

# Pattern Battle

Button Gesture GDD

# Overview

- A set of definition of gesture actions and important notes regarding their functionality.

# Basic Play Field

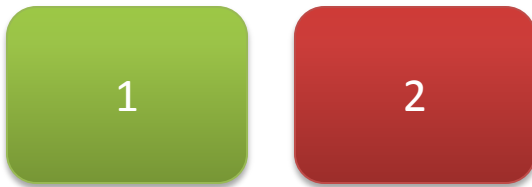


The game centers around 4 colored buttons

# Tap to Select



To select each button in the sequence, tap the button with your finger.

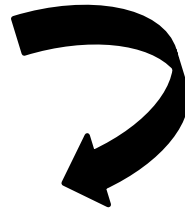


# Rotate the buttons

Start Positions



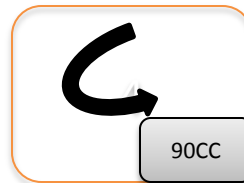
End Positions Clockwise



Use two fingers to pinch the screen. Rotate fingers to rotate the positions.

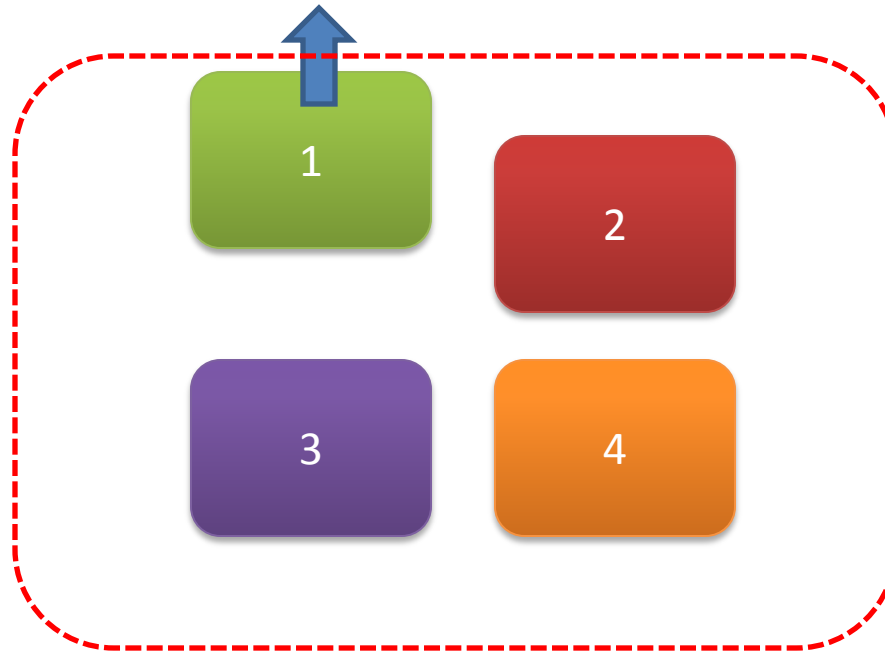


Rotate the buttons 90 degrees clockwise



Rotate the buttons 90 degrees counter clockwise

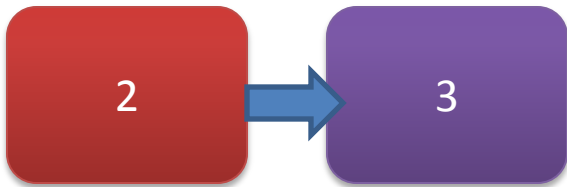
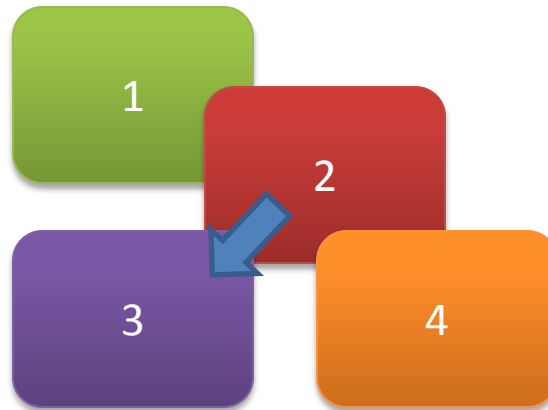
# Flick Buttons



To flick a button off the screen, hold your finger on the button. Swipe your finger toward the edge of the screen without touching another button.

When the button enters the “destroy” zone it is initially destroyed, then re-spawned in its starting position.

# Drag Buttons



To drag a button onto another button.

Hold your finger on a button.

Swipe your finger over the button you want to drag to.

The first button is initially “destroyed”, then re-spawned in its original position.