



HP OMEN - Windows

MINIGAME DOCUMENT

LANGUAGE: Spanish Latam

GAMEPLAY IN GENERAL



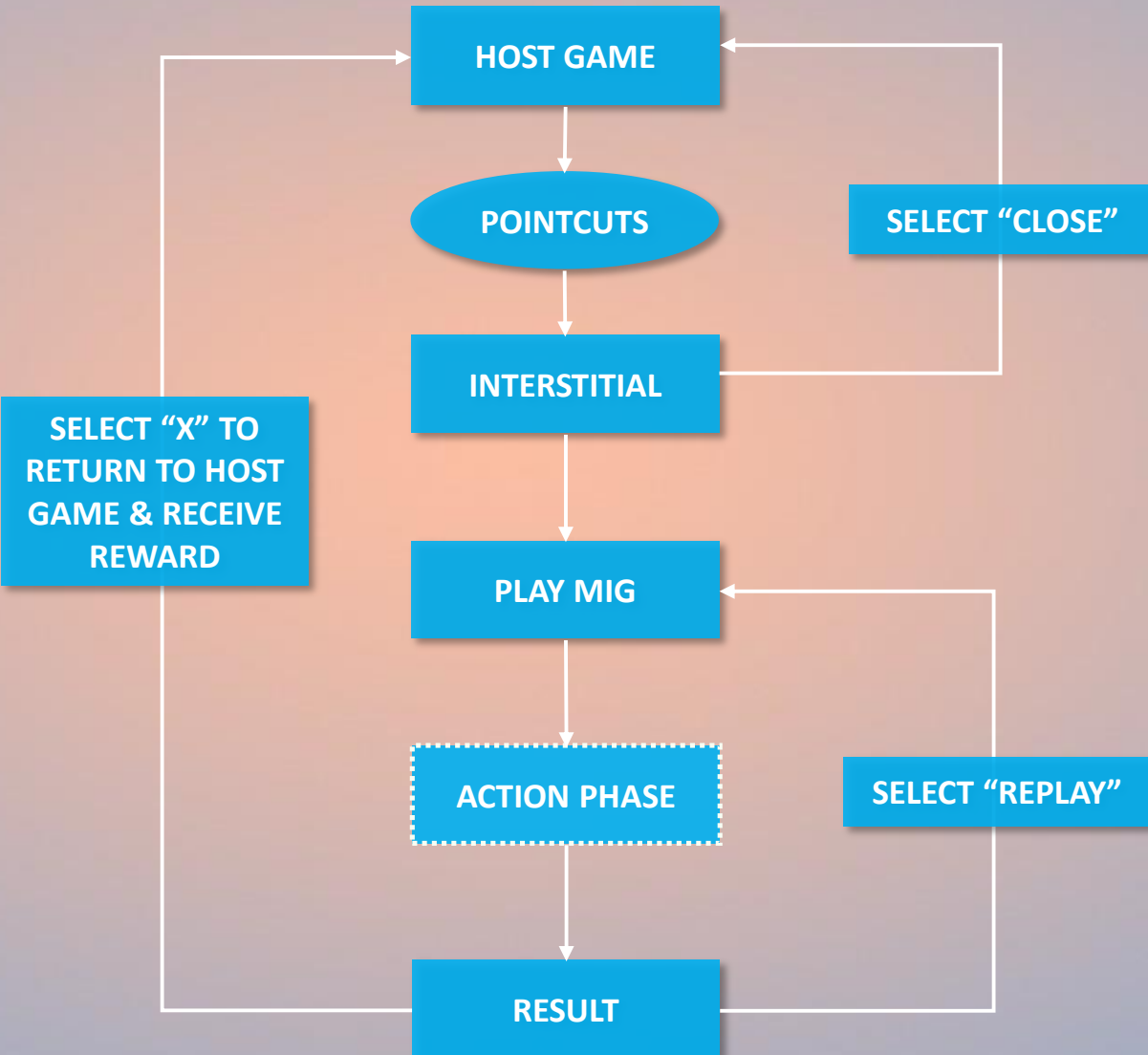
MECHANICS

- The spaceship will auto-run on the screen.
- Control the spaceship to move 1 in 3 lanes to collect items and avoid the obstacle.
- Collect the items to fill the bar fully and trigger Frenzy state.
- In Frenzy state:
 - The spaceship will run faster.
 - Double score when collecting the balls.
- **Control:** Swipe left or right to control the spaceship.
- **Objective:** Collect as balls as possible in 30 seconds.

SCORE CALCULATION

- Collect the item = +10 pts.
- Collect the item in the frenzy state = +20pts
- Hit the obstacle = -30 pts

GENERAL FLOW

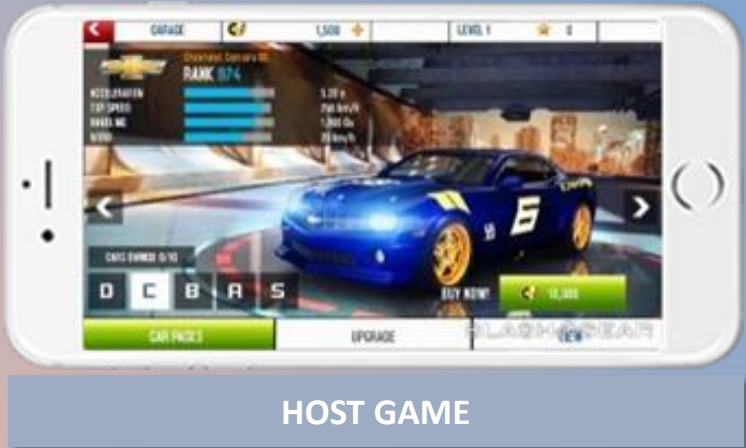


INTERRUPT BEHAVIOUR

- **When interrupt occur:** BGM and the game should be paused.
- After interrupt (resume to host game): BGM and the game should be resumed from the pause.
- Note : Interstitial shouldn't be closed after turning back from the redirection link.

CASE – If end-users already finished the MIG then select REPLAY; but select "X" button before finishing the replay THEN end-users will receive the reward when back to host game.

GENERAL VISUAL FLOW



INTERSITIAL SCREEN



MECHANICS

- **CLOSE BUTTON** – Select it to return to the host game.
- **“PLAY A MINIGAME; RECEIVE [number][token]”** - Tap on touchable zone to start playing the mini-game.
- **CURRENCY ICON** – This will be changed dynamically depending on the host games.

LOADING SCREEN

**JUEGA
MEJOR**
»»»»»»»» OMEN LAPTOP



CARGANDO...

Publicidad

**JUEGA
MEJOR**
»»»»»»»» OMEN LAPTOP

POR FAVOR, REvisa TU CONEXIÓN Y
VUELVE A INTENTARLO.

VOLVER A INTENTAR

Publicidad

MECHANICS

LOADING ANIMATION – The circle will be rotated automatically.

In case of bad/unstable internet connection – if the loading time exceed 30 seconds , the **RETRY** and **CLOSE** button will appear allowing users to select 1 in 2 actions:

- Select **RETRY** button to reload the MIG from the beginning.
- Select **CLOSE** button to close the MIG.

Texts:

- RETRY text: **“RETRY”**
- LOST_CONNECTION text: **“PLEASE CHECK YOUR CONNECTION AND TRY AGAIN”**

In case of no internet connection at the beginning - the **RETRY** and **CLOSE** button will appear immediately.

TUTORIAL



MECHANICS

- Appear after the Loading screen.
- The tutorial for a MIG is only played once. It won't be displayed if the MIG is retriggered.
- **Close** button will not appear in the tutorial phase.
- Follow the tutorial instruction to start play session.
- **NOTE:**
 - When the player replay MIG, tutorial won't appear.
 - On Android, the user cannot use "**Back**" key to close the game.

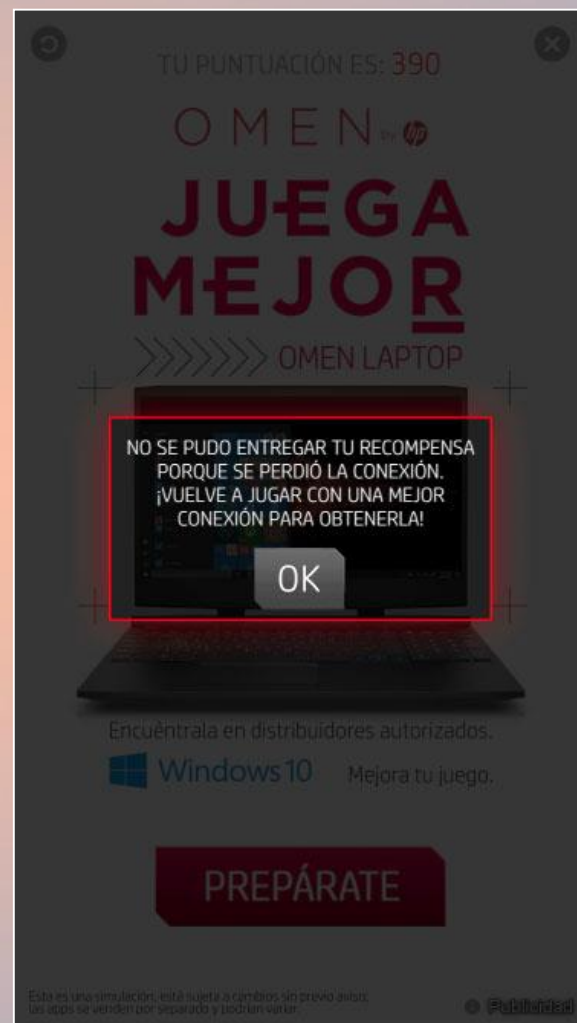
END SCREEN

MECHANICS

- **CLOSE** BUTTON: Select it to return to the host game AND receive the reward.
- **"REPLAY"** BUTTON: Select to replay the mini-game.
- **CTA** BUTTON: Select it to visit the redirection link.
- **INFO** BUTTON: Select it to redirect to Gameloft's info page.

BAD CONNECTION

- If the game is disconnected to server. The text **"YOUR REWARD COULD NOT BE DELIVERED DUE TO A LOST CONNECTION. REPLAY WITH A BETTER CONNECTION TO GET IT!"** will appear.
- To be able to get reward, users need to replay the MIG with a better connection, without closing the MIG.



EXIT CONFIRMATION SCREEN



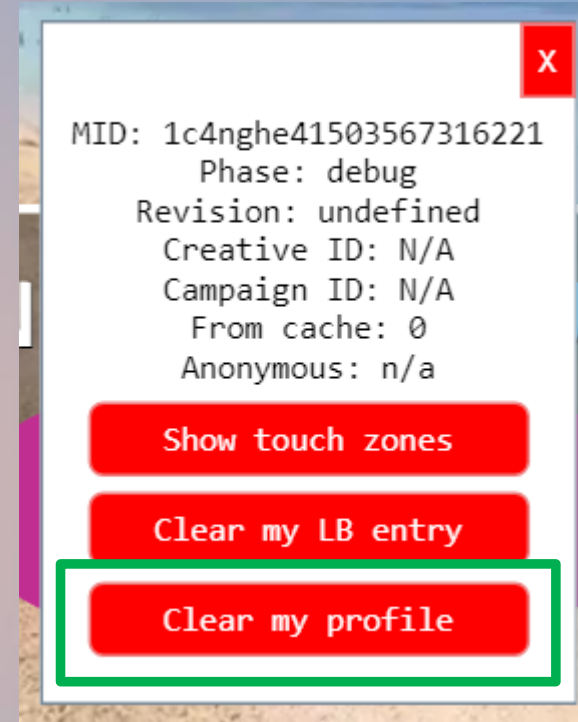
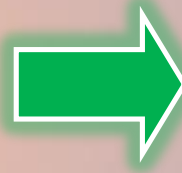
MECHANICS

- Taps **“Close Button”** in Action Phase to open the **“Exit Game Popup”**.
 - This popup will only appear when playing the game in the Action Phase for the first time.(also need internet connection is good).
 - If the player replays the game, Tap **“Close Button”** (In AP) will return the host game directly.
 - Texts appear in the popup: **“ARE YOU SURE YOU WANT TO QUIT? YOU WILL NOT GET YOUR REWARD”**.
- On Android, the user can use **“Back”** key to open **“Quit Game popup”**.

ELEMENTS

- **“QUIT”** - Quit button: This button is used to return the host game.
- **“RESUME”** - Resume button: This button is used to resume the game.

CLEAR PROFILE



TRIGGER SUPPORT POPUP (ONLY FOR TEST)

- Drag from left to right in the first screen to trigger support popup.
- Tap on the **“Clear my profile”** button to clear the profile.
- Re-trigger the MIG to see tutorial again.

DATA SIZE & LOADING TIME



INFORMATION

- **ANIMATED FIRST INTERSTITIAL:**
 - **Limit size rule: 800 KB.**
 - Size: 313 KB
- **Total size of the MIG:**
 - **Limit size rule for 3D game: 5 MB.**
 - **Limit size rule for 2D game: 3 MB.**
 - Size: 2.8 MB



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THANK YOU