



#### TITLE & IDEA



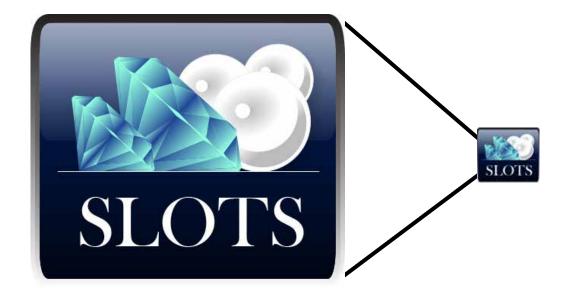
#### Font Usage: Baskerville Old Face

#### Theme Idea:

My idea was to use icons women ages 55-65 would recognize from TV Shows, Movies, and Advertisements. I focused on "hunks" and fashion icons that were reminiscent of their the time period and easily recognizable. The font selection was based on fonts also used in advertisements relevant to the time period. In addition, the title "Diamonds & Pearls" I believe all women have an absolute love for and would attract the interest of a female market.



#### HOME SCREEN ICON



#### Game Icon:

The icon displays "Diamonds and Pearls" bringing the game title and imagery together for easy translation. Colorations and font usage is consistant with colors utilized during game play and game start.



#### REEL ICONS







M. Monroe



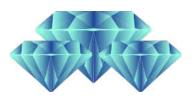
B. Reynolds



E. Presley



Single Diamond



Triple Diamonds



Cash



Wild



Pearls



## MOBILE





# TABLET





#### MOBILE



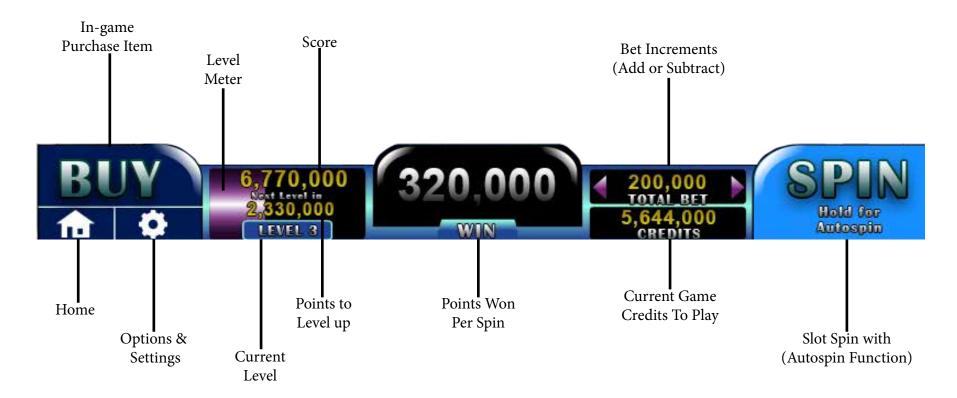


# TABLET





## CONTROLS





## SPECIAL FEATURE



#### Wild Multiplier:

Depending on if the player gets 5 of the same character in a will trigger the score multiplier point special effect. The wild multiplier would increase the point value 2-5 times in a slot spin.



Wild Multiplier (Mobile) Phase 1 - Strike Through





#### Wild Multiplier (Mobile) Phase 2 - AE Animation





#### Wild Multiplier (Tablet) Phase 1- Strike Through



#### Wild Multiplier (Tablet) Phase 2 - AE Animation

