

# ART TEST PRINCIPAL ARTIST

## *Intentions*

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### REFERENCES

#### **Ref from RMG**

According to my references, the daily quests comps have relatively the same layout. I don't want to change what seems to work in the competition, so I would work on slight improvement to avoid unnecessary Tap.

For this, I added a clear button to each daily task. Bingo Clash has it, but I think the button is not perceived as a button.

#### **Ref from Casual games**

Great clarity and very playful.

A very interesting feature is that the player can directly execute the task from the Daily Quest screen. There is a button START on each quest, which reduces the number of taps before executing the task.

#### **Ref from other platforms**

Just had a look to see if they had something interesting. In games, I didn't see anything relevant for our project. In the Amazon App, I think there is some color contrast that can be interesting> White background and Orange buttons.

The MPL Art test doesn't describe which game I am supposed to create the comp. Therefore I choose to make screens for a game like Bingo.

### SOME OF MY INTENTIONS.

I will describe only the screen related to the Daily Quests marked with the orange title. The other screens are just here to put things into a contest. So I believe that half a day is enough for the artist in charge to create the UI.

#### **Daily Quest**

I choose to make quests very similar to Blackout Bingo or Bingo Clash.

Beginner tasks

- Make your first deposit > A key milestone for a player to put money in the game account. He should be rewarded for that.

- Finish 6 games > I intend to increase the playtime with this simple reward. It's the opportunity for the game to showcase all the features.  
Some beginner's quests to retain the player.

### **Daily Tasks**

More difficult tasks that need a player more engaged to succeed.

### **Reward sequence**

For the reward sequence I took inspiration from the Casual games. The cinematic sequence of getting a reward is very satisfying and it is something that I find missing in the RMG.

### **Reward**

The reward screen is here to claim the recompense and drives you to the Daily Quest screen.