



Zynga - Design Spec  
~Bubble Safari~

# 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 }

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



Zynga - Design Spec  
~Bubble Safari~

## Feature Details

---

### 1. Convert Rules Box FTUE's

**MOCK**



- 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.



Zynga - Design Spec  
~Bubble Safari~

- 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  $\geq 4$ .
- 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.



Zynga - Design Spec  
~Bubble Safari~

## 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,



Zynga - Design Spec  
~Bubble Safari~

```
■      "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  $\geq 4$ .
- 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



Zynga - Design Spec  
~Bubble Safari~

- 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



Zynga - Design Spec  
~Bubble Safari~

## Question/ Comments

---