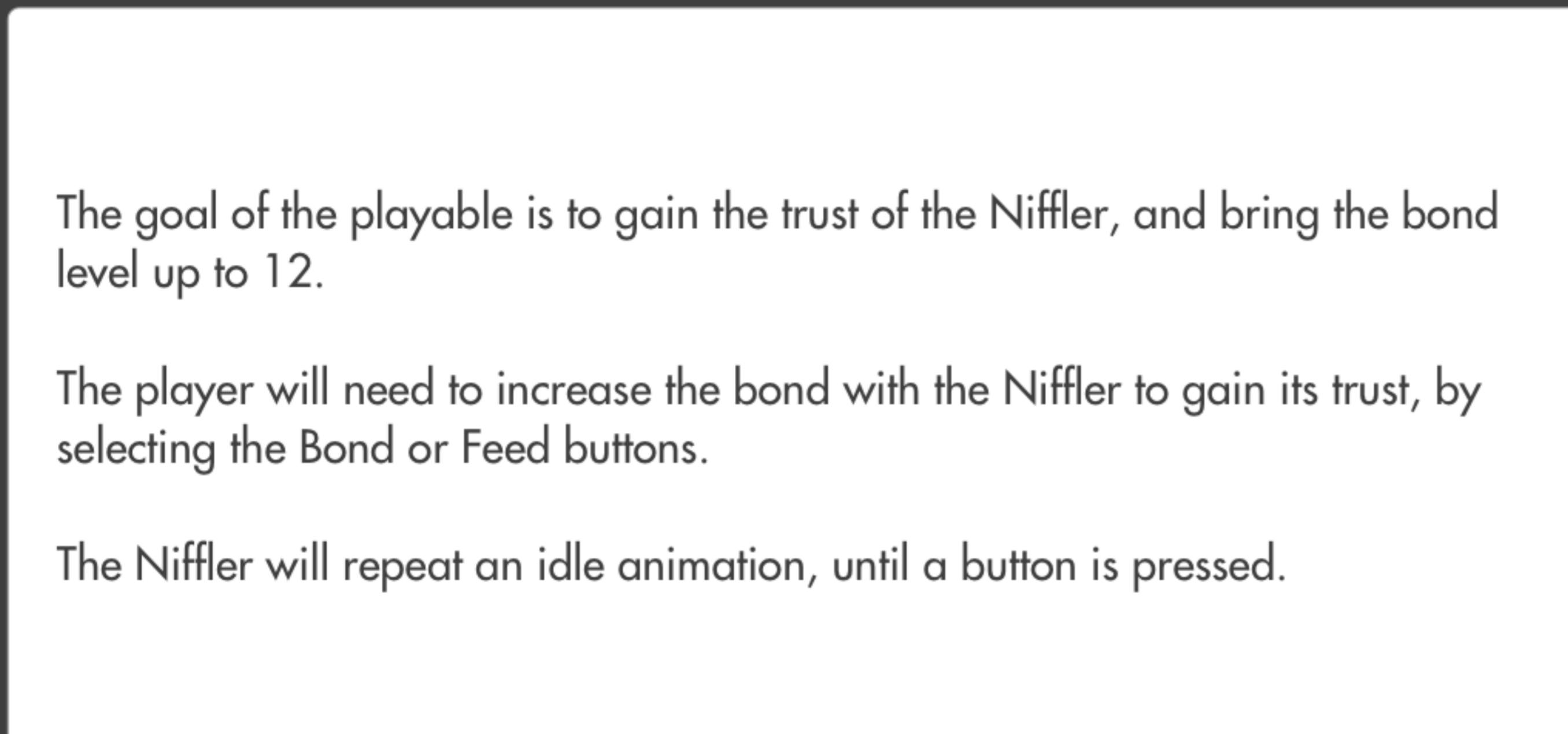


Here's an alternate loading screen for a second version that we can test against the first version.

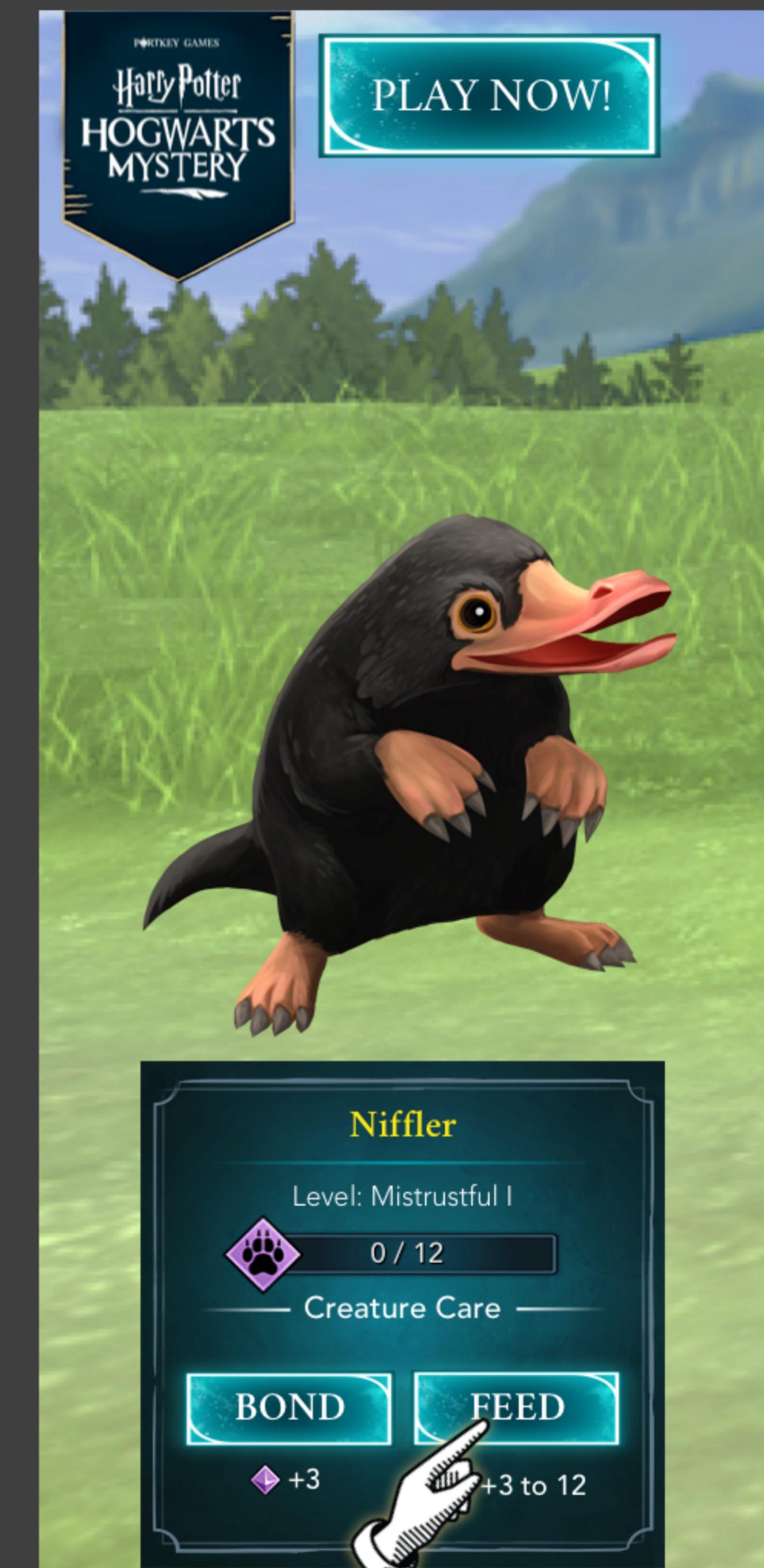
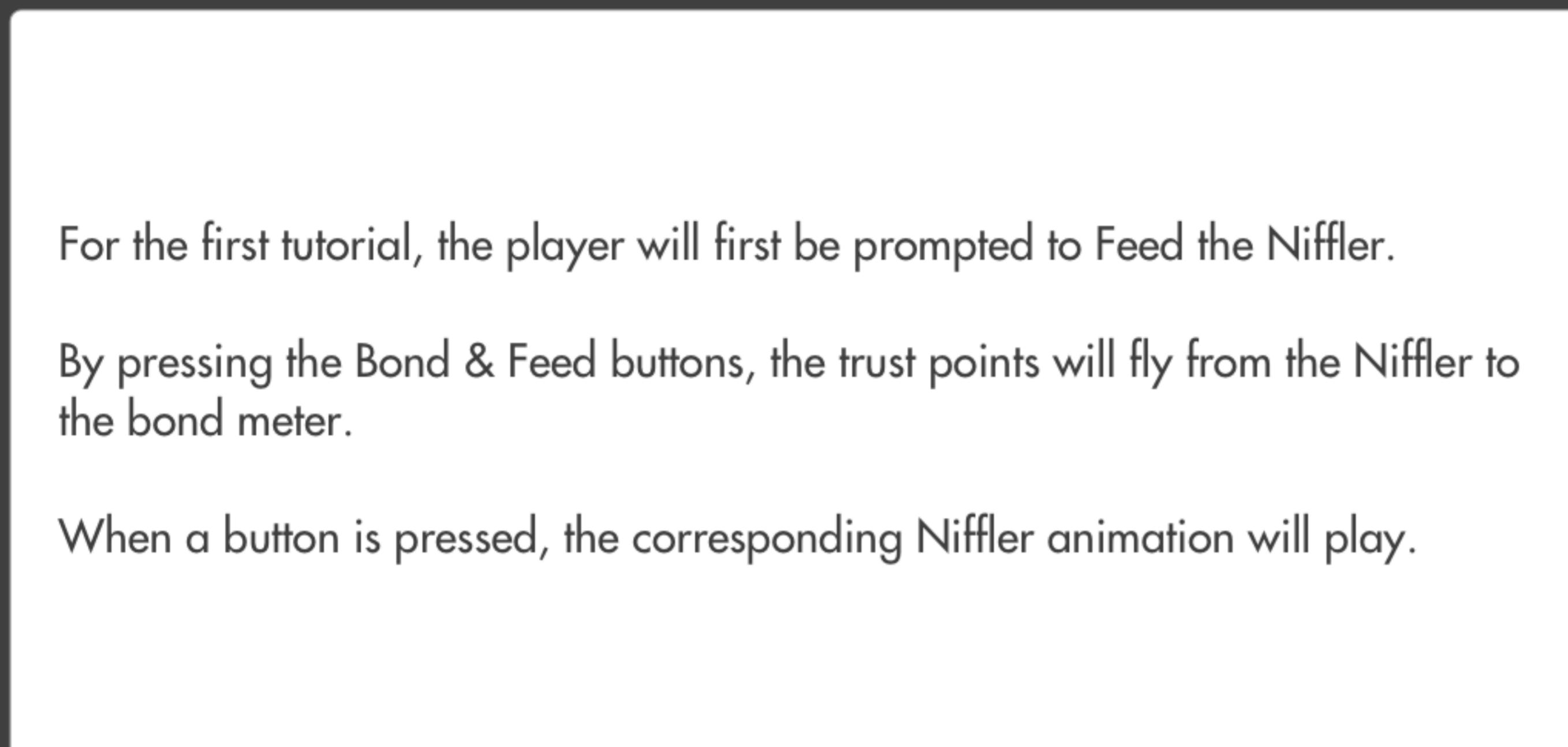


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Tutorial 1 - Gain Trust

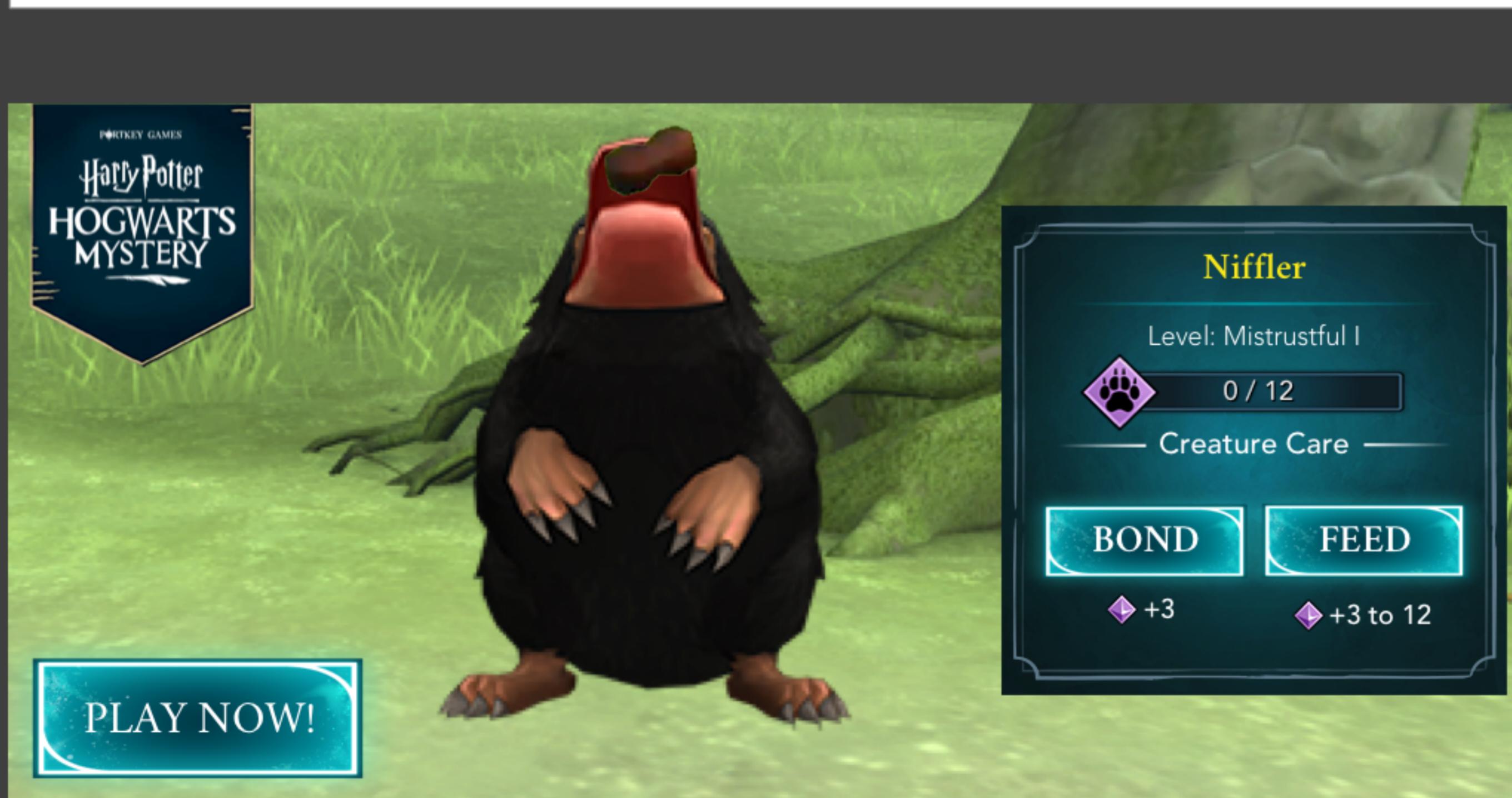
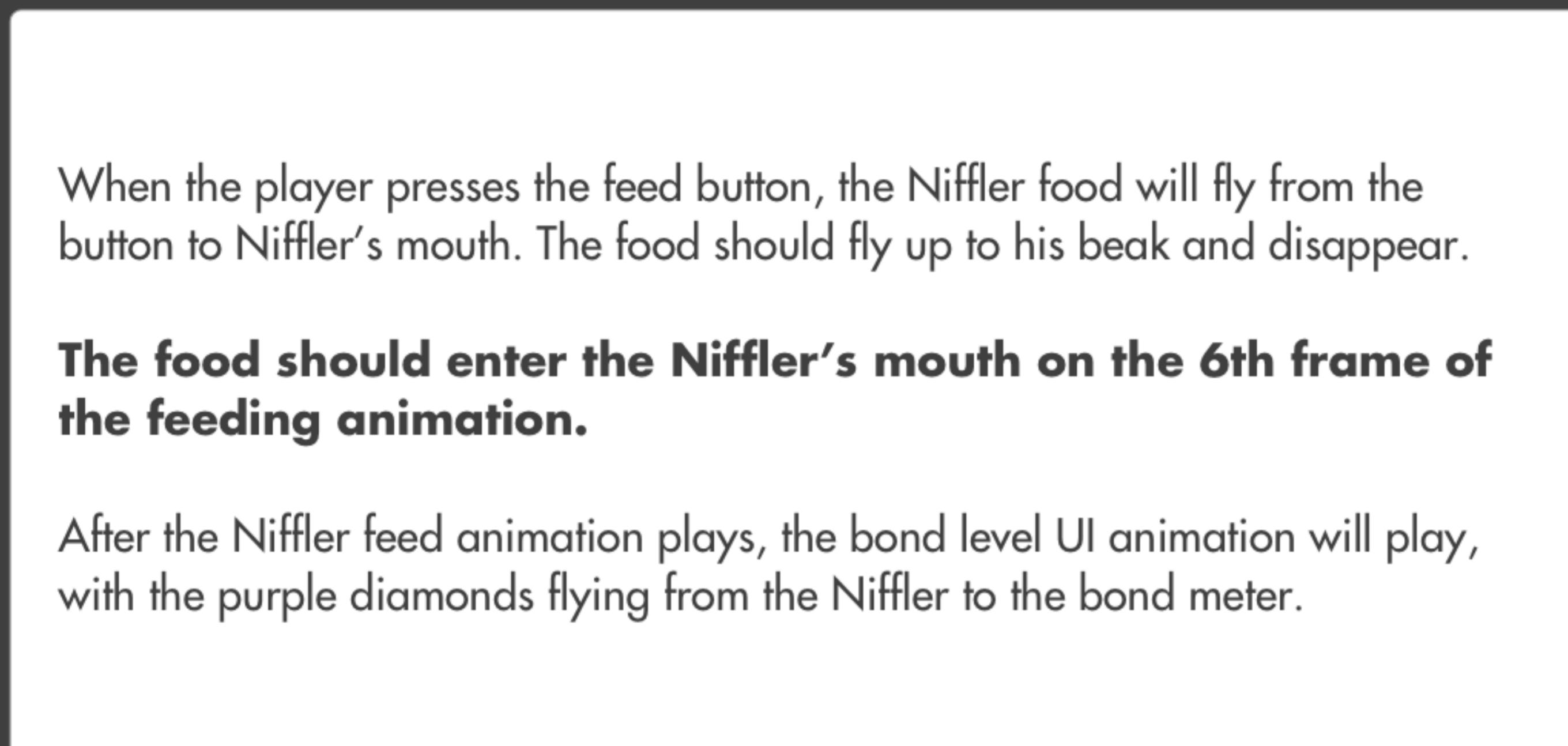


Tutorial 2 - Feed Hint



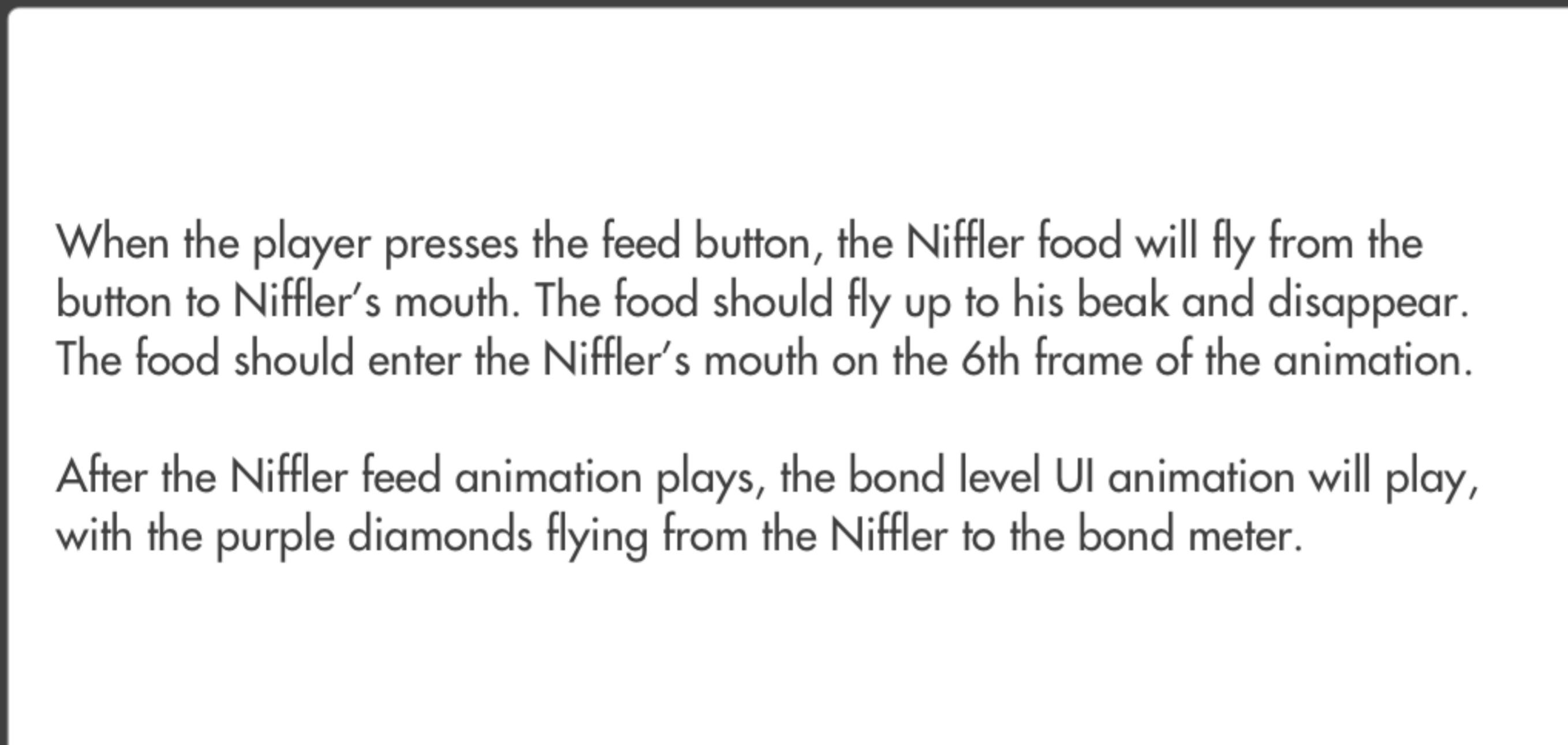
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Tutorial 3 - Feed Animation



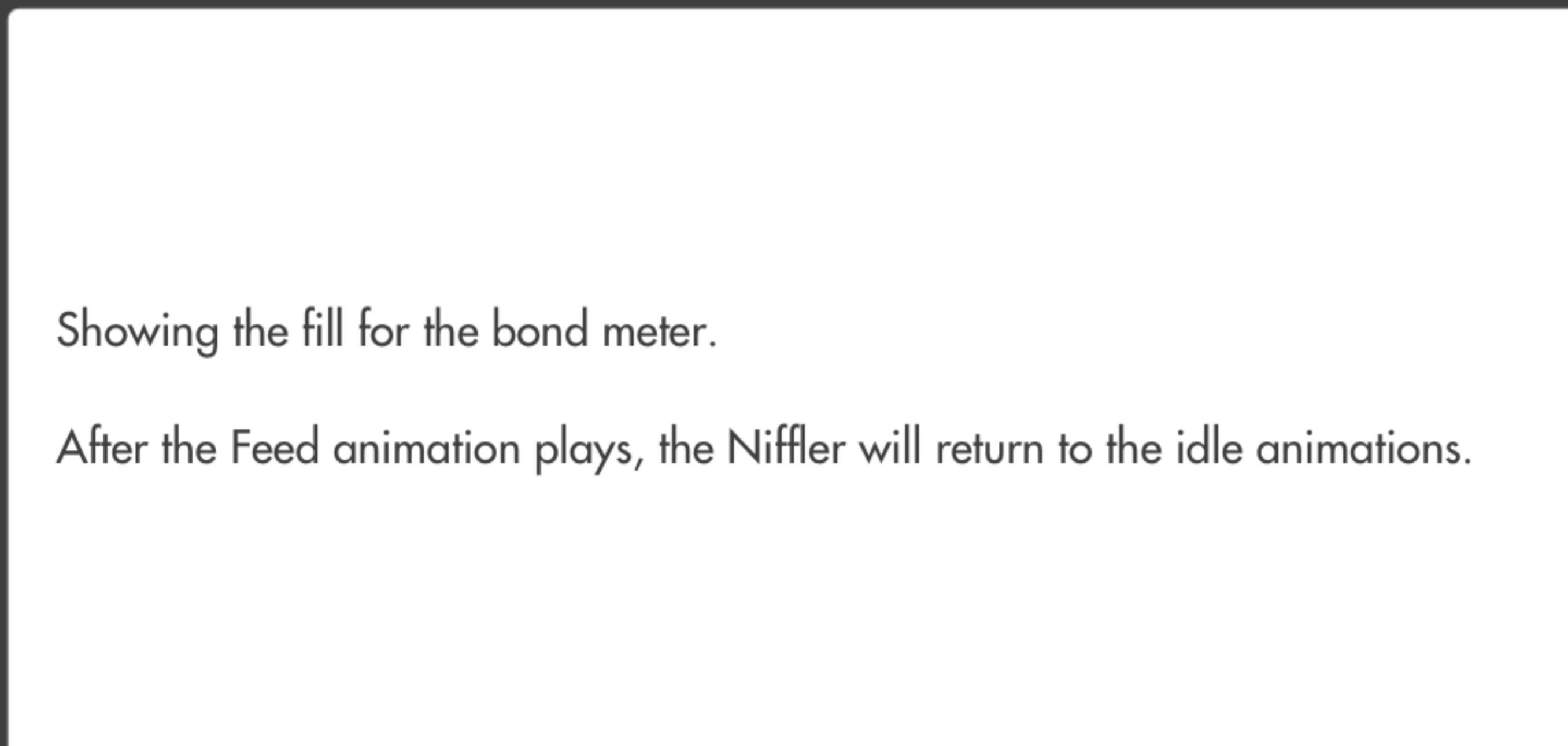
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Tutorial 4 - After Fed Animation



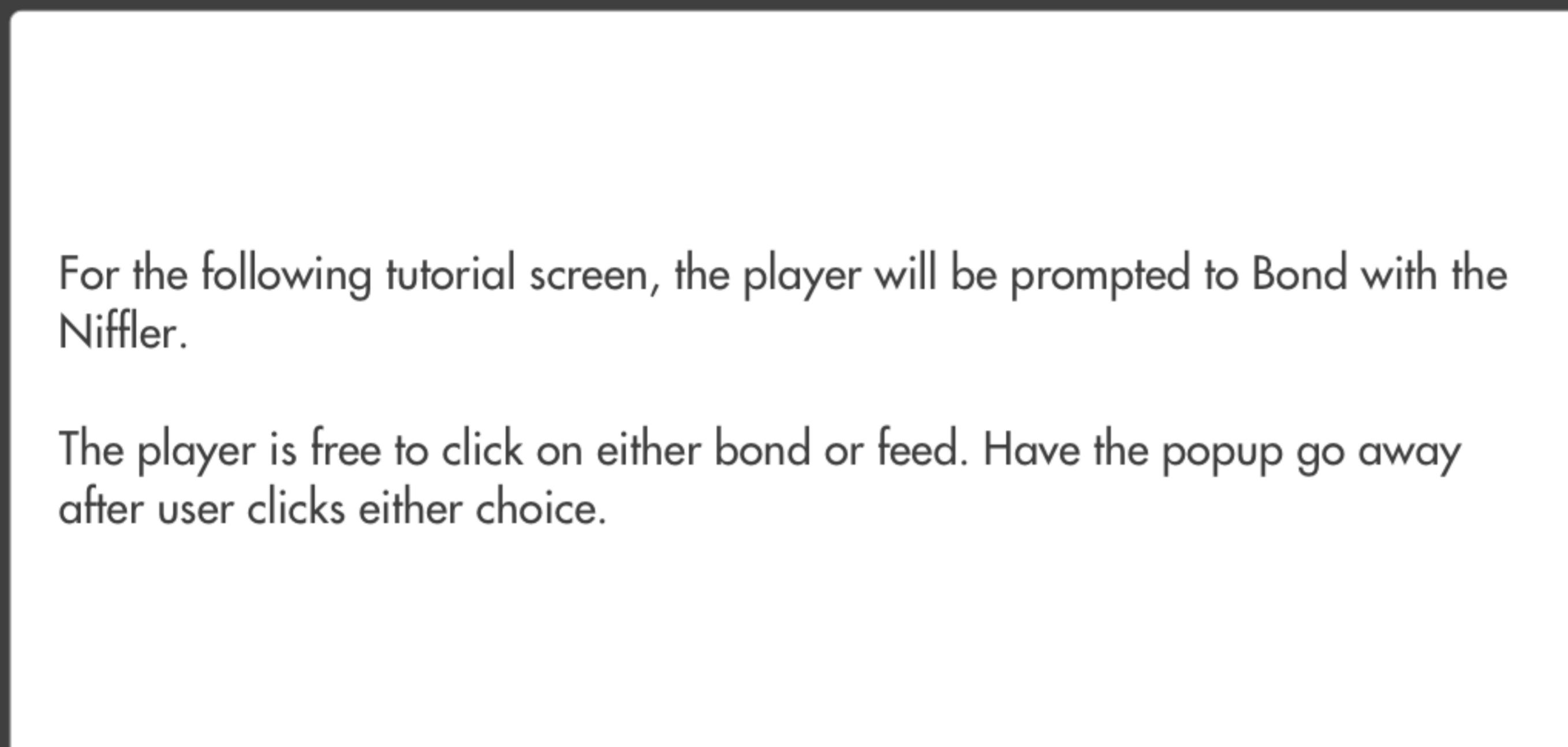
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Tutorial 5 - Bond Hint



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Tutorial 6 - Continue



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Tutorial 7 - Hint Hand Placement

If at any time during the playable, the player stops interacting with it for 3 seconds, a single hint hand will appear to prompt the player to press one of the buttons.

The below screen shows both positions for the hint hand, but only one will be visible at a time.

We can configure the hint timer to any value in our playable config settings.



Gameplay

By alternating Feeding & Bonding, the player will till the Bond Meter to the Max Level. At that point, the Bonding animation will play, and the next scene will fade in.

There are 4 trust levels, every time the player taps a bond or feed button, the trust level goes up.

Level 1 - Mistrustful

Level 2 - Mistrustful II

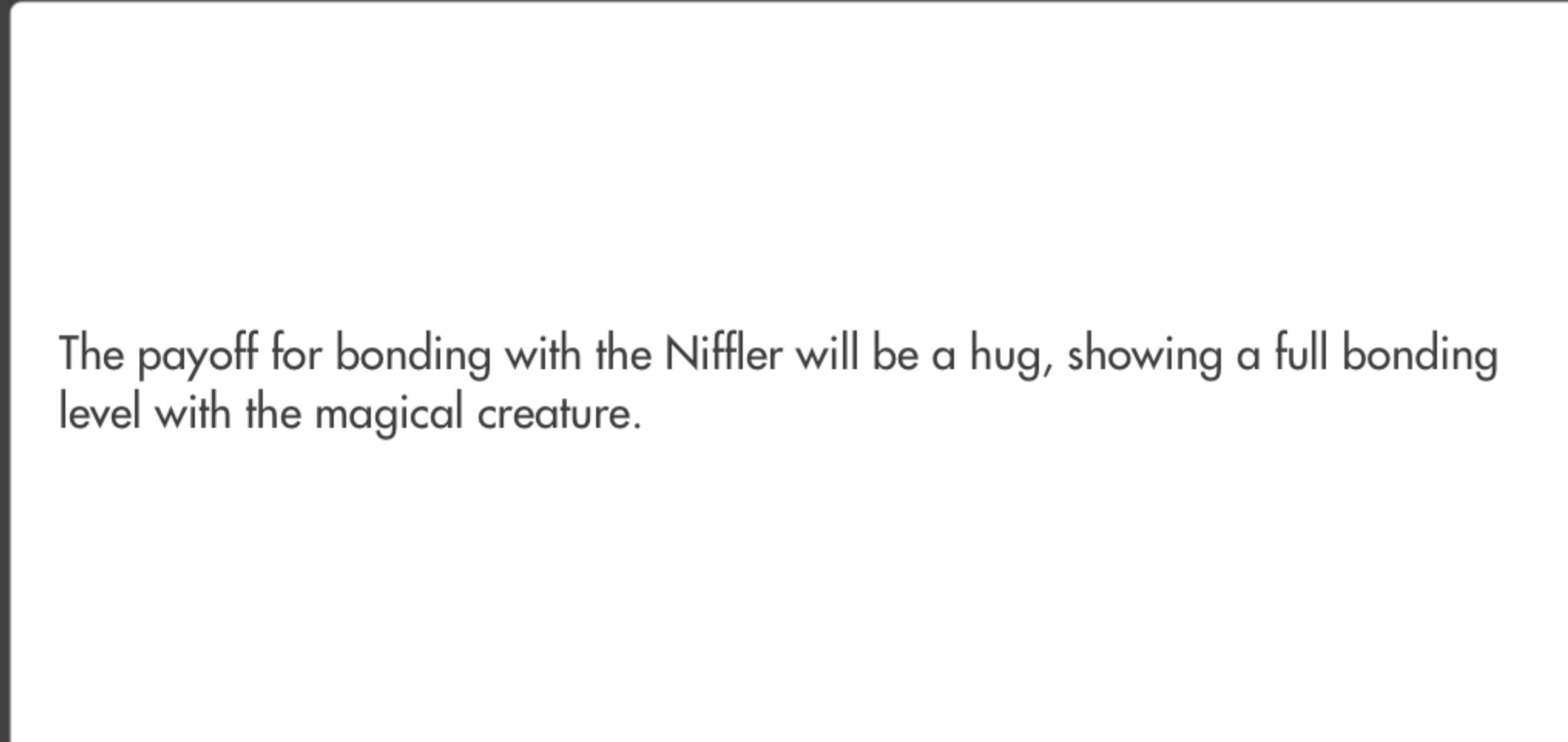
Level 3 - Affectionate III

Level 4 - Affectionate IV



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Transition to Endcard



The payoff for bonding with the Niffler will be a hug, showing a full bonding level with the magical creature.



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Endcard - Success

The Endcard should be fullscreen, with all of the logos and copyright information, along with a download CTA button.

There's a yellow glow asset that should be placed behind the "Continue your story." Text.



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Endcard - Failure

If the player fails to interact with the playable for a certain amount of time, we can configure this value, the failure endcard will appear with a replay and install button.

There's a yellow glow asset that should be placed behind the "Continue your story." Text.



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