

Weyan Rive Interaction Animation Handover Documentation

Project Overview

This document provides an overview of the Rive interaction animation created for Weyan. It includes details on the assets provided, the structure of the state machine, and instructions on how to use and integrate the animation into your platform.

Project Contents

- **Animation Files:**
 - **Merchant_nav.riv**
 - **Customer.riv**
 - **Splash_screen.riv**
 - **Wallet.riv**
 - **Indicator.riv**
- **Assets:**
 - All visual assets are embedded within the Rive files.
 - Fonts used: Inter Regular, Inter Semibold
- **State Machine:**
 - The animation is controlled via a state machine that handles user interactions.
 - Inputs in the state machine include onClick, Swipe, card_Change, card_Details and pull., which determine the type of interaction.
 - Inputs used in the state machine are of two (2) types, namely;

- Number
- Trigger
- Boolean

Understanding the .riv file

The "customer.riv" is the filename and it contains 4 icons

▼ ORDER

- Statemachine: ORDER_interaction
- Artboardname: ORDER
- Input: "onClick"
- Input_type: Boolean

▼ SHOP

- Statemachine: SHOP_interaction
- Artboardname: SHOP
- Input: "onClick"
- Input_type: Boolean

▼ WALLET

- Statemachine: WALLET_interaction
- Artboardname: WALLET
- Input: "onClick"
- Input_type: Boolean

▼ CHAT

- Statemachine: CHAT_interaction
- Artboardname: CHAT
- Input: "onClick"
- Input_type: Boolean

The "Merchant_nav.riv" is the filename and it contains 5 icons

▼ HOME

- Statemachine: HOME_interaction
- Artboardname: HOME
- Input: "onClick"
- Input_type: Boolean

▼ ORDER

- Statemachine: ORDER_interaction
- Artboardname: ORDER
- Input: "onClick"
- Input_type: Boolean

▼ PRODUCT

- Statemachine: PRODUCT_interaction
- Artboardname: PRODUCT
- Input: "onClick"
- Input_type: Boolean

▼ CHAT

- Statemachine: CHAT_interaction
- Artboardname: CHAT
- Input: "onClick"
- Input_type: Boolean

▼ MORE

- Statemachine: MORE_interaction
- Artboardname: MORE
- Input: "onClick"

- Input_type: Boolean

The indicators.riv filename has three (3) artboards within it and it contains

▼ Typing indicator

- Statemachine: TYPING_indicator
- Artboardname: TYPING
- Input: No input but on loop

▼ Pull to refresh indicator

- Statemachine: PULLDOWN_indicator
- Artboardname: PULLTOREFRESH
- Input: "pull"
- Input_type: Trigger

▼ Loading Indicator

- Statemachine: LOADING_indicator
- Artboardname: LOADING
- Input: No input but on loop

▼ **splash_screen.riv**

- Statemachine: SLIDE_interaction
- Artboardname: SPLASH
- Input: "Swipe"
- Input_type: Number

▼ Wallet.riv

- Statemachine: WALLET_interaction
- Artboardname: WALLET_INT

- Input: "card_Change" and "card_Details"
- Input_type: Number

card_Change will switch between merchant and customer and it has two values "0" for customer card and "1" for merchant card. You can set the entry level to either 0 or 1 depending on the user type.

card_Details will change the cards currency/style.

Please note that I have exposed the amount value on each card as a placeholder for runtime, so each user's balance can be easily mapped to the value on the card.

For dollar placeholder figure, the text run is "dollar_Amount"

For naira placeholder figure, the text run is "naira_Amount"

For pounds placeholder figure, the text run is "pounds_Amount"

For example: `var user1_Balance = getBalance.dollar_Amount;` 🤖 I am not a programmer, but you get the idea.

Integration Instruction

- **Step 1: Import the Rive Files**
 - Download the .riv files provided.
 - Import them into your project using the appropriate Rive integration runtime
- **Step 2: Set Up the State Machine**
 - Ensure that the state machine is correctly linked to your application's interaction logic using the appropriate state machine name.
 - Adjust the inputs as necessary to fit the specific user interactions within your app.

- **Step 3: Testing the Animation**

- Test the animation in various scenarios to ensure smooth transitions and correct responses to inputs.

Customization and Future Updates

- **Customization Options:**

- You can update the inputs, states, or transitions within the Rive editor to fit new interaction requirements.
- Visual assets and animations can be modified directly within Rive if necessary.

- **Future Updates:**

- For any future updates or additional interaction types, the state machine can be expanded. Please consult with me for assistance with major changes.