



Zynga - Design Spec
~Bubble Safari - Mobile~

Aiming and Swapping Mechanic

The following document details two key gameplay functions and how they can be executed via a touch interface:

- *Aiming the Shooter*
- *Swapping bubbles between the Hopper and the Shooter*

{ Dev Team }

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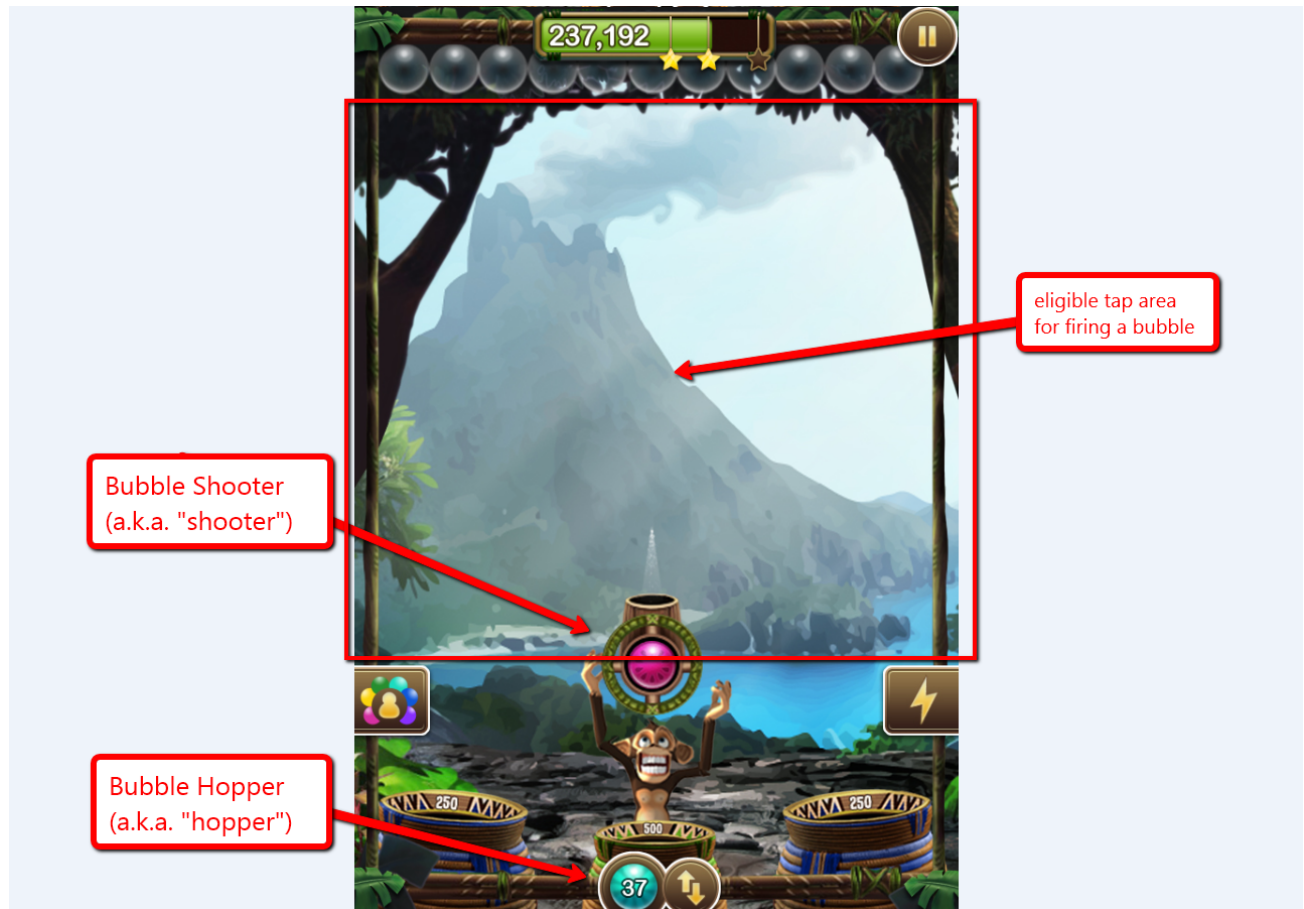
Feature Details

1. Aiming the Shooter

- a. The shooter is defined as the display element that fires bubbles into the rack
- b. The site guide is defined as the series of dots/dashes indicating where the shooter is pointed and the current trajectory of the bubble
- c. The user will be able to aim the shooter through the following steps
 - i. Tapping the screen adjusts the site guide centered on the location of the tap
 - ii. The user may tap and hold their finger to drag the site guide left and right
 - 1. Releasing their finger does not fire the bubble from the shooter
 - iii. Only after the user taps the screen for a second time will the bubble be fired from the shooter
 - 1. The user must perform the second tap within two (2) seconds of the first tap (or tap+drag) in order to qualify (make this value tunable in the settings module)
 - iv. The tap area for the second tap (i.e. the one that triggers the shot) should be above any area above the shooter.
- d. There will be a FTUE around the aiming mechanic on level 1
 - i. Step 1: display a small dialog saying: "Tap and drag your finger to aim! <tap to continue>"
 - ii. Step 2: display a small dialog saying: "Tap a second time to fire! <tap to continue>"
- e. Taps during the FTUE will only close the dialogs and bring up the next FTUE dialog (i.e. will not fire a bubble into the rack)
- f. A SFX will trigger when a bubble is fired
- g. A SFX will trigger when the bubble collides with the rack
- h. The FTUE dialogs will show each time the user plays Level 2
- i. MOX



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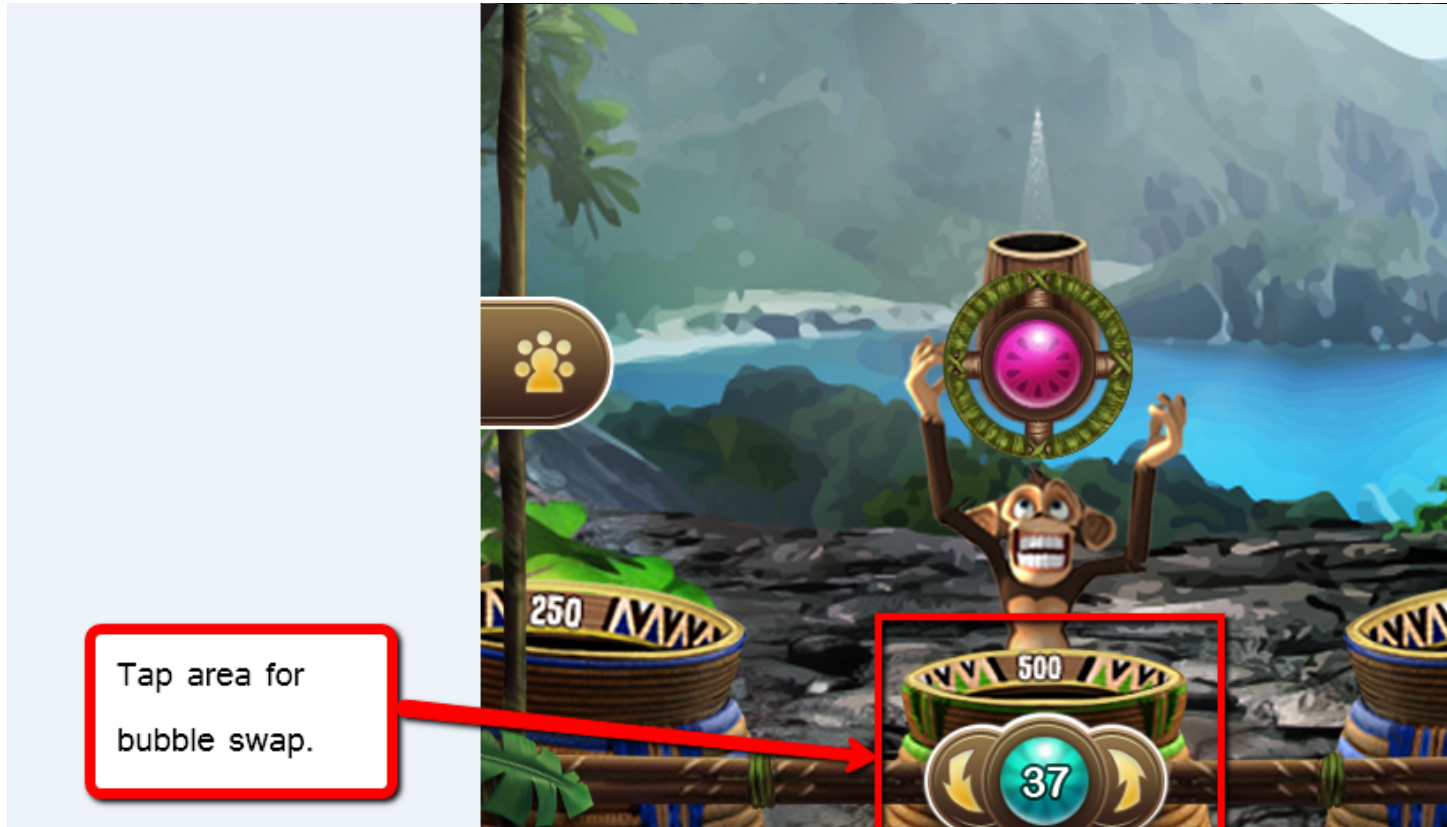


2. Swapping Bubbles

- The user will be able to swap the current bubble in their shooter by tapping the 'swap zone'
- The 'swap zone' covers the majority of the monkey as well as the hopper area/ swap button at the bottom of the screen
 - This is to allow for a greater tap surface area
- Add an animation of the button highlighting and the bubble swapping from the shooter into the hopper.
- Trigger a SFX while swapping the bubbles.



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Feature Requirements

This section breaks down the work by discipline and all requirements

1.0 Dev Requirements

- 1.1 Enumerated listing for dev

2.0 Art Requirements

- 2.1 Enumerated listing for art

3.0 SFX Requirements

- 3.1 Enumerated listing for audio

4.0 PM Requirements

- 4.1 Enumerated listing for PMs

5.0 Design Requirements

- 5.1 Enumerated listing for Design

6.0 Community & CS Requirements

- 6.1 Enumerated listing for Community (>>Joel)
- 6.2 Feature Walkthrough for Customer Service

7.0 QA Requirements

- 7.1 Enumerated listing for QA



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Stats Tracking

[Link to taxonomy doc - Which may need to be updated when feature is developed](#)

New Stats > Stat Name

Counter	Kingdom	Phylum	Class	Family	Genus	Notes



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Feature Walkthrough

This section is for Front Facing Features expected flow for Customer Service



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Question/ Comments
