Horse Racing Betting Game

UI Design

— Android (Java)



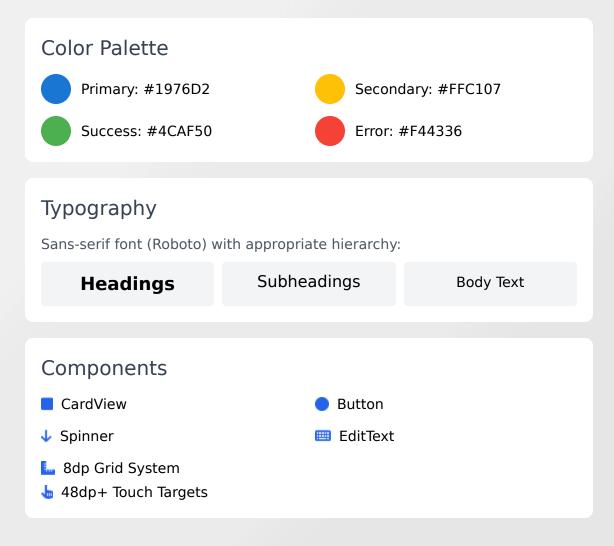




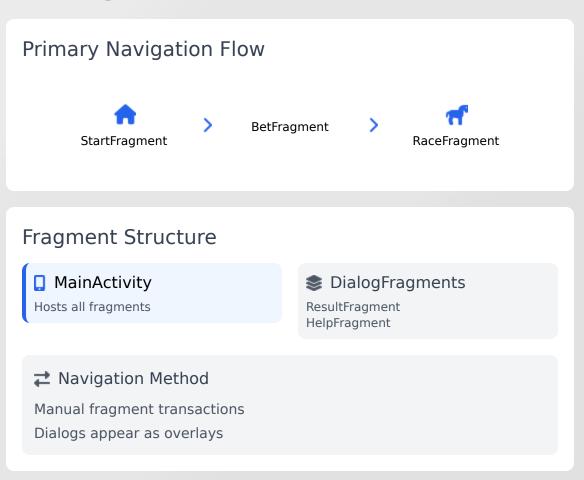


UI Design System & Navigation

P Design System

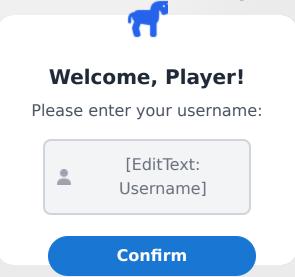


A Navigation Structure



First Run & Main Menu Ul

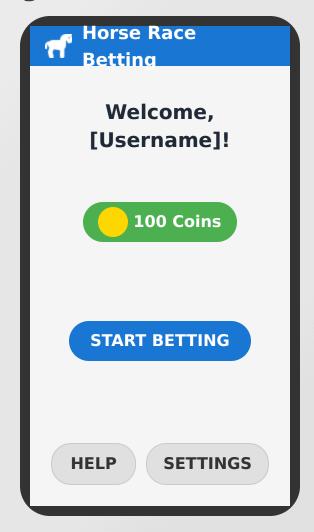
→ First Run: Username Entry



Functionality

- Simple, focused design for first-time user onboarding
- Single EditText for username entry with clear label
- "Confirm" button to save username to GamePrefs
- Appears only once when firstRun is true

StartFragment (Main Menu)



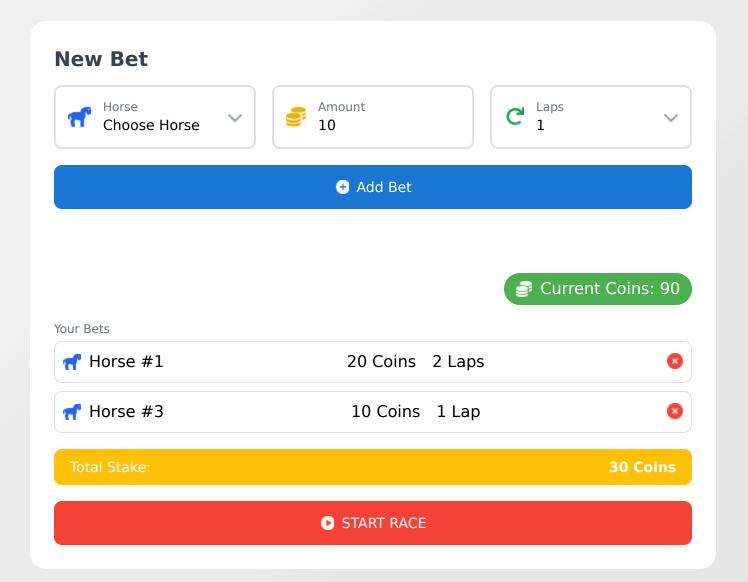
Key Components

User Info Card

Main Action Button

- Secondary Actions
- WalletView observes GameViewModel.coins for real-time updates

Betting Interface



Key Features

Bet Creation

- Horse selection spinner with icon
- Bet amount input with +/- controls
- Laps selection (1-3)

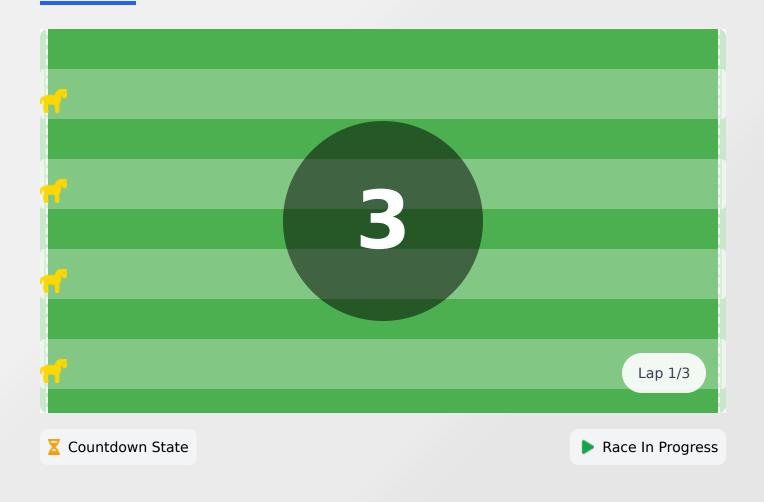
Bet Management

- RecyclerView for active bets
- Remove button per bet
- Total stake calculation
- Start race button (enabled when bets exist)

Input Validation

- Inline validation for bet amount
 Error shown if stake exceeds wallet
- Positive integer validation Clamped to wallet balance

Live Race UI



RaceFragment Overview

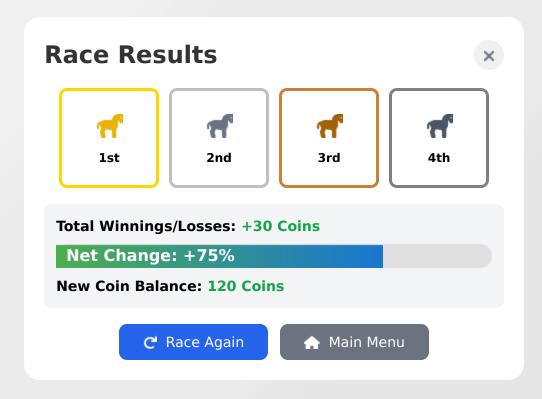
The RaceFragment provides a dynamic, engaging view of the horse race with a focus on clarity and immersion.

Key UI Components

- Track Background

 Vibrant green background providing clear contrast for moving elements
- Horse Lanes
 Four distinct lanes guiding horses' movement along a straight path
- Start/Finish Lines
 Clearly marked lines indicating beginning and end of each lap and race
- Lap Count Overlay
 Non-intrusive display showing current lap progress (e.g., "Lap 1/3")

Results & Payout Screen



ResultFragment Features

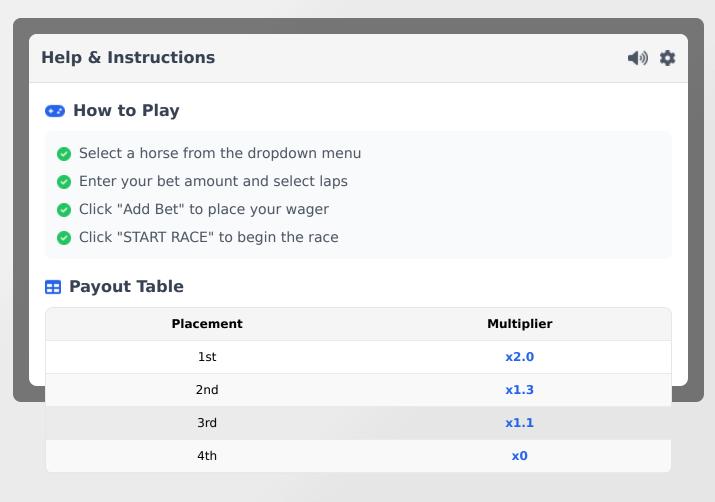
- Podium Display: Visual showcase of top 4 finishers with position indicators
- Payout Summary: Clear display of winnings/losses and new balance
- Progressive UI: Smooth transition from race to results

Payout Multipliers 1st Place x2.0 2nd Place x1.3 3rd Place x1.1

Implements DialogFragment with LiveData observers for realtime balance updates

Help & Settings UI

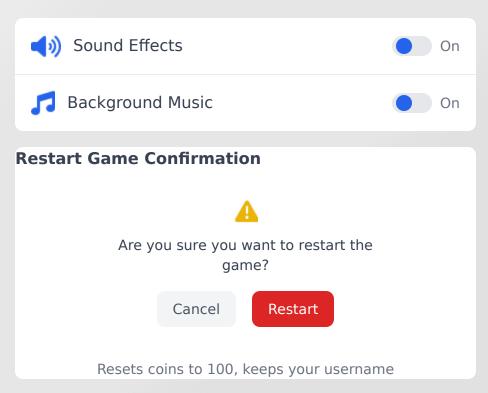
? HelpFragment



C Race Again

Main Menu





User Flow & Transitions

IDLE



StartFragment

Welcome Screen

>

1. Tap "START BETTING" COUNTDOWN

BetFragment

Bet Configuration >

2. Tap "START RACE" RUNNING



RaceFragment

Live Race

>

3. Race Finishes

RESULT



 ${\bf Result Fragment}$

Race Results

C

4. Tap "Race Again"

A

IDLE

StartFragment

Restart Cycle

User Interactions

Bet Configuration

- Horse selection spinner
- Bet amount input (+/- buttons)
- Laps selection (1-3)
- Add/Remove bet buttons

Validation

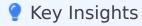
- Inline validation for bet amount
- Total stake vs. wallet balance
- Error messages for invalid inputs

Race Experience

- 3-2-1 countdown
- Horse positions on track
- Lap counter overlay
- Immersive race animation

Results & Restart

- Podium display (1st-4th)
- Winnings/Losses summary
- New balance display
- Race again / Main menu options



Atomic Bets: Multiple bets allowed

Progressive Flow: Linear navigation with clear back paths

State Management: ViewModel controls all states