



Energy

Energy is required to play a level. Once the user starts a level an energy unit is consumed. The user only has a finite amount of energy which is regenerated over time. The user can purchase additional energy when they run out to continue playing if they don't want to wait.

- *Energy Consumption*
- *Energy Regeneration and Rewards*
- *Buying Energy / Out of Energy Dialog*
- *Gifting Energy*

{ Dev Team }

Developer Name| mread[@zynga.com](mailto:mread@zynga.com)



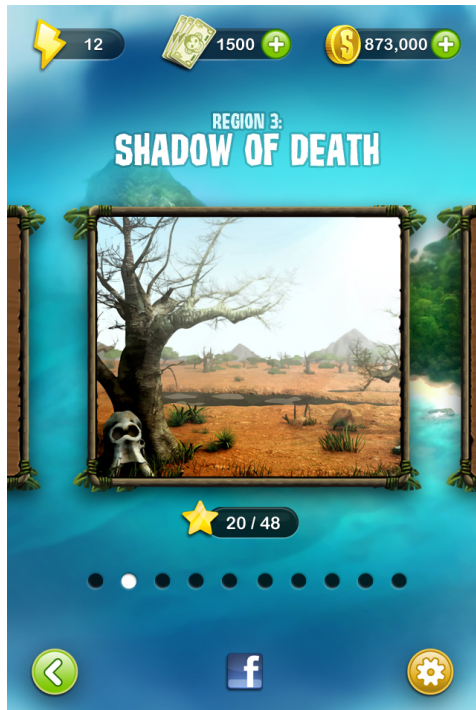
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Feature Details

1. Energy Consumption

- The user consumes energy when they start a level.
- The amount of energy used to play a level is displayed on the play button on the intro dialog.
 - This amount of energy is tunable.
 - Default to 3 energy units per attempt.
- If the user presses the play button and doesn't have enough energy, display the "Out of Energy" dialog.

2. Energy Regeneration and Rewards



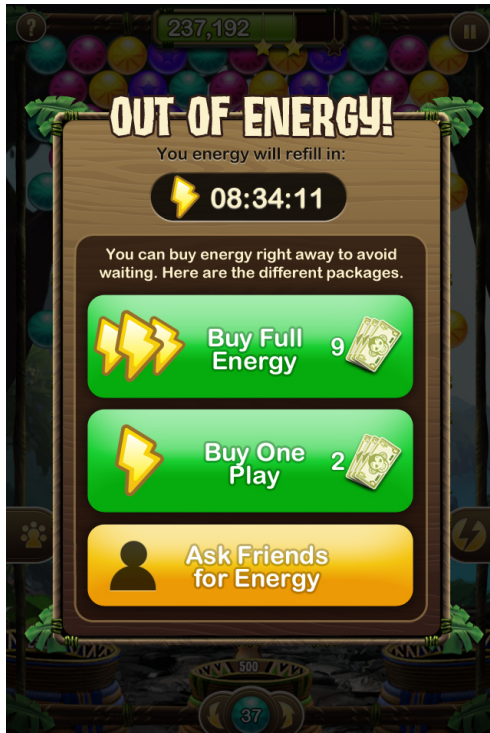
- The amount of energy is displayed in the upper left hand corner of the region, level select, and intro dialog screens.
- The max amount of energy units the user can have at one time is 15.
- One energy unit regenerates every 15 minutes.
 - This value is tunable.



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- d. If the user earns at least 1 star on a level they are refunded the energy used to play the level (default to 3 units)

3. Buying Energy



- a. When the user attempts to play a level and doesn't have enough energy, display the out of energy dialog
- b. There are three options on the out of energy dialog.
 - i. The first option is to refill all the user's energy. This price is in Safari Cash
 - If the user doesn't have enough cash open the "Safari Cash & Coins" dialog to allow the user to purchase safari currency.
 - Purchasing energy closes the dialog and starts the level.
 - ii. The second option is to refill "just enough" energy for the user to play the level. This price is in Safari Cash.
 - iii. When the user purchases the energy close the dialog and start the level.

4. Gifting

- a. In the future users will be able to gift energy to each other through the ZSC (Zynga Social Center)



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Feature Requirements

1.0 Dev Requirements

- 1.1 Remove 3 energy units when the user attempts a level.
- 1.2 Display the amount of energy required on the intro dialog play button
- 1.3 Open the “Out of energy” screen when the user attempts to play a level but doesn’t have enough energy.
- 1.4 Display the user’s energy in the upper left hand corner of the region select screen.
- 1.5 Display the user’s energy in the upper left hand corner of the level select screen.
- 1.6 Display the user’s energy in the upper left hand corner of the intro dialog screen.
- 1.7 The max energy unit the user can have at one time is 15
- 1.8 Regenerate 1 energy unit every 15 minutes.
- 1.9 Refund the energy required to play a level if the user gets 1 or more stars on the level.
- 1.10 Allow the user to buy “just enough” energy on the out of energy dialog to play a level.
- 1.11 Allows the user to buy a full energy refill on the out of energy dialog.

2.0 Art Requirements

- 2.1 Display the user’s energy in the upper left hand corner of the region select screen.
- 2.2 Display the user’s energy in the upper left hand corner of the level select screen.
- 2.3 Display the user’s energy in the upper left hand corner of the intro dialog screen.
- 2.4 The out of energy dialog

3.0 SFX Requirements

- N/A

4.0 PM Requirements

- N/A

5.0 Design Requirements

- N/A

6.0 Community & CS Requirements

- N/A



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Question/ Comments
