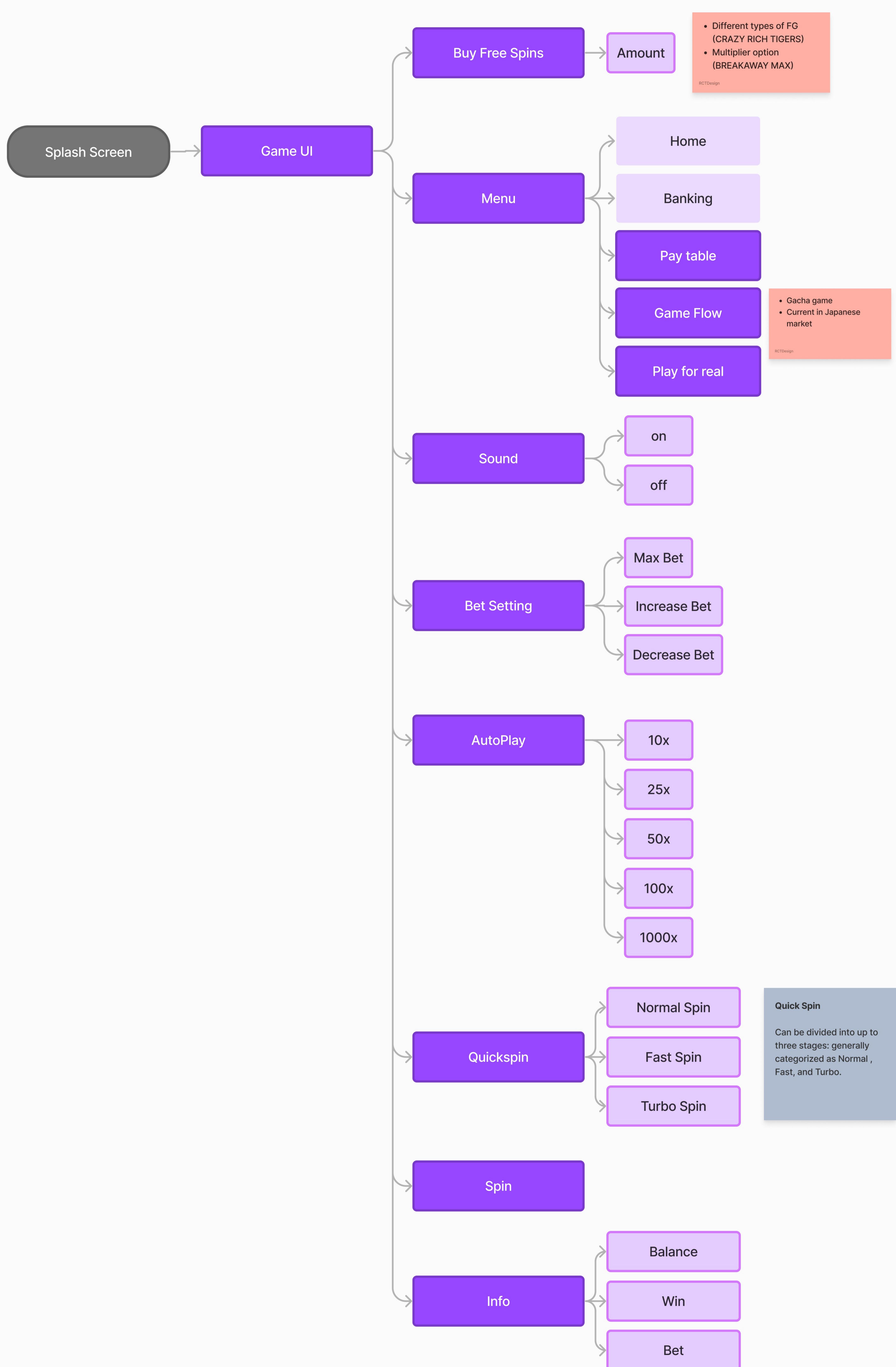


Function Map

The simplified diagram illustrating the functions and features of a slot game UI.



Diagram

Thinking through flows and pathways

Draw a journey from start to finish, and visualize all different pathways.

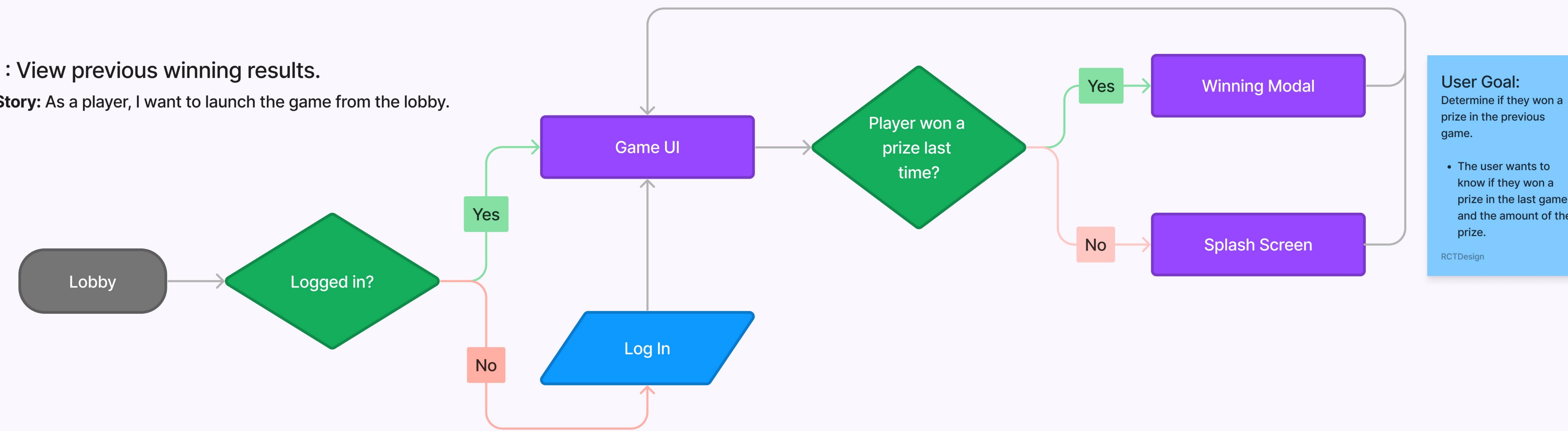
Legend



User Story Map

Goal : View previous winning results.

User Story: As a player, I want to launch the game from the lobby.



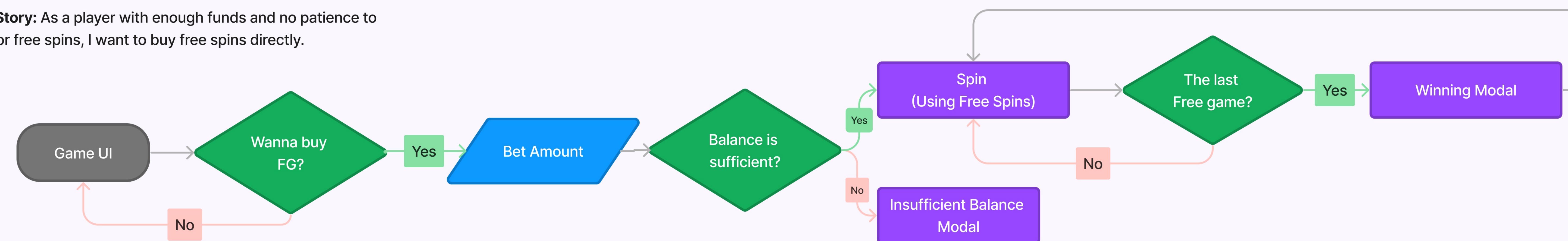
User Goal:
Determine if they won a prize in the previous game.

- The user wants to know if they won a prize in the last game and the amount of the prize.

RCTDesign

Goal : User wants to boost game rewards by buying free spins.

User Story: As a player with enough funds and no patience to wait for free spins, I want to buy free spins directly.

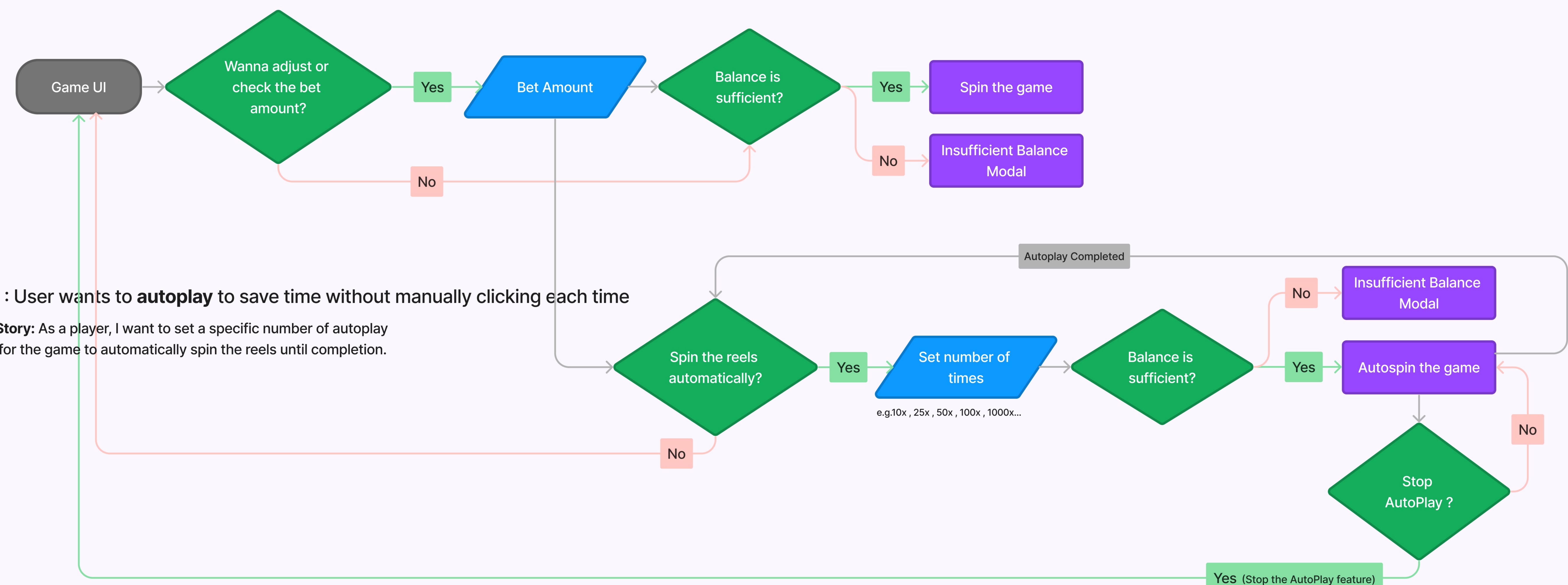


FG :
Continuously use Freegame until it's depleted.
The countdown icon for Freegame will also switch to the buy feature button state.

RCTDesign

Goal : User wants to place a bet and spin the slot to win money.

User Story: As a player, I want to place a bet and spin the game



Yes (Stop the AutoPlay feature)

Goal : User wants to **autoplay** to save time without manually clicking each time

User Story: As a player, I want to set a specific number of autoplay spins for the game to automatically spin the reels until completion.