



Zynga - Design Spec  
~Bubble Safari~

## Desperate Buy

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*The feature implements the ability for the user to add extra bubbles to the hopper once they run out. Effectively allowing them to “continue” playing the level. There are multiple types of desperate buys, out of bubbles, low points, and instant death poacher trap and basket bombs.*

- *Out of Bubbles Desperate Buy*
- *Low Points Desperate Buy*
- *Instant Poacher Trap Death*
- *Instant Basket Bomb Death.*

{ Dev Team }

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## Feature Details

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### 1. Desperate Buy Flow



- a. Desperate Buy allows a user to purchase additional bubbles when they run out during a level.
- b. Trigger Condition
  - i. Trigger a desperate buy when the user runs out of bubbles before the rack has dropped (clear seven holes from the top row).
- c. UI
  - i. Display an image of Bubbles along with a dialog at the bottom of the screen.
  - ii. Display a text string at the top of the dialog "You ran out of bubbles!"
  - iii. Display a continue countdown timer (default 10 seconds). When the timer reaches zero, close the desperate buy dialog and send the user to the outro dialog (lose condition).



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- iv. Display a button with “+10” and an image of the bubbles to the left, the text “bubbles for” and an image of Safari Cash to the right along with the value.
- v. Display the amount of Safari Cash the user currently owns.
- d. Logic
  - i. Pressing the “+10 Bubbles” button adds ten bubbles to the hopper and deducts X amount of Safari Cash.
    - The amount of safari cash is tunable.
    - Default value 4 Safari Cash
    - If the user does not have enough Safari Cash to complete the transaction, open up the in-app purchasing page when they click on the add bubbles button.
  - ii. Pressing the “X” button dismisses the dialog and triggers the “Lose” screen

## 1. Desperate Buy Types

- a. There are four different types of desperate buy opportunities based on different lose conditions. The general flow is the same for all desperate buys except the messaging and purchase option changes based on the type.
- b. Out of Bubbles
  - i. Triggers when the user runs out of Bubbles
  - ii. Messaging “You ran out of Bubbles”, Button - “+10 Bubbles for X Safari Cash”
  - iii. When purchased adds 10 bubbles to the user’s hopper.
- c. Low Points
  - i. Triggers when the user drops the rack and didn’t earn enough points.
  - ii. Messaging “You didn’t earn enough points”, “
  - iii. When purchased adds 4 rows to the rack and gives the user 10 bubbles.
- d. Poacher Trap
  - i. Triggers when the user hit a poacher trap (a poacher trap is a rack hazard that instantly ends the game when touched)
  - ii. Messaging “You got caught in a Poacher’s Trap”, Button - “Free yourself for X Safari Cash”
  - iii. When purchased resumes the game.
- e. Basket Bomb
  - i. Triggers when the Basket Bomb explodes (a basket bomb is a rack hazard that counts down every time the user fires a shot)
  - ii. Messaging “Oh no! The bomb blew up!”, button - “Reset the bomb for X Safari Cash”

## Feature Requirements

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This section breaks down the work by discipline and all requirements



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## 1.0 Dev Requirements

- 1.1 Trigger condition for Out of Bubbles Desperate Buy
- 1.2 Trigger condition for Low Points Desperate Buy
- 1.3 Trigger condition for Poacher Trap Desperate Buy
- 1.4 Trigger condition for Basket Bomb Desperate Buy
- 1.5 Desperate Buy continue UI
- 1.6 Add tunable parameters for the amount of Safari Cash for each desperate buy.
- 1.7 Desperate buy purchase result for out of bubbles desperate buy.
- 1.8 Desperate buy purchase result for low points desperate buy.
- 1.9 Desperate buy purchase result for poacher trap desperate buy.
- 1.10 Desperate buy purchase result for basket bomb desperate buy.
- 1.11 Not enough Safari Cash in-app purchase flow.

## 2.0 Art Requirements

- 2.1 Out of bubbles desperate buy dialog
- 2.2 Low points desperate buy dialog
- 2.3 Poacher Trap desperate buy dialog
- 2.4 Basket Bomb desperate buy dialog

## 3.0 SFX Requirements

- 3.1 Continue button press

## 4.0 PM Requirements

- N/A

## 5.0 Design Requirements

- N/A

## 6.0 Community & CS Requirements

- N/A

## 7.0 QA Requirements

- N/A

## Question/ Comments

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