



BOARD GAME ACTIONS

◆ • SFX BUNDLE ◆ FOLDER STRUCTURE • ◆



1 BOXES AND PACKAGING

- Box Content Shakes
- Box Openings
- Packing Pieces



2 GAMES ACTIONS



CARDS AND DECKS

- Dealing
- Flips
- Shuffles



CHESS AND CHECKERS

- Checkers
- Chess



COINS AND CHIPS

- Chips
- Coins



DICE

- Dice Rolls Throws and Table Hits
- Dice Shakes and Cups



TOKENS PIECES

- Miniature Map Movement
- Piece Drops and Slides
- Token Moves



3 PROGRESS, REWARDS AND CUES



CROWD REACTIONS



FAILURE AND LOSS CUES

- Round, Match and Player Loss
- Turn Fail



REWARDS AND PRIZE EVENTS

- Prize Wheel Spins
- Resource Upgrade Rewards
- Reward Box Opens



SUCCESS AND COMPLETION CUES

- Objective Reward Cues
- Puzzle Solved Cues
- Round Complete Cues



VICTORY AND WIN CUES

- Match and Strategy Cues
- Victory Fanfares and Jingles



4 PUZZLES BLOCKS



PUZZLE COMPONENTS

- Puzzle Boxes
- Puzzle Solving Actions



WOODEN BLOCK TOWER



5 UI AND MENU FEEDBACK



CASUAL UI

- Core Feedback States
- Selection and Navigation
- Unlocks and Rewards



PLAYFUL UI

- Core Feedback States
- Selection and Navigation
- Unlocks and Rewards



STRATEGY UI

- Core Feedback States
- Selection and Navigation
- Unlocks and Rewards



WOODEN UI

- Core Feedback States
- Selection and Navigation
- Unlocks and Rewards