

SLOT MACHINE

Game Design Document

Version 0.1

High Concept

Win the jackpot of 100,000 or keep playing till you get a good combination bonus score.

Game Play

At the beginning of the game you will be given a coin which will give you energy to play the game. Pull the lever of the American football slot machine trying your luck in winning the jackpot or score a Touch Down to win the game.

Game Mechanics

Insert the Game coin into the slot machine which is converted into 100 Energy. These coins can also be obtained using face book coins or from daily bonuses. Energy used here is a form of credits in order to play the bids. The total limit of energy bar is 500. If the player ends up getting more than 500 Energy the excess energy is converted to Points which is added to the overall game play score. The overall game play score is the players rating towards other players.

The player will have to bet on which ever lines he wishes to bet on or multiple lines which will increase the bet value and chances of winning. The player will be given 4 tries to cover 10 yards before the first down. On covering 10 yards the player is given 4 tries for the next 10 yards and so on until Touch Down. If the player isn't able to cover 10 yards before the 4 tries then the player shifts from offence to defence or vice versa. Once the yard meter is full, the player scores a touch down which gives the player a big bonus of 1 free spins with a 5x multiplier and bet on all lines.

The player can access the pay table of each mode (Defence/Offence) on the top right corner of the machine. It will indicate if the player is playing offence or defence.

Bonus:

Wild: A Wild symbol is a substitution for any other symbol. It is equal to any other symbol in the game, but it has a lower value in the pay table.

Scatter: Scatter offers 5 free spins at a 3x multiplier.

Daily Bonus Cards: A set of 3 cards that contains 3 different types of bonuses. The bonus contains Energy (random value), Coins, and special yard cards.

Symbol Distribution:

SYMBOL	REEL 1	REEL 2	REEL 3	REEL 4	REEL 5
7	1	1	1	1	1
A	2	3	2	3	2
B	3	2	4	3	2
C	2	4	3	4	3
D	3	3	4	2	3
E	4	3	3	2	4
F	3	4	2	3	4
G	4	3	3	2	3
H	3	3	3	4	3
I	3	2	3	4	3
Wild	1	1	1	1	1
Scatter	1	1	1	1	1
TOTAL	30	30	30	30	30

REEL STRIPS:

STOP	REEL 1	REEL 2	REEL 3	REEL 4	REEL 5
1	SCATTER	B	A	WILD	7
2	I	E	E	B	C
3	B	I	C	E	E
4	D	H	G	G	G
5	H	C	D	C	A
6	E	G	H	A	D
7	G	I	G	SCATTER	G
8	WILD	E	B	D	I
9	A	7	D	H	C
10	F	C	I	F	E
11	C	A	C	I	H
12	7	F	I	B	F
13	D	H	F	H	I
14	E	C	B	E	E
15	I	D	WILD	C	I
16	B	H	H	I	G
17	I	F	D	H	D
18	F	A	A	7	WILD
19	I	D	E	C	B
20	G	G	I	I	F
21	C	F	G	F	H
22	A	C	B	A	C
23	E	SCATTER	SCATTER	G	E
24	H	E	E	D	H
25	F	G	7	I	F
26	H	B	D	B	B
27	D	F	B	H	SCATTER

28	G	D	H	F	F
29	B	A	E	C	D
30	E	WILD	C	A	A

PAY TABLE (Offence)

Symbol	ALL 5	ALL 4	ALL 3	ALL 2	1
7	50	50	50	50	X
A	40	30	20	10	X
B	30	20	10	X	X
C	20	10	X	X	X
D	50	40	35	30	X
E	30	20	5	X	X
F	45	30	20	10	X
G	40	35	30	20	X
H	45	20	15	5	X
I	35	30	15	5	X
WILD	30	20	10	X	X
SCATTER	40	20	10	X	X

PAY TABLE (Defence)

Symbol	ALL 5	ALL 4	ALL 3	ALL 2	1
7	50	50	50	50	X
A	40	30	20	10	X
B	50	40	35	30	X
C	30	20	10	5	X
D	30	20	10	X	X
E	20	10	X	X	X
F	45	20	10	X	X
G	35	30	15	X	X
H	45	30	20	10	X
I	40	35	30	20	X
WILD	30	20	10	X	X
SCATTER	40	20	10	X	X

Reference to pay table:

7 => Offence / Defence => Highest Value

A => Offence / Defence => Medium Value

B => Defence => High Value

C => Defence => Least Value

D => Offence => High Value

E => Offence => Least Value

F => Offence => Medium Value

G => Offence => Medium Value

H => Defence => Medium Value

I => Defence => Medium Value

WILD => Offence / Defence => Less Value

Scatter => Offence / Defence => Less Value

Slot Machine UI.

