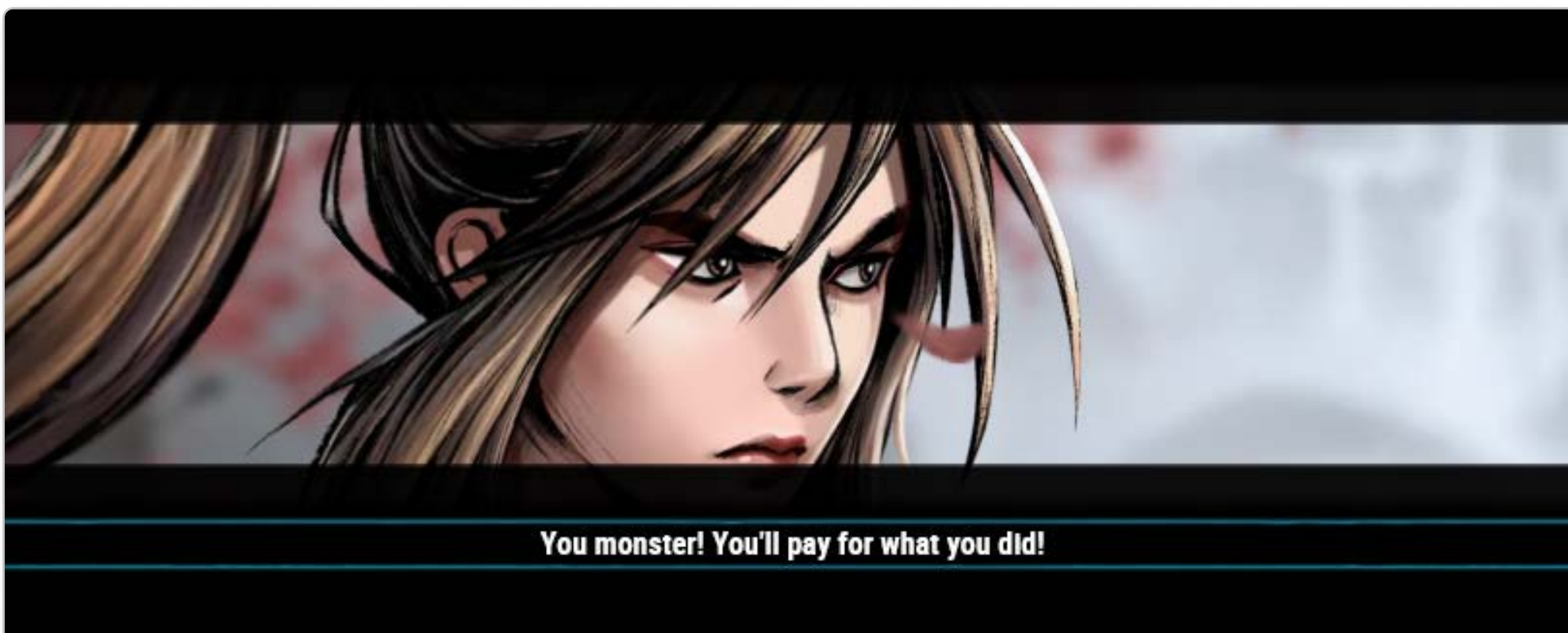# UI/UX Deconstruction + Item List

👤 Documentation by: **Dennchen Lama**
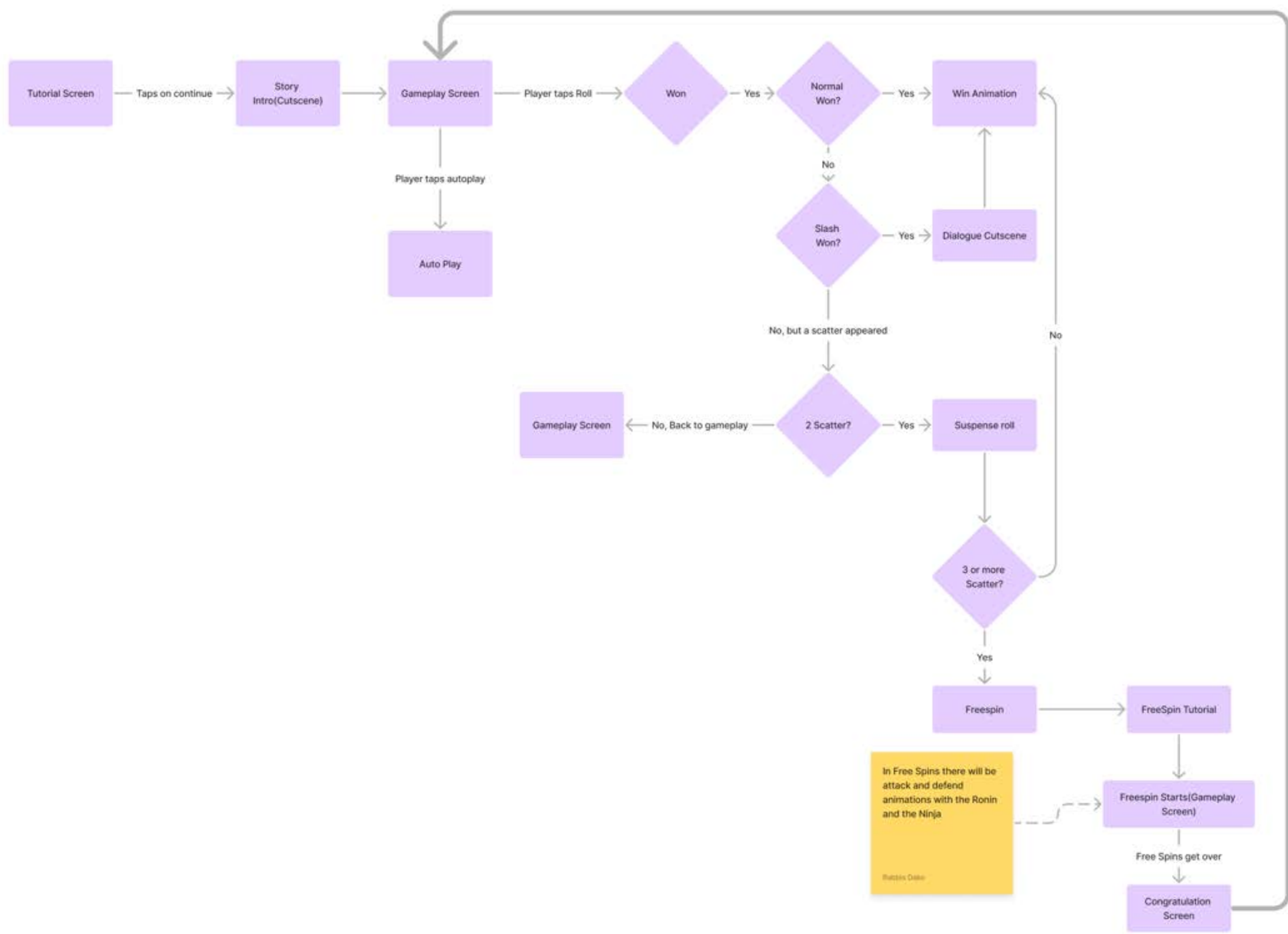
The document will deconstruct the UI and UX of the popular slot game "Ronin's Honour".

Following are the contents of the Document
1. **User Flow**
2. **Tutorial Screen**
3. **Gameplay Screen**
    a. **AutoPlay**
    b. **Settings**
4. **Win Condition UI/UX**
5. **Scatter UI/UX**
6. **Free Spin UI/UX**
7. **ITEM LIST**

1. User Flow

The User Flow:

The user flow diagram outlines the **primary screens** and **navigation paths** players will encounter as they engage with the slot game.

The flow begins with the **Tutorial Screen**, guiding players through the basic gameplay elements. From there, players are taken to the Intro Cutscene.

The main Gameplay Screen is where the core action takes place, with various scenarios such as Player taps Roll, Auto Play, Wins, and Dialogue Cutscenes. The flow also accounts for special events like the appearance of Scatters, which can lead to the Suspense roll screen and Freespin sequences.

2. Tutorial Screen

Main Action:
- **'Continue' button**- This closes the pop-up and brings the player to next screen.
- **Carousel navigation button**- To navigate the carousel tutorial.
- **'Dont Show'** - This is a checkbox style button that on tick will not showcase tutorial on every launch.
  - The button is untick by default.

Tutorial Text:
- The first part will describe the game mechanics of the Mask
  - "Masks reveal weapons or royal symbols, Masks can summon ninja WILD, Revealed symbols or WILDS may split for more pathways.
- The second part will describe the game mechanics of Splits
  - "Split ninja WILDS add more winning ways! Spli 3 ninja WILDS,summon Hannya, Destroy Haanya for guranteed win.

3. Gameplay Screen
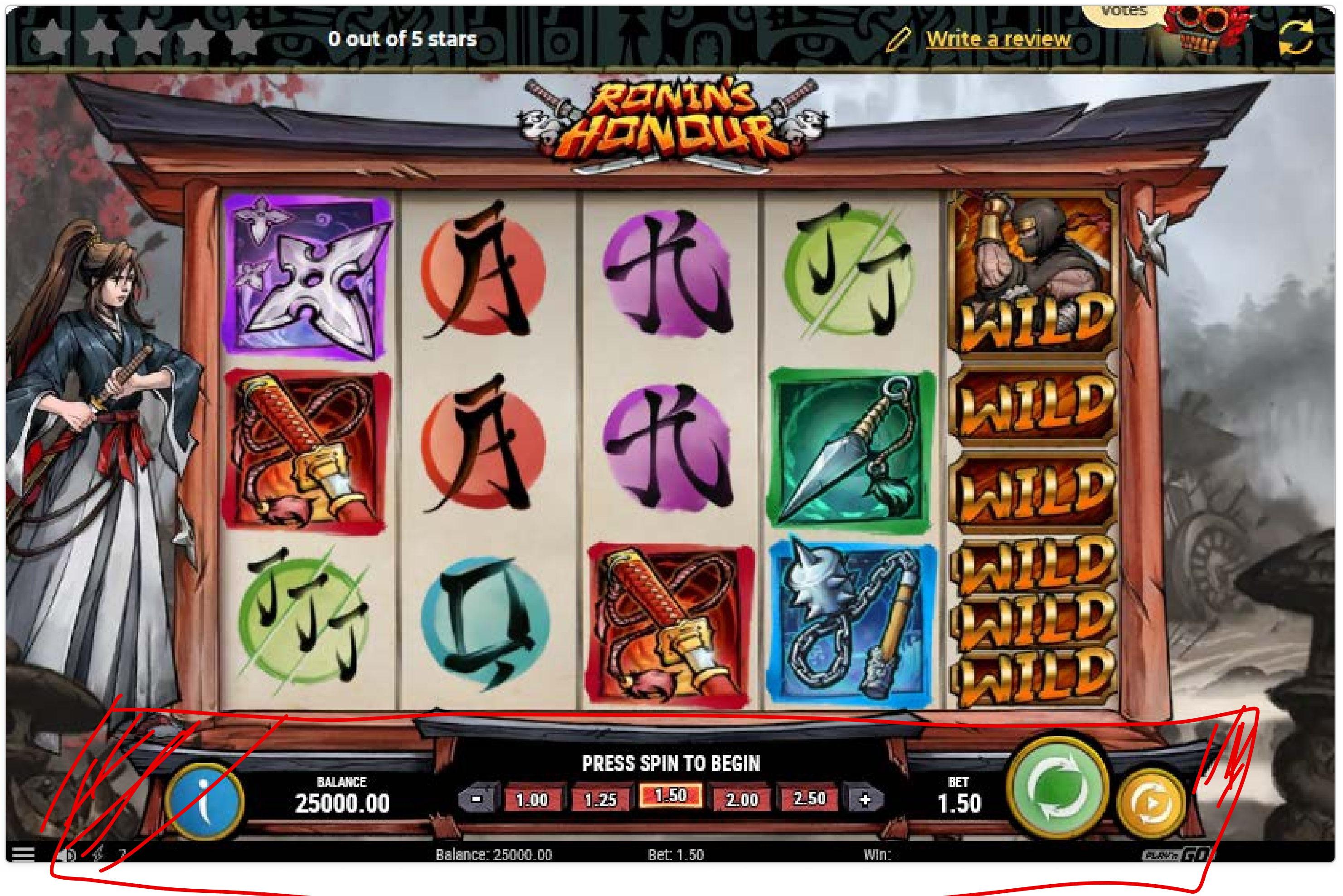
Main Action:

- **Spin**- Button used for spin
  - Colour: Green, since this is the primary action to begin with.
  - Shape: Can be a circular or square shape, since the game has overall theme of samurai and vengeance I believe even sharp buttons will work over here.
- **Auto Spin**- For opening auto spin pop-up
  - The auto spin button has to have same design shape as the spin button. But to lower its contrast it can have smaller size and less contrasting colour.
- **'Bet Amount Panel'** - Used to choose the bet amount
  - At a time 5 bet amount can be seen.
  - The '+' and '-' button can be used to navigate between the different bet composition
- **Balance :** This area is an informative area that only shows the current balance of the player.
- **Info Button:** This button opens up the text panel similar to tutorial panel to showcase all the rules and itemlist breakdown fo the game.

3.1 Gameplay Screen: Auto Play
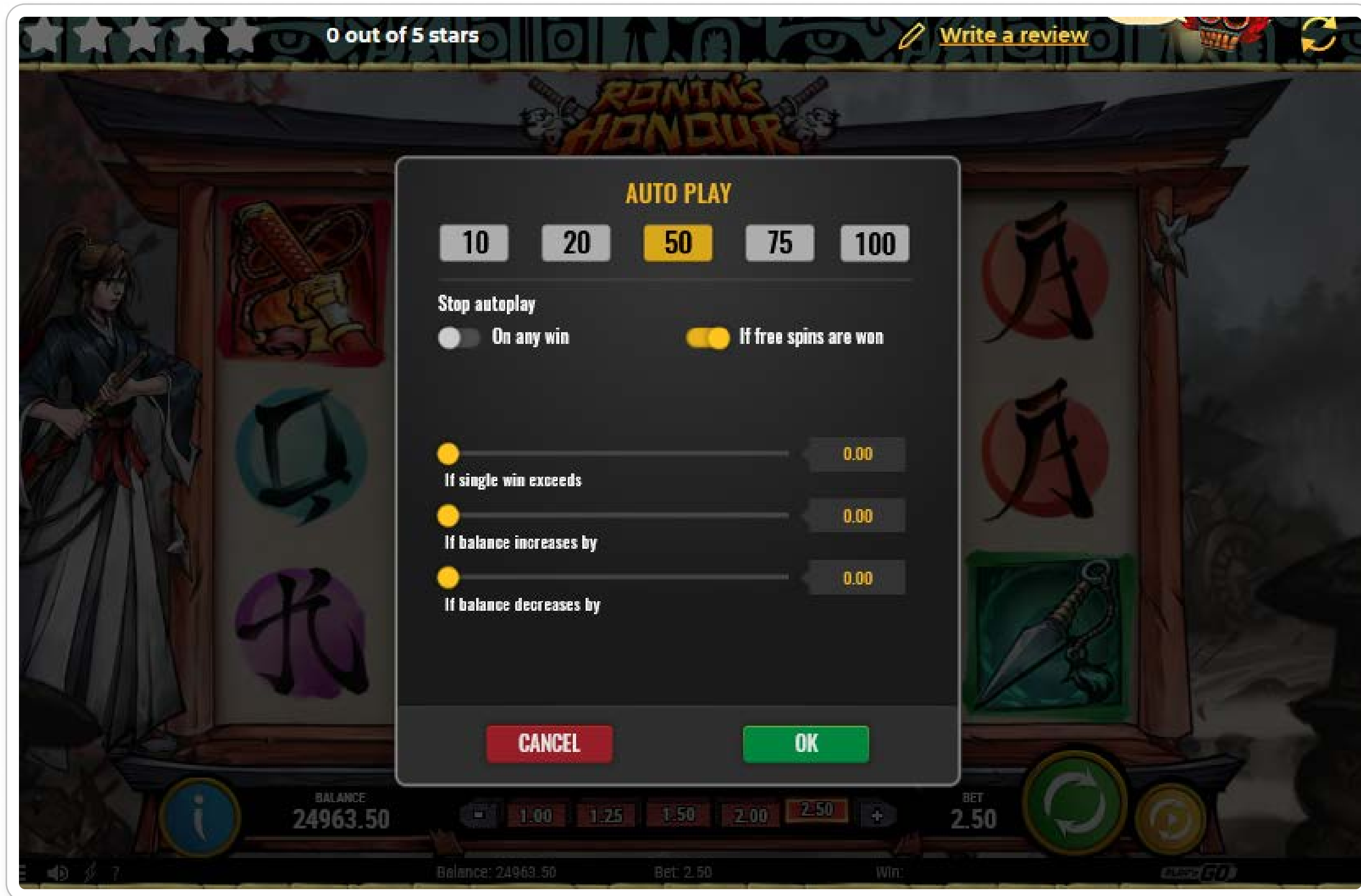
Main Action:
- **Auto Play Count**- Player can tap to choose the auto play count
  - There will be 5 set of counts: 10, 20, 50, 75, 100. If required we should be able to give a custom set of count that the player can decide on it themselves.

- **Stop Autoplay**- User can choose extra rules to stop free spins.
  - These buttons are **toggle** , enabled by default.
  - The rest of the rules are sliders which the user can choose. Here are the other rules
    - **If single win exceeds x** (x has to be chosen by the player)
    - **If balance increases by x** . (Since the auto spin starts)
    - **If balance decreases by x. (**Since the auto spin starts)

- **'On any win':** This toggle overwrites the free spin win if toggled on. By default it is in off state.

- **Ok:** Tapping on it closes the AutoPlay pop up and enables Autoplay.
  - Color: Green, since this button enables the functionality that the user wanted by opening this pop up.

- **Cancel:** Tapping on it closes the AutoPlay pop up.
  - Color: Red, indicating opposite of the intended functionality.

3.2 Gameplay Screen: Settings

Main Action:
- All the main actions are in form of **Toggle button.** Here are the list of changes the user can perform
  - Sound (Enabled by Default)
  - Voices (Enabled by Default)
  - Fast Play (Disabled by Default)
  - Auto Adjust hat(Enabled by Default)
  - Spacebar to spin (Enabled by Default)

- **Ok:** Button to close the settings popup.

4. Win Condition

UX POINTS:

- During win the win symbols are highlighted with a animated border.
- One of the symbol is chosen to show the Reward amount and the number of payways this roll won in.
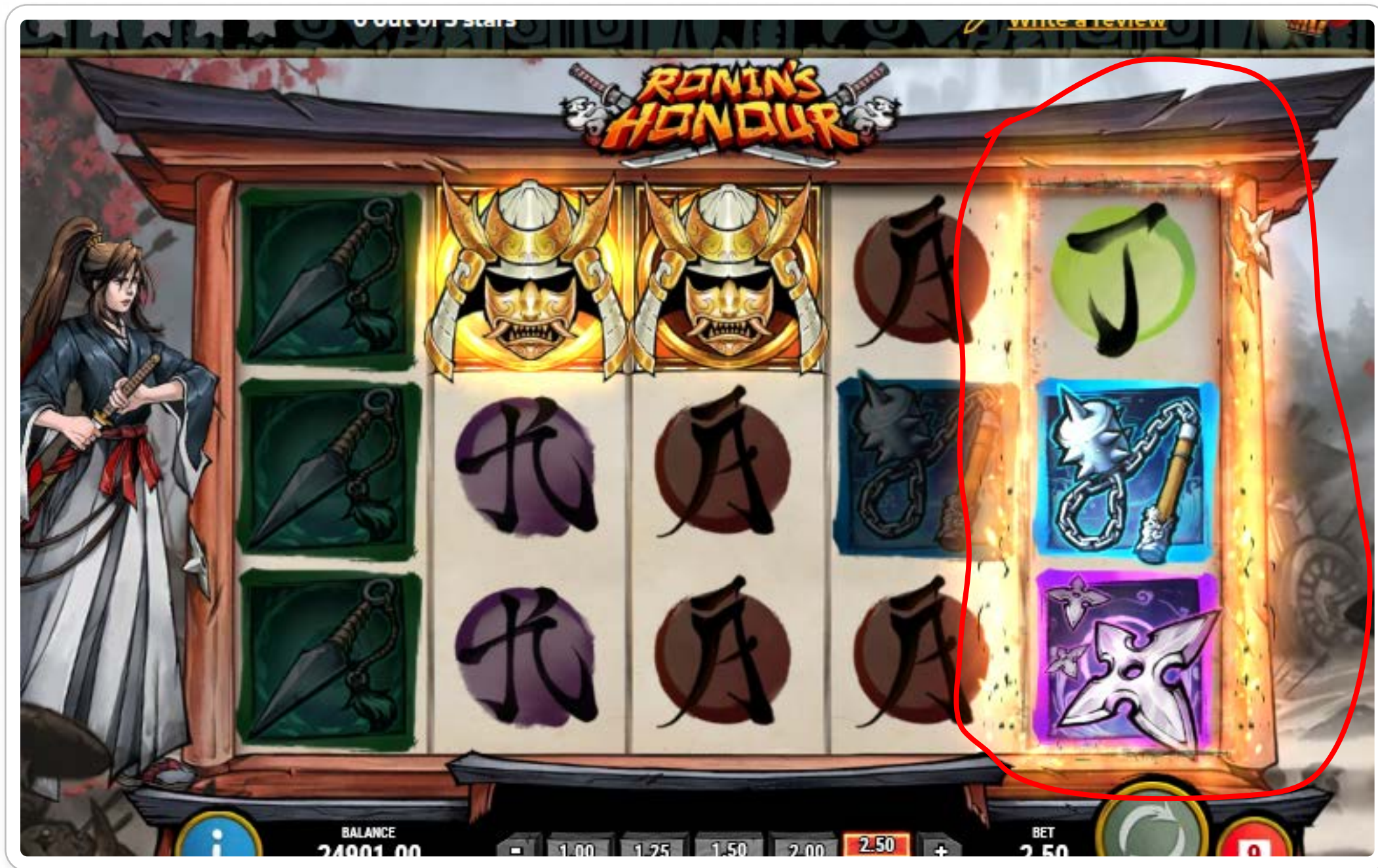
BIG WIN:

UX POINTS:

- A big win has to ooze an emotion of granduar achievment.
- Special animation and sound will be played for any big win.
- The win count is animated with increamental animation. While the coin particle around keeps animating.

5. Scatter: Suspense Roll

A scatter suspense roll happens when :Player gets two scatter symbol before the last reel is rolled.

UX POINTS:
- As the two scatter symbol comes up, the next reel has a firey animation. As marked with RED in the image above.
- The whole reel is to be animated, since the symbol will be coming up on any row of the reel.

3 or more Scatter
- When there are 3 or more Scatter the symbol starts a different and unique animation. Indicating a transition to different gameplay i.e. FREE SPINS.
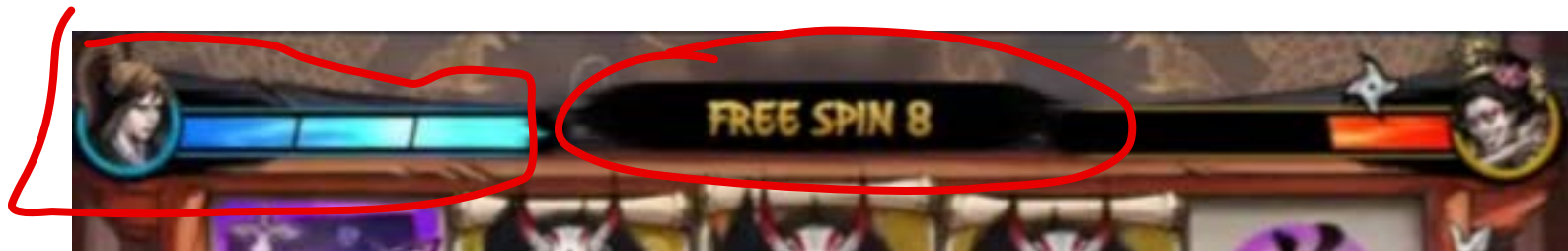
6. Free Spin

Free Spin Tutorial

UX POINTS:

- The Major Screen will depict as a **carousel tutorial** which will showcase an animation.
- The elements of story is to be depicted here, its the Ronin vs Haanya fight. The tutorial is an introductory screen to free spin and it is required to display these elements of story. In the screen above the red marked area showcases Ronin and Hanyaa standing off ready to fight.
- **Spin to Continue**: The call to action message, spinning the reel closes the tutorial screen and showcases the gameplay screen.

Free spin Gameplay:

- The only major change is an addition of healthbar.
  - Each character's healtbar depicted by their theme color.
- The game title on top of the reel board is now changed into Free spin counter. (As marked in red)

7. Item Lists.

7.1 Reel Symbols
Ronin's Honour features a total of 12 unique reel symbols, divided into three categories: weapon symbols, royal symbols, and special symbols.

7.1.1 Weapon Symbols
The weapon symbols represent the high-paying items in the game. They are themed around traditional Japanese weapons and are ranked in order of value.

Symbol	Description	Payout (for 3 / 4 / 5 symbols)
Red	Katana sword with a red and gold handle	1.5x / 3x / 15x
Purple	Kunai daggers with a purple tassel	1.2x / 2.4x / 12x
Blue	Shuriken throwing stars with a blue edge	0.9x / 1.2x / 6x
Green	Tanto knife with a green and gold sheath	0.6x / 0.9x / 4.5x

7.1.2 Royal Symbols
The royal symbols represent the low-paying items in the game. They are designed in the style of Japanese calligraphy and are ranked in order of value.

Symbol	Payout (for 3 / 4 / 5 symbols)
Red A	0.3x / 0.6x / 1.2x
Purple K	0.3x / 0.6x / 1.2x
Blue Q	0.3x / 0.6x / 0.9x
Green J	0.3x / 0.6x / 0.9x

7.1.3 Special Symbols
In addition to regular paying symbols, Ronin's Honour includes three special symbols that trigger bonus features and enhance gameplay.

Symbol	Description	Function
Ninja Wild	A shadowy hooded ninja figure	Substitutes for any paying symbol. Expands to fill the entire reel and can split up to 9 times.
Hannya Wild	A demonic hannya mask with red and gold details	Substitutes for any paying symbol. Appears during free spins and locks in place.
Scatter	A golden Japanese temple	3 or more scatters trigger the Free Spins Battle feature. Awards an instant payout of 1.5x / 6x / 12x for 3 / 4 / 5 scatters.
Mystery Mask	A noh theatre mask with a mysterious expression	Flips to reveal a matching paying symbol (which may split up to 2 times) or a Ninja Wild.

7. Item Lists (UI).

7.2 UI Elements

7.2.1 Buttons

- Spin Button: Primary action button to initiate gameplay
- Auto Spin Button: Allows players to set a number of automatic spins
- Bet Amount Buttons: Enables players to adjust their bet size
- Info Button: Opens the game rules and paytable
- Settings Button: Accesses game settings (sound, speed, etc.)

7.2.2 Displays

- Balance Display: Shows the player's current balance
- Win Amount Display: Highlights the amount won during a spin
- Free Spin Counter: Tracks the number of free spins remaining

7.2.3 Pop-ups

- Auto Play Pop-up: Allows customization of auto spin settings
- Settings Pop-up: Provides access to various game settings
- Win Celebration Pop-up: Showcases big wins with special animations

7.2.4 Background Animations

- Reel Spin Animation: Smooth, thematic animation for spinning reels
- Free Spin Transition: Dynamic animation for entering free spin mode
- Big Win Animation: Impressive animated sequence for substantial wins