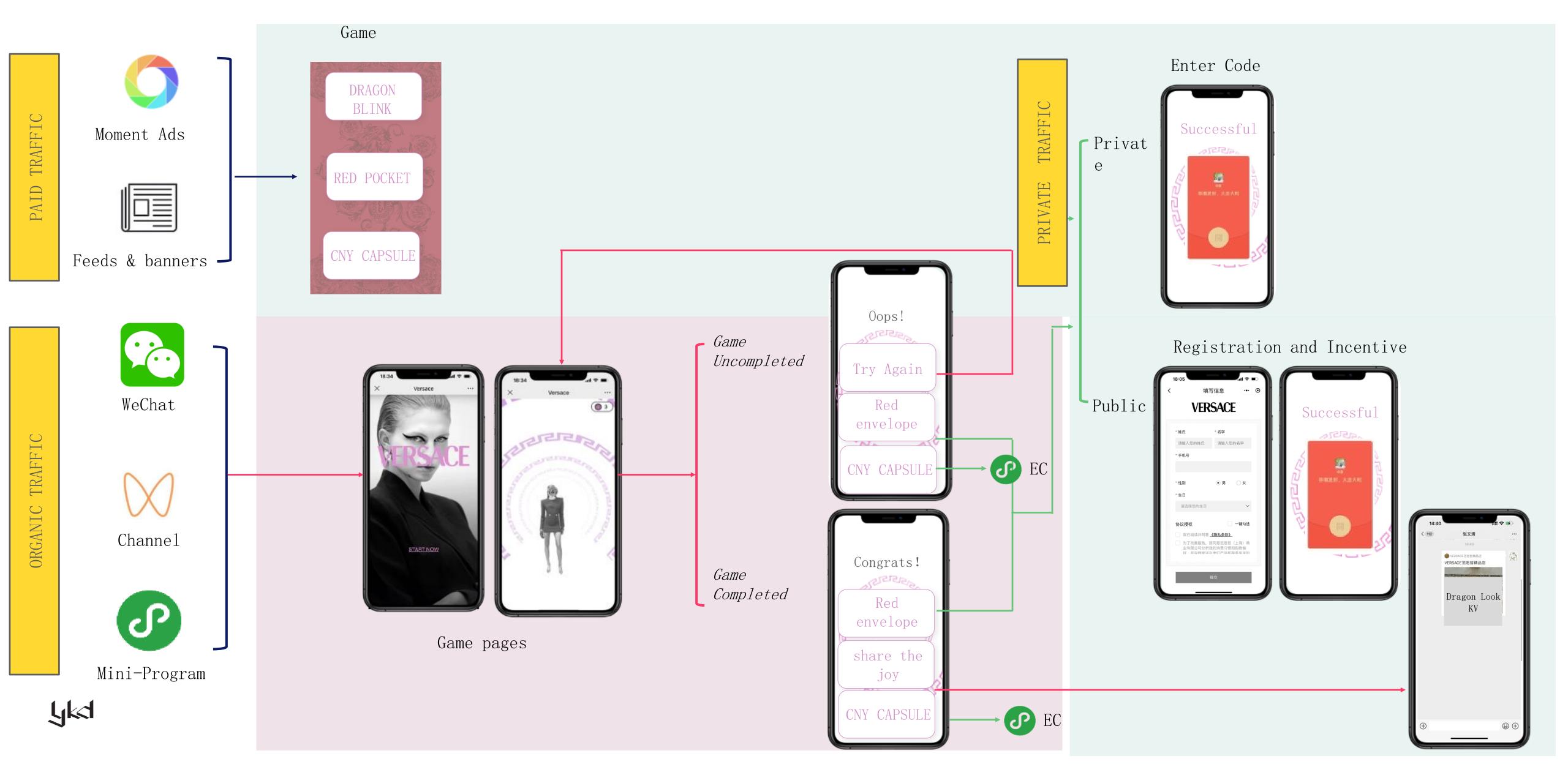
VERSACE

2024 CNY DIGITAL campaign

WECHAT INTERACTIVE GAMES

Social CREATIVE + GAME Design

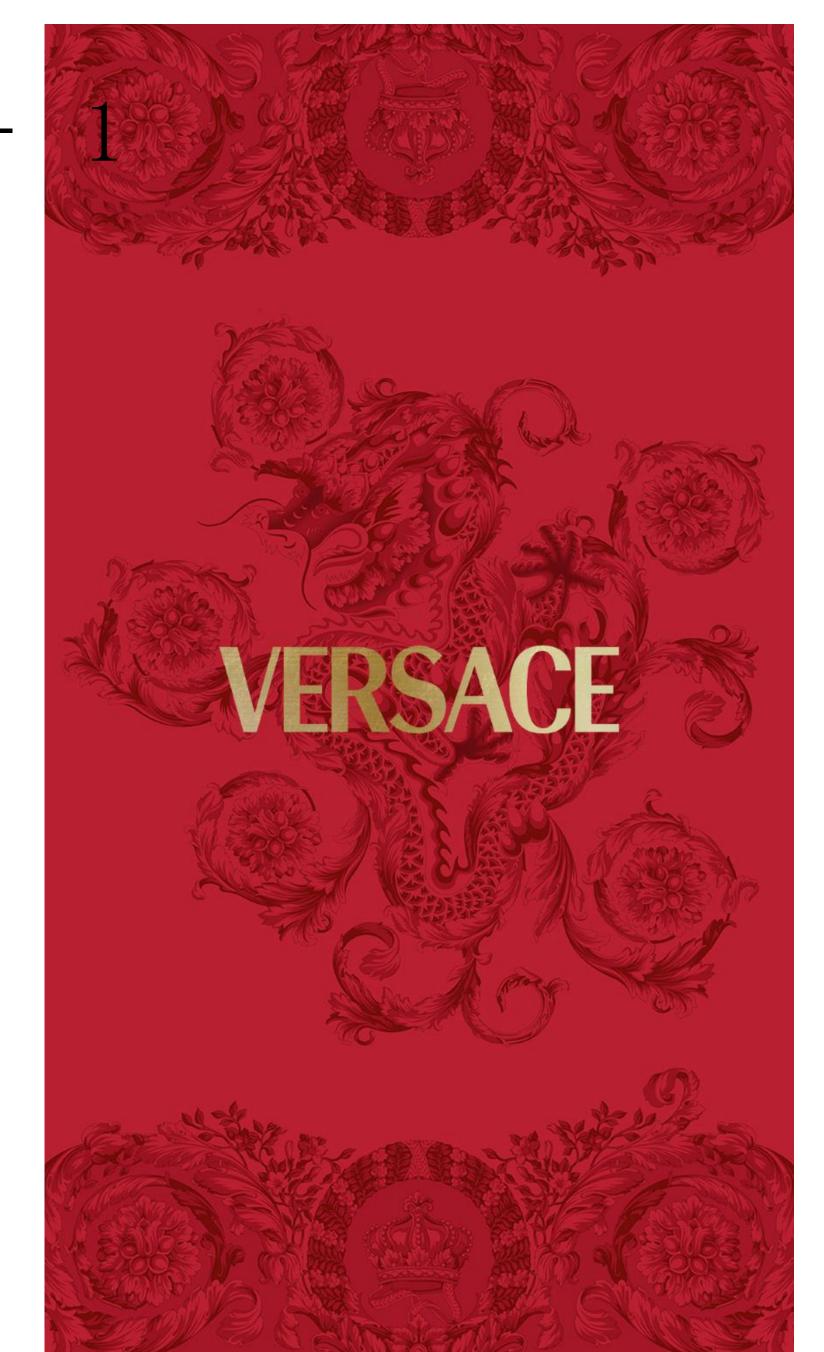
Consumer Journey

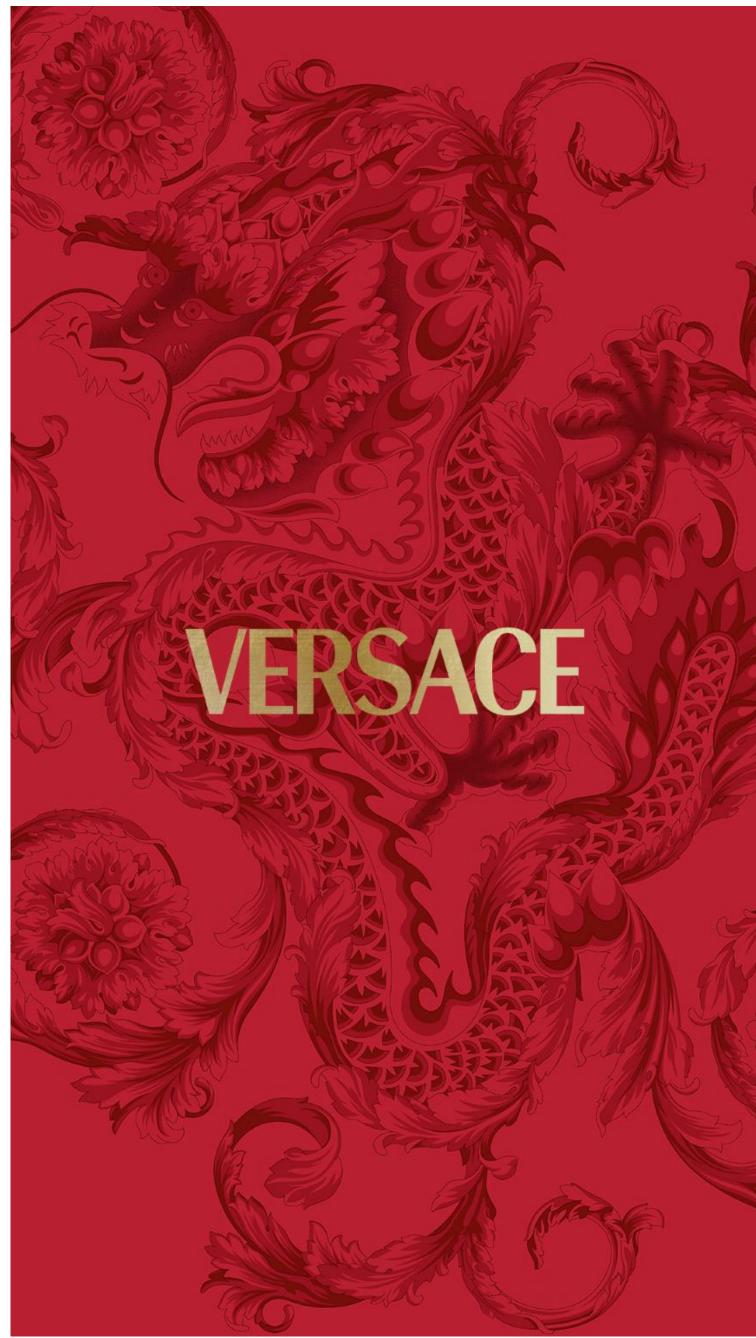


Proposed still KV - 1

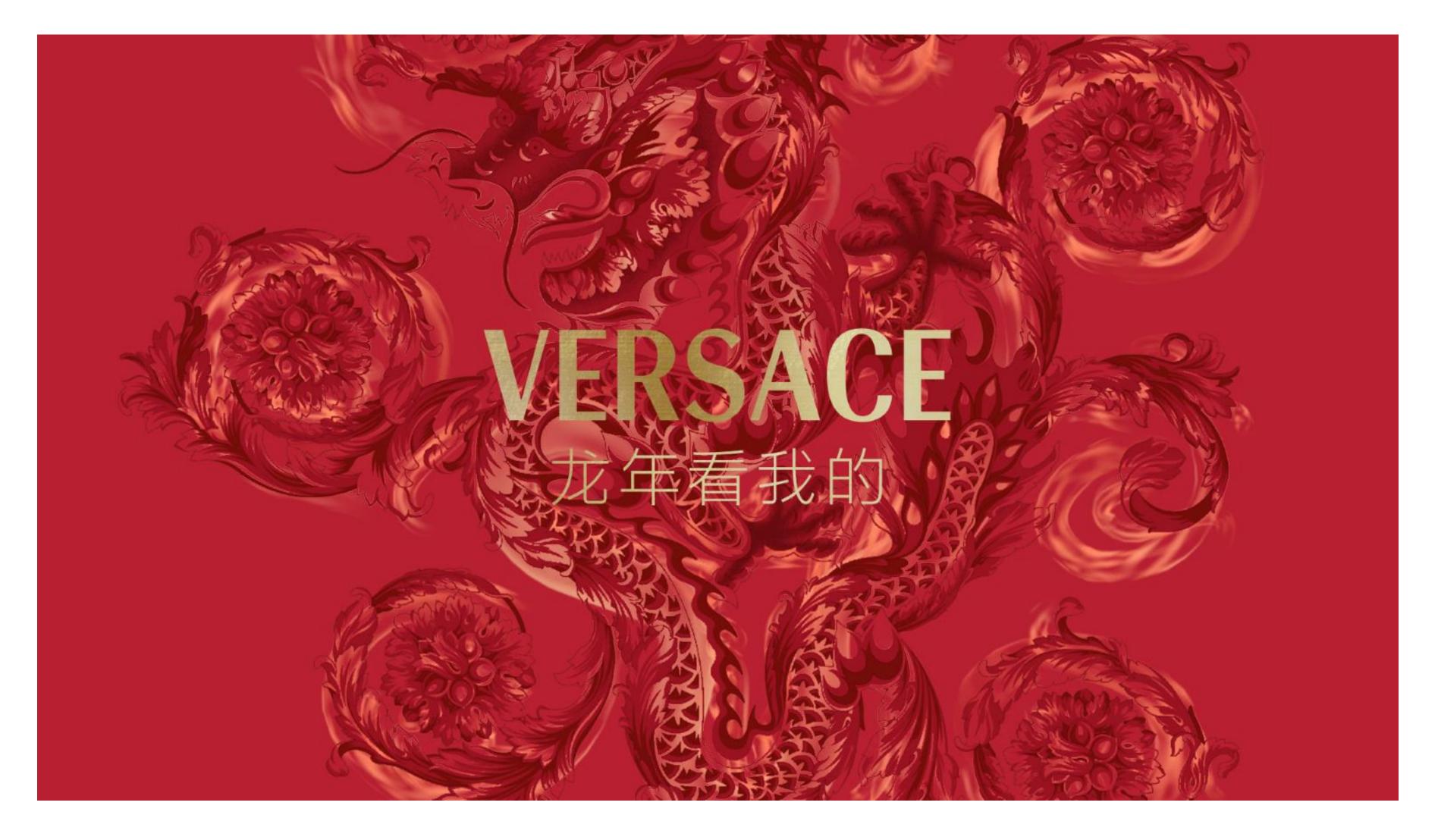


Proposed still KV - vertical





Proposed still KV - 2



Proposed still KV - 3



Proposed Animated KV





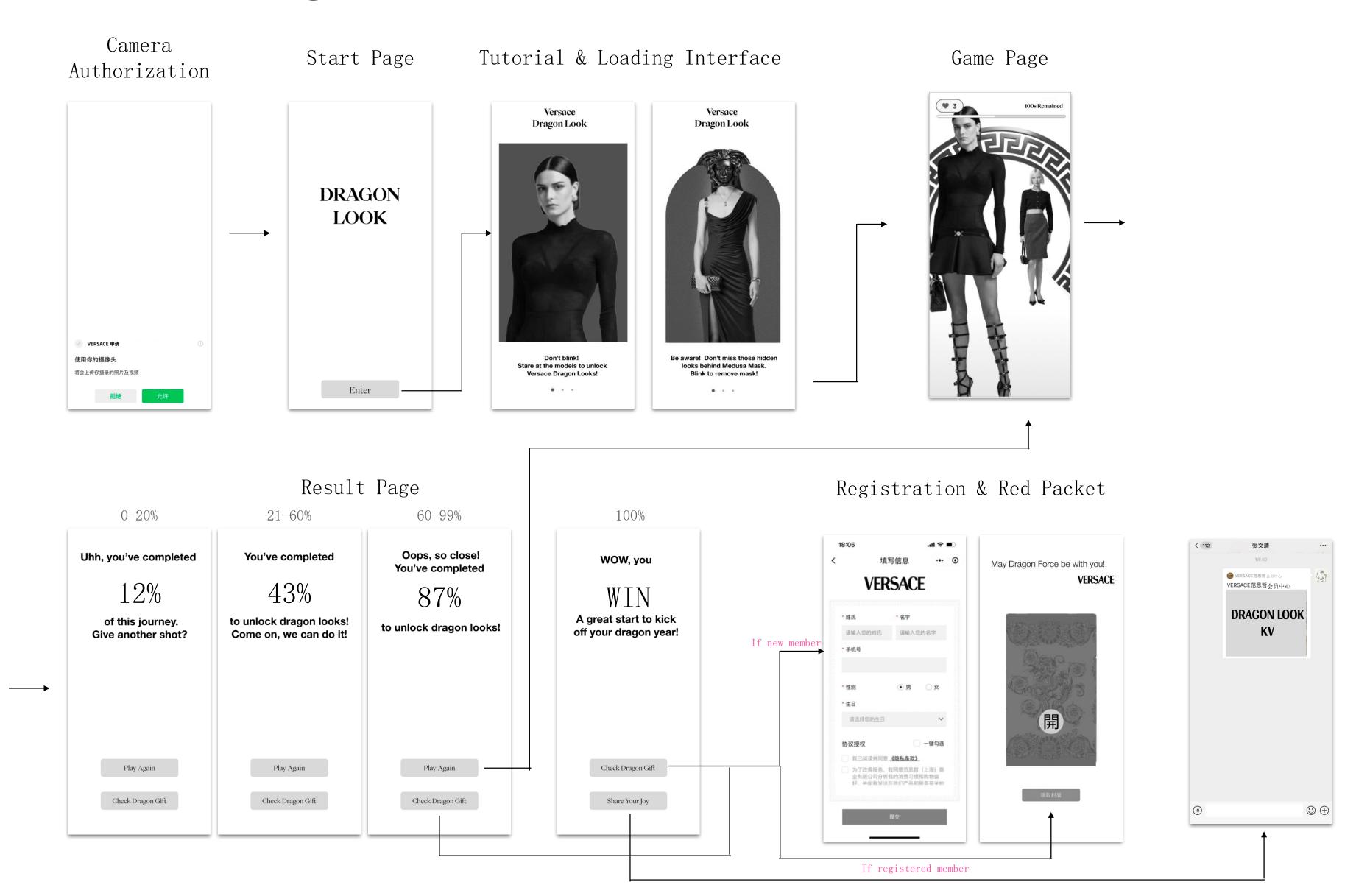
CLICK TO PLAY

(color and design will be updated next week)

- Implement of red envelope design
- Powerful and compelling

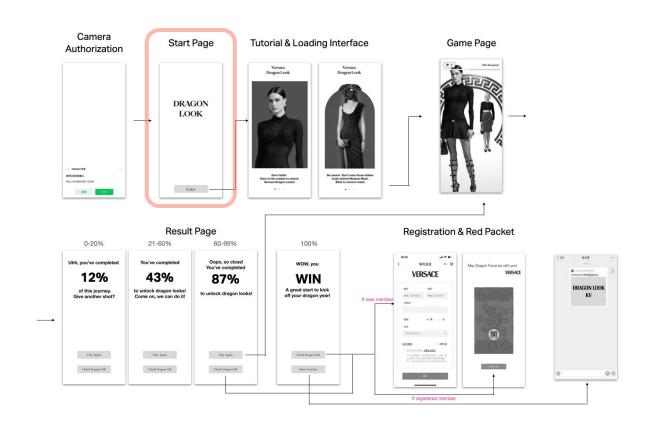
VERSACE

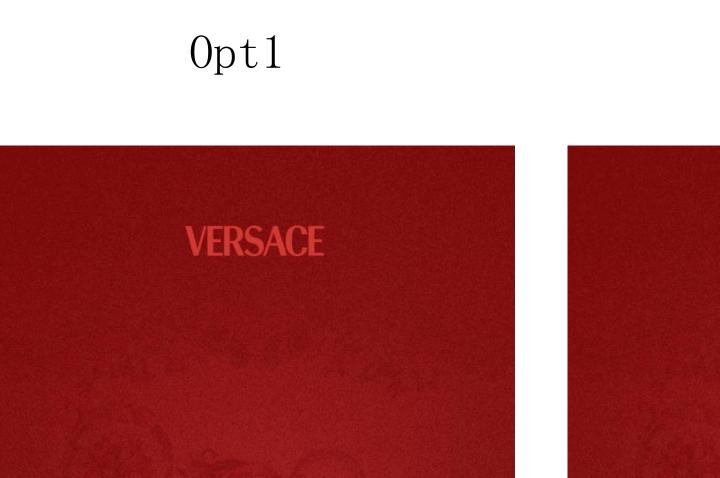
UX For Game Design



Opt3

Start Page





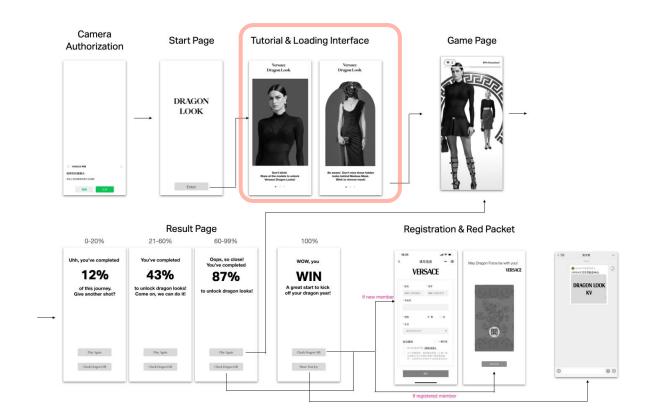


Opt2





Tutorial Page





眨眼,解锁面具

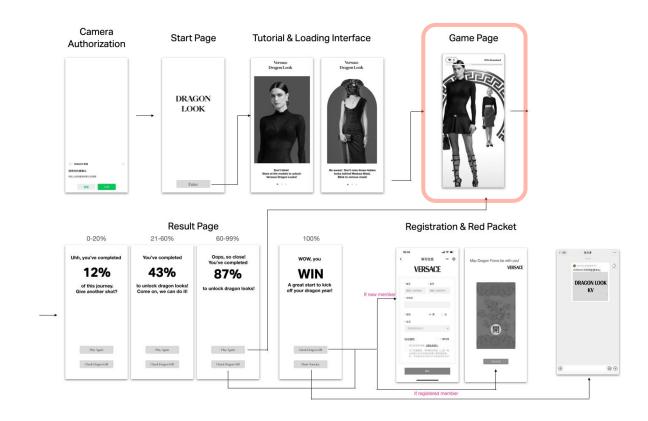


等等,没有面具。别眨眼,坚持住 *注意,你只有三次机会





Game Play



GoldMask

Chrome Mask

red Mask







Game Play - Bonus



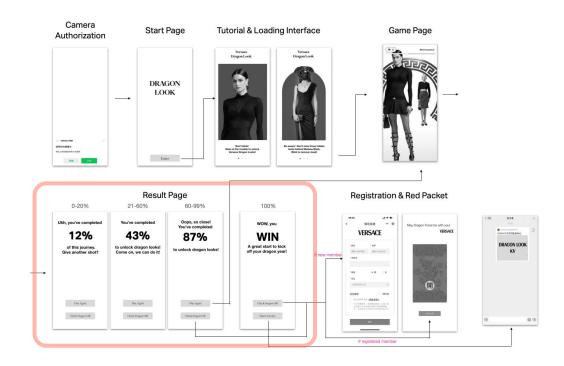
To enhance the game's fun factor, during the last 10-15 seconds, a bonus time will be activated.

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

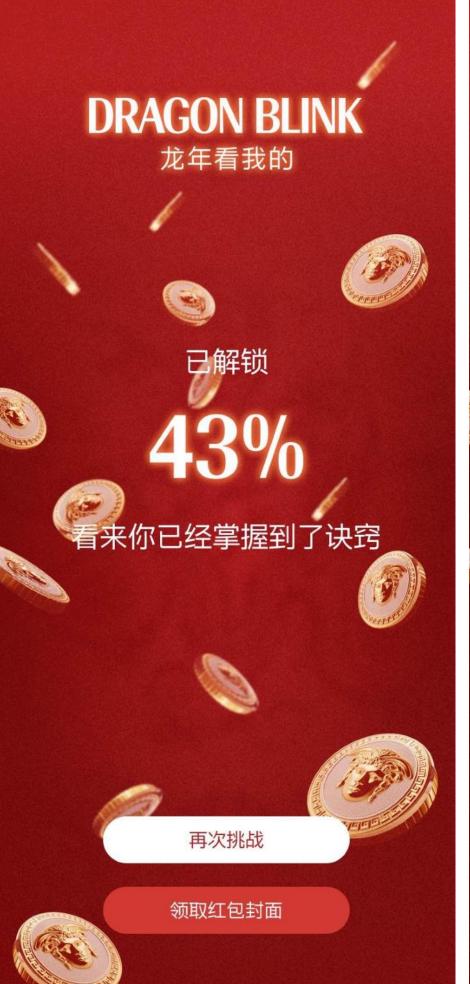
(Coins will be replaced after rendering and will be updated in next round)



Result Page



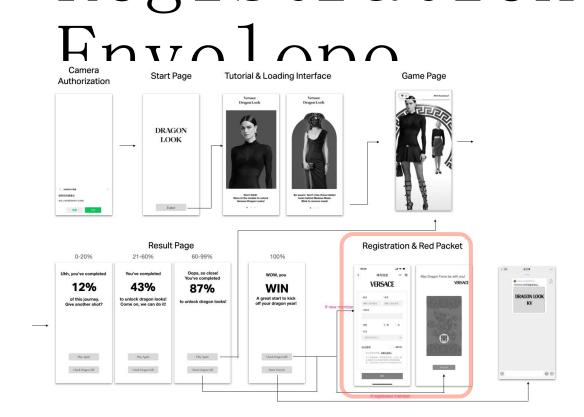








Registration&Red





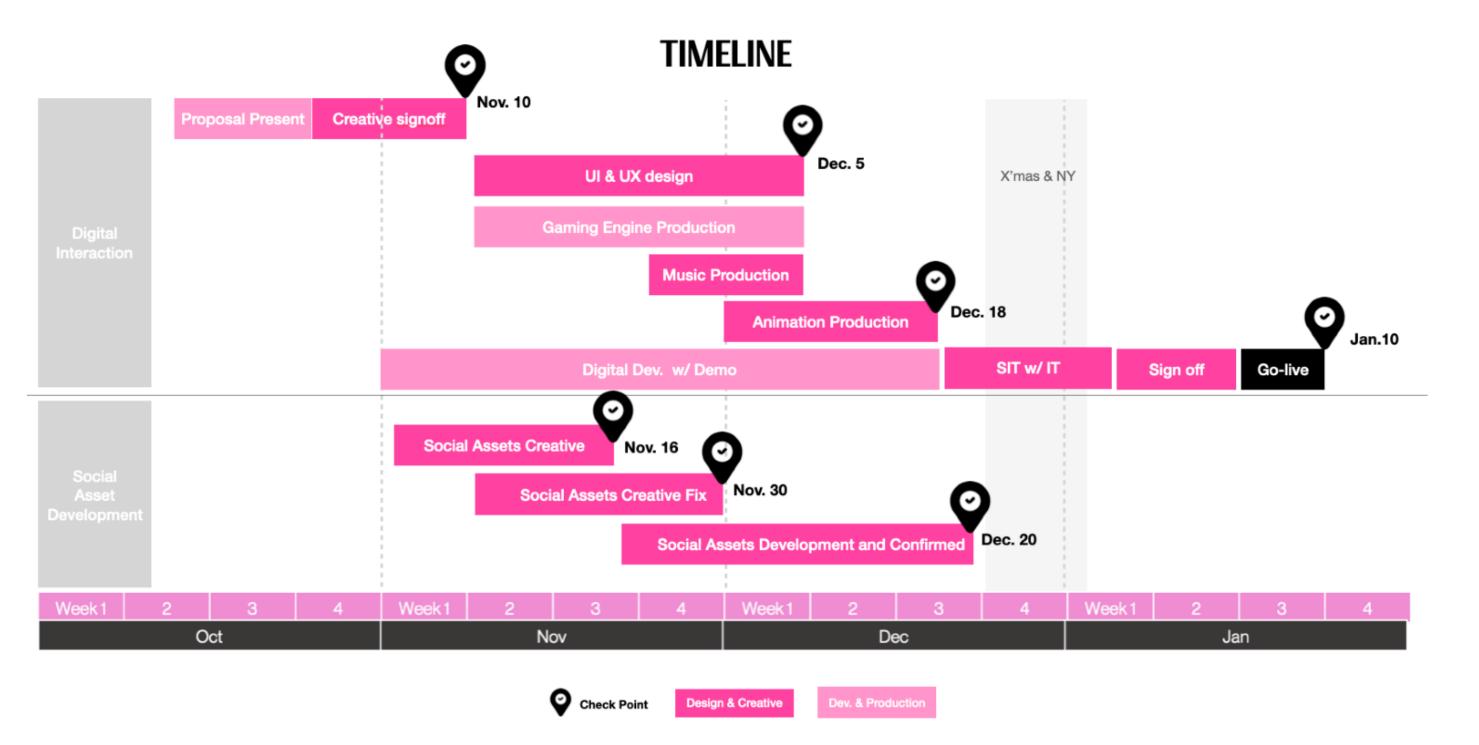




May Dragon Force be with you!!

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