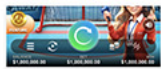# Mockup Testing

UI Flow

Integrate the MG branding colors and concept ensure consistency, making it clear to players that the game is produced by MG regardless of the game studio. The preview should reflect this uniformity across different games.

We have three different versions for review.
Please find the link below to go over the three version designs:
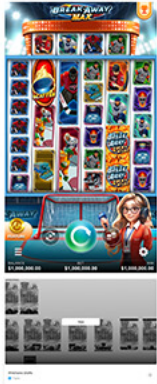

Mockup v2
A slight adjustment to the original design, maintaining the single tool bar structure.
This version makes the overall UI clearer and more balanced. The button sizes have been adjusted to be more mobile-friendly, allowing players who are already familiar with current MG games to have a seamless game experience.

Mockup v3
Clearly highlights the important buttons, emphasizing simplicity and cleanliness overall.
The UI changes ensure these essential buttons are prominently positioned in clear locations in the center.

Mockup_NewDesign
Based on the feedback from the last wireframe test. Testers preferred the design where the bet setting is prominently displayed. The main three buttons in the center are the key combination buttons for winning.
1. Bet adjustment on the first level allows for quick gameplay.
2.The important control buttons—autoplay, spin, and quickspin mode—are placed in the center as a clear and accessible combination for winning.

Mockup V3

Based on survey , testing and BA data, we can focus on the primary button: Spin button, and the Buy feature which is beneficial for MG revenue.

Important functions for players are the Spin button, Autoplay, and Bet setting. The UI changes ensure these essential buttons are prominently positioned in clear locations in the center.

Mockup_NewDesign

Based on the test results, players found that placing the bet adjustment on the first level allows for quick gameplay.
At this stage, positioning the bet and bet amount controls along with the spin button in the center makes it clear and easy for players.

CON
- Pulling out the bet setting has its advantages, but there is a concern that players may accidentally place the wrong bet.
- Additionally, the most commonly pressed button for players is to place the minimum bet, pulling it out is convenient for players, but it is a concern for MG's business considerations.

User A
Marlon
Meeting Record

1. **The speed of the animation effects.**
The only concern with the animated effects is how the animation speed will be handled when switching to turbo mode. Most games are customized with game operators and don't have a fixed duration or speed.
The animation speed could also be affected by the network quality in different regions. **The internet speed in Japan is fast, approaching the speed of the local network test, while the performance in India is quite poor.**
Additionally, the spin speed varies according to the specific game design.
2. **Menu / Paytable**
I like how this menu is presented without covering the entire game's popup, and it also incorporates MG colors.
In the paytable section, it's preferred to not display the entire page at once. However, considering the multilingual content, it's decided to retain the current design for now.
3. **Console**
The option to toggle sound and spin mode is collapsible, allowing players who need it to easily access it without impacting the gameplay experience.
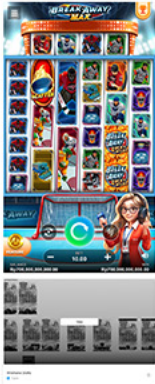
User B
Brain
Meeting Record

1. The feature and menu are too close to each other. Other than that, there's nothing specific I want to mention.
2. Hiding the sound toggle and spin mode is fine since they can be toggled on and off as needed. Players won't click them frequently.
3. There's a concern that the filled color of the spin button might blend in with similar game designs.
4. I think the Feature button doesn't need text. Keeping it simpler without translations would save space. Many competitors use straightforward icon buttons.

User C
Robert
Meeting Record

- I think this version has all the necessary elements, and the "M" is very prominent.
- The arrangement of "feature" and "spin" doesn't seem coordinated. I believe there should be a straight line to create visual balance and the version without text buttons might provide enough height to achieve that balance visually.
- The disappearance of "Autoplay" next to it looks clean, better than disabling it. I have no other concerns regarding "spinstop."
- I find the black gradient part excessive, as it may affect the game background color.

14:15

Out of the two versions, I prefer the **Mockup_NewDesign design** where the bet setting function is pulled out.
1. I like that the **menu position** is pulled out and placed in the top left corner, which feels similar to a mobile app and will make it easier for players to get accustomed to.
2. **Pulling out the bet setting is beneficial** for players to quickly place bets.
   - Small bet players will find the button to adjust their bets, but for high rollers, having it hidden in the next layer can be easy to forget. The advantage of pulling it out is intuitive for players and ensures MG doesn't miss out.
3. I think the feature button could be more concise and clear if it just says "**Buy**," but it was previously suggested to use the full "Buy Feature" label as requested.

06:57

Out of the two versions, I prefer the **Mockup_NewDesign design** where the menu position is on the top left corner.
- I think this version is good, especially the menu being placed at the top. I don't think many people will click this button.
- The spin button design still seems lacking in this version.
- Pulling out the Bet button makes it too easy to click, which is not ideal.
  There's a low percentage of players who will keep clicking, and I'm concerned about accidental clicks since it's too close to the spin button. I've also seen other companies place it on the sides.

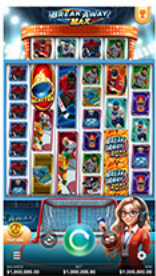**15:04**

Choosing this version has the advantage of pulling out all the functions to the outer layer.
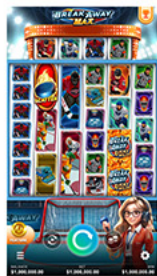- I think this version is good, especially the sound setting being placed at the right side.
- The clear and easy operation of the buttons is the reason for choosing this version. The overall UI design is lightweight and simple, without affecting the gaming experience.
- I would choose this version for the big black gradient as it doesn't affect the presentation of the game background color.
- When betting reaches the maximum value, the word "max" should appear. Being a user of dual-handed operation, I am not concerned about accidental touches.

Insight
Enhancing the UI for winning real money.
For winning real money, there's a suggestion for a better flow enhancement.
- Currently, a red flashing alert notifies players, but it would be better to have a popup notification informing players they're playing with real money. Many competitors do this, and it prevents a persistent button from covering the game UI during demo play.
- For players who haven't played MG games, the first impression is not very positive and feels low-quality.

Insight
StopSpin Feature [Video 33:30]
- In normal mode, players can manually control game speed with the stop spin feature.
- The stop spin function seems unnecessary and can be replaced with fast and turbo modes.
- For the previous regular market, if the focused market doesn't need this feature, it's recommended to remove it entirely.
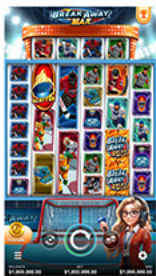

Spin Button Design

Make some visual modifications to the spin button, enhancing its effect and texture to make it stand out and entice players to click it more.

Spin_btn_preview 3D

Spin_btn_preview Flat A

Mockup_Spinbtn_Style B

User A
Marlon
- If the entire button is colored, there **might be concerns regarding its applicability across different games.**
- Given that the UI has already emphasized the position and size of the spin button, adding too much color may be overly distracting.

- The outer frame is colored while the inside remains grayscale for versatility across different games.
- This approach is better than the current design.

User B
Brain
- During the mockup testing process, it was repeatedly mentioned that the solid-colored spin button isn't prominent enough.
- Out of the two colored versions, I prefer the 3D spin effect better the flat one
- **The color version is not very versatile.**

- Choose this design, but the thickness of the border needs to be adjusted, it's not perfect at the moment.
- Also, I suggest not using plain and pure white text for this design, for example, the countdown text for auto spin can have some color.

User C
Robert
- Color versions - I think both of them are acceptable.

- Upon seeing this version, I find it appealing because the UI elements are designed with minimal colors while still maintaining their importance.
- The size and positioning of the spin button already emphasize its significance, and the addition of the M animation effect is already sufficient. The limited color scheme ensures high coordination and does not detract from the game presentation.

Feature

User A
Marlon
- It's recommended that the boost feature remains independent and preferably placed on the first layer.
- The boost feature should be an independent toggle for players. Some games even allow the boost to be combined with the buy option during free spins. It's recommended to pull this out to align with player habits.

User B
Brain
- It is suggested to separate Boost from the current flow if it becomes too complicated.
- If we decide to include this flow, there should be a collapsing animation when Boost is selected, creating a sense of continuation or replacement, different from the action of buying. It has been observed that all functions are grouped together, but at the moment, the flow for buying and Boost functions are separate.

User C
Robert
- Hiding the boost feature inside may cause concerns that players might not be aware of its existence. It would be recommended to bring it out to ensure visibility.
- Most games with the boost feature tend to place it on the first layer for easier access.
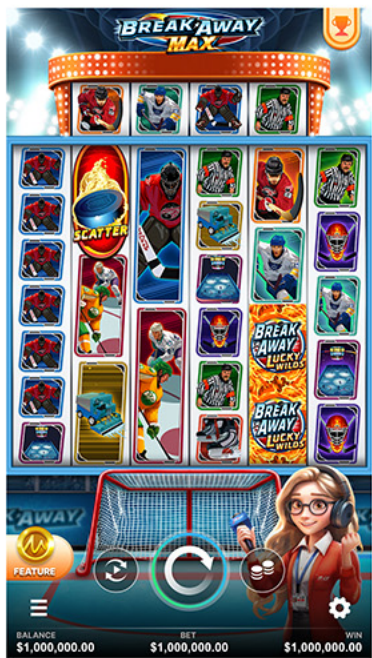

Insight

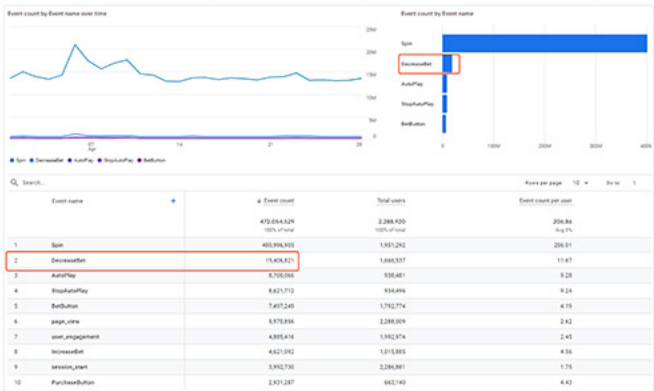
Free Spins

Win Real Money

Mockup V3

We chose this version because the testers had no concerns, and it was very smooth to use.

Prototype Link

For the **Mockup_NewDesign**, considering player convenience, pulling the bet setting to the first layer UI also increases the chance of accidental touches. On the business side, MG prefers not to let players set the bet to the minimum too easily.

Here are the next UI modifications to be made:

1. **Spin Button**: Adjust the thickness of the button's outline.
2. **Console Background Gradient**: Use the '**Mockup_NewDesign**' black gradient that doesn't affect the game's colors, preventing a dirty look.
3. **Adjust the color of the title and buttons on the popup**
   Using the main color green might be too vibrant.
   Recommend using MG's complementary color, which falls between the two main colors(MG green and blue).
4. **Feature Icon Enhancement**:
   - Remove the text to save space.
   - Make more space between 'Feature' and 'Menu' icon
   - Consider placing the boost button on the same side, using a tab layout.
5. **Win Real Money**: Enhance the flow for winning real money.
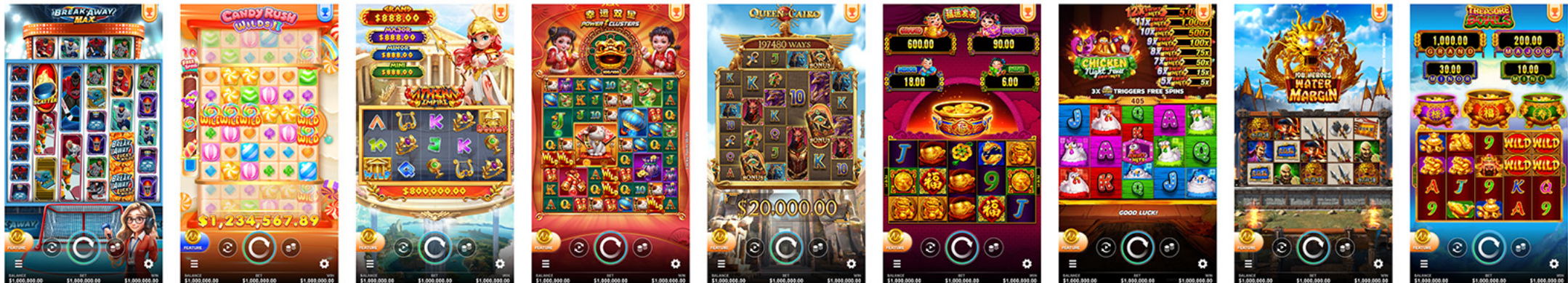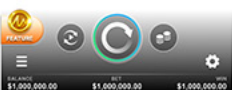
Feature Icon

The following are the parts that need follow-up:

1. **The speed of the M animation**
2. **SpinStop Flow**
3. **Bet Setting**
   When placing a bet, max and min buttons in the bet setting UI.
   - When betting reaches the maximum value, the word "**max**" should appear.
   - When betting reaches the minimum value, the word "**min**" should appear.

Spin Button Design

Mockup_Spinbtn_Style B

 To ensure universality and minimal visual impact on the game, we selected the version with MG's gradient colors on the outline, and the "M" animation incorporating MG's colors.

Spin Button Design

Mockup_v3 ⭐

- This version is clearly suitable for different games, ensuring the spin button is not affected by the game's presentation or background color.
- The "M" animation is very brand-effective and eye-catching, so the overall button color doesn't need to be too intense.

RCTDesign

Mockup_v3_AuroraBtn

Very stand out, the dynamic effect is clear and prominent on the screen.

RCTDesign

There are different suggestions:
- The main reason for choosing this version is its dark, semi-transparent color, which matches the current console and maintains clarity.
- If chosen, it's preferred to have no aurora glowing animation (keep the background color without dynamic effects) or have the spin button in a basic static outline style, with dynamic effects in irregular shape only during the spin status on the game screen.

RCTDesign

Mockup_v3_FlatBtn

Chose this version because the button is clear and accurately incorporates MG branding colors and won't look outdated.

RCTDesign

However, the only concern is that it might be affected by the background game colors. If the colors are too similar, it might blend in too much.

RCTDesign

The sequence of voting :

Name	Mockup_v3	Mockup_v3_AuroraBtn	Mockup_v3_FlatBtn
Chaxx	3	1	2
Marxx	1	2	3
Brixx	1	3	2
Jasxx	1	2	3
Ricxx	2	3	1
Dexx	2	1	3
Estxx	1	3	2
Jessxx	2	3	1
Robxx	2	1	3