



Zynga - Design Spec
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FTUE

This design outlines the FTUE (First Time User Experience) tutorial popups around the core game mechanics.

- *Convert Rules Box FTUE's*
- *Convert Real Time FTUE*

{ Dev Team }

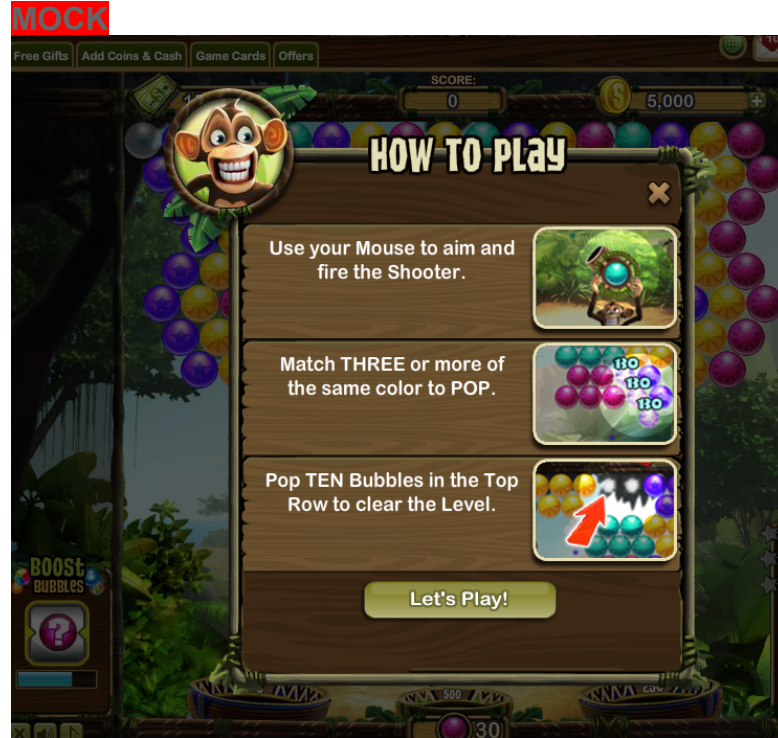
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Feature Details

1. Convert Rules Box FTUE's



- a. The Rules Box FTUE's are the largest tutorial dialogs that are shown to the user to explain core mechanics.
 - i. This dialogs are triggered with events in the game_events module.
 - ii. This dialogs consist of a title field, "X" close option, three content modules each containing a string with a corresponding image, and a continue button at the bottom
 - The event data contains the localization key and path for the images.
 - The localization key reference the string in the dialogs
 - Pressing the "X" button dismisses the popup.
 - Pressing the "Let's Play" button dismisses the dialog.
- b. The following Rule Boxes will be required in the mobile version.
 - i. How to Play
 - Triggers on level 1
 - Modify text and image in first content module.
 - Modify text in third content module to explain the user only needs to clear 7 bubbles in the top row.



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- See BUBBLE MOBILE - Aiming and Swapping Mechanic for an outline of the additional FTUE requirement.
- ii. Hummingbirds
 - Triggers on level 4
- iii. Bubble From Friends
 - Need to modify the trigger to show up on the region map. The old trigger is dependent on the world map and no longer applies.
 - Unlocks at level 8
- iv. On Fire
 - Unlocks the first time the user catches on fire where level ≥ 4 .
- v. Power Ups
 - Need to modify the trigger to show up on the region map. The old trigger is dependent on the world map and no longer applies.



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1. Convert Real Time FTUE's



- a. The Real Time FTUE Boxes are non interactive tutorial boxes that are triggered by a gameplay action.
 - i. Display a text box callout on the screen. The position of the text dialog box and localization key is controlled through game_event data.

- *Example*

- {
 - "text": "FTUE4_Text2",
 - "maxDuration": 60,
 - "minDuration": 5,
 - "@type": "ActionShowSimplePopup",
 - "messageLocation": null,
 - "x": 428,
 - "allowDuringBonus": null,
 - "y": 570
 - },

- ii. The arrows are also controlled in the same event.

- *Example*

- {
 - "locationLookup": null,



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```
■      "scale": "Change ME",  
■      "yAnchor": null,  
■      "@type": "ActionShowArrow",  
■      "rockRate": "Change ME",  
■      "minDuration": 5,  
■      "angle": "360",  
■      "maxDuration": "60",  
■      "allowDuringBonus": null,  
■      "imageOverride": "",  
■      "bounceDistance": "10",  
■      "bounceRate": "1",  
■      "x": 740,  
■      "xAnchor": null,  
■      "rockAngle": "Change ME",  
■      "y": "350"  
■      },
```

- c. The following real time FTUE's will be required in the mobile version. This events can be found in the game_event module.
- i. Bank_Shot_FTUE
 - ii. Bubble_Counter_10_FTUE
 - iii. Coconut_FTUE
 - iv. Flower_Blossom_FTUE
 - v. Fruit_Dropped_FTUE
 - vi. Hazardspawner_FTUE1
 - vii. Level_win_FTUE1
 - viii. Magento_FTUE
 - ix. Poacher_Trap_FTUE
 - x. Pop_Bubbles_FTUE
 - xi. Popping_Bubbles_FTUE
 - xii. Repulser_FTUE
 - xiii. Social_Panel_Ingame_FTUE
 - xiv. Spacebar_FTUE
 - xv. Spacebar_FTUE_Reminder
 - xvi. Spanwer_FTUE
 - xvii. Spiders_FTUE
 - xviii. Star_Earned_FTUE
 - xix. Top_Row_RT_FTUE
 - xx. Vine_FTUE



Feature Requirements

This section breaks down the work by discipline and all requirements

1.0 Dev Requirements

- 1.1 Verify the Rules FTUE popup consists of a title field, “X” close option, three content modules each containing a string with a corresponding image, and a continue button at the bottom
- 1.2 Verify pressing the “X” button dismisses the popup.
- 1.3 Verify pressing the “Let’s Play” button dismisses the dialog.
- 1.4 Verify “How to Play” Rules Box FTUE appears on level 1.
- 1.5 Verify “Hummingbirds” Rules box FTUE triggers on level 4
- 1.6 Verify “Bubbles From Friends” Rules Box FUTE triggers on level 8
- 1.7 Verify “On Fire” Rules Box FTUE triggers the first time the user catches on fire where level ≥ 4 .
- 1.8 Verify Real Time FTUE’s can be triggered and include a bouncy arrow.
- 1.9 Verify the triggering of the Bank_Shot_FTUE
- 1.10 Verify the triggering of the Bubble_Counter_10_FTUE
- 1.11 Verify the triggering of the Coconut_FTUE
- 1.12 Verify the triggering of the Flower_Blossom_FTUE
- 1.13 Verify the triggering of the Fruit_Dropped_FTUE
- 1.14 Verify the triggering of the Hazardspawner_FTUE1
- 1.15 Verify the triggering of the Level_win_FTUE1
- 1.16 Verify the triggering of the Level_Win_FTUE1
- 1.17 Verify the triggering of the Magento_FTUE
- 1.18 Verify the triggering of the Poacher_Trap_FTUE
- 1.19 Verify the triggering of the Pop_Bubbles_FTUE
- 1.20 Verify the triggering of the Popping_Bubbles_FTUE
- 1.21 Verify the triggering of the Repulser_FTUE
- 1.22 Verify the triggering of the Social_Panel_Ingame_FTUE
- 1.23 Verify the triggering of the Spacebar_FTUE
- 1.24 Verify the triggering of the Spacebar_FTUE_Reminder
- 1.25 Verify the triggering of the Spanwer_FTUE
- 1.26 Verify the triggering of the Spiders_FTUE
- 1.27 Verify the triggering of the Star_Earned_FTUE
- 1.28 Verify the triggering of the Top_Row_RT_FTUE
- 1.29 Verify the triggering of the Vine_FTUE

2.0 Art Requirements

- 2.1 Verify the gameplay images appear in the Rules Box FTUE



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- 2.2 Verify the bouncy arrow shows for all Real Time FTUE's

3.0 SFX Requirements

- 3.1 Verify that a SFX triggers when the Rules Box FTUE trigger
- 3.2 Verify that a SFX triggers when the user closes a Rules Box FTUE

4.0 PM Requirements

- N/A

5.0 Design Requirements

- 5.1 Verify all the text and pictures in the Rule Box FTUE's
- 5.2 Verify all positions of the Real Time FTUE's are not obstructing gameplay.
- 5.3 Verify all arrows for the Real Time FTUE's are not obstructing gameplay.

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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Question/ Comments
