

CONFIDENTIAL

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Document Information

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Document Type	Playbook
Division	Sands Digital Services
Department	Design
Authors	Charles Reid George Van Der Volgen Laura Arceneaux

Global Animation Elements

Global animations include elements reused across all or some of our games. Examples include:

- *Timer bar*
- *Chip selectors*
- *Chips*
- *Buttons*

Asset location: Production > _Global > HandOff >

Standard animations include elements that are frequently included in our games but are customized for each game, such as:

- *Win screens*
- *Phase changes (Place Your Bets, Bets Closed, Pick Your Cards, etc.)*
- *Betting and chip FX*
- *Logo animations*

Asset location: Production > the specific game folder > HandOff > Animation_assets

Formats

Most of the animations for our games are exported via Esoteric Spine 2D.

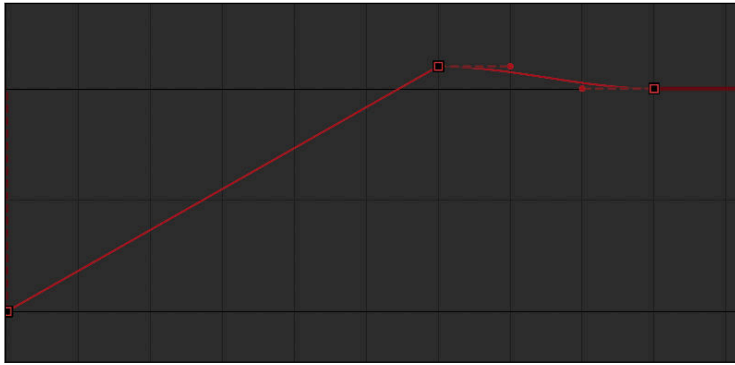
All Spine animations are exported at 30FPS.

For game logos on the loading screens, we use an Adobe After Effects plugin (Bodymovin or Lottie) to export vectorized animations as .json files.

Common animation styles

- **Scale up/down** – the preferred transition style for most situations in our games is a rapid scale up from 0% to 100% with a slight overshoot to around 110% before returning to 100% scale. The overshoot should ease in and out so that the element feels smooth as it comes to rest.

Durations for small elements should last approximately 300ms, with larger elements taking slightly longer depending on their size.



Scale up with overshoot

- **Wipe in/out** – Sometimes a wipe transition is best, particularly for larger elements such as banners. These are done by animating a mask. The element should transition on from left to right. Most durations should last approximately 300ms.
- **Fade in/out** – Fades are used in some situations where too many other transition type are already being used. Too many of the same transition style at the same time can feel chaotic. Most durations should last approximately 3sec/3000ms.

Avoid “POPS”

Whenever possible, elements should fade on/off quickly rather than suddenly appearing or disappearing.

When things pop on or off suddenly the eye will catch this, and it will feel like a mistake.

Logo Animation, Game Loading Screen

The loading screens for our games are placed according to a standard format.

- Game logos are centered
- Loading bar is placed below the logo
- Background visual is usually a radial color gradient or a supplied image

While the game is loading, we show a quick animation of the game’s logo entering the screen. The logo has a looping element that continues to play until the game is successfully loaded.

The background of this screen fades out about 1000ms or so before loading finishes, revealing blurred footage of the game (the loading bar should be approx. ¾ full when this happens).

All elements (logo, loading bar, etc.) should fade out rather than instantly disappear.

Duration: The logo enter animation is typically 2sec long

Asset location: Lottie/BodyMovin .json file

Element, Timer Bar

The timer bar is a global element commonly found in our live dealer table games.

The timer is used during various phases of a game where there are strict time limits, such as placing bets.

Timer bar elements can be found in the global production folder at [Timer](#).



PLACE YOUR BETS :02

An example of the timer bar

Dynamic Segment Units

The timer is divided into various segments that correspond to the number of seconds to the left and right of center.

The timer segments are dynamic, meaning we can adjust the amount of time each segment represents.

- Usually, 1 segment on either end of the timer is equal to one second.
- If the timer is very long (over 30sec) the segments may change to be 2sec each.
- If the timer is very short (under 5sec) then the segments may change to be .5 sec each.
- The timer is designed so that one segment will be left before the timer reaches 00.

Animation

- The timer bar seconds total should always be displayed with at least 2 digits and include a colon (:00).
- The timer segments will change color as the timer progresses down to 00. The colors typically start at green and then change to yellow and finally red. The background color is typically a blue/black gradient. These colors may be adjusted for specific games.
- When the timer bar starts, show the timer segments fading on quickly before they start to tick down (avoid a “pop” where the timer segments instantly appear.).
- As the seconds expire, each timer segment will animate off with a vertical gradient shift to the center.
- When the timer hits 00, there is a red/white flash as it expires.

Messaging

The timer bar is used for various game-specific messaging even when the timer bar is inactive.

Buttons

Action buttons are used globally on card-centric live dealer games. These buttons are delivered via Spine. The button bevel color is dynamically changed to match the color style of the game via skins in Spine.

Note: In some cases, the animated states may be omitted and static button states may be used instead. This decision is made on a game-by-game basis, taking into consideration factors such as number of buttons, button layout, layouts on certain devices, etc

Button States

- Normal (static)
- Hover (animated - only on desktop)
- Press (animated)
- Disabled (static)

Action Buttons

Action buttons are any button where the user is taking action to do something. These buttons include, but are not limited to:

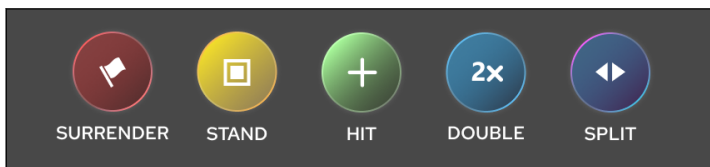


An example of some action buttons

- Autoplay
- Cancel
- Cashier
- Chat
- Double bet
- Help
- Re-bet
- Switch table view
- Tip
- Undo
- Volume off/on

Decision Buttons

Decision buttons are considered to be any button where the user must make a decision, usually while a clock is ticking.



An example of some decision buttons

- Accept
- Surrender / Quit
- 2X / Double Down
- Hit
- Stand
- Split

Animations, Card Flip

Description: This effect is triggered whenever a card is revealed.

Format: Spine



An example of a card flip animation

Animations, Chip Placement FX

Chip placement effect animations occur when placing any chip(s) on a bet area.



An example of effects occurring during chip placement

Common Chip Placement FX Animations

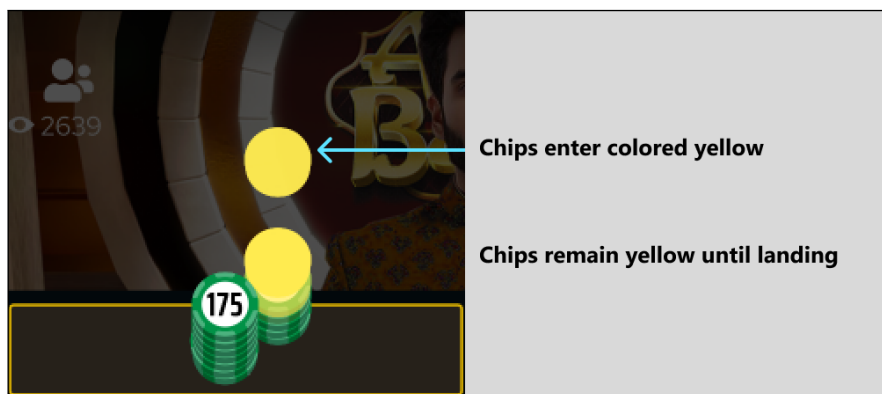
- Bet-placed (25 frames or 833ms): FX animation for basic placing of chips
- Bet-placed-double (25 frames or 833ms): This effect is a bit more exciting, and used in situations when chips are automatically placed such as the 2X or Call buttons.

Animations, Winning and Losing Chips

Description: Once the game result is determined, players are accordingly awarded based on how much they bet and how the payable is structured. These winning chips stacks are meant to mimic the experience of real-world casinos where dealers will slide additional chip stacks next to the original winning bets on the table.

Our winning chip animations are very similar across our games. All card games should behave as described below.

Roulette games work differently as the winning chips are not stacked next to the original bet, but on top of the original bet.



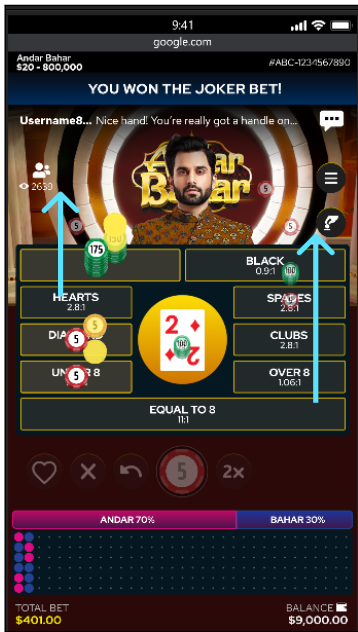
An example of winning chips entering

After the winning bet has been decided:

Each winning chip enters tinted opaque yellow, dropping downward just behind and to the right of the original bet, as illustrated above.

As each chip lands, the yellow tint fades off quickly.

About 300ms – 500ms after the first chip lands, the losing chips should: exit away from the player (toward the dealer), slightly scaling down and fading out as they do. See illustration below.

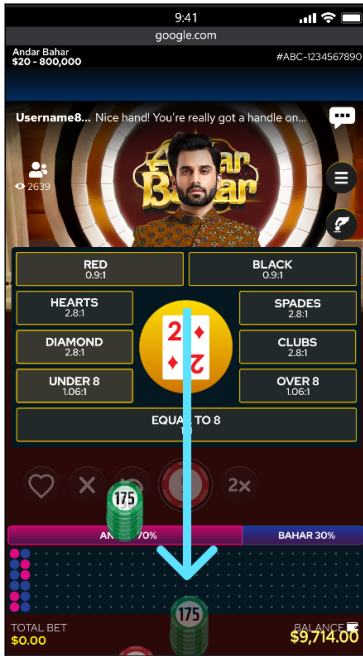


An example of the losing chips leaving the table

Promptly, once all, or nearly all, chips have entered, the sparkle animation starts on the new and original winning chip stacks.

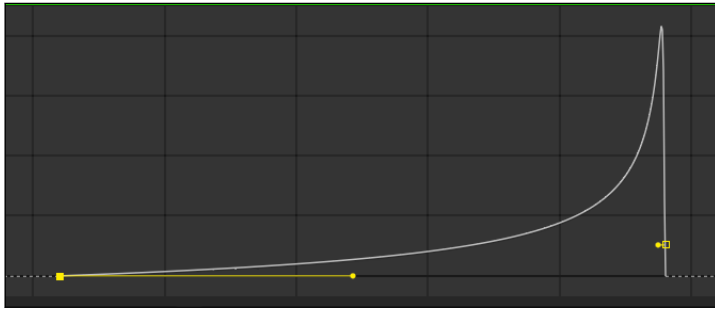
The sparkles should continue to loop while the chips remain on the board.

The winning chips will then exit, scaling up as they move closer to the player, then fading away quickly as they approach the bottom of the screen. See image below.



An example of the winning chips leaving the table

The movement should start slowly with a strong ease-in so that they begin to speed up as they continue.



An example of the animation curve for the winning chips exiting

The motion should feel like a dealer sliding a stack of chips across a felt table.



An illustrated example referencing how the chips should feel like a dealer is sliding them away

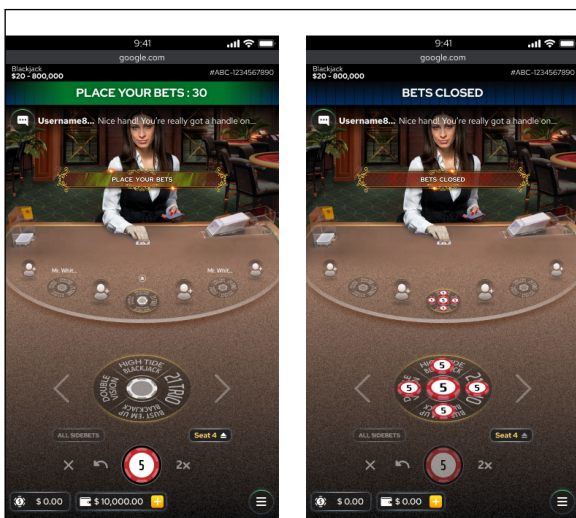
Once the chips have moved off the board the table should immediately transition back to the default state for the next round.

Animations, Phase

Phase animations are used to announce major phases of the game like "Place Your Bets" and "Bets Closed". However, there are occasions when additional phases are necessary.

Common Phase Animations

- Place Your Bets (65 frames or 2165ms)
- Bets Closed (65 frames or 2165ms)



An example of a phase animation

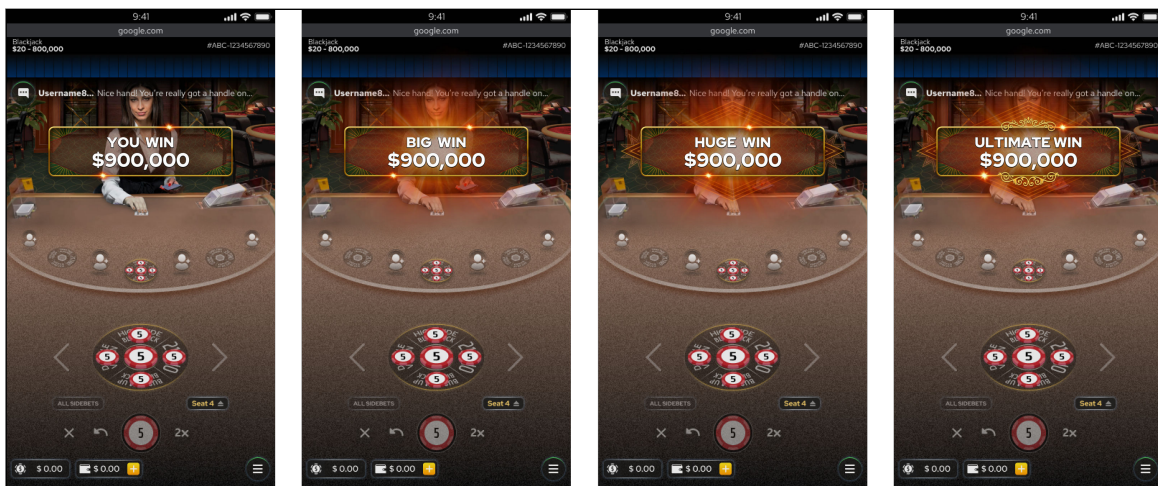
Animations, Win

Win animations are shown when the player wins at the end of a round of play. There are four typical variations of these win animations (also referred to as “win rankings”). The animations for each is progressively more impressive and should be associated with a higher value win.

Currently, the placement of these animations is centered on the dealer video to keep the game object zone clear.

Common Win Animations

- You Win (75 frames or 2498ms)
- Big Win (90 frames or 2997ms)
- Huge Win (105 frames or 3497ms)
- Ultimate Win (120 frames or 3996ms)

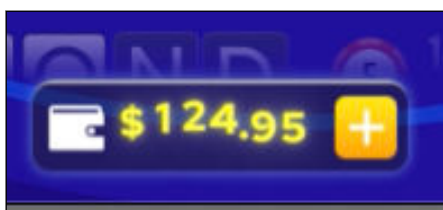


An example of a win screen animation

Animations, Wallet Balance Rollup

Description: Each time the player's wallet total increases a special animation should play. This animation should ONLY play when the balance increases (not decreases). This animation only plays on the wallet field.

The total will change to a bold/gold style and do a wave animation while the number rolls up.



The result is that, for each round users may only choose one combination of session and denomination.

Session / Session Length

Description: There are three individually colored buttons that represent the three session lengths (45 - Green, 55 - Blue, 65 - Purple)

For each session the background color of the betting zone changes accordingly. For example, when the Green - 45 is selected then the background behind the cards should be also green.

See examples below, for reference.

By default, the 45 – Green session is active.



An example of the session / session length button



These buttons have the following states:

- **Activate** – occurs when pressed and changes the background color until changed
- **Active Loop** – occurs after “Activate” has been trigger, and loops.

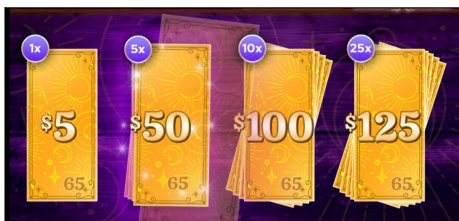
- **Normal** – static

Buttons – Card Quantity

Description: There are four buttons representing the quantity available for purchase (1x, 2x, 5x). These buttons include the following states:

- **Activate** – occurs when pressed
- **Normal** – static

Color Variations: There are several different graphics for these card buttons. They come in copper, silver, and gold. See example below for reference:



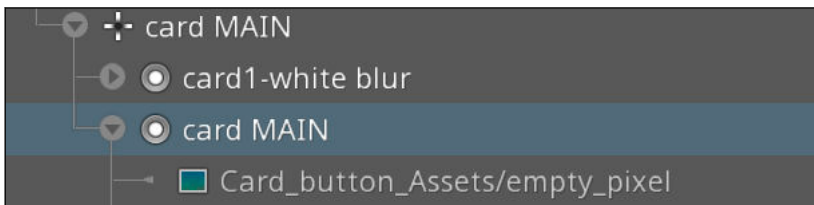
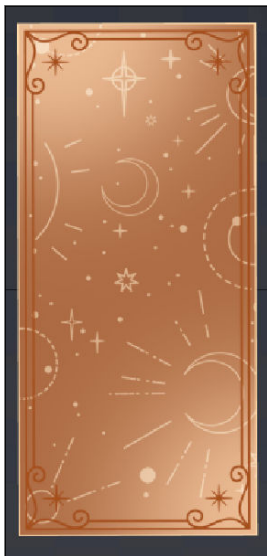
An example of the Card Quantity buttons

In an effort to keep things simple in Spine we created empty slots for the card stacks.

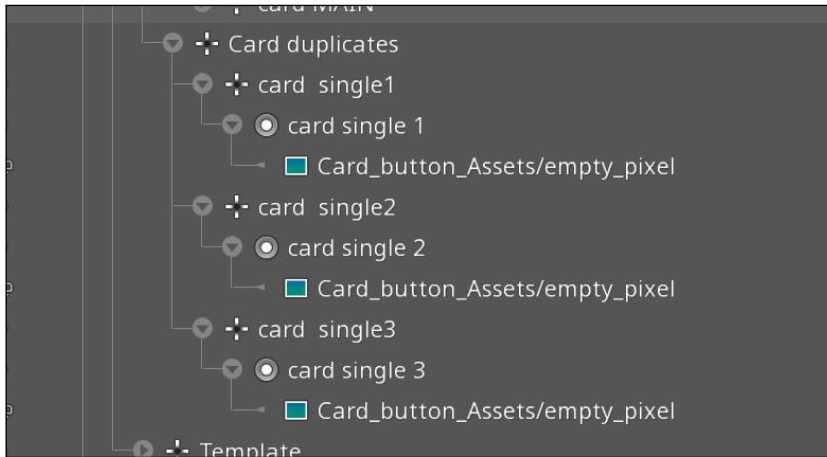
- **“card MAIN”** is where the main button graphic should go for the particular card



- **“Card duplicates”** are a series of 3 empty slots that comprise the “stack” of cards for each button
 - Blank cards need to be loaded into the empty slots (copper, silver, or gold).



Card Main is an empty slot.



There are 3 empty slots under “Card duplicates” – each with an empty pixel.

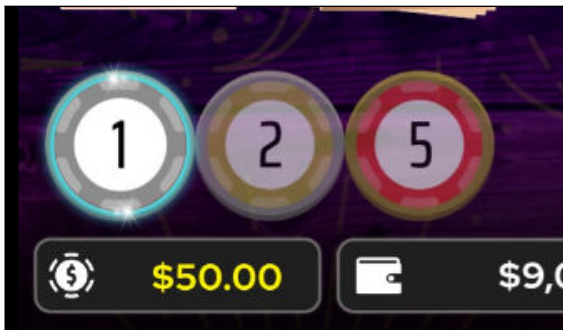
Format: Delivered via Spine

Buttons – Denomination Multiplier

Description: There are three buttons representing the denomination multipliers and cards / colors that will be used to choose the value of the cards being selected (1 Copper, 2 Silver, 5 Gold). When these buttons are pressed, the values on the Card Quantity Buttons and their cards shift accordingly (Copper, Silver, Gold). All cards already added will also update their cost. These values will need to be dynamic as the operator will be inputting their own denominations / currencies. The buttons include the following states:

- **Activate (Loop)**– occurs when pressed
- **Normal** – static

Format: Delivered via Spine



An example of the Denomination buttons

Buttons – PLAY NOW (Confirm bets button)

Description: This button denotes how much the user may potentially bet.

It also serves as the confirmation button to finalize the users bet. If the user does not confirm their bet by clicking this button, then they will enter Spectator mode when the betting phase ends.

The animation should loop while there is a non-zero dollar amount.

When there is 5s left on the timer, this button activates the “red” animation.

Button States:

hover: a white tint should fade up quickly to about ~40% opacity with easing.

press: a brief scaledown of about ~20% with easing.

Spine Animation Info:

playnow-button-green (looping)

playnow-button-red (looping): this activates when there is about 5s left on the timer.



An example of the PLAY NOW button

Timer Colors

Description: The colors of the timer are customized for this game, see color codes below:

Color @ 100%: #29A8D6

Color @ 50%: #5A29D6

Color @ 0%: # CD0C41

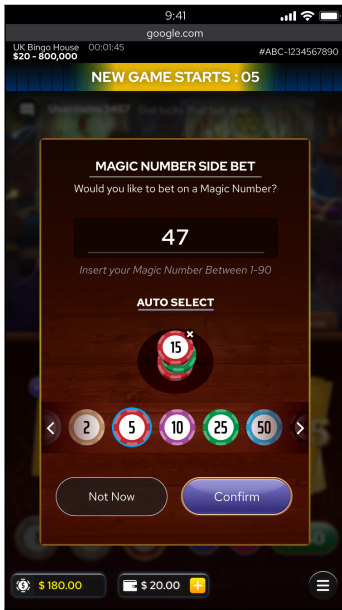


An example of the alternately colored timer

Sidebet Modal (Magic Number)

Description: After confirming their bet, the user will have the option to participate in the Magic Number sidebet. They are presented with a modal screen wherein they can choose a number.

This modal will **not** appear if there is insufficient time left in the betting phase. The threshold for this is estimated to be about 8 seconds. This may need to be adjusted.



An example of the sidebet modal

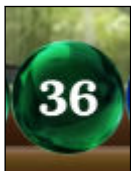
Format: Native

Ball Phase Unique Animations

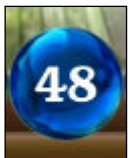
Ball Entrances / Ball Gutter

Description: The bingo balls shown on the UI will change color depending on which session was chosen. Each of these balls is included as a skin in the corresponding Spine file.

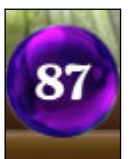
45 ball session



55 ball session

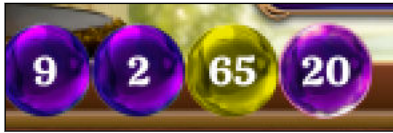


65 ball session



Magic Ball

There is an additional golden ball for the sidebet. The ball corresponding to the user's active side bet will appear as golden.



NOTE: users should be able to scroll back and forth on the line of balls to see previous numbers.



An example of the ball gutter

Format: Hybrid. The ball and FX will be delivered via Spine, but the devs will implement the positions of all the balls so they are flush against each other. This may change according to needs.

Line Win FX

Description: Each occurrence of a line win on a card will have a corresponding entrance animation that sits on top of the corresponding line. Once the animation completes, a static graphic will remain to help the user keep track of line wins



An example of the line win FX

Format: Delivered via Spine

Daub FX / Matched Numbers

Description: When numbers on the card match a pulled ball:

1. Animation triggers: this sits directly on top of and centered to the corresponding square
2. The corresponding number on the card transitions to blue using a quick and simple ease.



An example of daub FX

Format: Delivered via Spine

Announcements

Description: As events unfold throughout the game, there will be intermittent announcements to let the player know when a milestone is reached.

These announcements are centered on the video frame to avoid obscuring the players' cards (please see the Motion Team's layout guides for different devices). The position/size of these announcements

Line Wins: single, double, and full house line wins will all have their own announcement animations.

NOTE: these single line, double line, full house animations should be allowed to play FULLY before another one is triggered. If any bingo lines are completed before a previous animation finishes, then they should be skipped.



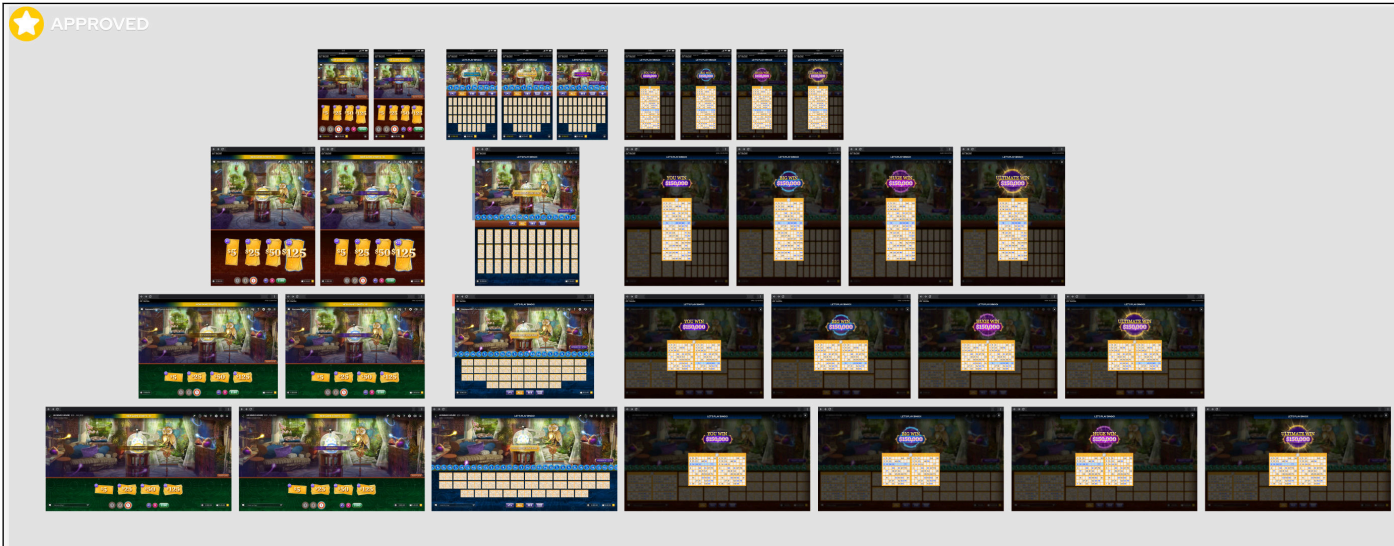
Examples of announcements

Session Status Announcements: announcement animations for the beginnings of Sessions 55 and 65 will occur as each ball is reached.



Examples of announcements

Size and position guide below:



Format: Delivered via Spine

Buttons – View Selectors

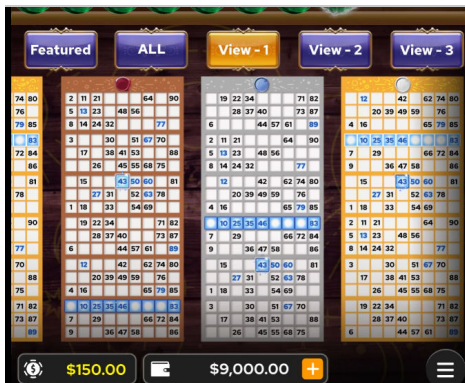
Description: There are currently five buttons that allow the user to view their cards in different formats:

Transitioning between views:

The transitions between each of these views is a simple 400ms Ease-in-out.

The old view slides out to the right as the new view slides in from the left.

Format: Native



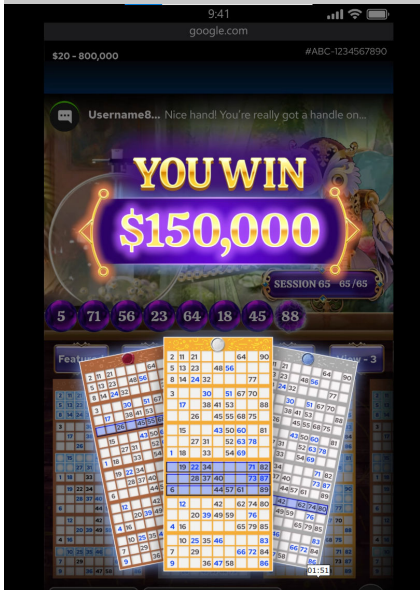
An example of View buttons and corresponding view

Win Screen (Winning Cards Graphic)

Win Screen (Winning Cards Graphic)

When the win screens are triggered, the top 3 cards with the most matches should be displayed evenly fanned as in the example below.

TBD – This may be accompanied by a Summary window that details the players' wins.



An example of winning cards shown during Resolution

The Owl (Virtual Host)

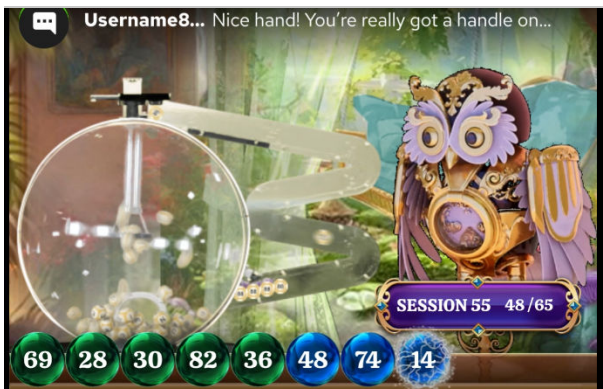
Description: The owl is a character that appears next to the bingo ball blower throughout the game. The owl is player-specific (client side) and will react based on the specific player's performance.

Idle animations - RANDOMIZED:

One of our goals is to make the owl feel as varied as possible through different game cycles. We want the game to feel fresh time you play. We want to avoid obvious canned animation experience that feel repetitive.

One way to help with this is by randomizing the order of the idle animations so that each game feels a little different.

This method will allow unique combos for each portion of the game where the owl is idle.



An example of the Owl

Intermediate and Game Phase Animations

Occurs in-between phases and during the Game Phase:

- Idle 00_main - (basic idle) – play 60% of the time
- Idle01_adjust - (adjust) – play 5% of the time
- Idle02_shake - (shake) – play 5% of the time

- Idle03_LAP - (look at player) – play 5% of the time
- Idle04_LAP_swivel - (look at player and swivel head) – play 5% of the time
- Idle05_LAP_Tilt - (look at player and tilts head) – play 15% of the time
 - Idle06_blink - (blink) – play 15% of the time

Bet Phase Only Animations

- bet_open - (perk up and look to player)
 - Play when bets open
- bet_idle - (perk up loop) – play 70% of the time
 - Play between betting open and bets closed
- bet_dance - (optional dance that ties into loop) – play 30% of the time
 - Play between betting open and bets closed
- bet_closed - (perk up anim reverts back to idle 00)
 - Play when bets close

Outcome Animations

- Win01 - (flap wings once - single line winner)
 - Play when a single line bingo occurs
- Win02 - (flaps wings twice - double line winner)
 - Play when a single line bingo occurs
 - Play when a level 1 is announced at the end of the game (“Winner”)
- Win03v2 - (Owl flaps wings lifts off from pedestal - Full House Line Win)
 - Play when a single line bingo occurs
 - Play when a level 2, 3, or 4 win is announced at the end of the game (“Big Win”, “Huge Win”, or “Ultimate Win”)

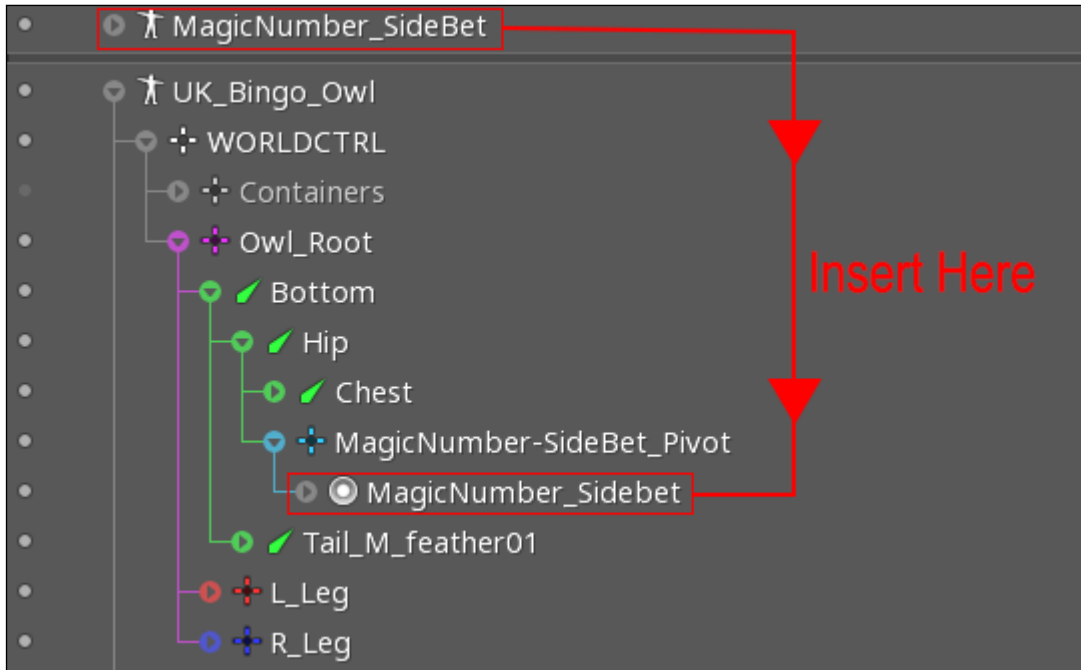
NOTE: these wing flap animations should be allowed to play FULLY before another one is triggered. If any bingo lines are completed before a previous animation finishes, then they should be skipped over.

Side Bet (Magic Number) Animations

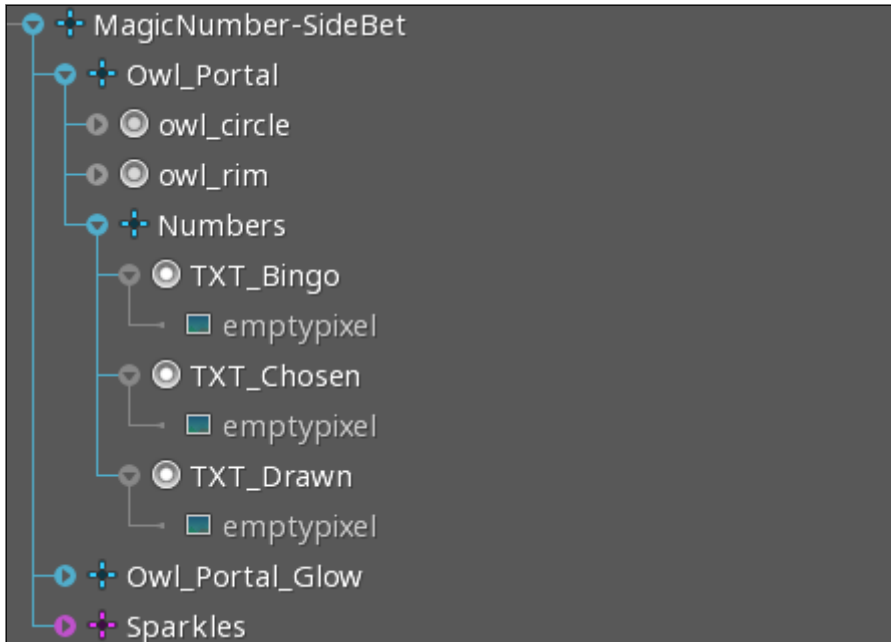
Players choose a number as a side bet. These numbers are displayed on the Owl's chest and change states depending on the number selected and numbers drawn.

Setup

- [Spine Files](#)
- [Documentation](#)
- [Hand Off](#)
- [Reference Video](#)
- The Side Bet (MagicNumber_SideBets) animations and rig is a separate skeleton than the owl itself. By doing this, we can insert the Side Bet animations onto the owl's without disrupting the owl's animations when a player interacts with this part of the game.
- "MagicNumber_SideBets" skeleton/JSON file goes into the empty pixel slot "MagicNumber_SideBet" On the UK_Bingo_Owl skeleton. It is located as a child of the "Hip" bone.



- There are three different text styles that are dependent on the animation state. These have empty slots for text to be placed.
 - TXT_Chosen
 - TXT_Drawn
 - TXT_Bingo



Font Examples

- Number Chosen (TXT_Chosen)



- Number Drawn (TXT_Drawn)



- Bingo (TXT_Bingo)



Animations

- **MagicNumber_Empty**
 - This is the default state used until the player selects a side bet number.
- **MagicNumber_NumberChosen**
 - If player makes a side bet and chooses a number, this animation plays and then leads into "MagicNumber_Chosen_Idle"
 - Used TXT_Chosen slot.
 - Plays "UK_Bingo_Owl"'s "Idle03_LAP" animation if no other animation is being played.
- **MagicNumber_Chosen_Idle**
 - This plays until the player's number is drawn or is reset back to "MagicNumber_ResetChosen" or "MagicNumber_Empty".
 - Uses TXT_Chosen slot.
- **MagicNumber_NumberDrawn**
 - This plays if the player's side bet number is drawn from the bingo ball blower and then leads into "MagicNumber_Drawn_Idle".
 - Uses TXT_Drawn slot.

- Plays "UK_Bingo_Owl"'s "Idle04_LAP_swivel" animation if no other animation is being played.

- **MagicNumber_Drawn_Idle**

- This play until the player's number wins in a bingo line or is reset back to "MagicNumber_ResetDrawn" or "MagicNumber_Empty".
- Uses TXT_Drawn slot.

- **MagicNumber_Bingo**

- This plays if the player's number wins in a bingo line and then leads into "MagicNumber_Bingo_Idle"
- Used TXT_Bingo slot.
- Plays "UK_Bingo_Owl"'s "Win03v2" animation if no other animation is being played.

- **MagicNumber_Bingo_Idle**

- This plays until it is reset back to "MagicNumber_ResetBingo" or "MagicNumber_Empty".

OPTIONAL

- **MagicNumber_ResetBingo**

- This plays to reset the animation from "MagicNumber_Chosen_Idle" to "MagicNumber_Empty".

- **MagicNumber_ResetBingo**

- This plays to reset the animation from "MagicNumber_Drawn_Idle" to "MagicNumber_Empty".

- **MagicNumber_ResetBingo**

- This plays to reset the animation from "MagicNumber_Bingo_Idle" to "MagicNumber_Empty".