



Zynga - Design Spec
~Bubble Safari~

Intro/Outro Dialog

The Intro and Outro dialogs appear before and after a level. The intro dialog allows the user to purchase power ups before playing a level. The outro dialog displays star and score information and allows the user to either replay or continue to the next level.

- *Intro Dialog*
- *Outro Dialog*

{ Dev Team }

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Feature Details

1. Intro Dialog



- Display the name of the level.
- Display the number of stars the user has earned on that level. Each star element has two states, earned/not earned.
- Pressing the “?” opens up the info dialog. This dialog explains the power ups. Please reference the Info Dialog design for additional information.
- Display four power ups that user can purchase.
 - Use the level data to determine which power ups to display. The level data needs to contain this information as it will change based on the types of hazards in the level.
 - Update the level editor to set the intro dialog power ups.
 - Power ups can either be available for cash or coin purchases.
 - Purchased power ups are good for three attempts. After each attempt update the intro dialog to display the number of uses remaining.



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- e. Display the Bubbles From Friends “Get Bubbles” button. This button opens the MFS (multi friend selector). Please see the Bubbles From Friends design for additional information.
- f. Display a play button. Pressing the play button closes the intro dialog and starts the level.



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2. Outro Dialog



- a. Win Condition
 - i. Display the number of stars the user earned on the level.
 - ii. Display the name of the level.
 - iii. Display the user's score for the level.
 - If the user's score is higher than the high score, update the high score and add a "New Highscore" starburst.
 - iv. Display the rewards the user earned for the level.
 - The coin amount is based on the number of stars the user earned.
 - The energy is always the amount required to play the level.
 - v. Display a Bubble From Friends ask button. Clicking on this button opens the MFS. Please see the Bubble From Friends design for additional details. (bottom left)
 - vi. Display a replay button (bottom right)
 - vii. Display a next level button (bottom center)
- b. Loss Condition



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- i. Display an image of Bubbles along with a message that the user lost the level.
 - If they ran out of bubbles display "Sorry, you ran out of Bubbles"
 - If they didn't earn enough points for a star display "Sorry, you didn't earn enough points for a Star"
- ii. Display a replay button.
- iii. Display a Bubble From Friends ask button. Clicking on this button opens the MFS. Please see the Bubble From Friends design for additional details. (bottom left)



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Question/ Comments
