



Zynga - Design Spec  
~Bubble Safari~

## Core Gameplay Adjustments

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*This design makes core gameplay adjustments around the completion condition (rack drop), changes the layout of the point baskets, and list out which hazards to port over to the mobile version.*

- *Modify the Completion Condition*
- *Modify the Fruit Basket Layout.*
- *Gameplay Hazards*

{ Dev Team }

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## Feature Details

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Feature Breakdown is placed in this section

### 1. Modify Loss Condition

- a. In the web based version of Bubble Safari the user must clear 10 bubbles from the top row for the rack to drop.
  - i. Modify this value from 10 to 7 under in the settings module.
  - ii. Update the FTUE (First Time User Experience) text in the \*top\_row FTUE's in the game\_events module.
    - This strings are located in the dialogs.property files.



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## 2. Modify the Basket Layout



- a. Modify the location of the fruit baskets to match the mock above.
- b. This effectively will remove the gaps closest to the edge walls of the game board. There will be only 2 spots the fruit can fall that will not count towards the user's point total. This is between the center and outside baskets.
  - i. Verify the physics system can resolve fruit that falls into the now blocked corners of the gameboard.
  - ii. Verify all move/scaled baskets still works properly with the physics system.
  - iii. Modify the percent chance the hummingbirds knock the fruit into the center basket. This will offset the fact there is more basket area.



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### 3. Gameplay Hazards

- a. Port over the following eight hazards to the mobile version of Bubble Safari.
  - i. Coconuts - This hazard is a bubble in the rack that cannot be popped but destroyed by fire bubbles.
    - Coconut functionality and editor support
    - Coconut Art
    - Coconut Impact SFX
  - ii. Steel Bubbles - This hazard is a bubble in the rack that cannot be popped or destroyed by fire bubbles.
    - Steel Bubble functionality and editor support
    - Steel Bubble Art
    - Steel Bubble impact SFX
  - iii. Bee Hive - If an adjacent bubble is popped around a beehive the beehive activates and if the user doesn't remove the bee hive from the rack (dropped or fire bubble) bees will sting the monkey and the user will lose 3-4 bubbles. Beehive then resets.
    - Beehive functionality and editor support
    - Beehive Art
    - Beehive animation sheet
    - Beehive SFX
    - Chimp SFX
  - iv. Spawners - Are special bubbles in the rack that "spit" out an additional bubble into the rack after ever shot.
    - Spawner functionality and editor support
    - Spawner Art
    - Spawner animation sheet
    - Spawner SFX
  - v. Poacher Traps - Poacher Trap immediately ends the level if the user shoots their bubble at it.
    - Poacher functionality and editor support
    - Poacher Art
    - Poacher animation sheet
    - Poacher SFX
    - Poacher end condition screen (included in the same system that shows the happy/sad monkey when the user wins/loses a level)
  - vi. Vines - Vines grow from a root vine bubble after every shoot the user takes. Encompassed bubbles can no longer be popped. Partially exposed vines can be popped and cause any other vines in the chain to retract back to the root vine node.
    - Vine functionality and editor support
    - Vine art
    - Vine animation sheet
    - Vine SFX
  - vii. Flower Blossoms - Change the color of surrounding bubbles after every shot.



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- Flower Blossom functionality and editor support
  - Flower Blossom art
  - Flower Blossom animation sheet
  - Flower Blossom SFX
- viii.** Row Adder - Add an additional row to the rack when their countdown timer expires. This counter counts down only when the row adder is on screen. (might be called poacher bot in code as well)
- Row Adder functionality and editor support
  - Row Adder art
  - Row Adder animation sheet
  - Row Adder SFX



## Feature Requirements

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This section breaks down the work by discipline and all requirements

### 1.0 Dev Requirements

- 1.1 Modify rack drop condition from 10 to 7
- 1.2 Update FTUE Text
- 1.3 Move/scale basket locations
- 1.4 Verify physics work with the new basket layout
- 1.5 Coconut functionality and editor support
- 1.6 Steel Bubble functionality and editor support
- 1.7 Beehive functionality and editor support
- 1.8 Spawner functionality and editor support
- 1.9 Poacher Trap functionality and editor support
- 1.10 Vine functionality and editor support
- 1.11 Flower Blossom functionality and editor support
- 1.12 Row Adder functionality and editor support

### 2.0 Art Requirements

- 2.1 Provide new basket art
- 2.2 Coconut Art
- 2.3 Steel Bubble Art
- 2.4 Beehive art and animation sheet
- 2.5 Spawner art and animation sheet
- 2.6 Poacher Trap art and animation sheet
- 2.7 Vine art and animation sheet
- 2.8 Flower Blossom art and animation sheet
- 2.9 Row Adder art and animation sheet

### 3.0 SFX Requirements

- 3.1 Coconut SFX
- 3.2 Steel Bubble SFX
- 3.3 Beehive SFX & Chimp SFX
- 3.4 Spawner SFX
- 3.5 Poacher Trap SFX
- 3.6 Vine SFX
- 3.7 Flower Blossom SFX
- 3.8 Row Adder SFX



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#### **4.0 PM Requirements**

- N/A

#### **5.0 Design Requirements**

- 5.1 Verify FTUE text has been updated

#### **6.0 Community & CS Requirements**

- N/A

#### **7.0 QA Requirements**

- N/a



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## Question/ Comments

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