Game Design System

## Concentrate on what's most important.

The Microgaming Design System is a cohesive set of guidelines for components, interaction methods, and other components that enhance Microgaming's design and user experience.

Microgaming's products are designed using common values and design principles.

Clarity

Consistency

Usability
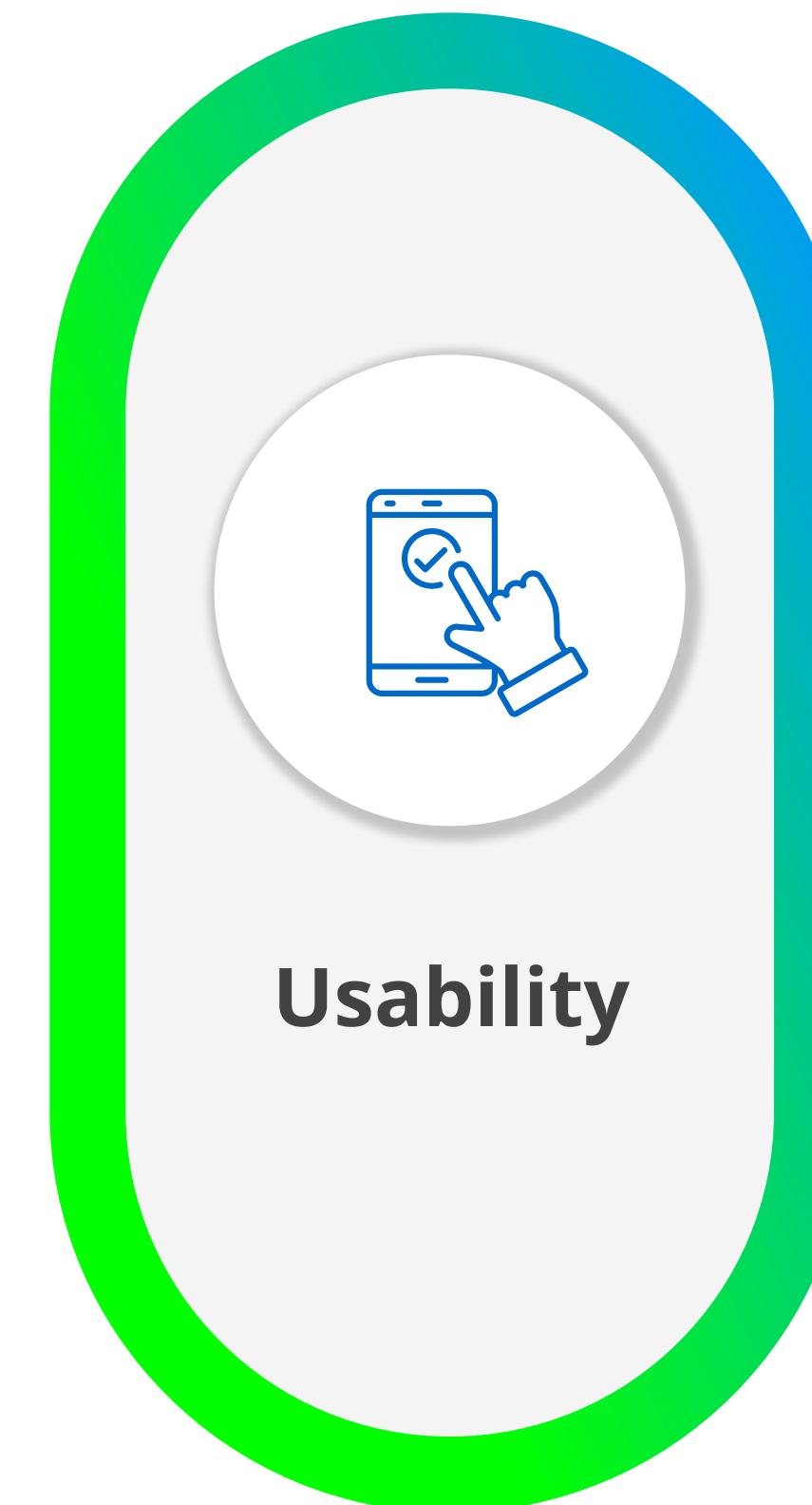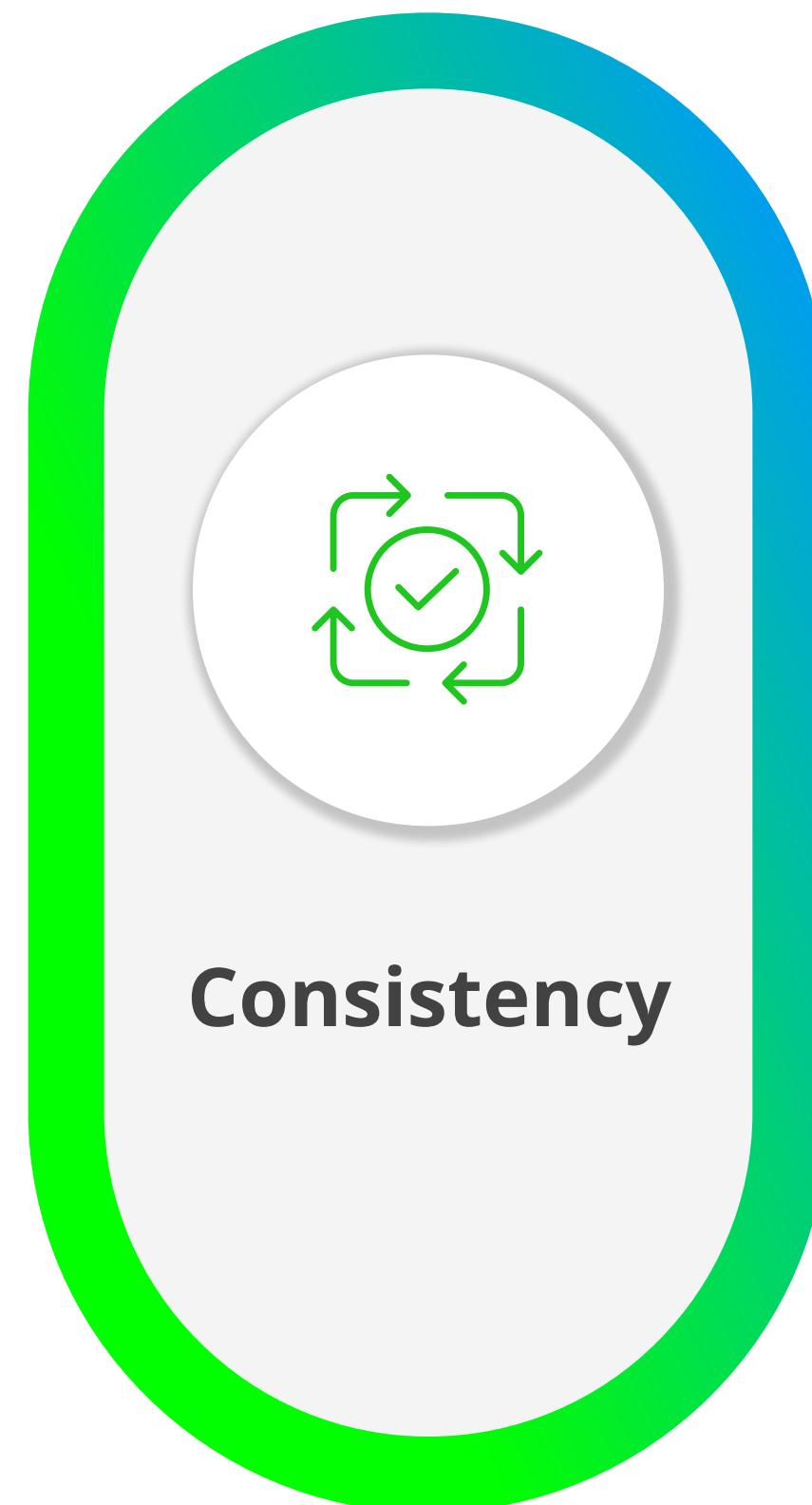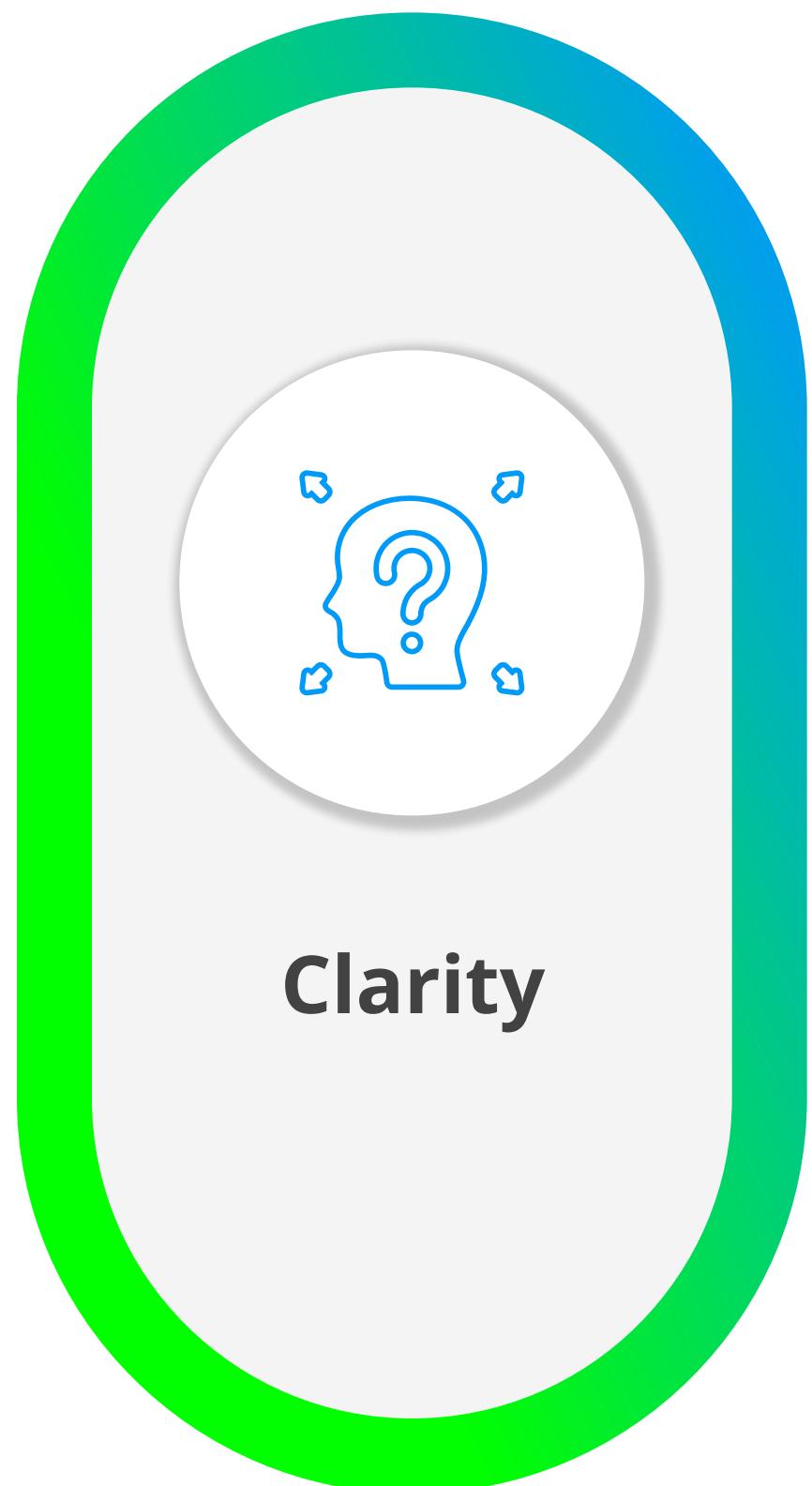
Art Assets

Art Assets form part of the Asia Game Minimum Requirements to uphold best practice implementation of graphic content.

Art Assets include all aspects of a game that players will see and are integral in producing a high quality game and good player experience.

Optimisation
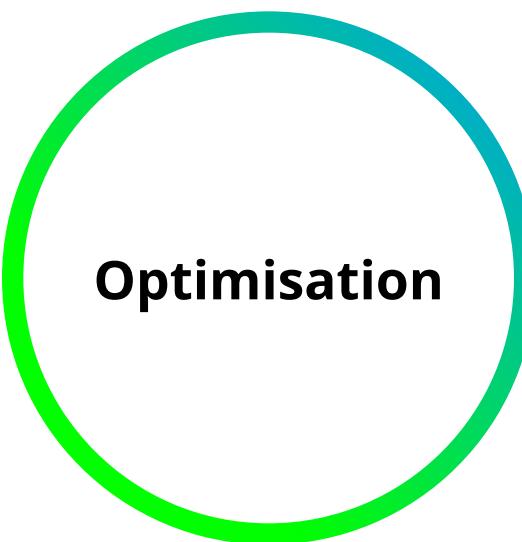
Use an appropriate amount of lossy compression on images and animations.
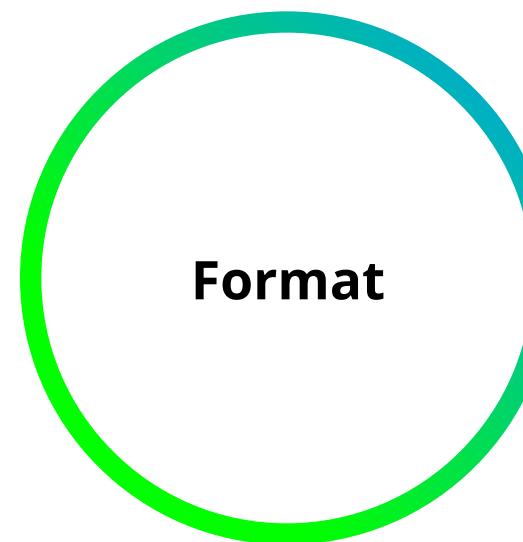
Format

Use the correct image and animation formats for your needs. If a sprite does not require transparency, avoid using alpha channels.

Cropping and sprite packing

Crop all images as closely as possible and try to efficiently pack all sprite sheets so that empty space is kept to a minimum.
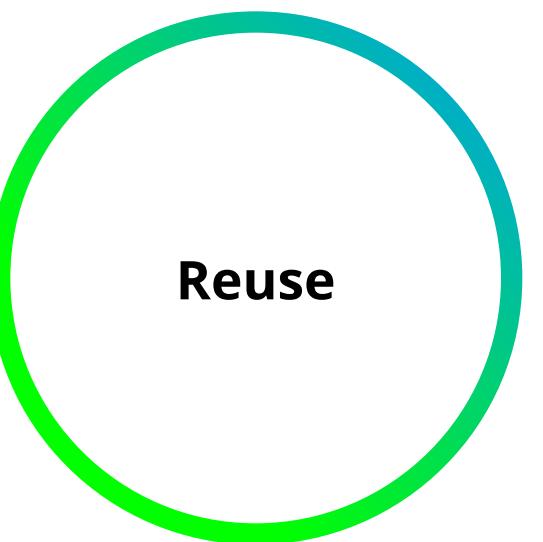
Reuse

Reuse common art or graphics where possible.

Art Production Requirements

Art production involves manipulating, packaging and organising art or graphic assets in such a way that they are able to be absorbed into the game build in the most efficient way possible.

While every Studio is free to find their best and preferred methods for handling art production, choices should ultimately aim to support a fast download and a seamless user experience.

Beneficial Effects
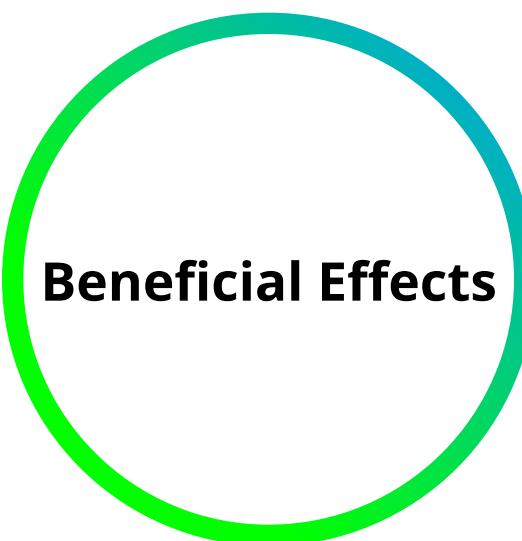
Use sprite based animation or procedural effects where a benefit can be found over traditional cell/frame animation.

Animation frame rate
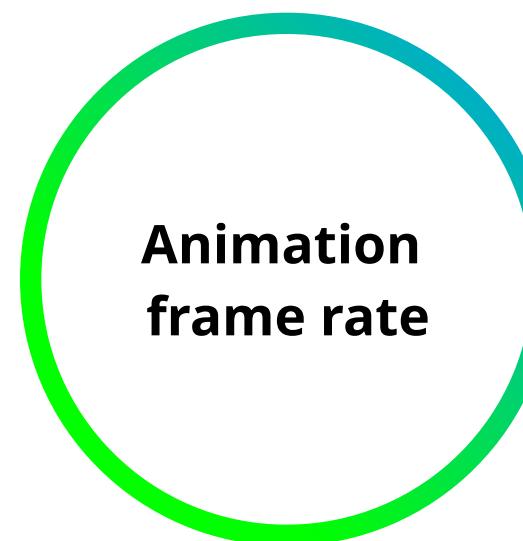
Aim to use the lowest frame rate possible in order to facilitate the intended experience.
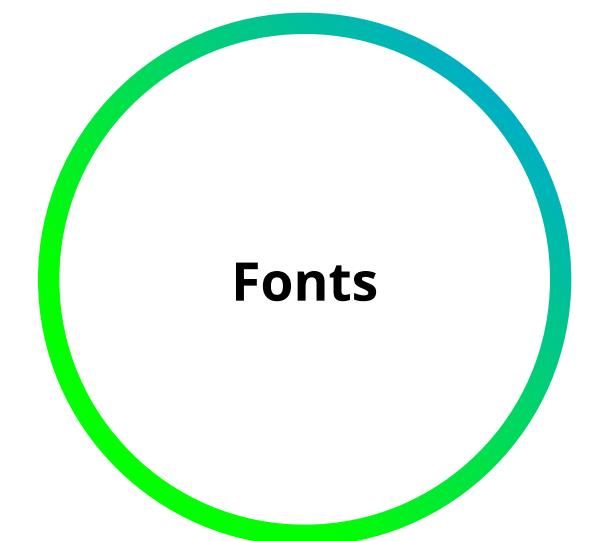
Fonts

Use system fonts or font sheets where a benefit can be found over text sprites.

Organisation

Aim to make your production pipeline as ordered and uncomplicated as possible.

Design Language

Color Guide

The Microgaming Color Palette provides a
standardized color chart and user guide to assist
designers in creating a consistent brand experience.
Designers should use colors intentionally to ensure
that users clearly understand the message delivered
by the service.

Primary Color Palette

Microgaming uses the color palette defined below for their main UI components.

By default, use text with a value above 500 and a contrast ratio of 3.0:1 or higher to ensure accessibility. Values of 400 or
below should be used restrictively for text of lesser importance, particularly when there are numerous text combinations.

Green
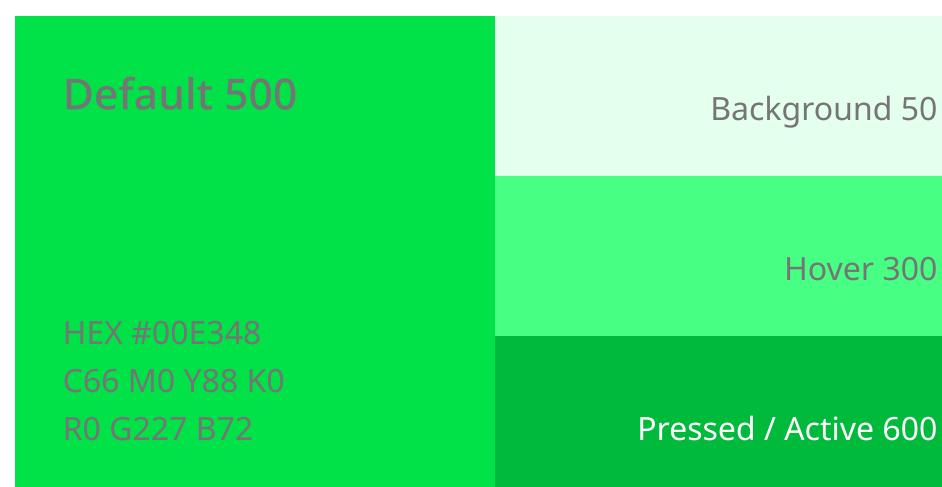
Default 500	Background 50
	Hover 300
HEX #00E348 C66 M0 Y88 K0 R0 G227 B72	Pressed / Active 600

Blue

Default 500	Background 50
	Hover 600
HEX #009AFA C70 M32 Y0 K0 R0 G154 B250	Pressed / Active 700

Gradient

Linear-gradient 45deg #00FF01 28.00%, #009AFA 100.00%	HEX #009AFA C70 M32 Y0 K0 R0 G154 B250
	HEX #00FF01 C62 M0 Y100 K0 R0 G255 B1

Color Guide

The Microgaming Color Palette provides a standardized color chart and user guide to assist designers in creating a consistent brand experience. Designers should use colors intentionally to ensure that users clearly understand the message delivered by the service.

Secondary Color Palette

Yellow

Default 600	Background 50
	Hover 700
HEX #FFB406 C0 M33 Y100 K0 R255 G180 B6	Pressed / Active 800

Error Red

Default 400	Background 50
	Hover 600
HEX #FF334B C0 M92 Y66 K0 R255 G51 B75	Pressed / Active 800

Neutral Color Palette

| White #FFFFFF	Gray 100 #F5F5F5	Gray 200 #EEEEEE	Gray 300 #E0E0E0	Gray 400 #BDBDBD	Gray 500 #9E9E9E
	Gray 600 #757575	Gray 700 #616161	Gray 800 #424242	Gray 900 #212121	Black #000000
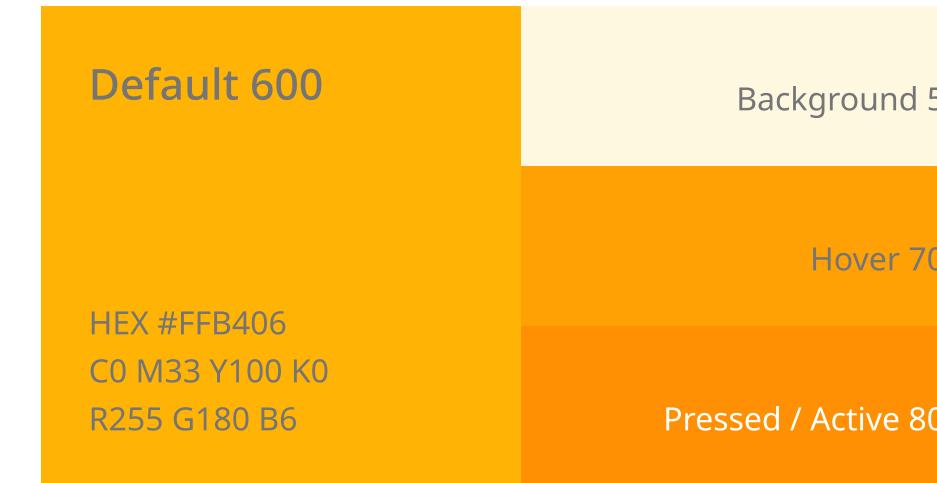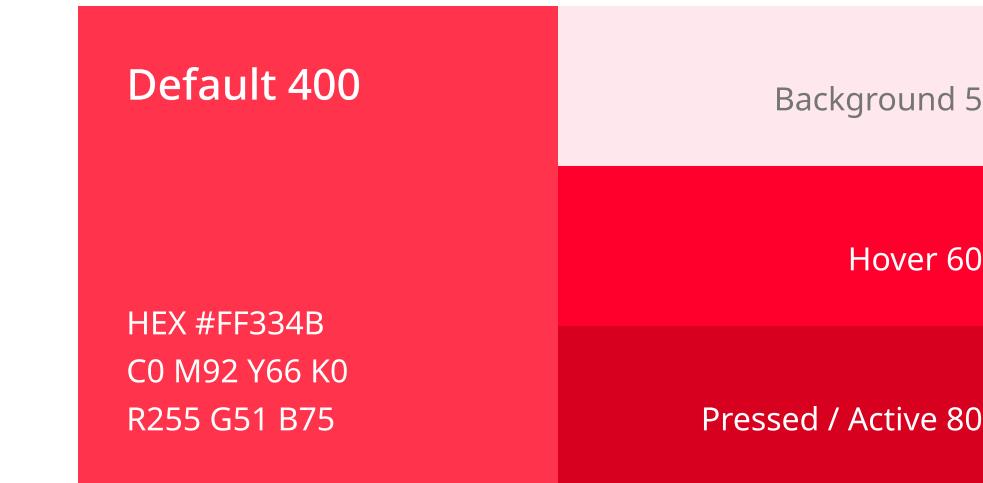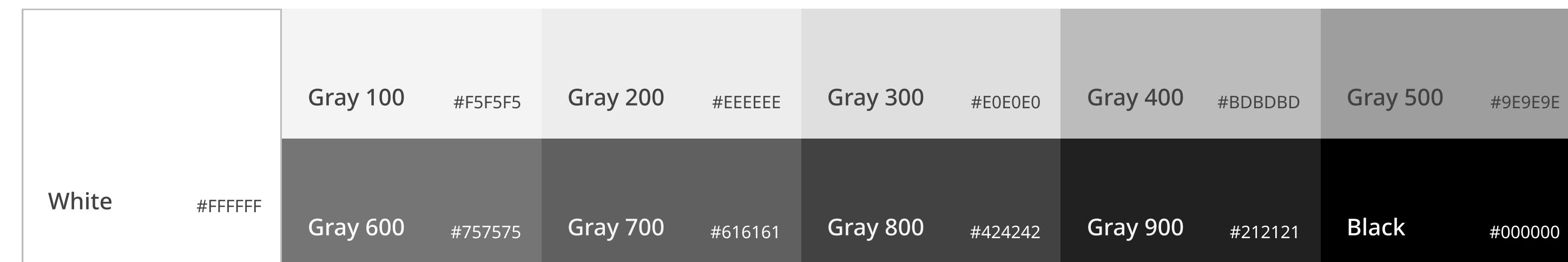
Icon Usage

Icon customization is limited to changing sizes, and metaphor or style changes are not allowed.

Icon size and stroke are fixed for each component section, and no customization is allowed. If you need to add a new icon, you can also contact the relevant team to add icons if what you need is included in the Icon Library but not in the component section.

Grid

Default grid is 48 x 48 px, but it can be adjusted for your need. Grid includes the padding of 4 px in all sides. Icons should be drawn within an area excluding the padding.
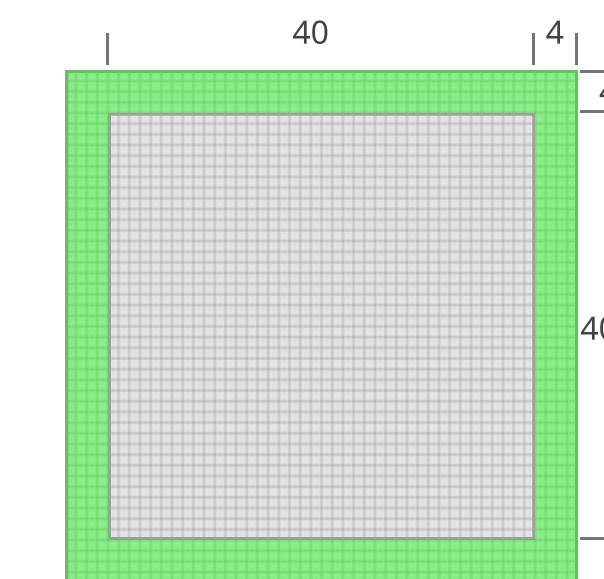
Key Shapes

Key Shapes determine the basic framework of each icon. Consistency can be achieved by maintaining a similar ratio across all icons.
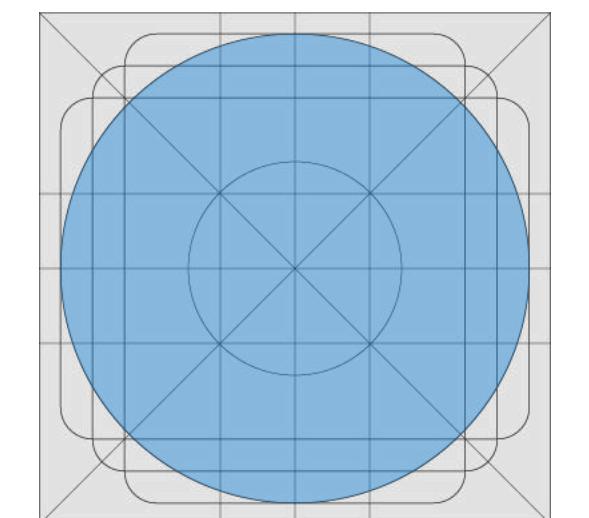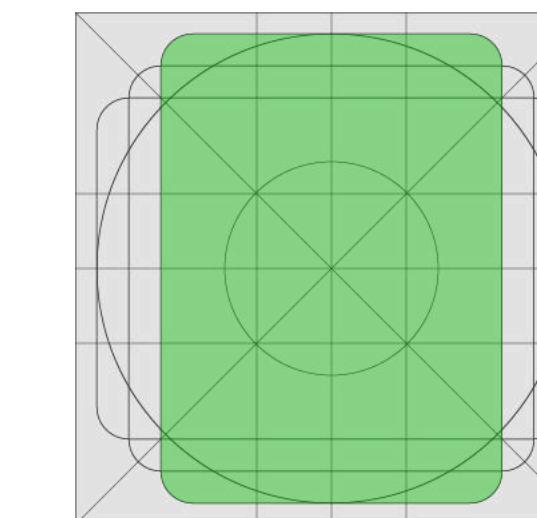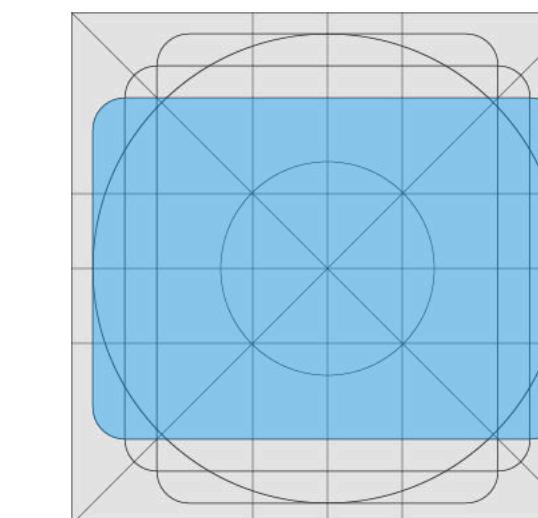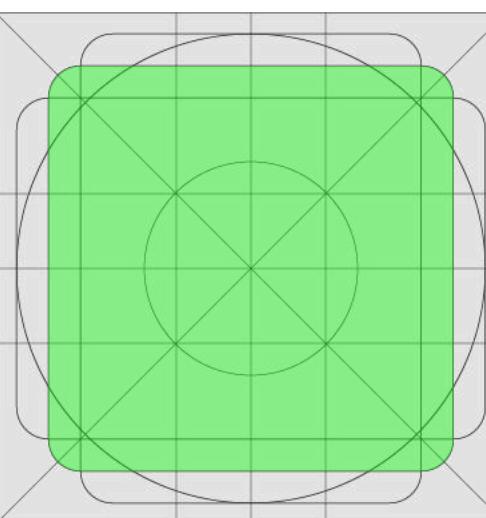
Object Graphic

Typography

Please use system fonts or font sheets where a benefit can be found over text sprites.

Please ensure the amount numbers support low value currency. For example: Rp700,000,000,000.00

Set the maximum boundary for the amount numbers; if the amount exceeds this boundary, the font size will automatically decrease. Ensure that the numbers are recognizable on the smallest supported device.

During development, please adhere to the reuse principle: reuse common art or graphics where possible. Do not use more than three types of fonts.

Finally, produce a bitmap font, which is an image/texture file similar to a sprite sheet, along with a text file containing the glyph coordinates for game use.

Low Value Currency Support

Low Value Currency Support is applied to ensure that games support the native display of low-valued currencies such as the Vietnamese đồng (VND), Indonesian rupiah (IDR) and South Korean won (KRW).

Truncation would be 1000x for all LVC currencies.
  • Currency symbol is highly recommended but not required.
  • Currency display format is required.
    • Studios should ensure that Game clients can accommodate and display values up to 14 digits or 18 characters (including decimal points, full stops, spaces, etc.).
      • This excludes characters used to display the currency symbols (R, $, €, etc.)
      • For example: 100,000,000,000.00
    • Studios should ensure that areas allocated to the display of Bet values be able to accommodate up to 10 digits (at least 1000x higher than existing values).
      • For example: 10,000,000.00

Margin Guide

Defines the margin for all game types used in Microgaming slots.

To avoid filling the screen with the Reels, leave blank spaces on both sides of the Reels. This allows the visual elements in the background to extend from top to bottom.

MegaWays and Cluster games have different margin sizes. If the game area is 1280x720 pixels:

- MegaWays game left and right margins for the default screen are each 39 pixels.

- Cluster game left and right margins for the default screen are each 15 pixels.

720

39   39

Ways Aera

Reel

102x72   102x84   102x100.8   102x126   102x168   102x252

Modal Aera   612x49

MegaWays game left and right margins for the default screen are each 39 pixels.

720

15   15

Wild Meter Aera

Reel

112x294   112x294   112x294   112x294   112x294   112x294

Modal Aera   660x49
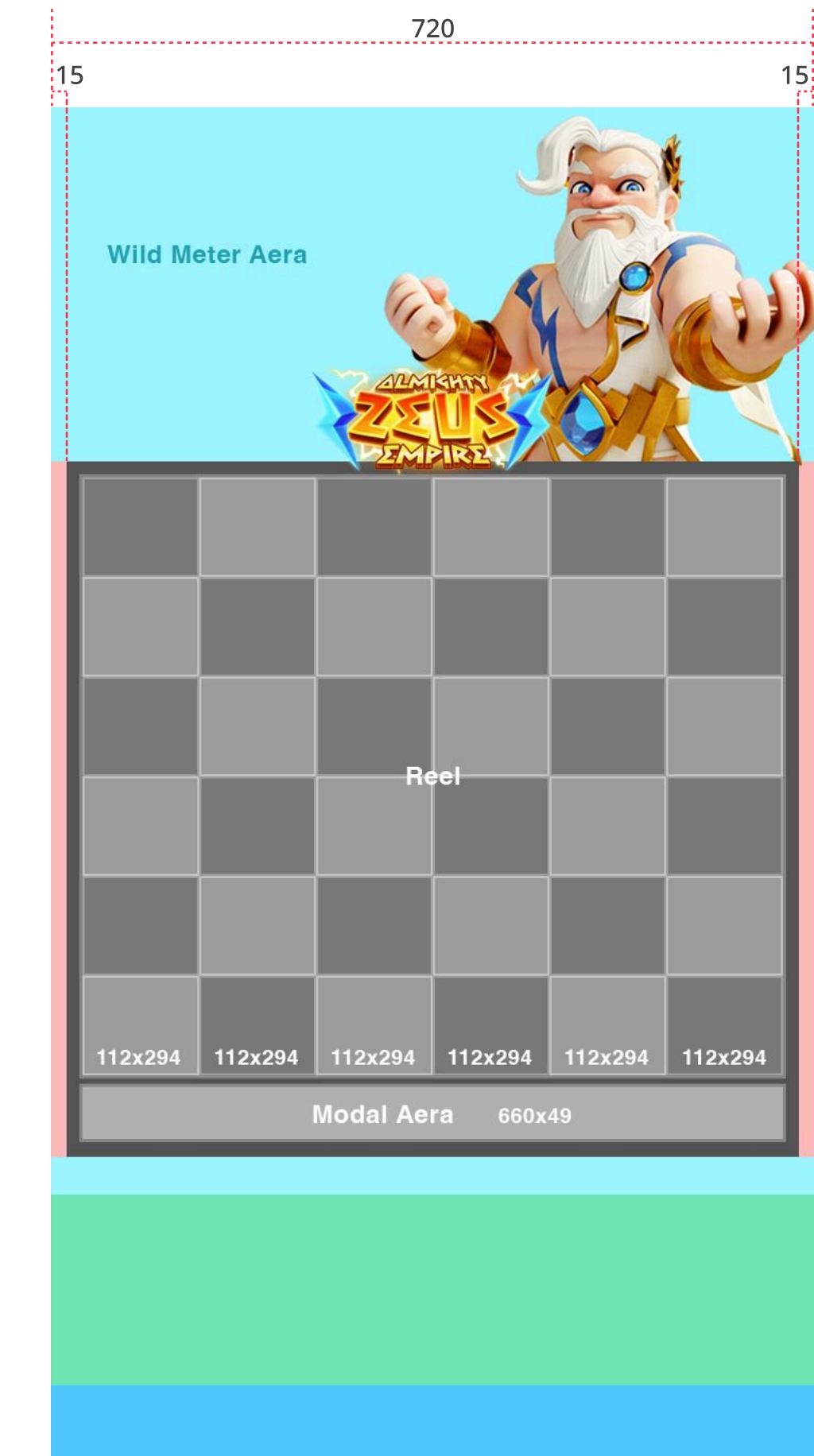
Cluster game left and right margins for the default screen are each 15 pixels.

Reels Area

Defines the reel area for all game types used in Microgaming slots.

The reel is the visual focal point of the slot game. To provide players with a better visual flow, place the reel slightly above the center of the screen. However, be careful not to position it exactly in the center to avoid making the screen look too monotonous.

MegaWays and Cluster games have different reel heights. If the game area is 1280x720 pixels:

- MegaWays game without the top reel should be positioned 286 pixels from the top of the screen and 398 pixels from the bottom of the screen.

- MegaWays game with the top reel should be positioned 163 pixels from the top of the screen and 398 pixels from the bottom of the screen.

- Cluster game should be positioned 334 pixels from the top of the screen and 290 pixels from the bottom of the screen.

MegaWays game without the top reel should be positioned 286 pixels from the top of the screen and 398 pixels from the bottom of the screen.

MegaWays game with the top reel should be positioned 163 pixels from the top of the screen and 398 pixels from the bottom of the screen.

Cluster game should be positioned 334 pixels from the top of the screen and 290 pixels from the bottom of the screen.

Console Area

Defines the console area for all game types used in Microgaming slots.

The console is the main operational area for players during the game. To enhance usability, place the console at the bottom of the screen. To maintain consistency with the Microgaming brand, the console's style, position, and functionality must remain fixed and cannot be customized. If you need to add new features, please contact the relevant team for implementation.

The console can be divided into two main sections: one for displaying player game information and the other for operations. All types of games have the same console area layout. If the game area is 1280x720 pixels:

• The information area must occupy the bottom 60 pixels of the screen.

• The operations area extends 200 pixels above the information area.

200

75
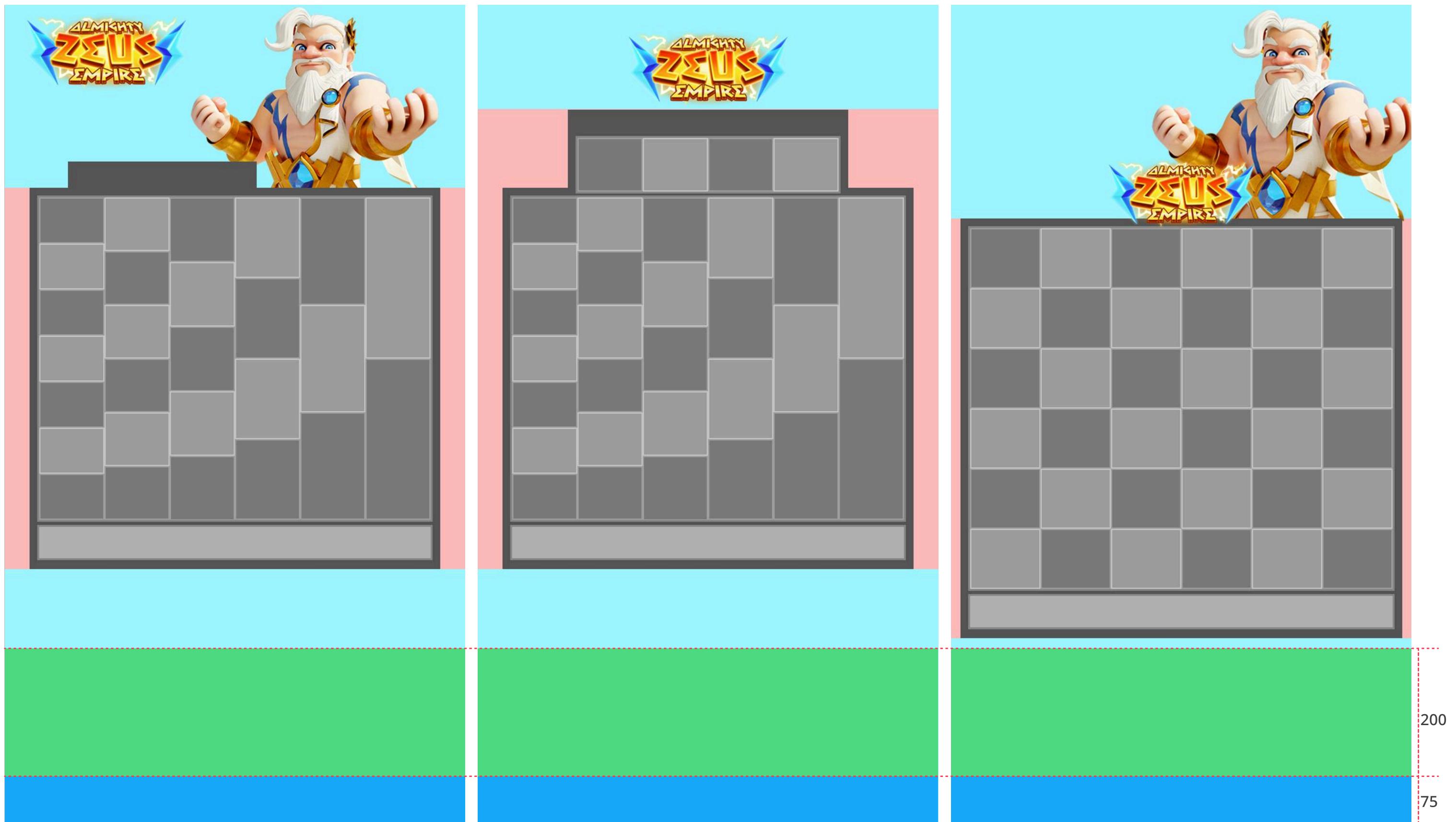
All types of games have the same console area layout. The information area must occupy the bottom 60 pixels of the screen. The operations area extends 200 pixels above the information area.

Character and Logo

Defines game character and logo usage for all game types used in Microgaming slots.

The game character and logo are the visual focal points that leave a lasting impression on players. To create a memorable gaming experience, place the game character and logo in appropriate positions based on the different game types.

MegaWays Game without Top Reel
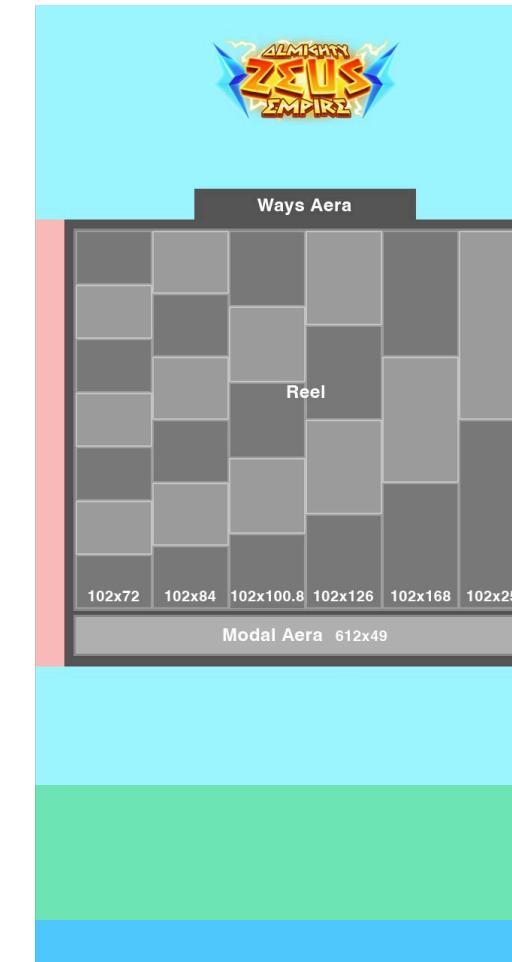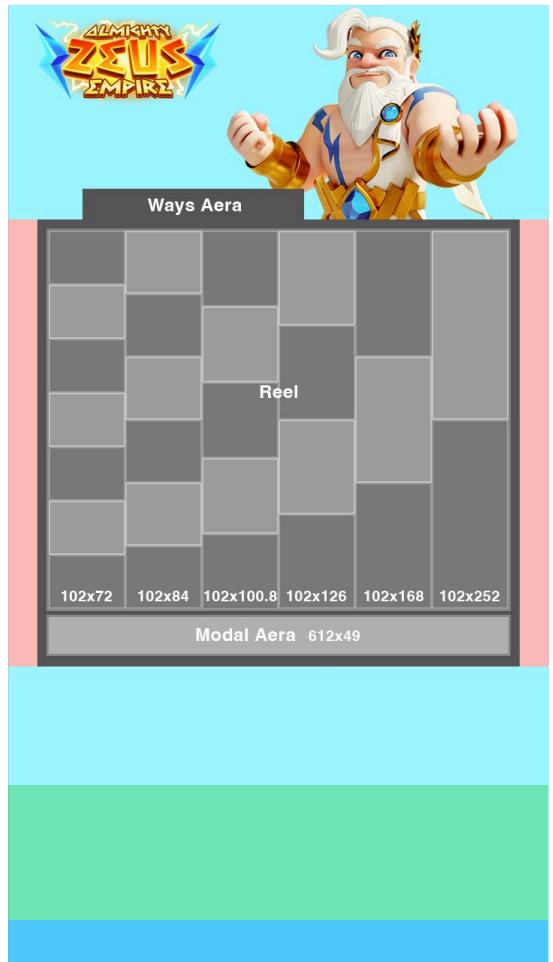
MegaWays Game with Top Reel
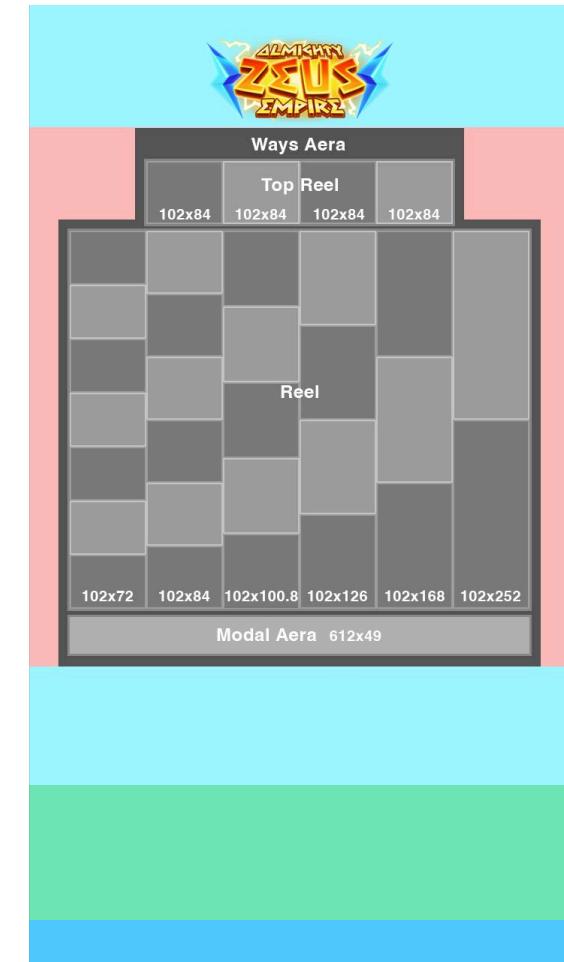
Cluster Game

Background and Wallpaper

If the game area is 1280x720 pixels, you need to create a new artboard with dimensions 2622 x 2622 pixels. Then, resize it to 1311 x 1311 pixels for game use (or work directly at 1311 x 1311 pixels if you prefer).

The background image should include two sections:

1. Game Area: Place the game image on the artboard as the base layer.

2. Outside of the game area：The image transitions from clear to blurry. Place the clear image on the artboard, ensuring it transitions smoothly into the blurry image. If time permits, create a new image that seamlessly connects with the game area and apply a Gaussian blur.

Please ensure that the layers are aligned and the transitions look smooth. Adjust opacity and blending modes as necessary to achieve the desired effect.

Game Area

Place this layer at the transition point between the blurry image and the black background. This helps to smoothly blend the blurry image with the webpage's background color.