

## HELPS/PAYS ART CHECKLIST

## PROVIDE CONTEXT [MANAGER/TEAM LEAD]

COMPLETE	TASK	COMPLETED BY	DATE
<input type="checkbox"/>	Have artist review help screens from existing game, preferably on same cabinet, to get familiar with terminology, images, etc.		
<input type="checkbox"/>	Have artist review game description from existing game on same cabinet, if possible, to get familiar with cabinet/platform specifics, images needed, how used, etc.		
<input type="checkbox"/>	Provide files for images common to all game helps on same cabinet (e.g., button deck, individual buttons, bingo grid).		

**IMPORTANT INFORMATION:**

- Some text is different between Class III and Class II, based on the way the games pay and the different on-screen navigation required as a result. In addition to the separate bingo-related help screens, there are differences in the pay table and game disclaimers, the on-screen navigation, and possibly the wagering & buttons information.
- Some text/images vary by cabinet because, for example, the buttons or icons have different labels.
- PLATFORM1 games operate differently than PLATFORM2 games, especially relative to Class II. This requires different help screen text and different on-screen navigation icons.

## DESIGN CONCEPT [TEAM LEAD/ARTIST]

COMPLETE	TASK	COMPLETED BY	DATE
<input type="checkbox"/>	Design help screen background consistent with game art.		

## LAYOUT/TEXT ENTRY [ARTIST]

COMPLETE	TASK	COMPLETED BY	DATE
<input type="checkbox"/>	Develop screens per latest version of help text document. (Play game &/or ask tech writer to clarify anything you are not sure about.)		
<input type="checkbox"/>	Review completed screens and correct any visual issues (spacing, overlap, etc.).		
<input type="checkbox"/>	Review completed screens for accuracy to help text document.		
<input type="checkbox"/>	Have team lead proof screens against help text document ( <u>before</u> passing to tech writer for review).		
<input type="checkbox"/>	Provide image files to tech writer for feedback.		

## REVISIONS [ARTIST]

COMPLETE	TASK	COMPLETED BY	DATE
<input type="checkbox"/>	Read through entire list of revisions/edits from tech writer. (Ask tech writer to clarify anything you are not sure about.)		
<input type="checkbox"/>	Check off or highlight each item on the list as it is completed to ensure nothing is overlooked.		
<input type="checkbox"/>	After making all edits, review completed screen for accuracy with respect to both the list of edits provided and the latest version of the help text document		
<input type="checkbox"/>	If edits are only provided for one class (e.g., Class III or Class II), check the other version to see if the same issues exist for items that are common to both (e.g., pay tables/lines, bonus play, button deck, etc.).		
<input type="checkbox"/>	Have team lead proof screens against help text document and list of revisions ( <u>before</u> passing to tech writer for review).		
<input type="checkbox"/>	Provide image files to tech writer for feedback.		
<input type="checkbox"/>	Provide image files to programmer after writer confirms accuracy.		

Standard file naming convention:

### **C2\_01\_GAMETITLE-BONUS**

- The first two-character set represents the class (C2 or C3).
- The second two-character set represents the help screen sequence number ("01" = Screen 1). The screen number is indicated in the help text document. The second screen of the same topic would be next in the sequence and all other later screen sequence numbers increase by one. **(NOTE: If the text shown for a screen is too much to fit on one screen, see the writer to determine where/how to break the pages.)**
- The rest of the file name is a description of the content.

Some screens documented in the help text document are NOT part of the actual help screen sequence (e.g. Denomination, Bingo Pay Table and Pay Tables if they go on the game's upper screen). Do NOT include screen numbers for these file names:

### **C2\_DENOMINATION**

For pay tables, include the bet multiplier at the end:

### **C2\_PAY-TABLE\_1x**

This way it is clear to the programmers that these screens are not part of the help screen sequence. Only pages with the screen number indicated in the help text document are part of the actual help screens.