



Product Brief

Free Coin Wheel Spinner



We want to drive engagement of social games within our current web product, but giving users a chance to earn free virtual coins.

Below and following slides, provide the high level requirements and UX flow of the wheel spinner feature we are aiming to develop.



General Requirements:

1. Spinner mini game needs to work on a mobile and desktop browser
2. Spinner mini game needs to be a code snippet that can be placed in different places within the frontend UX of cricket8.com, and triggered from different calls to actions.
3. Spinner mini game needs to work with a REACT frontend UI.
4. Spinner mini game needs to work with a customer database, to send / store the amount of coins a user has won by playing the wheel spinner.



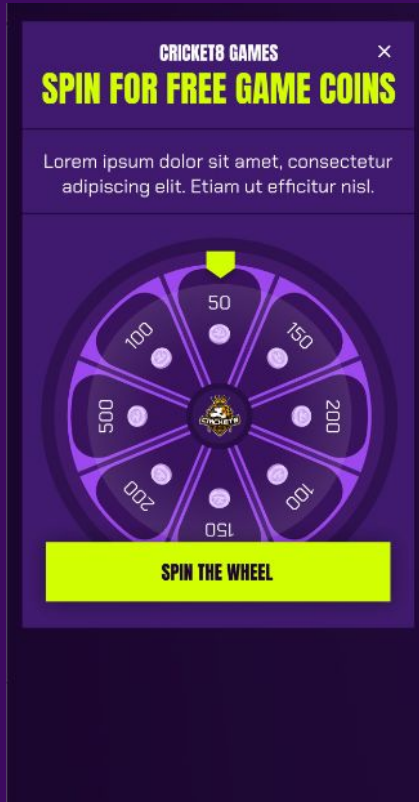
User will see a call to action (CTA) for a free 'spin to win' mini game



User will click on the CTA and see the 'Spinner Landing' screen



Spinner Landing Screen



User will see a header and some intro / teaser text as an intro

User will see a wheel with 8 segments, each with a static number displayed

User will see a 'Spin the Wheel' option

When user clicks on 'Spin the Wheel' the mini game will start immediately

Wheel will spin fast and gradually slow down over 10 seconds

Whilst spinning, the wheel could be playing a sound effect

The wheel will stop on a random segment / coin value

User will only get one opportunity to spin the wheel

Once the wheel has stopped, the user will see the 'Coin Win Animation'





Coin Win Animation



The coin win animation will celebrate the user completing the mini game

The coin animation should come from the segment in which the wheel stopped and float around the screen

The animation should contain Coins, Stars and other graphics to convey celebration in an exciting way

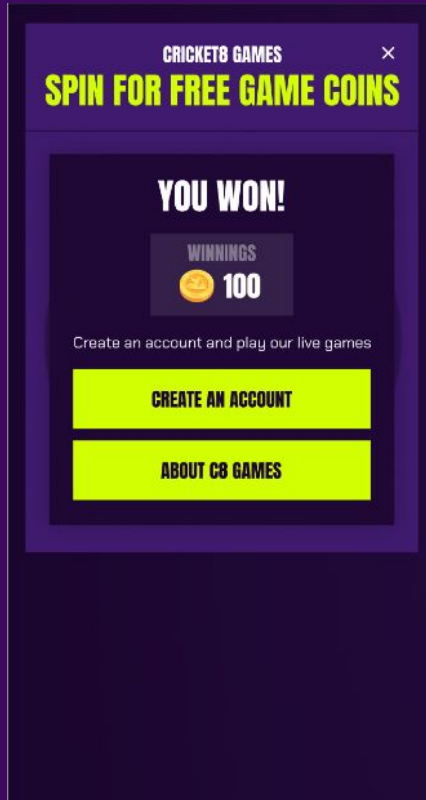
Whilst animating a sound effect could be playing

The coin win animation displays 'You Won' to confirm the user has won virtual C8 coins

Once the animation is complete, the user will automatically be taken to the 'Finished' screen



Finished Screen



The user will see confirmation of the number of coins they won from the spinner mini game.

The user will see teaser information about the C8 trader game being launched in the future.

The user will see a CTA to be added to exclusive pre release waiting list for the game (Create an Account), which also gives them a way to keep their coins for when the game is released.

User will see a CTA to read more about the C8 game(s) which will be launching in 2024

User will see option to close the mini game (using 'x' option)

When user selects 'Create an Account' they will be taken to the C8 Registration page. They would have option to login if they already have an account

Once they have Registered or Logged in, the virtual coins they won in the mini game, will be stored against their profile.

A confirmation Email (or SMS) will be sent to the user, confirming they have been added to the exclusive waiting list and their coins are safely stored and will be available when the game is launched.



Thank you