

Barabara Soccer

Game Design Document (GDD)



Change Log

Date	Who	What
21-02-2022	Ashley Zarb	Created document with core details completed.
11-3-2022	Ashley Zarb	Adjusted win lines, bonuses and mechanics for free spins
16-5-2022	Ashley Zarb	Mechanics adjusted with nudge

Gate Review

Gate Review	Sections Reviewed	Who	Passed
Design & Plan Complete	Overview, Visuals (Mock-ups), Gameplay (All Features w/ Mock-Ups), UI (Mock-ups), Paytable	Producer, PM, Tech, QA, Creative, Math	
Develop Complete	All (with final updates, art, and screenshots)	Producer, PM, QA, Ops Support	

Seen

Name	Name	Name	Name	Name

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Overview

Summary

A manga style soccer slot game with 25 Win lines, Huge wilds, popup wilds covering wilds and a shootout free spins bonus games.

General

Game Type	Video Slot Game
Reel Type	Spinning Reels
Reels x Rows	6 Reels x 4 Rows
Pays	25 Win lines - Left to right only
Bet Levels	1 - 12
Min / Max Bet	0.20 - 200.00
Languages	EN
Free Spin Campaign	/
HTML5	Yes

Math Basics

Math ID	TBD
RTP	TBD
Max Standard Deviation	TBD
Volatility	High Volatility

Visuals

Overall Layout

Desktop	Yes (1920 x 1080)
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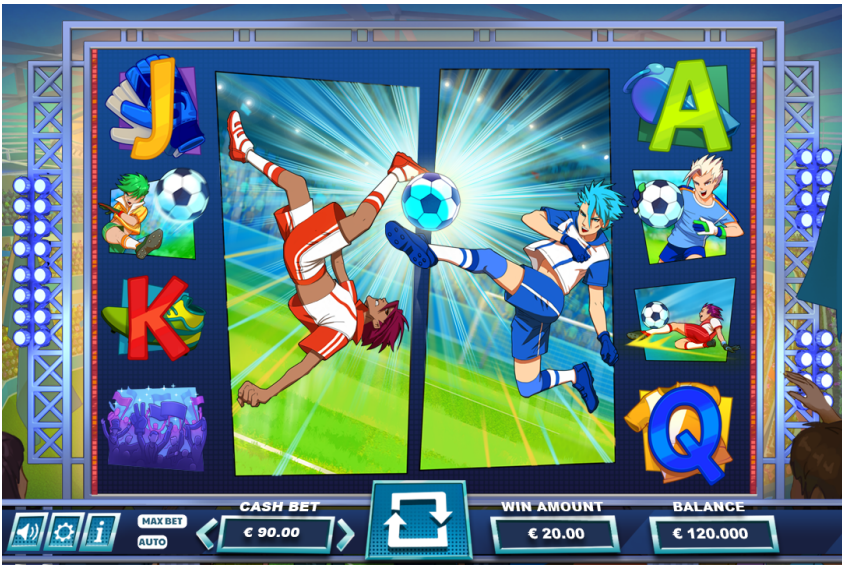
Landscape	Yes (1280 x 720)
Portrait	Yes (720 x 1280)
UI	Standard

Mobile

Portrait



Landscape




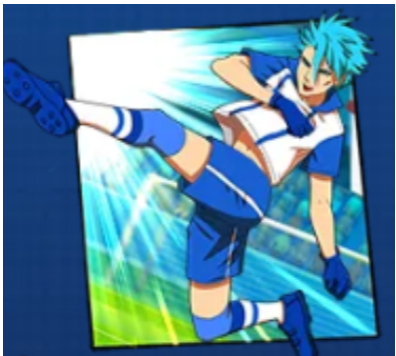
Desktop











Symbols



Symbol labels reflect Math PAR sheet symbol labels.

Label	Type	Visual Description	Image
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1	Big WILD (only shows in reel 4, 5)	Blue Left side player	
1	Small Wild (only shows in reel 6)	Blue Left small player	


1	Big WILD (only shows in reel 2, 3)	Red Right side player	
1	Small Wild (only shows in reel 1)	Red Right small player	
2	HP 1	Green Apple	


3	HP 2	Grapes	
4	MP 1	Strawberry	
5	MP 2	Carrot	
6	LP 1	A	
7	LP 2	K	

8	LP 3	Q	
9	LP 4	J	

Special Components

Special components include non-standard UI or out-of-reels components that are specific to this game. (Examples: wheels, counters, special animation areas, etc.)

Component	Description	Image
Nudge Wild	When the Big Wild covers 3/4 of the reel, the Wild will be nudged to fill the whole reel.	

<p>Bonus Round Shootout</p>	<p>Bonus Round will trigger when The 2 big wild symbols (Big wild red and Big wild blue come in full (2x8) and combine.</p> <p>(Popping Wild Blue Small 1x1) and (Covering Wild Red small 1x1) will not trigger</p>	
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Gameplay

Features

Base Game

- 25 Win lines - Left to right only
- Big Wild Red 2x4
- Big Wild Blue 2x4
- Popping Wilds 1x1
- Covering Wilds 1x1

Win Lines (left to right)



Trigger Event(s)

When the giant Wild covers 3/4 of the reel, the Wild will be nudged to fill the whole reel.

Anticipation

yes with sound (awaiting dev for comment when sound is triggered)

Reward

Normal win lines are rewarded and features rewards is given on every spin after the wild featured is nudged

Sequence & Action

Component	Description	Image
Nudge Wild	When the Big Wild covers 3/4 of the reel, the Wild will be nudged to fill the whole reel.	



Red Wild covers only 1/2 of the reel, so the Wild will **NOT** be nudged.





Red Wild covers 3/4 of the reel, so Red Wild will be nudged to fill the entire reel.



Blue Wild covers 3/4 of the reel, so Blue Wild will be nudged to fill the entire reel.



Both Red Wild and Blue Wild cover 3/4 of the reel, so both Wilds will be nudged to fill the entire reels.

Bonus Round Shootout	Bonus Round will trigger when The 2 big wild symbols (Big wild red and Big wild blue come in full (2x8) and combine.	 

Bonus Game

Shoot free spins game (mystery free spins)

Trigger Event(s)

Bonus Round will trigger when

The 2 big wild symbols (Big wild red and Big wild blue come in full (2x8) and combine.

Reward

The 2x4 wild symbols will connect the full 2x4 in 2,3,4,5. gives you a big win. And the bonus round will trigger.

This bonus can payout x0, 2, 4, 15, 20, 50 free spins The amount of free spins will be randomly 'hidden' in the scoring spots, and will be revealed after the player selects one of them.

Sequence & Action



**Bonus Round will trigger when
The 2 big wild symbols come in full (2x8)
and combine.**

**Any Wins will be given before entering the
bonus round.**



Bonus Round will start



**x0, 2, 4, 15, 20, 50 free spins are randomly
'hidden' in the scoring spots, and will be
revealed only after the player selects one of
them**



**Every time this event will be triggered the
amount of free spins will be placed
randomly**



Player chooses one of the spots, uncovering the hidden amount of free spins.”
If the player doesn’t click anything, the game state will stay the same until the user clicks.



And then the others will be uncovered





If the one chosen is x2 free spins or more the scene of scoring will be shown



If the one chose is the x0 freepsins Scene of goalkeeper getting the ball will be shown



Modal with the amount of freepsins won will be shown, if x0 free spins is chosen, no modal will be show. And game will reset to base game



Freespins will Start
If in free spins mode
Bonus round is triggered,
You will automatically go to bonus round,
And add more to your free spins if any.




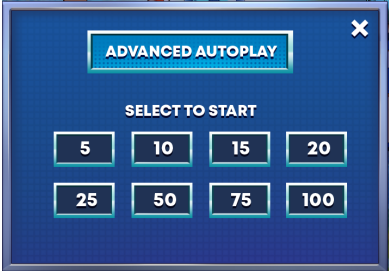
Win Level Animations

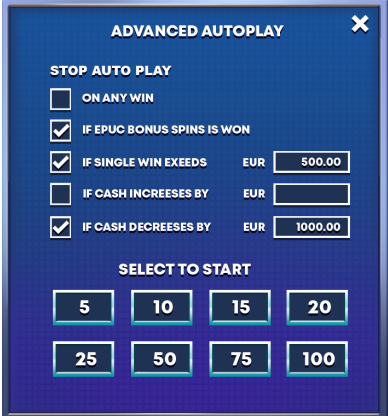
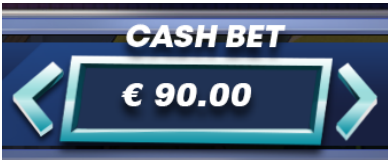




Tier 1 (awaiting dev for comment Win Level criteria for all 3 tiers)


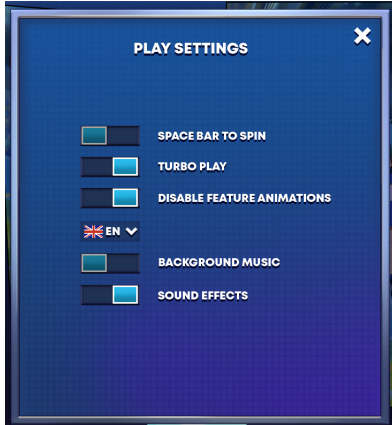

Tier 2

Tier 3


UI

Component	Action	Image
Spin button	User press [spin button] Starts the game and symbols spin	
Max Bet Button	User press [max bet button] Maximum bet for game is activated	
Auto Play Button	User press [auto play button] Toggles [Display information for autoplay]	
Display Information for autoplay	User press the desired amount of spins he likes to autoplay	





Advance Autoplay	Clicking the button advance autoplay in the autoplay window, will bring up more settings for the user when autoplay will stop.	
Display Cash Bet information and adjust bet manually	User press the desired amount to bet on the game with min to max amount of: 0.20 - 200.00	
Win Amount Display	Displaying the amount won for each round or instance	
Balance Display	Displaying the amount available in your account	
Volume Icon	User can press on volume icon to mute sound or hover over it to lower or higher the volume	
Volume Icon	User can press on volume icon to mute sound	

Play Settings Icon	User can press the setting icons to bring up options about the game	
Play Setting Display	<p>When the user clicks on the Play Setting Icon. Set of options will display.</p> <ul style="list-style-type: none"> • Space Bar to Spin <i>User click space bar on keyboard instead of [play button]</i> • Turbo Play <i>If turbo play is on reels will spin faster</i> • Language <i>Select from available languages</i> • Background Music <i>If turned off background music will be muted</i> • Sound Effects <i>If turned of sound effects will be muted</i> 	
Info Icon	User can press on info icon to display how the game works and all available information about the game	

Paytable

Symbol No.	Symbol	6	5	4	3
1	<p>WILDS</p> 	1000	200	50	20

					
2	HP1 	250	100	30	15
3	HP2 	100	50	20	10
4	MP1 	75	25	15	5
5	MP2 	50	20	10	5
6	LP1	30	15	5	2

					
7	LP2 	30	15	5	2
8	LP3 	20	10	5	2
9	LP4 	20	10	5	2

Pay Lines

	Reel 1	Reel 2	Reel 3	Reel 4	Reel 5	Reel 6
1	O	O	O	O	O	O
2						

	o	o	o	o	o	o
3						
	o	o	o	o	o	o
4						
	o	o	o	o	o	o
5	o					o
		o			o	
			o	o		
6						
	o					o
		o			o	
			o	o		
7			o	o		
		o			o	
	o					o
8			o	o		
		o			o	
	o					o
9	o		o	o	o	o
		o	o	o	o	

10						
	o					o
		o	o	o	o	
11						
	o					o
		o	o	o	o	
12						
		o	o	o	o	
	o					o
13						
		o	o	o	o	
	o					o
14		o	o	o	o	
	o					o
15	o		o		o	
		o		o		o
16						
	o		o		o	
		o		o		o
17						

	o		o		o	
		o		o		o
18						
		o		o		o
	o		o		o	
19						
		o		o		o
	o		o		o	
20		o		o		o
	o		o		o	
21	o	o			o	o
			o	o		
22						
	o	o			o	o
			o	o		
23			o	o		
	o	o			o	o
24						
			o	o		
	o	o			o	o

25						
			O	O		
	O	O			O	O

Game History (to identify)

- Game list
 - All standard fields
- Free spins
 - All standard fields

Content

Game Information (Menu)