**VITALITY**

**Reveal iTunes Reward  
animation architecture**

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| Revision No. | Date | Description | Author |
| 1 | 9 Feb 2015 | Initial Draft | Joan Mira |
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1. Assumptions

* PruHealth server providing an authenticated session
* Server contains all the business rules and logic for prize determination
* Skipping reveal section and moving straight to prize
* Returning to page ensuring customer sees the same prize for the duration

1. Basic stories

* GIVEN an authenticated Customer and they are coming to the prize selection page for the first time THEN the customer would see the reveal prize section
* GIVEN an authenticated Customer has selected to reveal the prize THEN the prize, which has been selected should be REVEALED
* GIVEN an authenticated Customer has already REVEALED a prize THEN the same prize should be presented

1. Technology approach

* Prize is selected using appropriate business rules on the server assigned to a user account and written into the HTML for that customer
* Customers returning where there are still allocated a prize would have the prize they have already been allocated written into the page
* No additionally cookies needed to ensure a customer is allocated the same prize.

1. Configuration of the experience

Referencing the PHP variables in “index.php”. It should be evident how the HTML contains the configuration values and how changing them will modify the experience.

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| $prizes = ['5', '10', '15', '20', 'song'];  Owing to reliance for images on IE8 we are limited to the prizes that can be supplied. Currency is in the HTML and could be configured should the business choose to. At the moment, the currency is only showing in the 2nd animation and it can only be changed by editing the SVG images |

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| $username = 'John Smith';  Server logic will be needed when no name is supplied to prevent a floating comma |

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| $period = 'Your reward this month';  This is the message under the name |
| $sessionLife = 2592000; // 1800 = 30min, 86400 = 1day, 2592000 = 1month  This variable determines for how long the session will be alive (only for demo purposes) |

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| $expiry = '15 December 2015';  Indicator to customer of when the reward expires |

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| $p1color = "#3f7f7c";  Particle colour for the pre-reveal phase animation |

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| $p2color = "#5ab6b2";  Particle colour for animation to prize |

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| $revealedEnabled = false;  To enable/disable the logic that skips straight to the prize page if the prize has been already revealed before |

1. More configuration settings

## Aside from the PHP variables, the experience can be modified / expanded by:

* Changing the background and font colours in the CSS file
* Changing the dimensions of the main wrapper (#ir-anim-container) and canvas (#ir-anim-canvas). Currently is set to be displayed in a 533x533px container

1. Adding a new prize

Add a new SVG file into the “img” folder with the prefix “prize-“. This file needs to contain a “width” attribute in the “svg” tag and several “circle” tags with at least “cx”, “cy” and “r” attributes, where “cx” and “cy” are the coordinates of the circle and “r” its “radius”.

We recommend Adobe Illustrator CS6 with the following export options:

* Profile: SVG Tiny 1.2
* Type: SVG
* Decimal places: 1

Please note that browsers with non-canvas support will require the same file name in PNG format. The new prize will have to be added into the $prizes setting and if it’s not a voucher, the copy in the congratulations section will have to be updated accordingly during the prize selection backend logic.