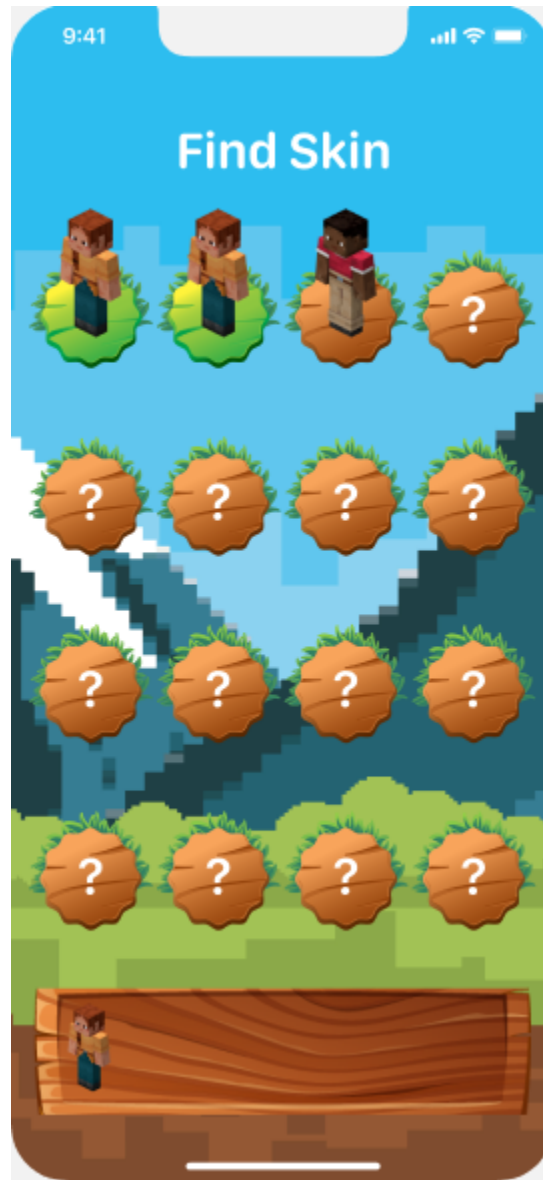


# Find skin

Playable ads  
HTML5/JS



The playing field consists of a [background](#), 16 [active cells](#) (4x4) which can be [open](#) or [closed](#), [inventory](#) which is located below and contains 1-8 skins, and a [field for text](#) that changes depending on the stage of the gameplay. The player's task is to open identical cells in order to win unique skins. When all cells are open, the [final card](#) appears.

[Figma - design](#)

# Gameplay

## First step - Tutorial (2-3 sec)\*

Until the third step (3-5 sec)\* control is blocked (the user cannot interact with the game).

We show the playing field with closed cells.

1. A pointing hand appears
2. Moves to the first\* cell
3. Tap animation plays
4. The cell opens showing the skin it contains
5. The hand moves to the second cell with the same skin
6. Tap animation plays
7. A second cell opens with the same skin as the first
8. An enlarged image of the skin appears in the center of the screen
9. Gradually decreasing skin moves to inventory
10. This ends the training

## Second step - Remember

The skin that was obtained in the tutorial remains in the inventory.

Cells opened in the tutorial remain open.

For a short time (1-2 seconds)\* open all the cells, show the user the location of the skins and display the text “**keep in mind**” or “**remember**”.

The user's task is to remember the location of the skins. After the time expires, the cells smoothly turn over and hide the skins (except for those that were opened in the tutorial). We show the text “**Open cells to win skins**” urging the user to open cells.

## Third step - Search for skins

Starting from this stage, the user can interact with the game and must sequentially open the cells with the same skins.

If the user guesses correctly (successively opens two identical skins), then the cells remain open, and this skin appears: first in the center of the screen (large), and then goes to the inventory gradually decreasing.

If the user made a mistake: the skin on the second open cell does not match the first - the sequence of correct actions is reset to zero and cells with duplicate skins are automatically opened. In this case, the user does not receive these skins (they do not appear in the inventory), and the cells remain brown and remain open.

This stage lasts until there are no closed cells left on the field.

## Fourth step - Final card

When all the cells are open, the [final card](#) appears - a window in which all the skins won by the user and a [button](#) leading to the application page are indicated.

## Game elements

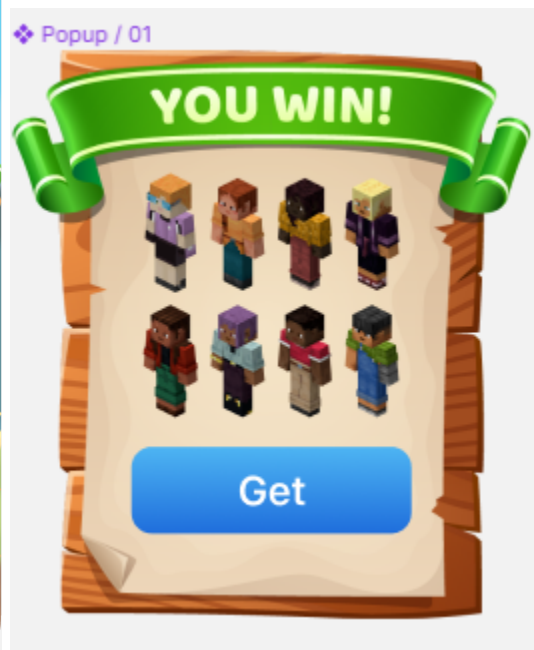
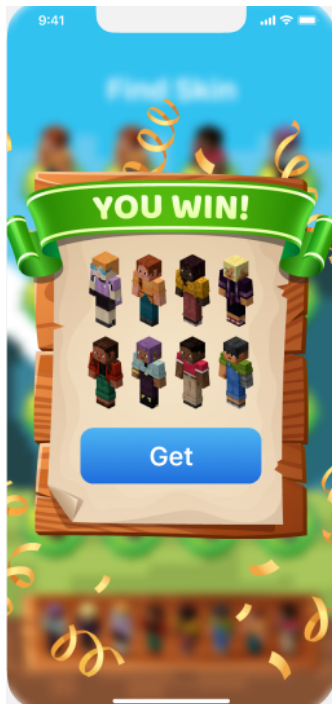
### Skins



8 different skins.

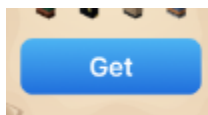
During gameplay, each instance is duplicated in cells.

### Final card



Victory window showing all the skins the player has won, text **"YOU WIN!"**, and the ["GET" button](#).

### Get button



When clicked it sends the user to the [application page](#).

## Inventory



All skins won by the user are included here.

## Background



## Cells



Cells of two types with which the user interacts during the game.

## Open cell



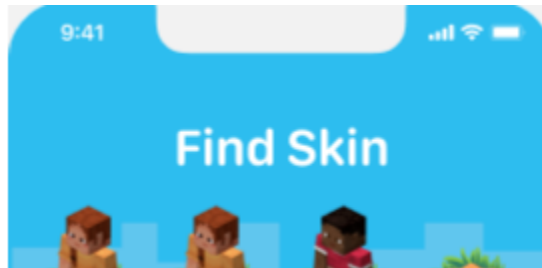
An open cell shows which skin is in it. Cells with guessed skins turn green and no longer close. While only one skin is open or cells with duplicates of unguessed skins were automatically opened, the cells remain brown.

Closed cell



Closed cell. During gameplay, the user can only interact with it (open it).

Text field



The area where we show introductory/call to action text.

## Animations

Win anim

When the user has reached the final map, confetti and ribbons begin to fall from above, creating a festive mood.

Open/close cell anim

The cell should open and close smoothly, rotating around the Y axis.

The skin that is in the cell should smoothly disappear and appear when the cell is opened or closed.

Match anim

When a skin is successfully guessed (2 correct cells are opened in succession) the won skin increases in size should appear in the center of the screen and gradually decreasing move to the inventory.