

# PART 1

“YOU WIN” or “YOU LOSE” animation



As screen dims, panel pops + disappears  
(If win, god rays shrink + disappear)



Money stack moves towards centre of screen



Money stack gets “squished” as it moves towards centre



Money stack pops to natural proportion + size



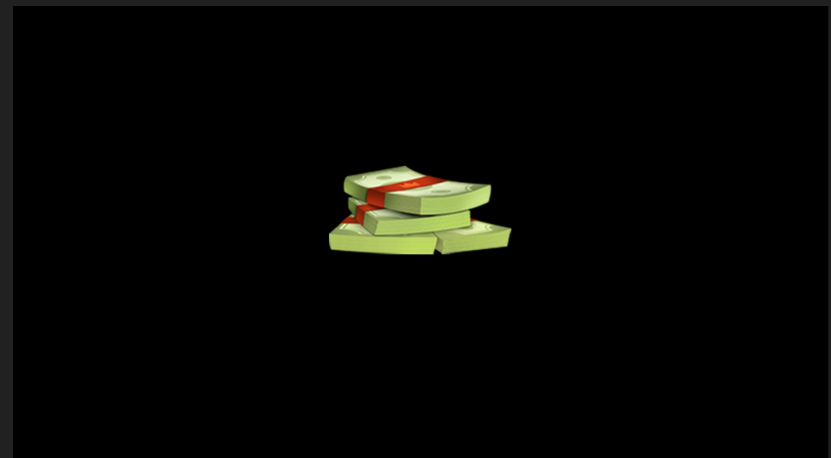
Everything outside the red box leaves screen, excluding pool table



Screen dims...



...Until it's black

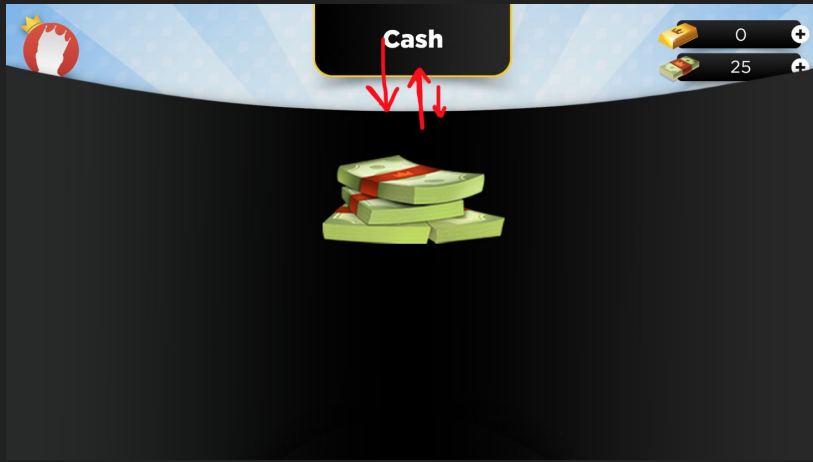


# PART 2

(Temporary asset/animation)

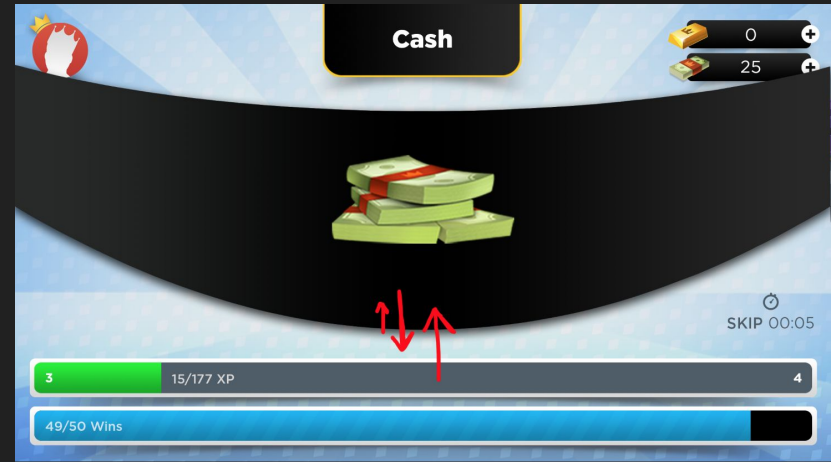
Ribbon reveals top of new screen, bounces to a stop

Another option: everything except ribbon simply "swishes" into of screen, ribbon is already there upon fade in from PART 1



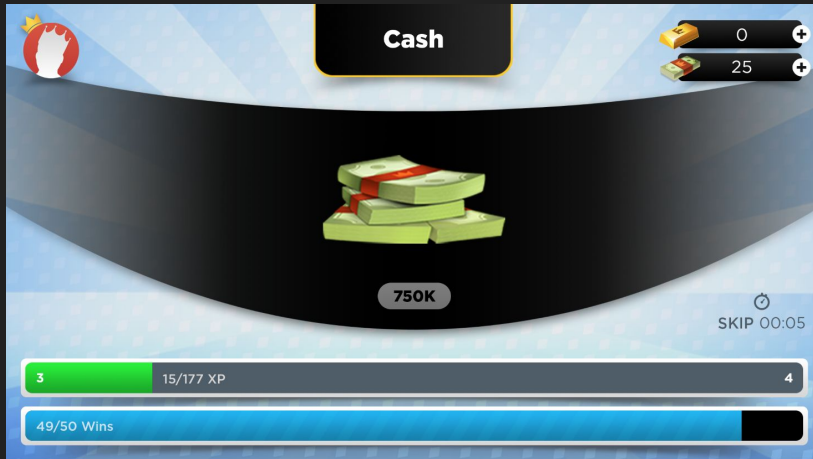
(Temporary asset/animation)

Ribbon reveals bottom of new screen, bounces to a stop



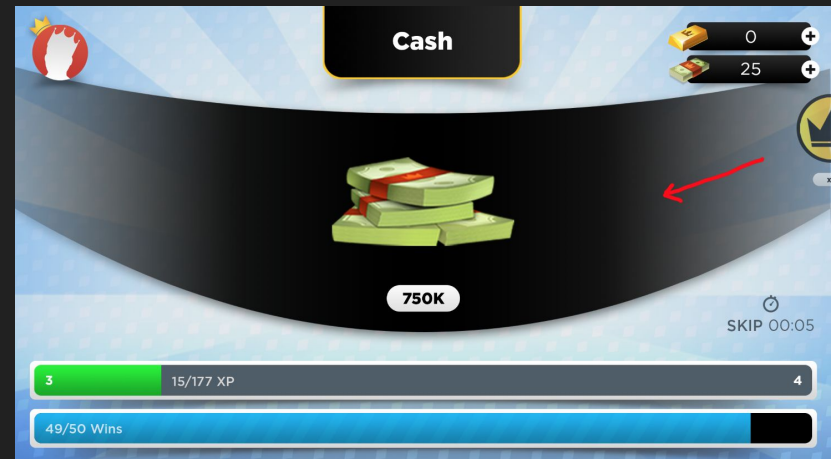
(Temporary asset/animation)

As ribbon applies gradient, cash label (750K) fades into view

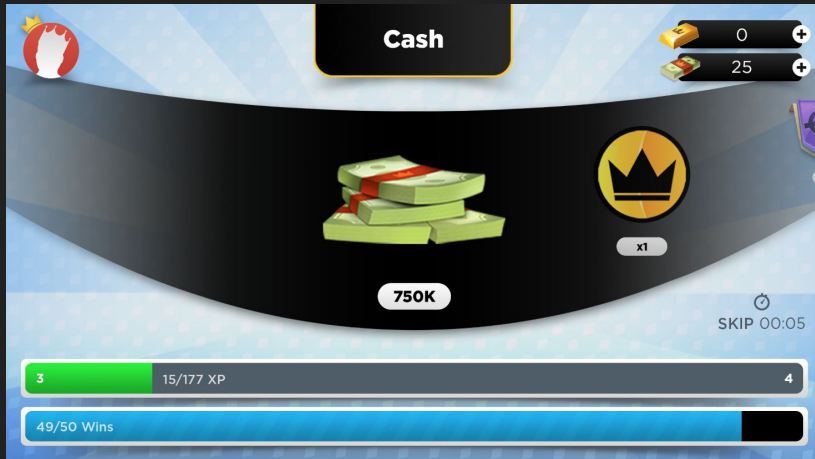


Carousel items come in staggered motion

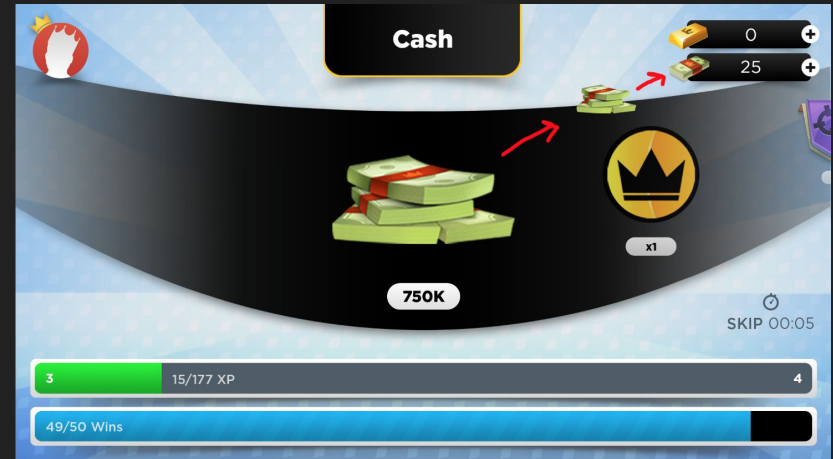
(Opacity increases as it gets closer to middle of ribbon)



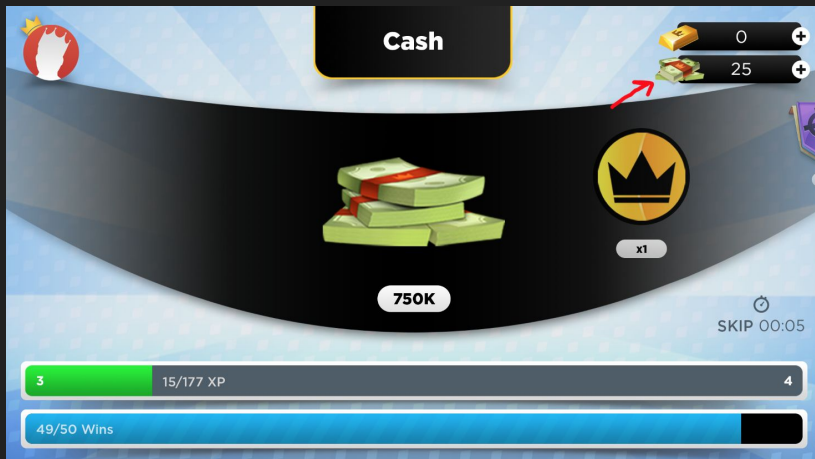
Carousel fills the 1st three items



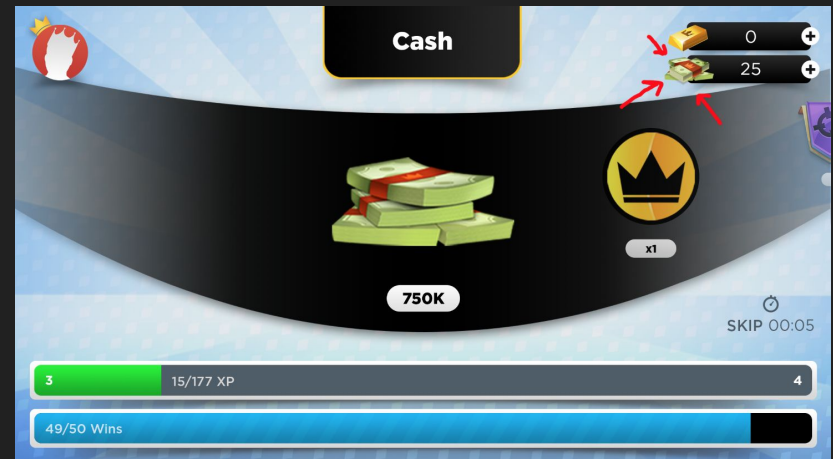
Cash moves towards the money container



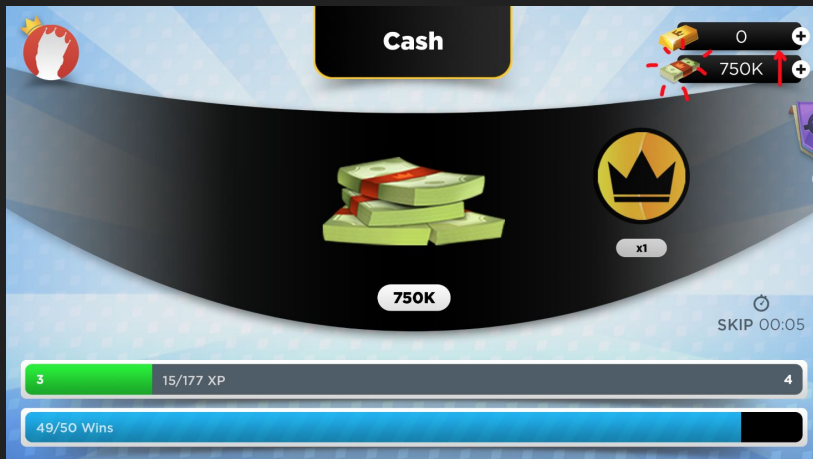
Cash stack overlaps/underlaps the money graphic on the container



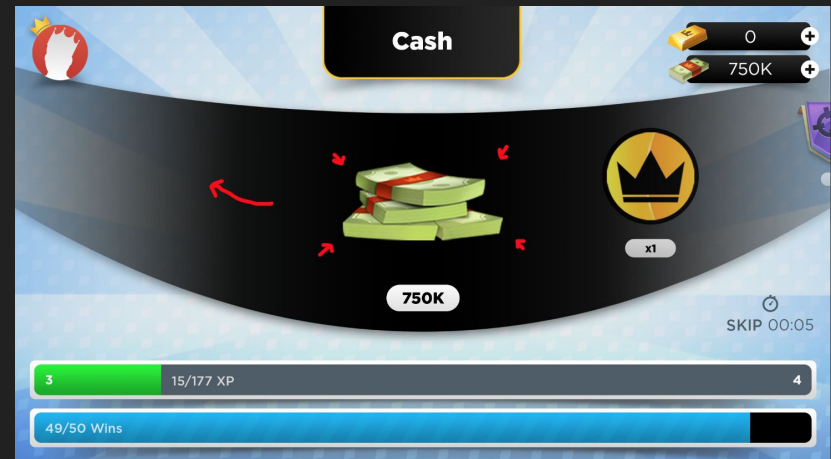
Cash stack shrinks + disappears



Cash count rolls up, cash graphic + value both pop when counting completes (current animation in lobby)



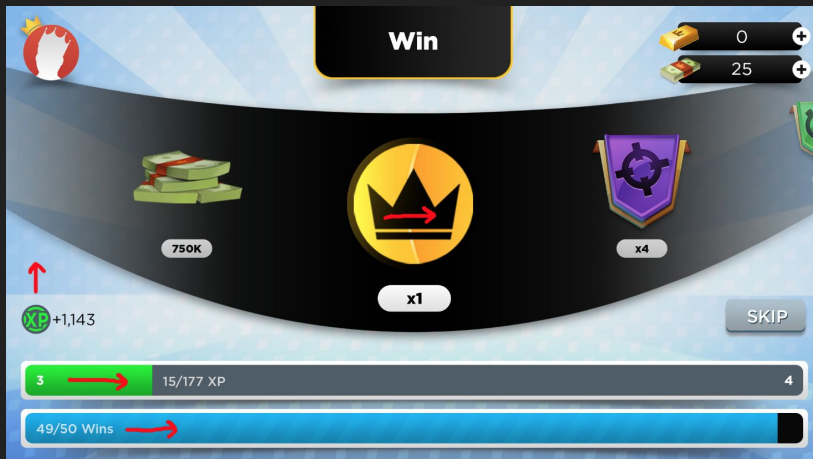
Money shrinks a little to indicate out of focus  
Moves to next carousel item



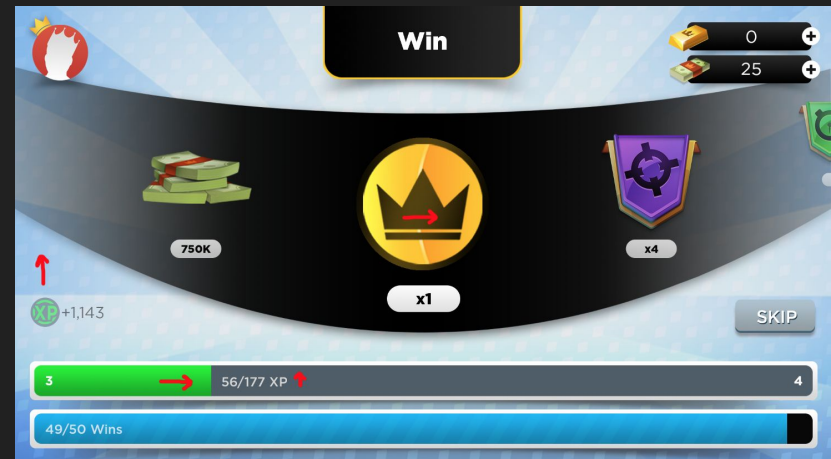
(Temporary assets)

If win, sheen across medal, XP value flies up on side, XP bar fills up, win amount increases by 1 (candy canes scroll right + ease to stop)

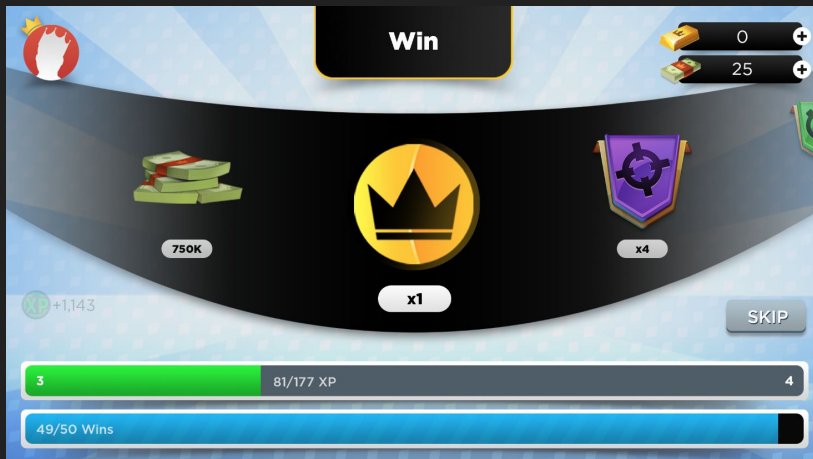
If lose, player receives XP only



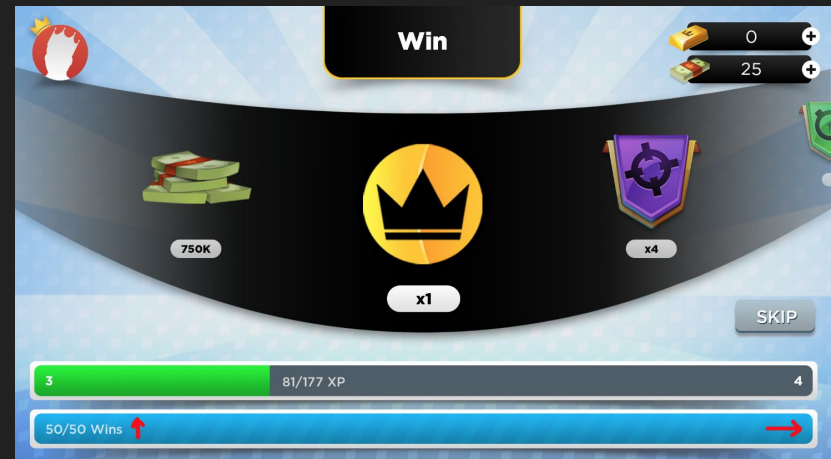
XP + win could either animate together, or XP then win  
"SKIP" button appears after specified time (countdown in mock above)



XP values fades upwards on side, sheen finishes



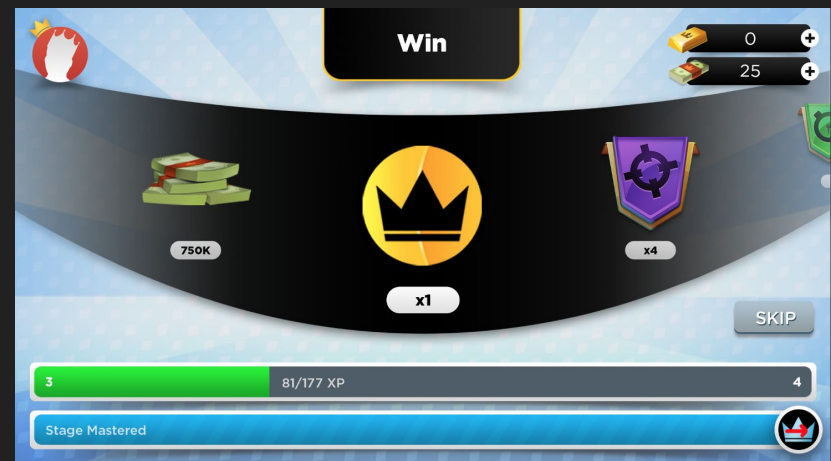
If full amount of wins reached...



...Text changes to "Stage Mastered" + win badge pops out  
Badge shrinks a little + moves out of focus

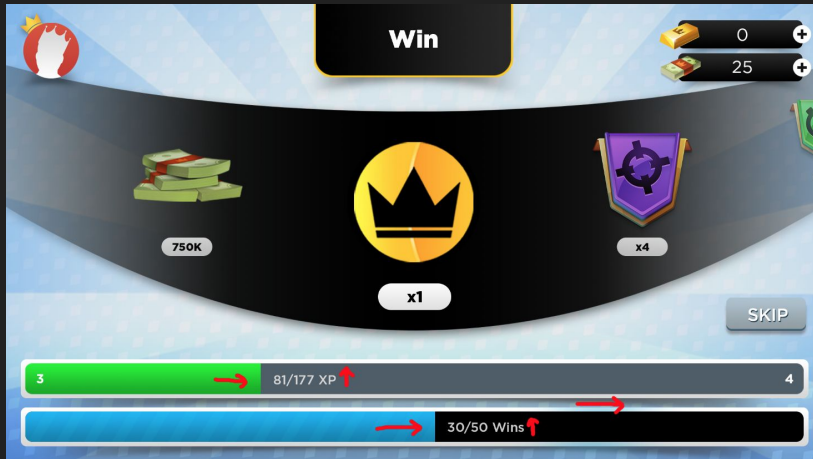


Sheen across win badge

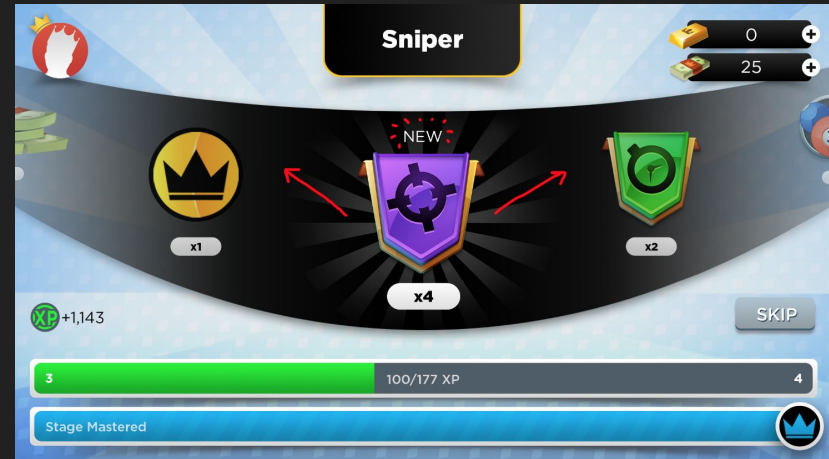




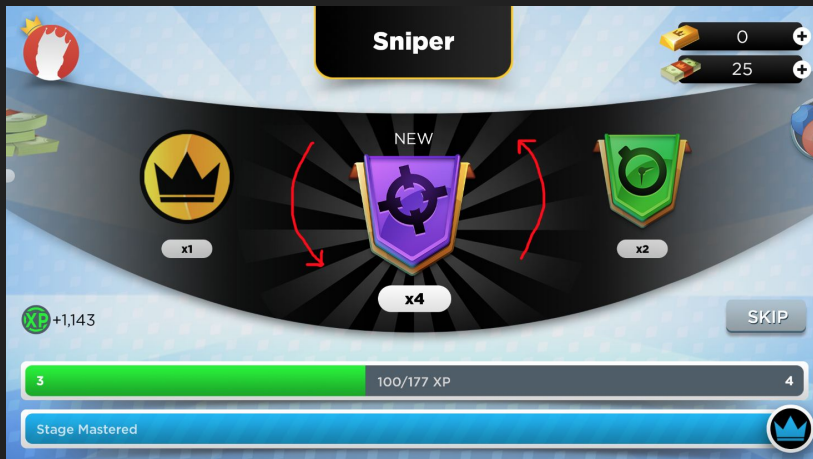
If player wins but does not reach full wins...  
Blue sheen across win bar instead



If new medal received...  
"NEW" pops out, god rays grow from behind



God rays spin

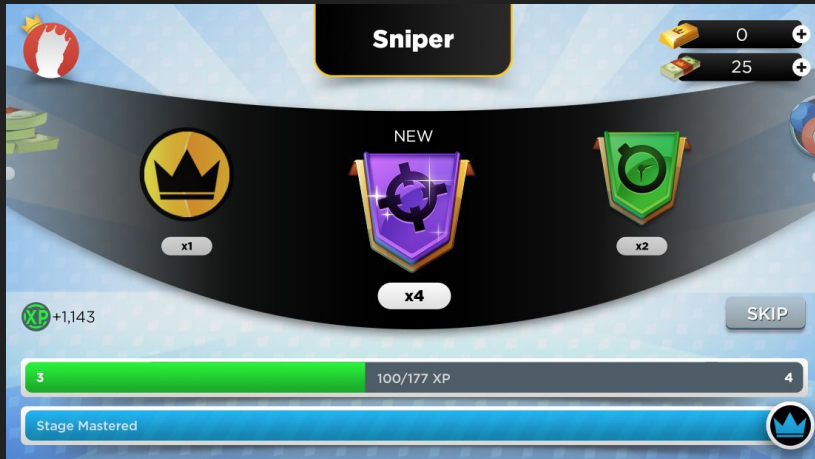


Rays shrink, "NEW" pops + disappears

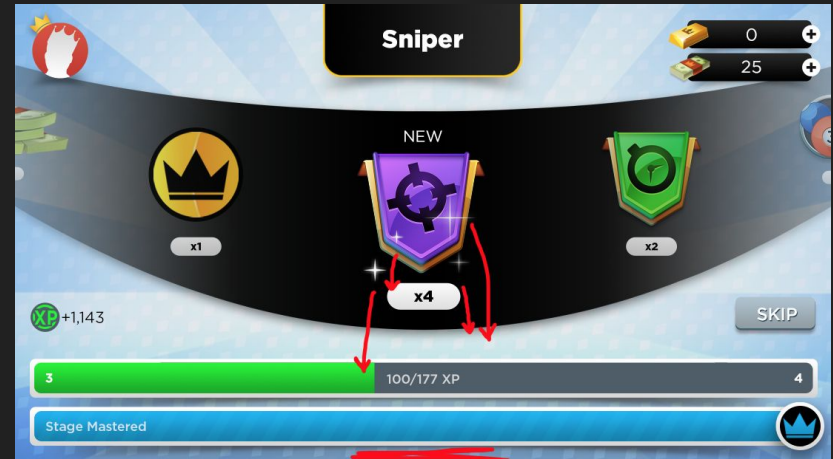


If rare medal received...

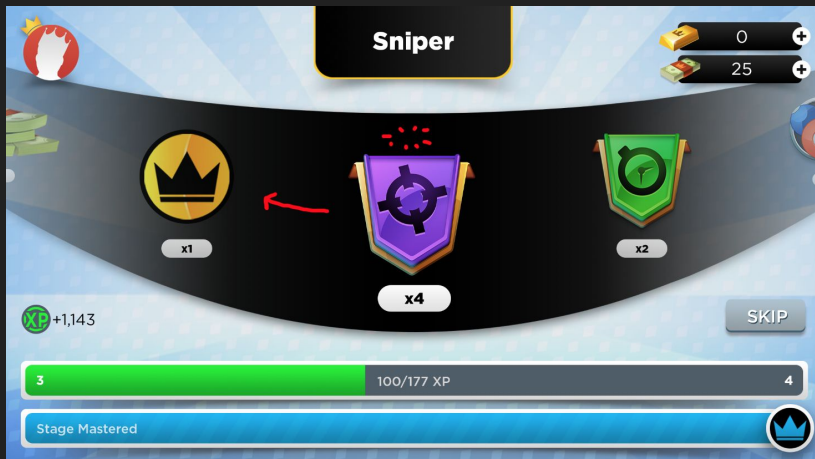
Sparkles appear + flash one by one



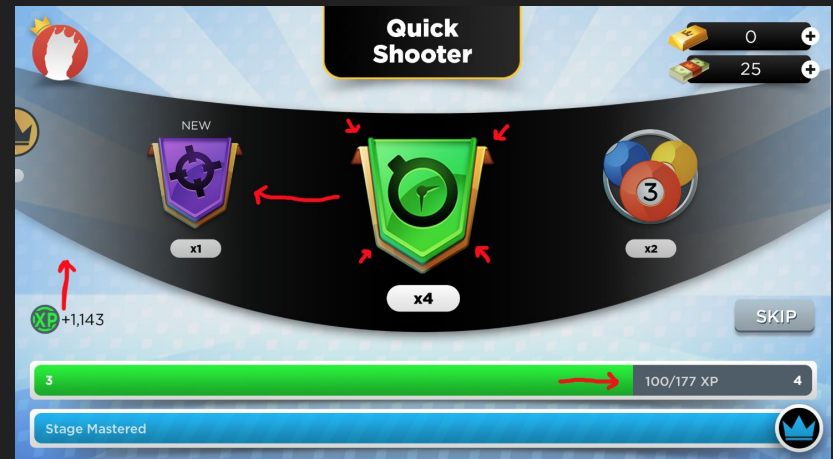
Sparkles fall to the "ground"



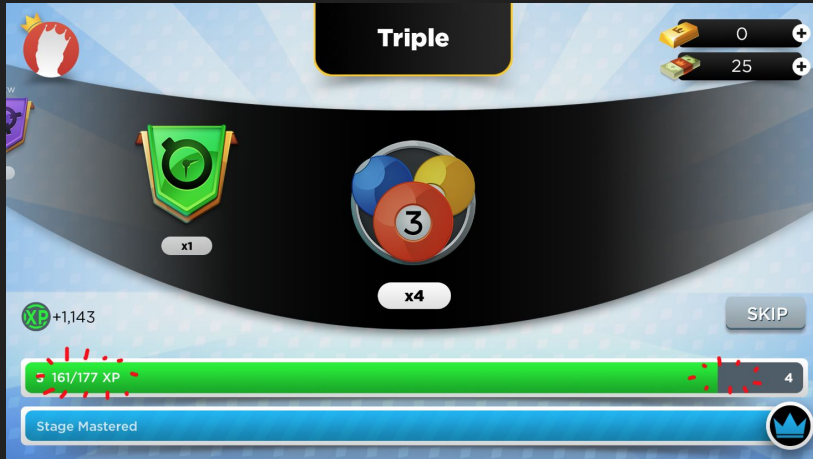
Next medal moves in



"NEW" either moves with medal or disappears before moving away

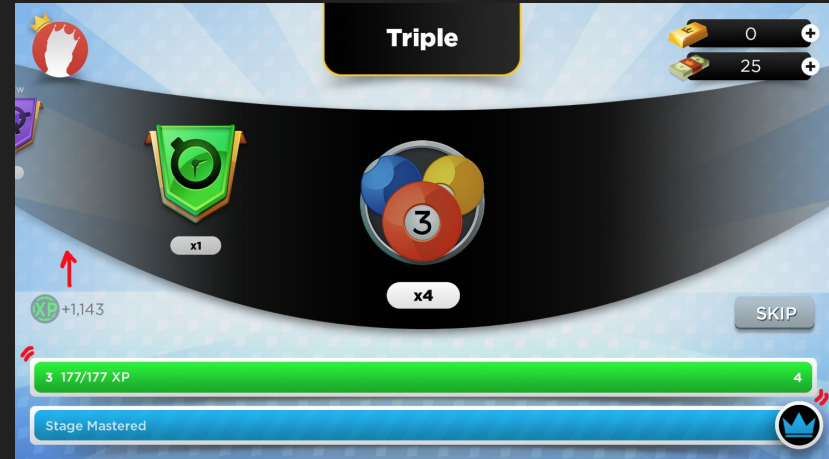


(Text usually moves with the bar) If text runs out of space...  
Text disappears from end + pops to beginning

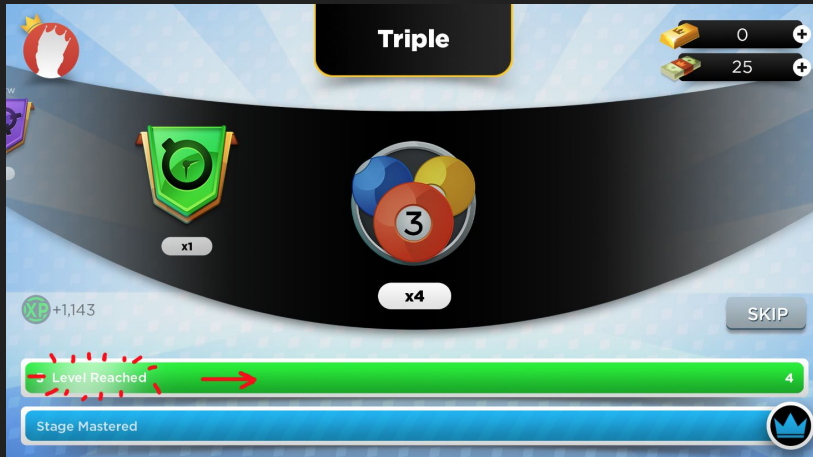


If XP leaks over as carousel is still finishing...

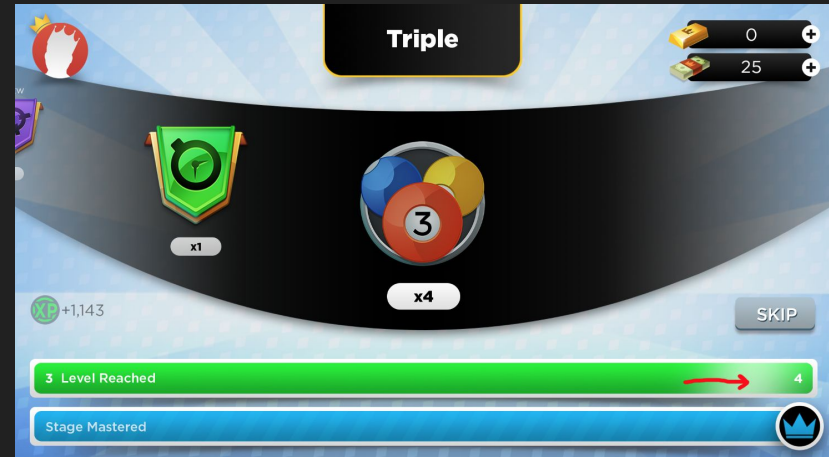
XP value increases from icon on side, XP bar shakes until carousel finishes animating (XP reaches stable value)



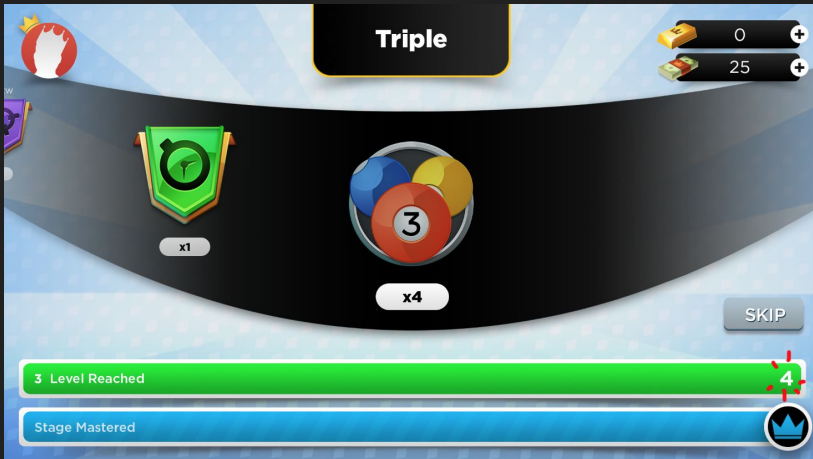
XP text changes to "Level Achieved" (incorrect in mock)



Sheen goes across XP bar



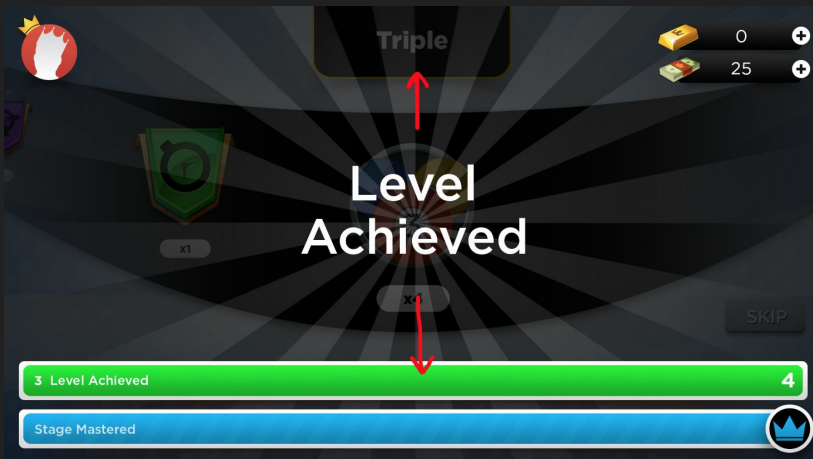
The # of level achieved slightly comes into focus by increasing text size



"Level" + "Achieved" moves in from 2 sides of screen



God rays appear + glow, as "Level Achieved" shrinks to centre



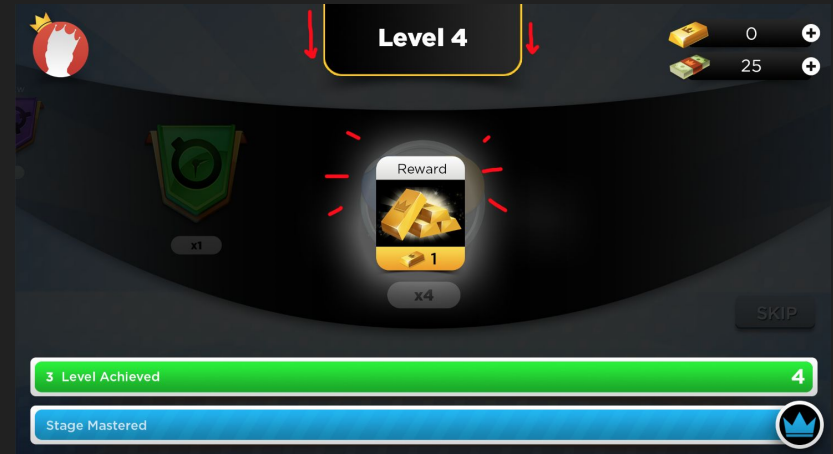
The level # pushes its way in  
Forcefully nudges "Level Achieved" apart with a slight popping anim



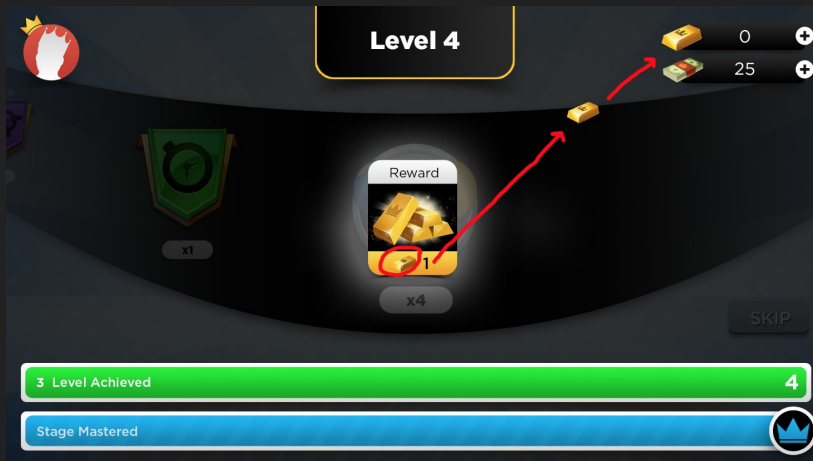
Disappears into nothingness



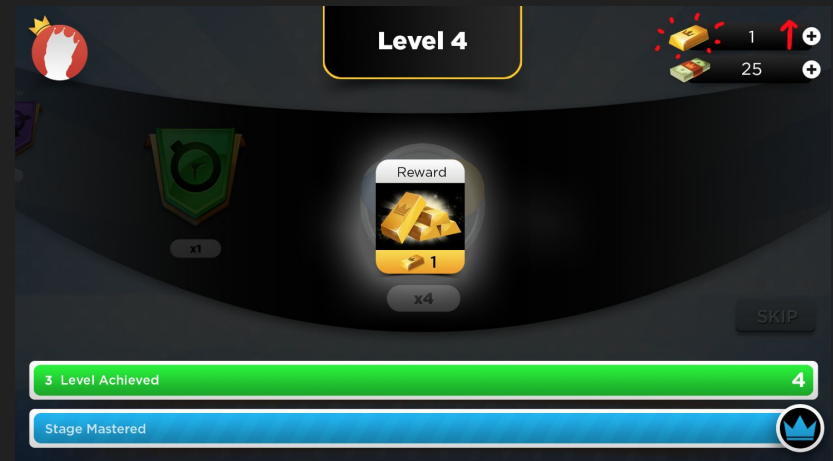
Top panel (Level #) bounces down  
Reward pops into view + glows



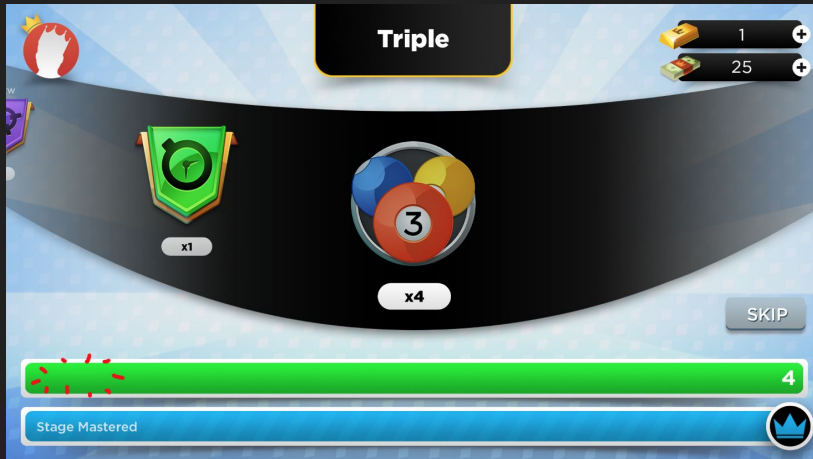
(Auto-claim) Gold bar moves towards gold container  
Shrinks into graphic



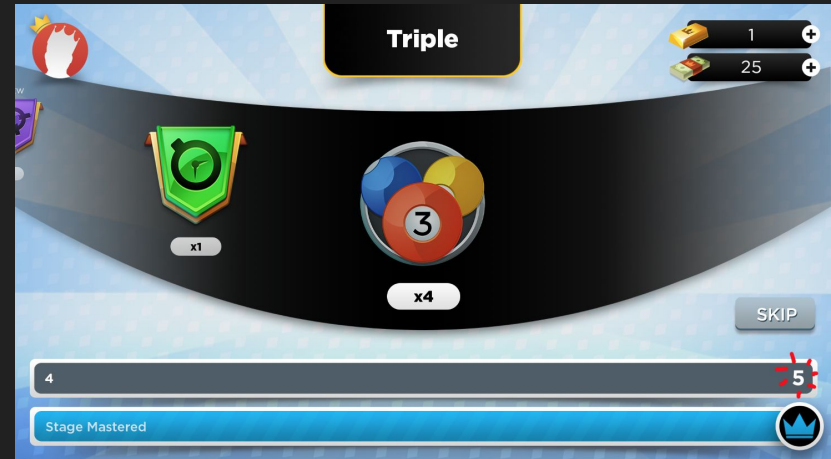
Value rolls up  
Value + graphic end in popping animation (current anim in lobby)



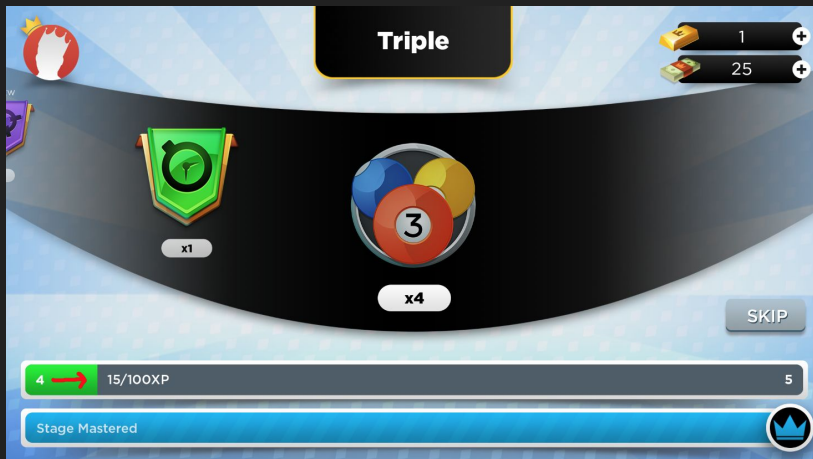
Old numbers disappear is staggered motion (left first, right second)  
Green disappears



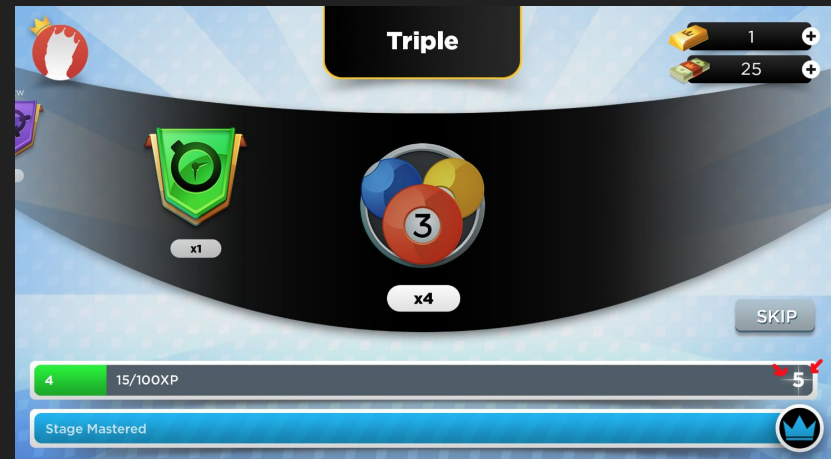
New numbers pop into view in staggered motion  
(Left # bigger than right #)



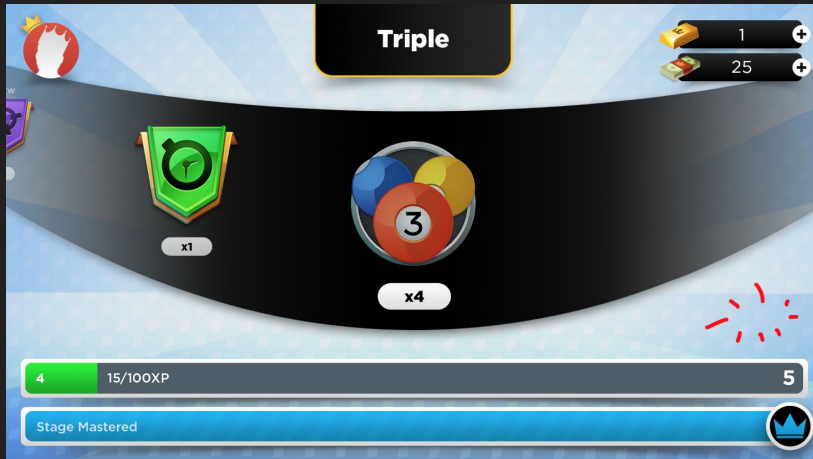
As XP leaks over from previous level...



... Sparkle behind new level  
Number shrinks to right size when done animating

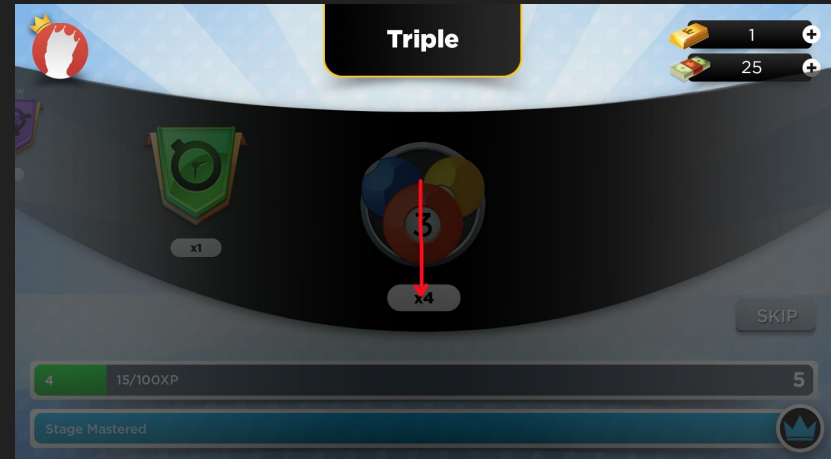


"SKIP" button disappears



(Temporary asset/animation)

Ribbon fills bottom half

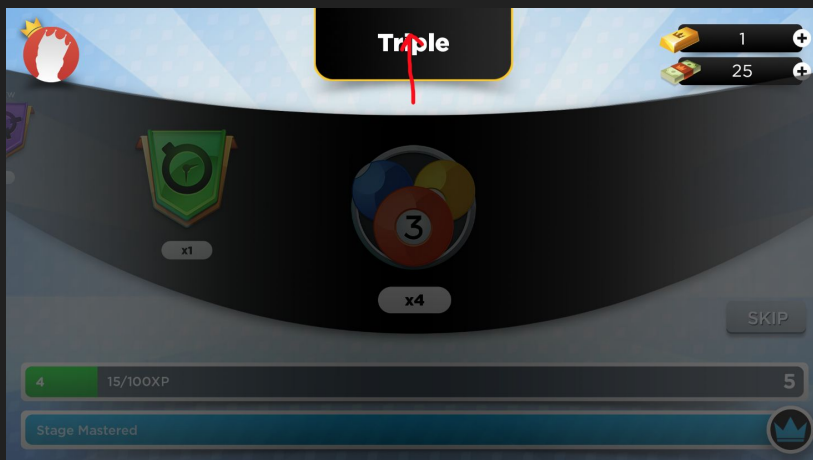


(Temporary asset/animation)

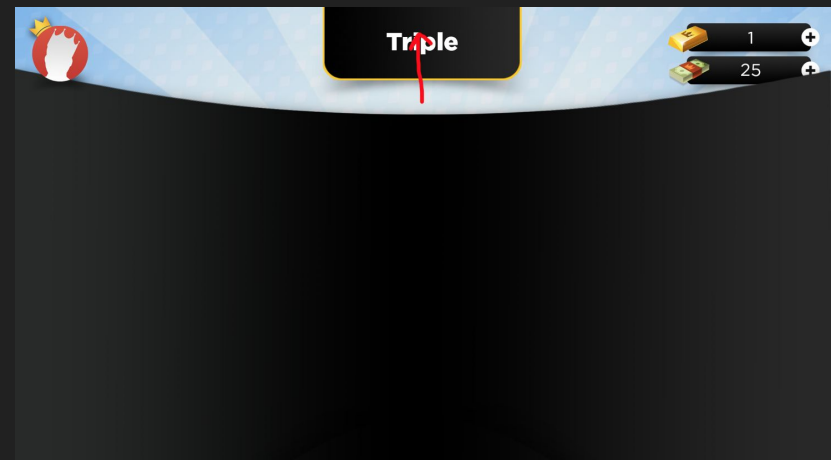
Ribbon reaches full opacity, with all layers below (except for profile)

(Temporary asset/animation)

Ribbon fills top half



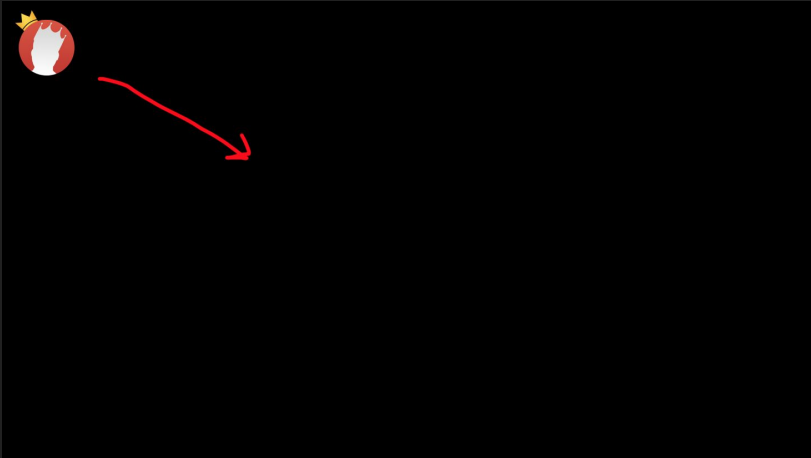
Another option: everything except ribbon simply "whooshes" out of screen, while background fades out



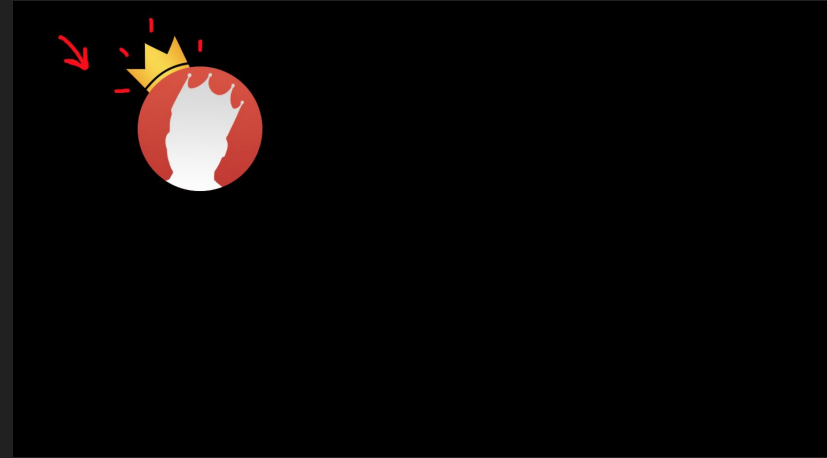
# PART 3



Profile is the only layer above "full screen" ribbon  
Moves towards centre of screen

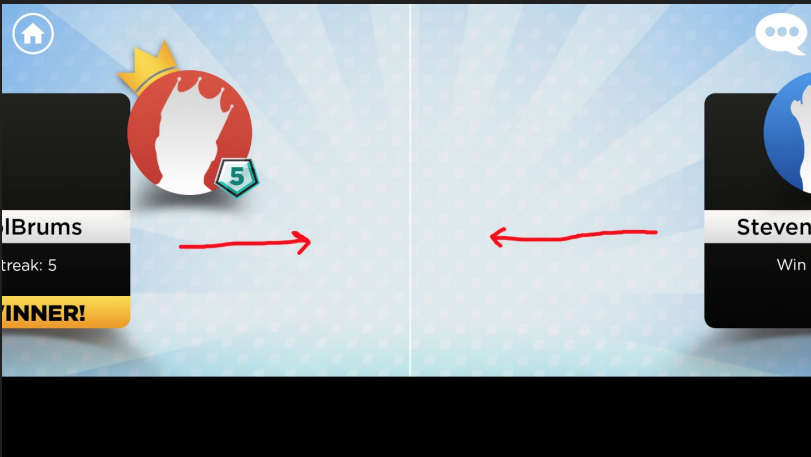


If win...  
Size of crown grows unproportionally (faster) than size of profile pic

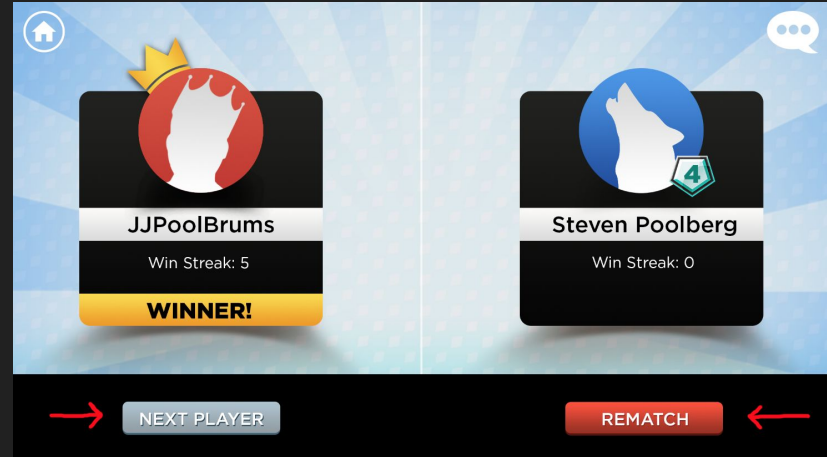


Black fades out, while panels rush in from sides of screen, ease to stop

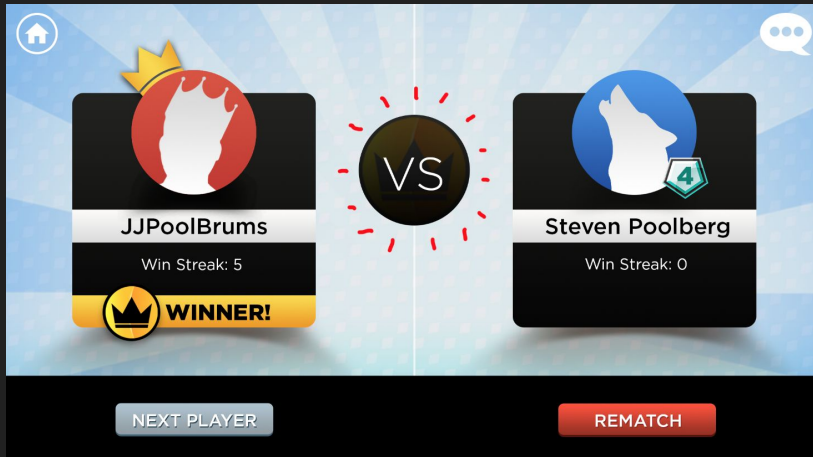
Movement of profile (from previous mock) should match up to the entrance of 2 panels — (incorrect mock) should not look like profile has finished moving, while panels are not there yet



Home, chat, white line, black bottom already on screen at fade in  
"NEXT PLAYER" + "REMATCH" bounce in from each side



"VS" pops out

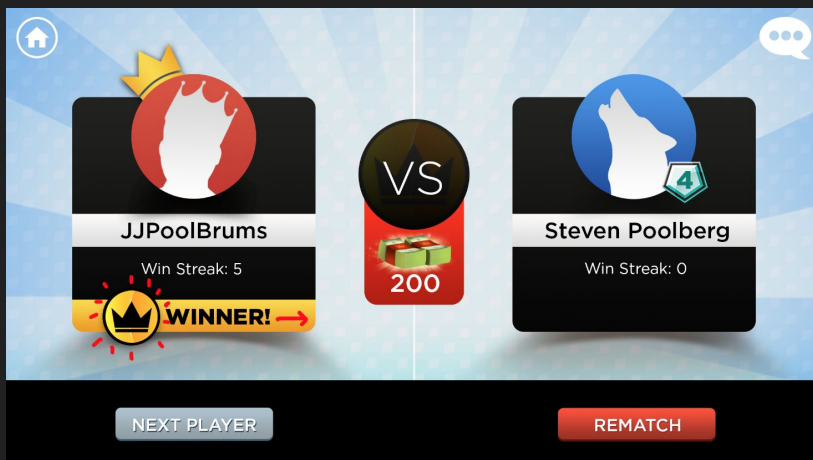


(Incorrect mock - ribbon should be removed from all future screens, or take out centre banner entirely)



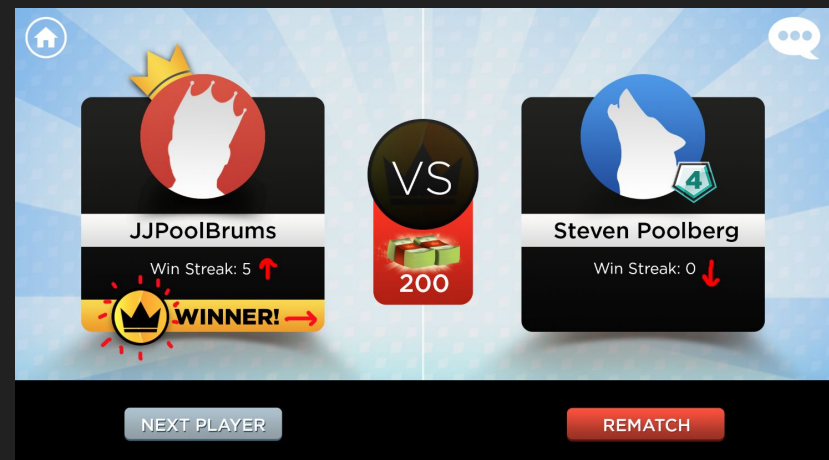
If win...

Win badge/medal pops out + pushes "WINNER!" a little to the right  
(Incorrect mock - previous 2 screens should have "WINNER!" centred like on the previous page)



If win...

Player win streak rolls up + pops, opponent win streaks bumps to 0 + 0 squishes a little in y-axis



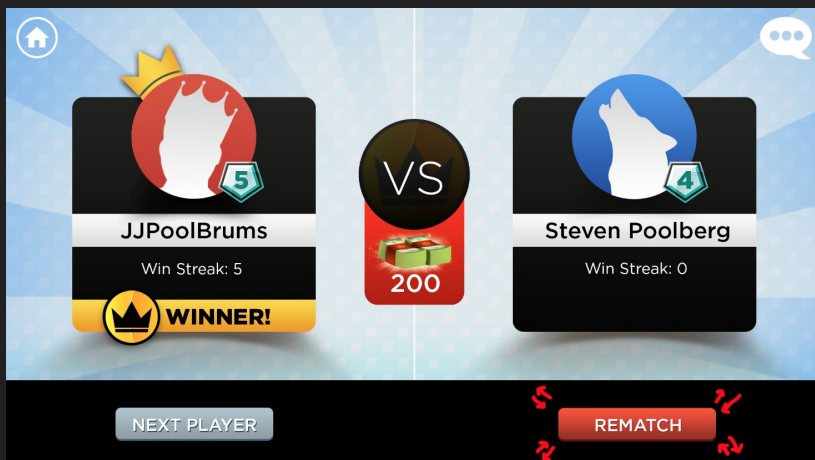
Huge new rank pops into view, glows/dims depending on rank up/down  
Player rank disappears + opponent rank changes subtly in background  
(Incorrect mock - player rank missing on all previous screens)



New shrinks into the right location on player profile  
Pops a little when in place



"REMATCH" button shrinks + grows to incite players to tap



"Return to lobby" countdown appears after certain period of inactivity

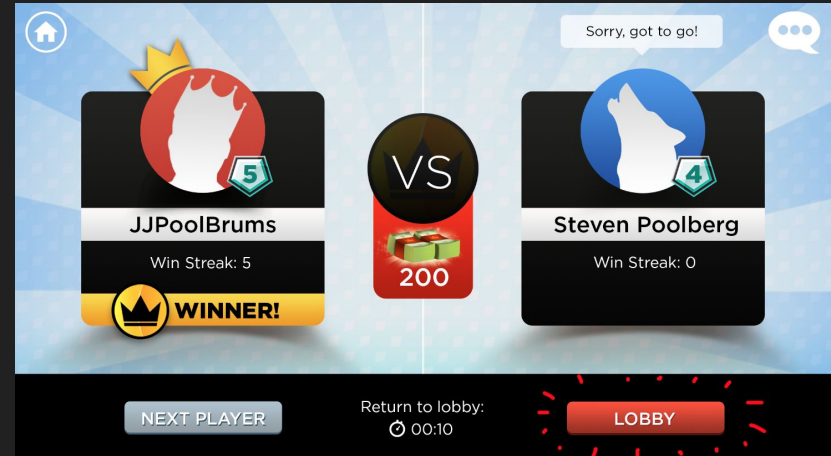


If opponent leaves + rematch is unavailable...

AI automatically says "Sorry, got to go!" instead of waiting for player to hit "REMATCH" and then displaying this chat message

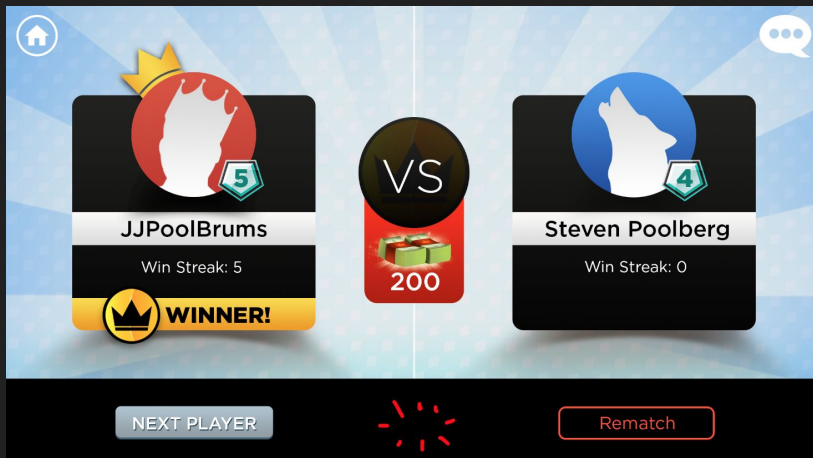


"REMATCH" button gets replaced with "LOBBY" button

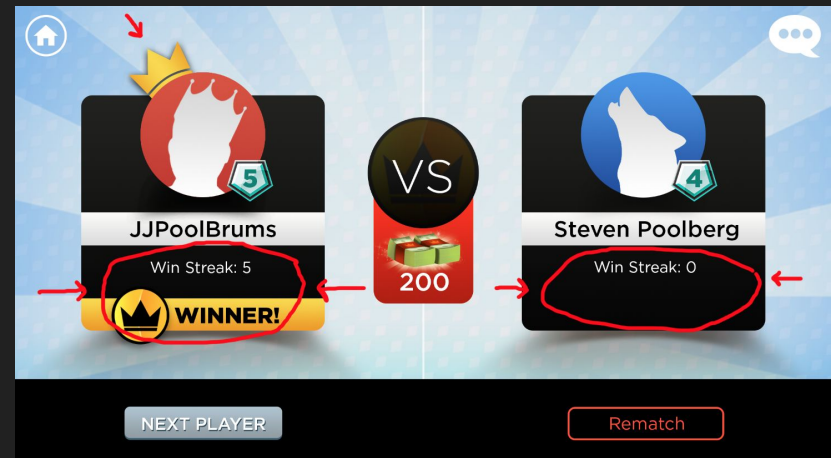


If rematch successful...

"REMATCH" button becomes un-tappable state  
Lobby countdown disappears

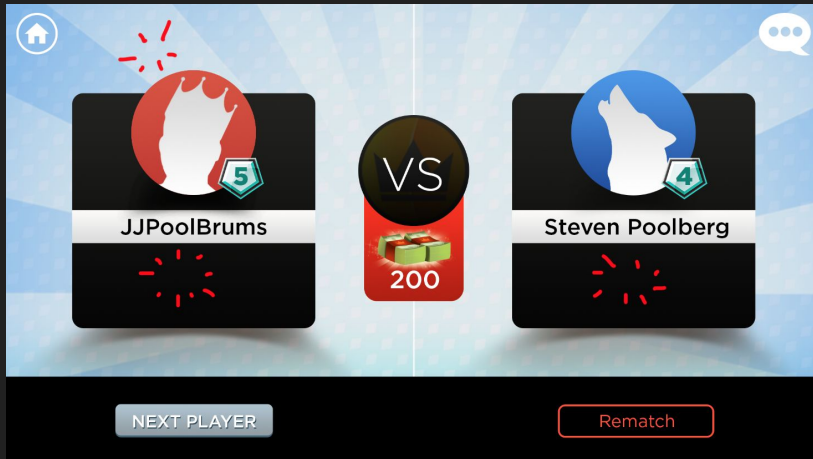


Crown pops into head  
Circled items shrink quickly in x-axis + disappear

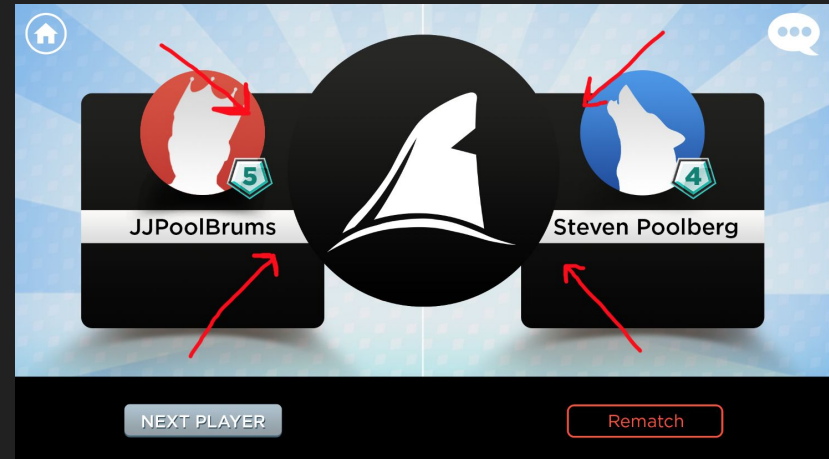


# PART 4

Items disappear to prepare for rematch



Stage icon shrinks into screen + replace vs



As stage icon sets in place, background changes into stage art (art fades in, while ray background becomes more transparent)  
Stage name bounces in from bottom + disappears

Another option: include stage art starting from PART 3, not PART 4



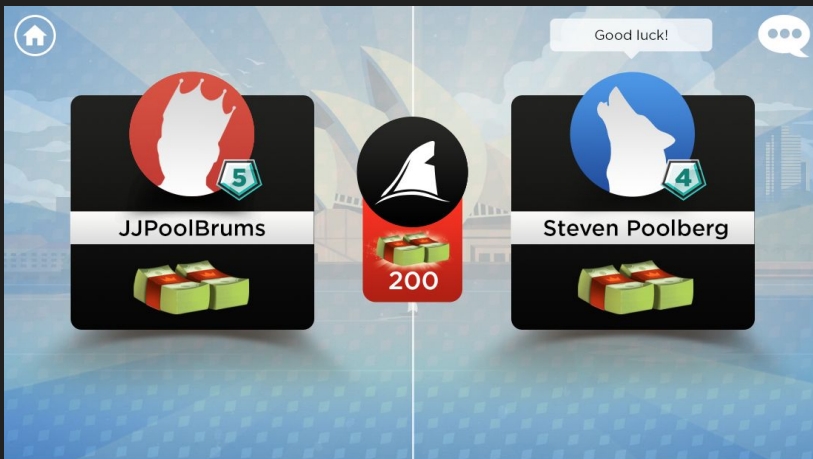
Ribbon moves down from stage icon, cash stack and cash value popout  
(Incorrect art - red ribbon already present here, but should not be)

Use case: might need to include mini store for insufficient funds, or money container to display updated values from rematch



If opponent wishes to chat...

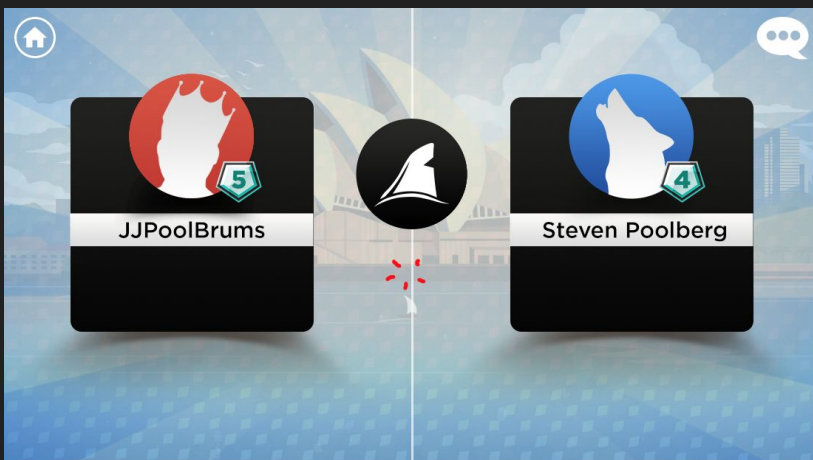
Now would be the time :)



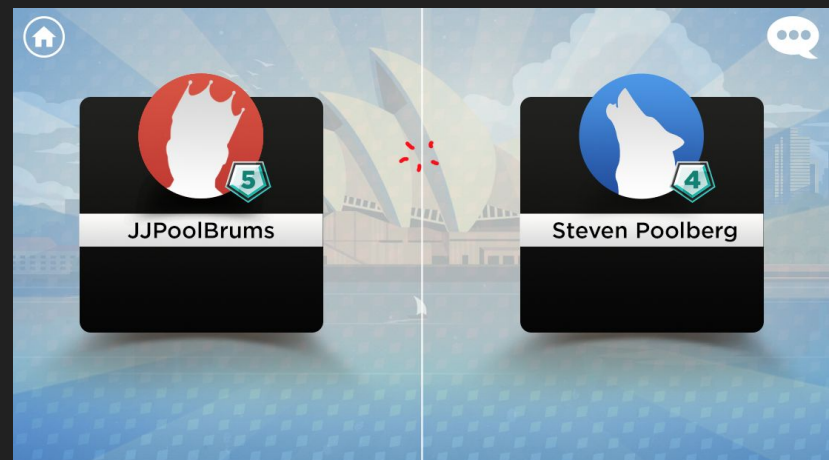
Centre banner begins to disappear



Red ribbon moves upward into stage icon



Icon pops + vanishes



Panels move out of screen (animation slow to start, fast upon exit)



As panels move, everything in background fades out (except the background itself)



Background is only thing left on screen  
Ray overlay becomes more and more transparent...



...Until stage art is at 100% opacity (opaque)  
"Connecting to game..." appears (loading spinner or animating dots)

