Naming conventions for Slot Games

Naming Conventions

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To maintain ‘skinnability’, slot games which follow the standard template will be utilizing standardized filenames for their graphics.

Obviously, not all games are identical, and will have a few features that make them unique (and the game engine makes this fairly simple to achieve), but to simplify the process, the *main* game graphics should stick to the following naming conventions.

Games will be written to be displayed in a frame 1280 x 720 pixels. All full screen graphics should be created at this size (to avoid unnecessary scaling). Preferably, all other graphics should be created to be displayed at the correct size for this resolution. Again, this is to avoid unnecessary scaling.

## Symbols

|  |  |  |
| --- | --- | --- |
| Description | Static | Animation |
| Free Spins | symbol1.png | symbol1\_#####.png |
| Sticky Wilds | symbol2.png | symbol2\_#####.png |
| Wild | symbol3.png | symbol3\_#####.png |
| Bonus | symbol4.png | symbol4\_#####.png |
| Symbol A | symbolA.png | symbolA\_#####.png |
| Symbol B | symbolB.png | symbolB\_#####.png |
| Symbol C | symbolC.png | symbolC\_#####.png |
| Symbol D | symbolD.png | symbolD\_#####.png |
| Symbol E | symbolE.png | symbolE\_#####.png |
| Ace | symbolF.png | symbolF\_#####.png |
| King | symbolG.png | symbolG\_#####.png |
| Queen | symbolH.png | symbolH\_#####.png |
| Jack | symbolI.png | symbolI\_#####.png |
| Sticky Transition |  | StickyTransition\_#####.png |
| Sticky Countdown |  | StickyCountDown\_#####.png |
| Symbol mask (black mask same size as symbol) | Symbol#\_mask |  |

## Background and Foreground

|  |  |
| --- | --- |
| Description | Image |
| Main background | Background.png |
| Main foreground | Foreground.png |

## Splash Screen

|  |  |
| --- | --- |
| Description | Image |
| Splash Screen | Splash.png |

## Logo

|  |  |
| --- | --- |
| Description | Image |
| Small logo | logo\_small.png |
| Large logo | logo\_large.png |

## Info

Info and Settings graphics should be placed in the **desktop**, **mobile** or **portrait** directories in **images/ui**

|  |  |
| --- | --- |
| Description | Image |
| Info Background | Info\_back.png |
| Settings Background | Settings\_back.png |
| Arrows for turning pages | Arrow\_left.png (arrow right can be drawn with transformation |
| Win Lines bitmap | Win\_lines.png |

UI

There are three UIs: Desktop, Mobile and Portrait (mobile in portrait mode).

In the images/ui folder there should be three directories: desktop, mobile and portrait.

|  |  |
| --- | --- |
| Description | Image |
| Bet X2 button | betX2.png |
| Home button | Home.png |
| Info button | Info.png |
| Plus and Minus buttons | Plus\_button\_static.png & minus\_button\_static.png  Plus\_button\_state.png & minus\_button\_state.png |
| Settings Button | Settings.png |
| Slider Background (container) | Slider\_back.png |
| Slider handle used in a slider control | Slider.png |
| Sound button | Sound.png |