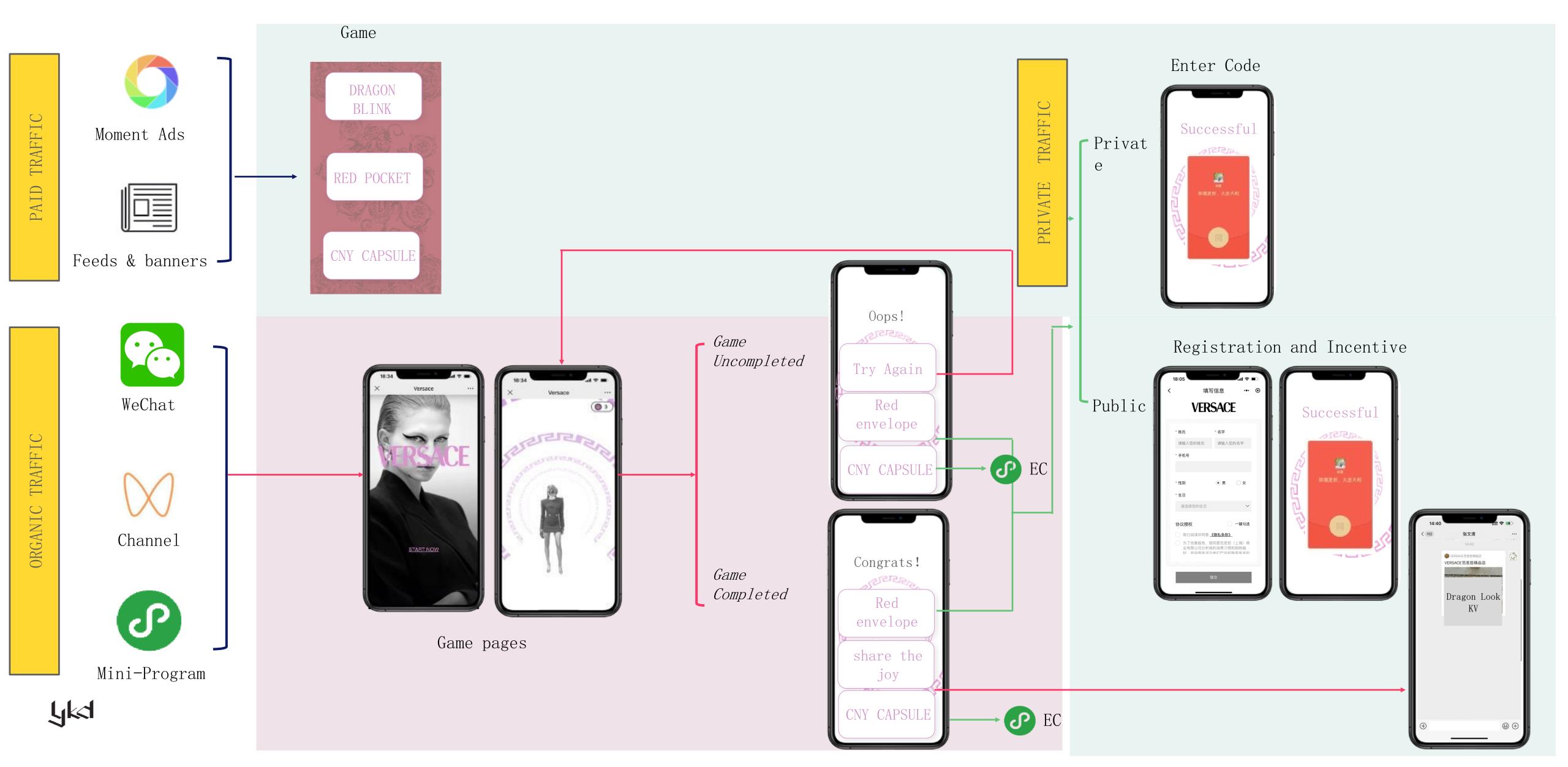
#### VERSACE

## 2024 CNY DIGITAL campaign

WECHAT INTERACTIVE GAMES

Social CREATIVE + GAME Design

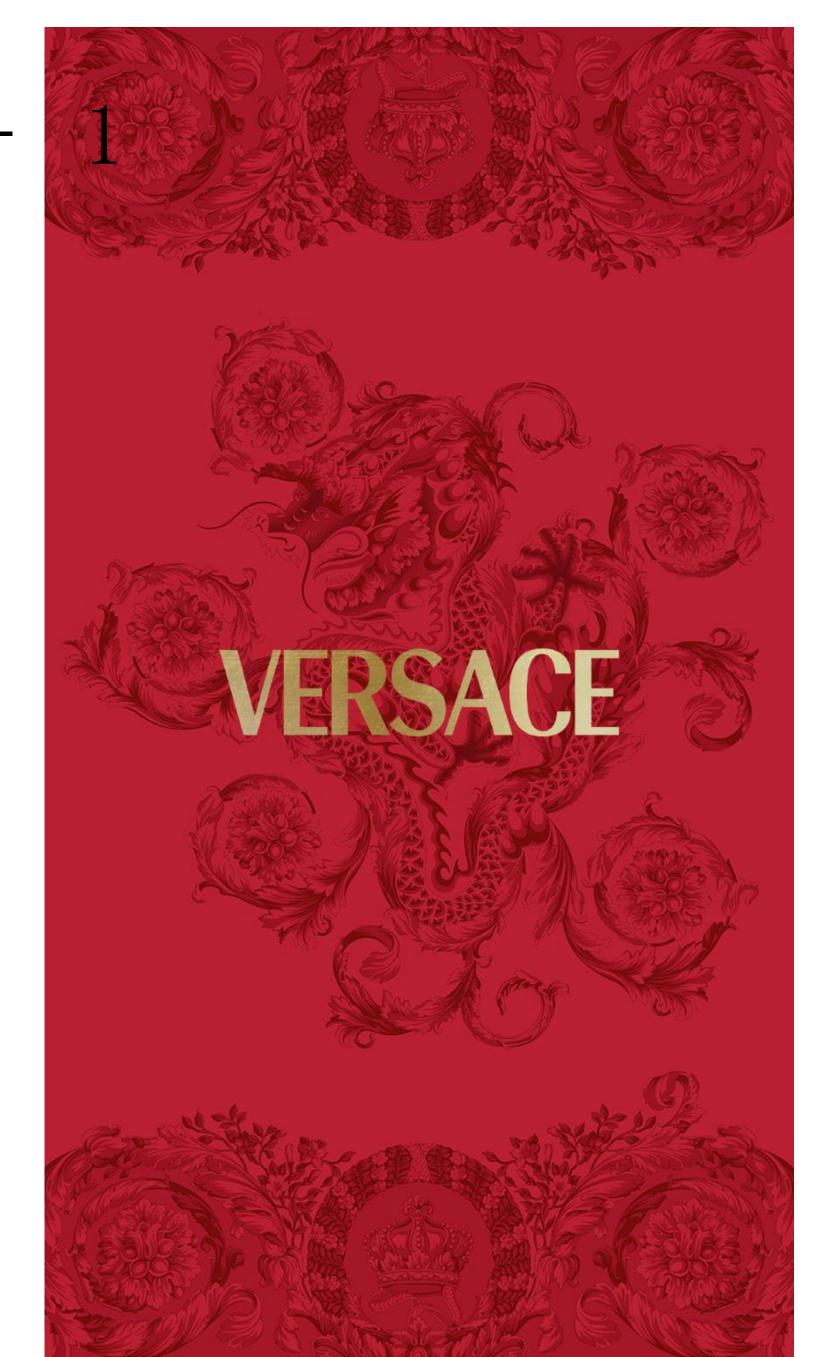
#### Consumer Journey

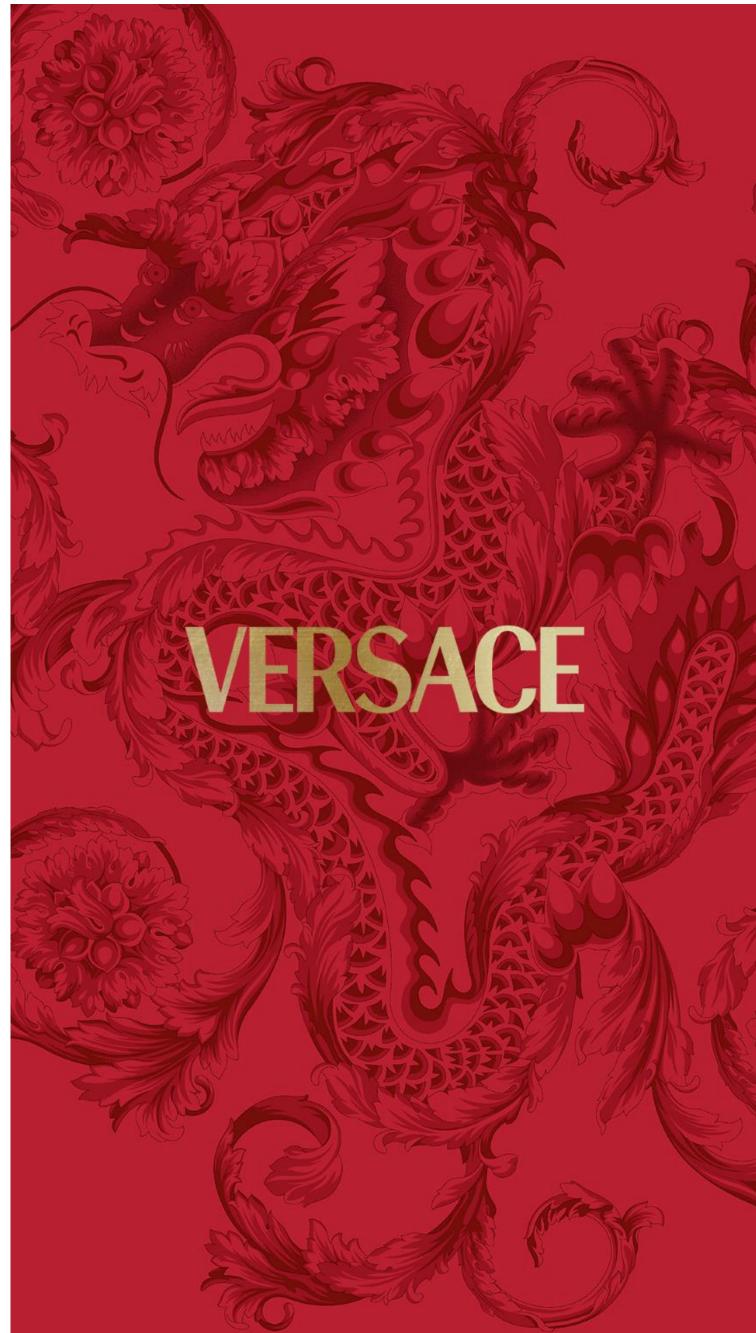


#### Proposed still KV - 1

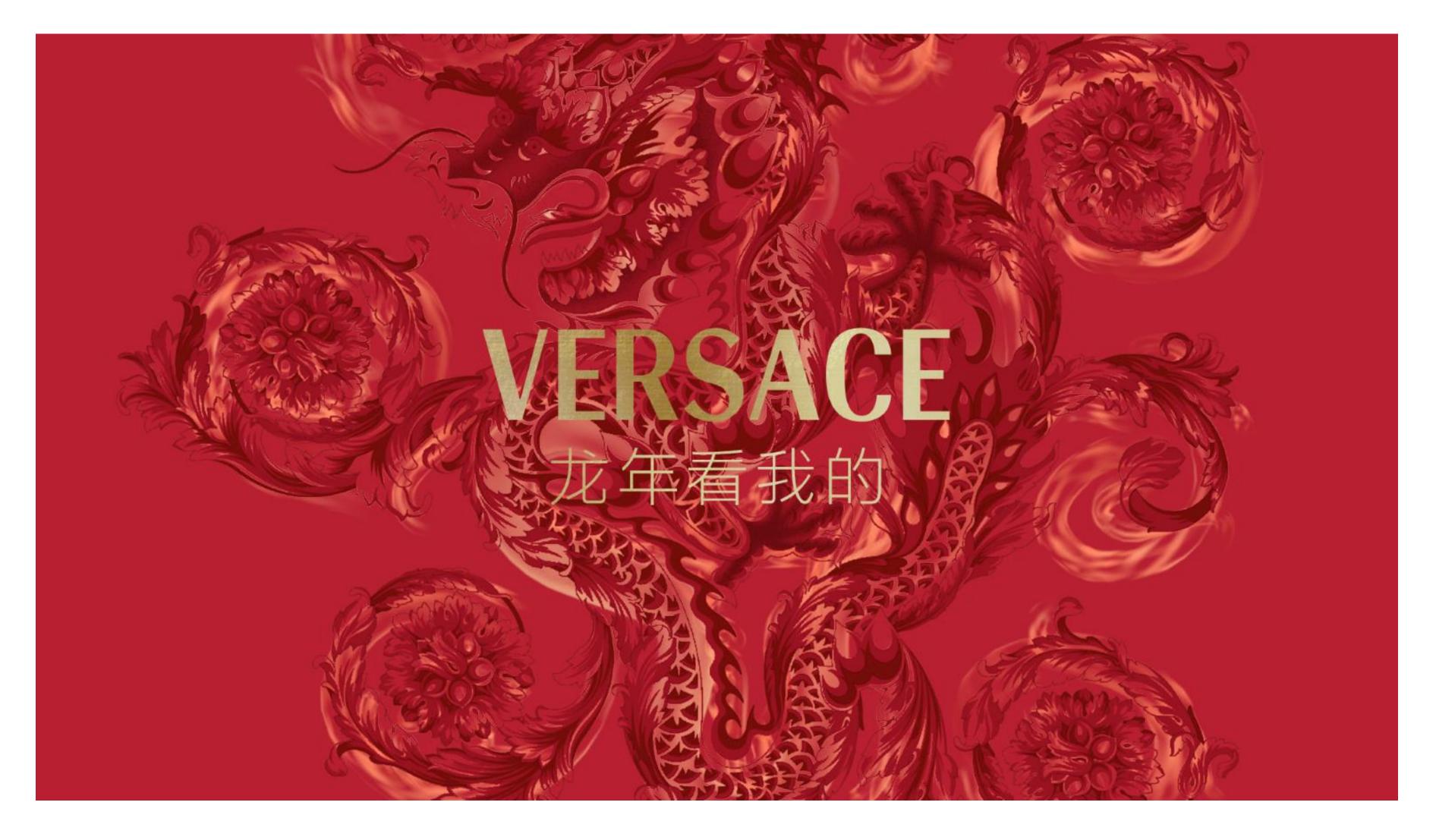


# Proposed still KV - vertical

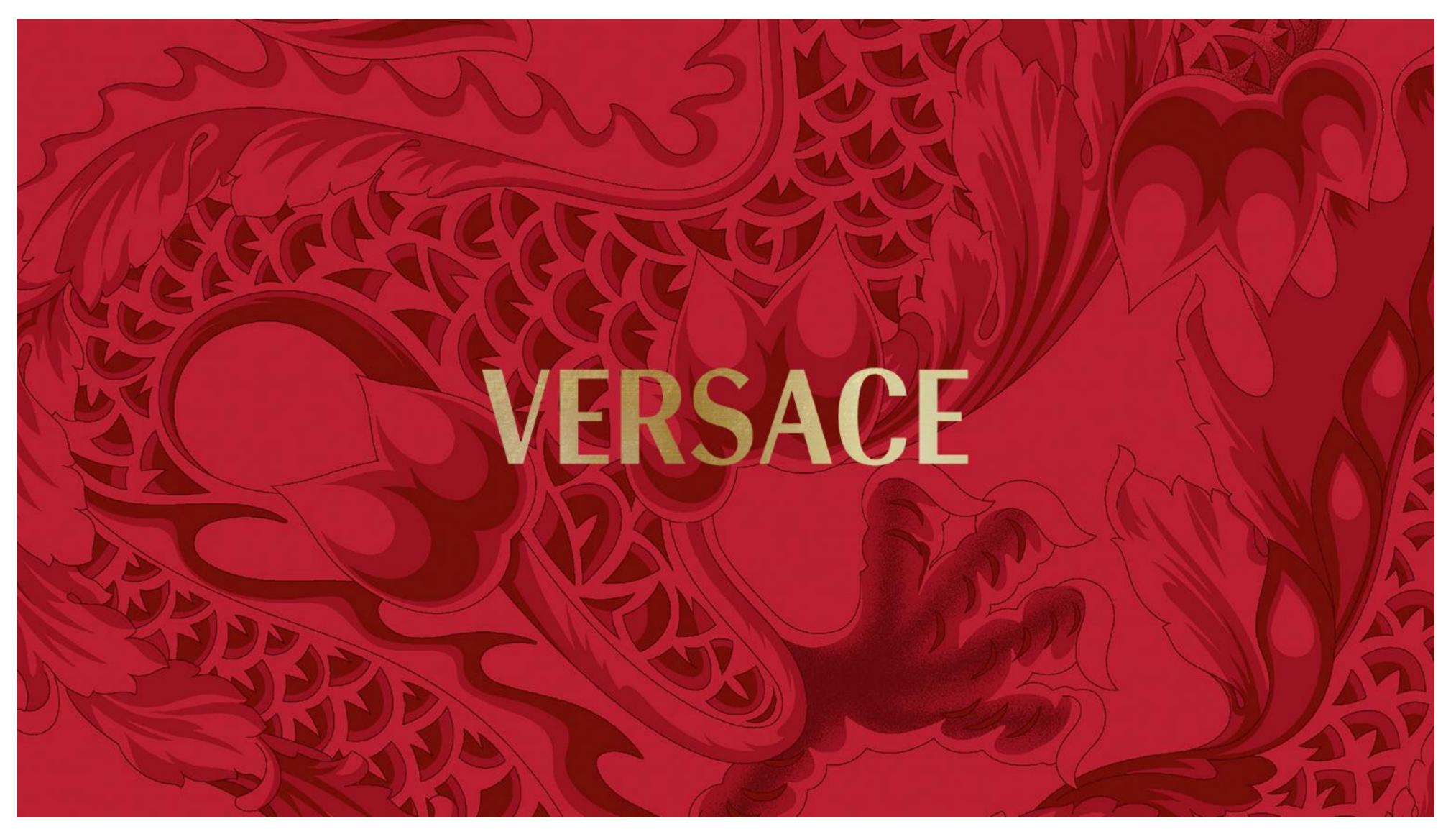




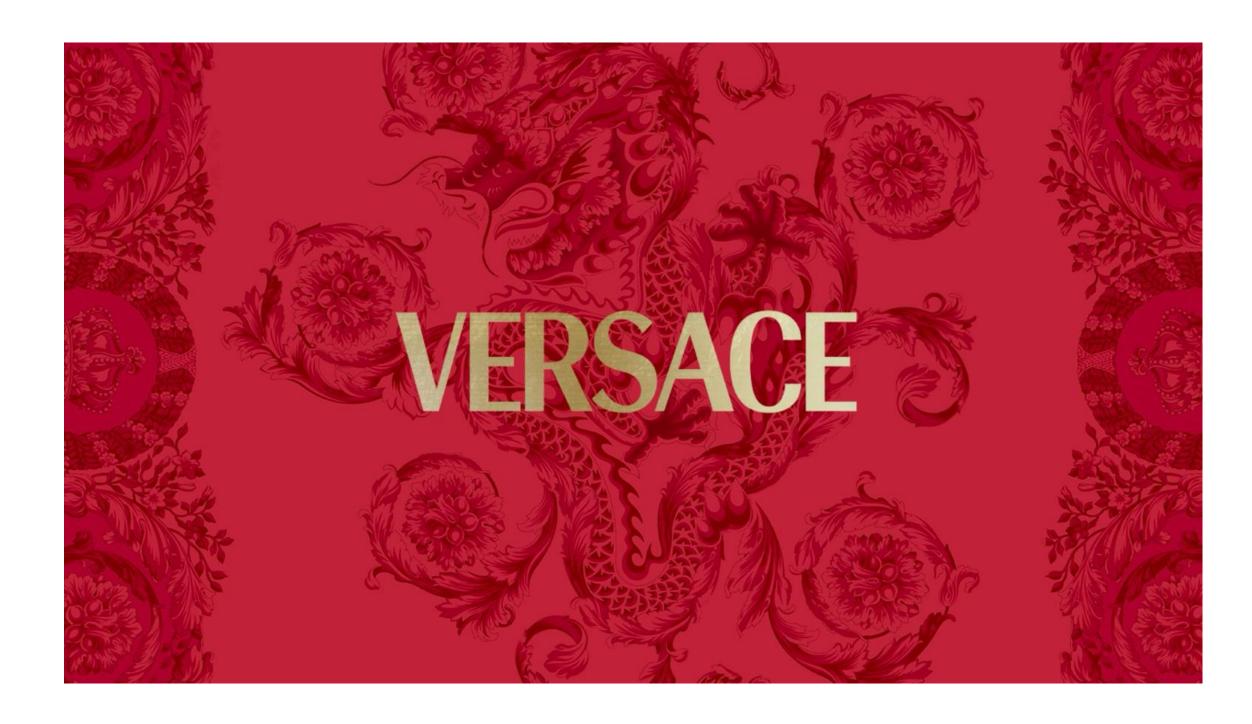
#### Proposed still KV - 2

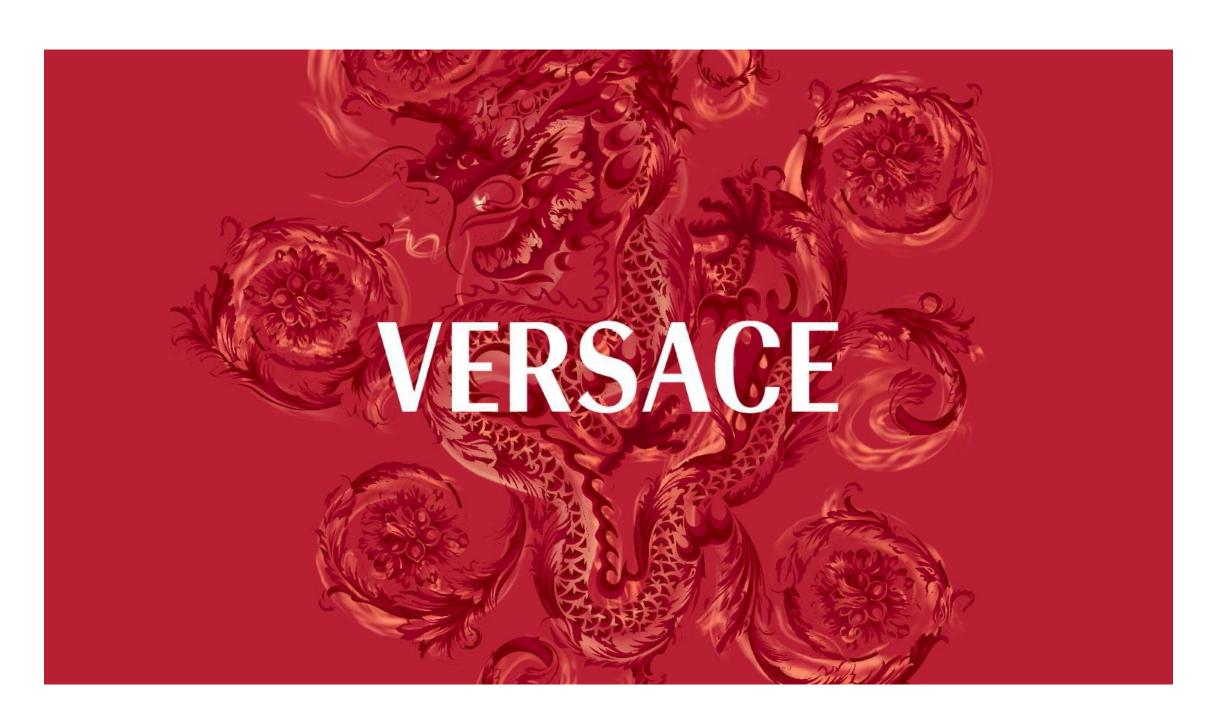


#### Proposed still KV - 3



#### Proposed Animated KV





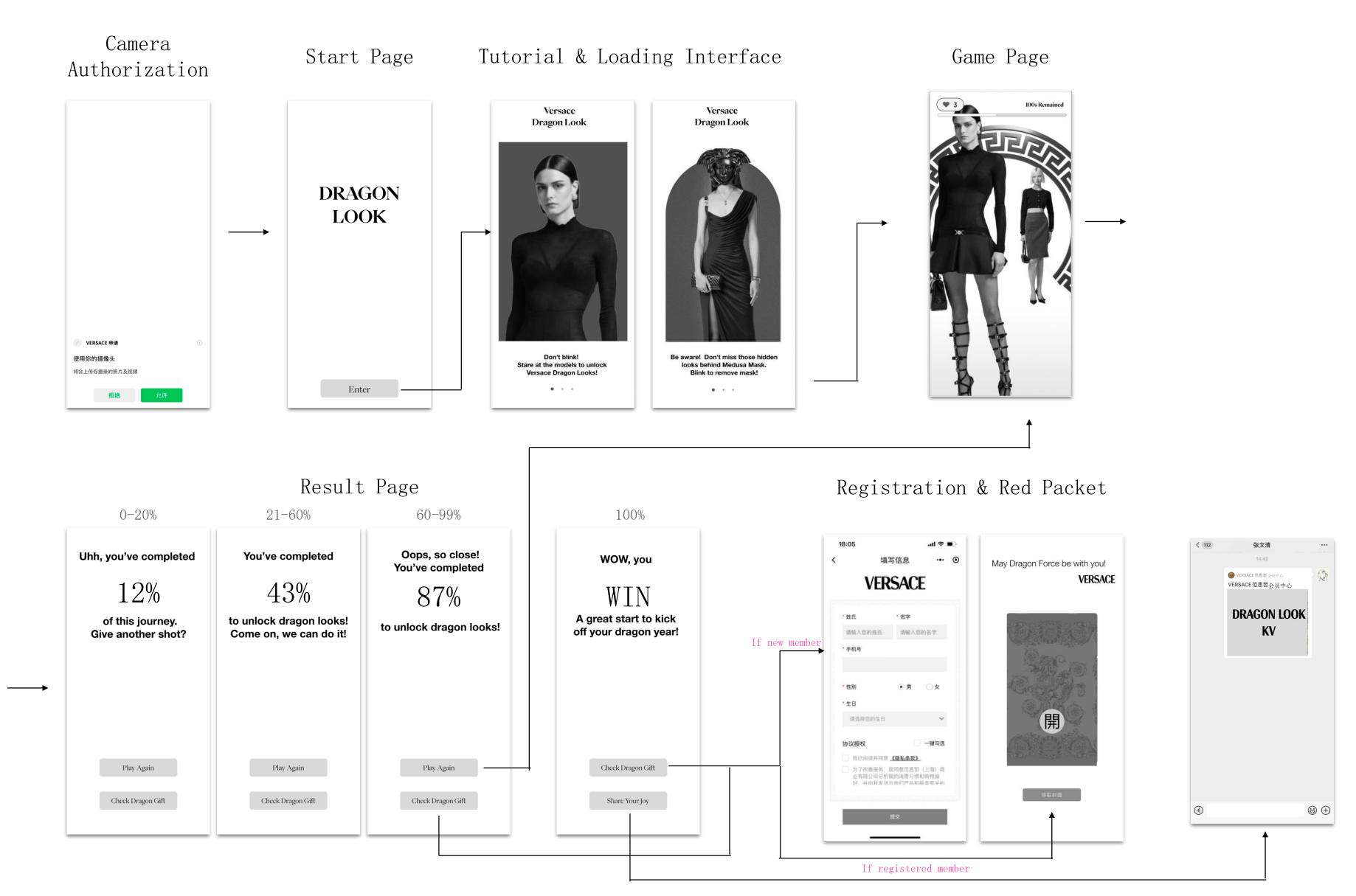
CLICK TO PLAY

(color and design will be updated next week)

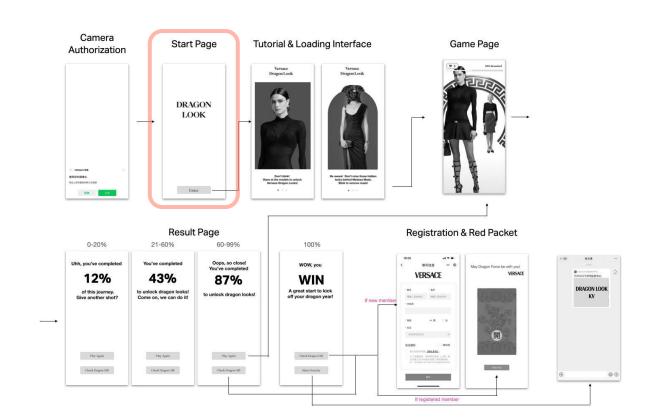
- Implement of red envelope design
- Powerful and compelling

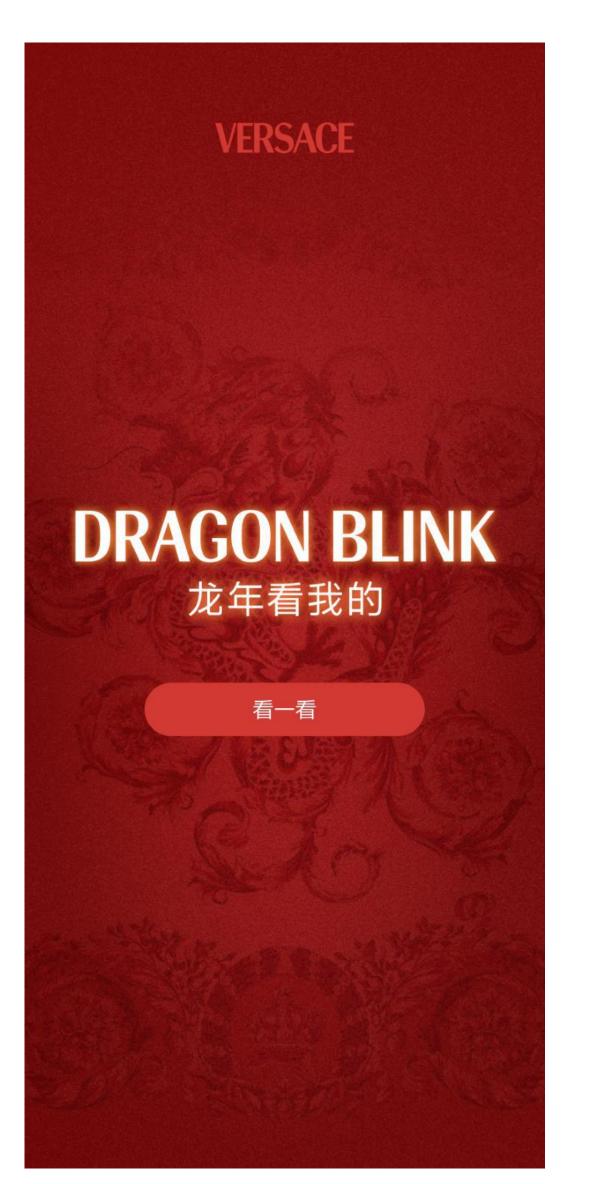
**VERSACE** 

#### UX For Game Design



#### Start Page





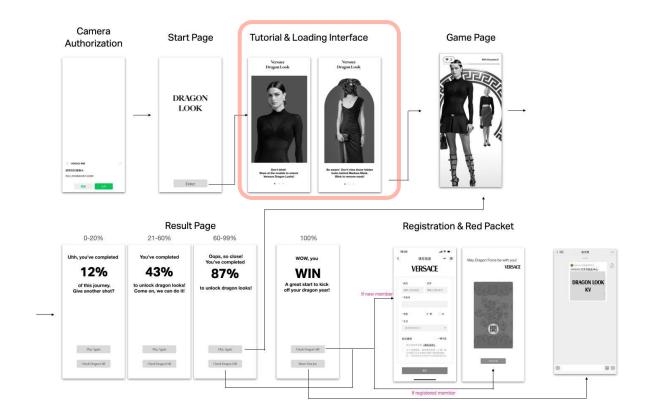
Opt1



Opt2



#### Tutorial Page





眨眼,解锁面具

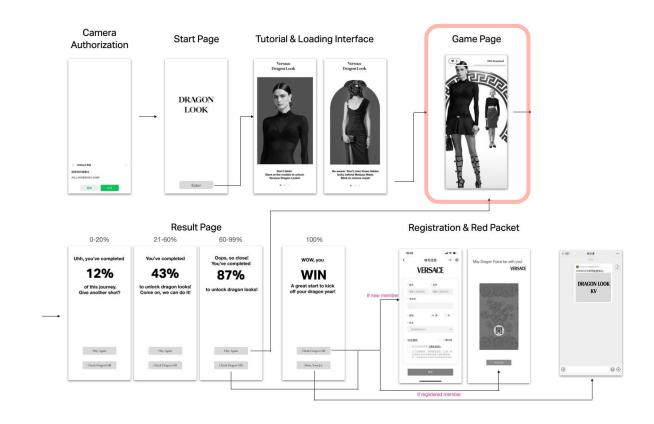


等等,没有面具。别眨眼,坚持住 \*注意,你只有三次机会





#### Game Play



GoldMask

Chrome Mask

red Mask







#### Game Play - Bonus



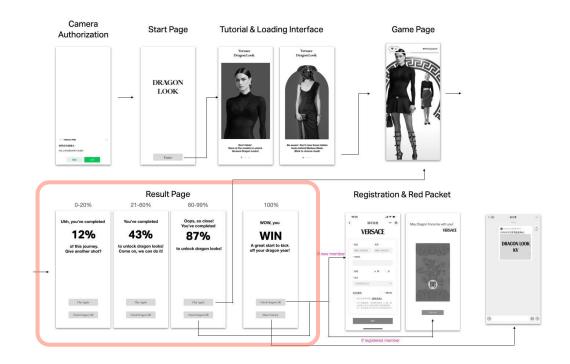
To enhance the game's fun factor, during the last 10-15 seconds, a bonus time will be activated.

Instead of the model, a large number of coins will appear. Players can continuously blink to collect coins.

(Coins will be replaced after rendering and will be updated in next round)



#### Result Page



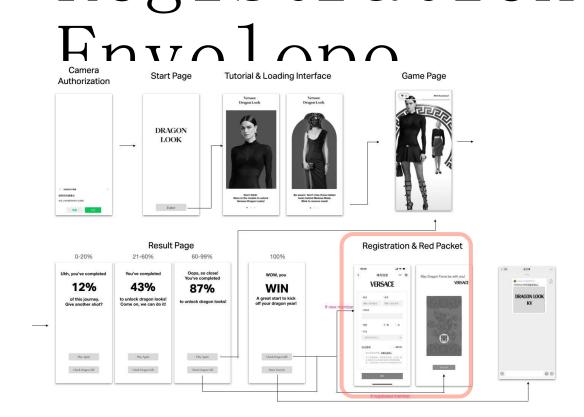






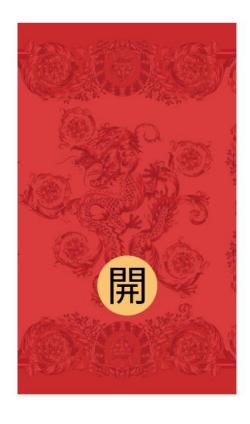


### Registration&Red





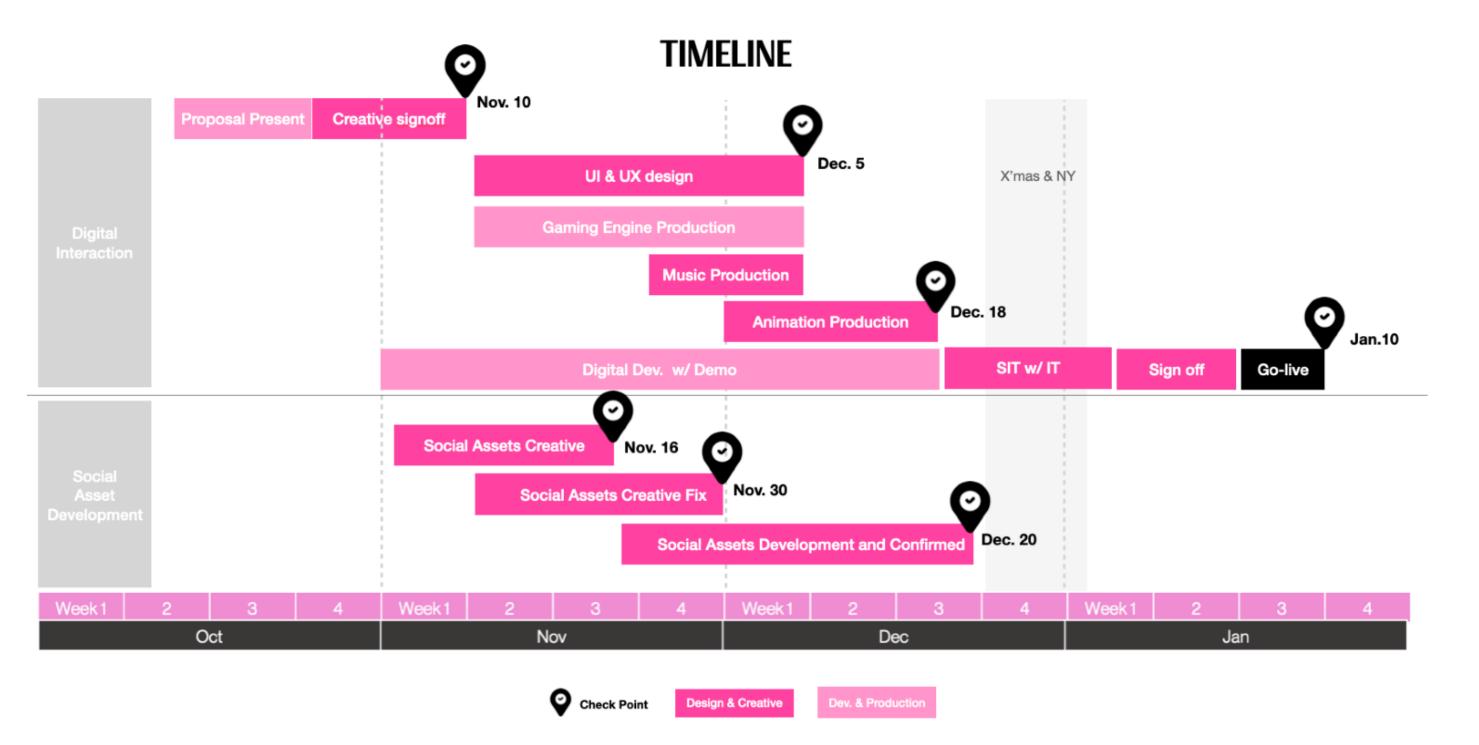




May Dragon Force be with you!!

WILL BE ADJUSTED INTO CNY MOOD

#### NEXT STEPS



Versace to share after meeting:

- Offer the high-resolution static model materials (full body) for game design
- Feedback consolidated on the social asset design and game UI design

Next Meeting - Nov 30

YKD:

Social Assets:

- Revise according to the feedback (from global)
- Target to get confirmed on the design by Nov. 30

#### Game Design

- Presenting 2nd round UI design key frames
- Target to get confirmed on the UI design by Dec 5