

Play Features Support Documentation

Support guide for player-facing gameplay, teams, win pot, demo modes, share mechanics, offline score saving, and analytics.

Product	Version	Date
Team Keepie Uppie	Current support build v1.02	23 May 2026



Brand mark used across menu, gameplay overlays, and support materials.



Mobile play screen example showing Demo Live, HUD, pot value, and Silver 2x bonus.

Document purpose

Support use

Use this document as a reference when explaining gameplay behaviour, player flows, demo modes, win pot visibility, score saving, sharing, and analytics to customers, sponsors, operations teams, and support staff.

Quick feature index

Feature	Player experience	Support notes
Core play	Tap/click to keep the football in the air with progressive difficulty.	Android stability optimisations are included.
Teams	Players create or join teams and contribute points to team totals.	Team links and codes support viral sharing.
Win pot	Points convert into a GBP pot value when the feature is enabled.	Admin controls point value and whether the feature is active.
Game modes	Active, Demo invalid, and Demo live modes are available.	Demo messaging is visible to players.
Bonuses	Gold, Silver, Shield, combo multipliers, and Share Revive add variety.	Bonuses roll into the final saved score where saving is active.
Offline saves	Scores use idempotent submission IDs and a local queue.	Protects against connection loss and duplicate saves.
Analytics	CMS tracks plays, leaderboards, events, shares, and bonus activity.	Analytics is non-blocking and does not affect gameplay.

1. Core gameplay

Players tap/click the football to keep it in the air. The run continues until the player misses, unless a save mechanic is available.

- Tap/click ball control designed for mobile-first portrait play.
- Each successful keepie uppie increases the score.
- Difficulty progressively increases as the score rises.
- The HUD displays score, best score, mode/bonus status, and pot value when enabled.
- Landscape orientation is blocked with a player-facing rotate-device message.
- Mobile/Android stability mode reduces expensive visual effects to protect frame rate.

2. Player registration, consent, and teams

Normal play captures first-party player details and connects each player to a team.

Player registration

- Players provide name and email before normal saved play.
- Required legal consent is captured before play.
- Optional marketing consent is captured separately.
- Player identity and team details are remembered locally for repeat play.

Teams

- Players can create a new team or join using an existing team code.
- Team share links allow friends and supporters to join the same team.
- Team totals are used for team leaderboards and team pot calculations.
- Admin can view teams, team players, emails, and team performance from the CMS.

3. Leaderboards and win pot

Leaderboards show competition progress while the win pot translates points into a clear GBP value.

Leaderboards

- In-game tabs show top teams and top players.
- The public leaderboard page also displays team/player rankings.
- Top-three rows are highlighted as podium positions.
- Pot badges are visually emphasised for both team and player rows.

Win pot behaviour

Item	Description
Point value	Admin configurable up to four decimal places, for example £0.50 or £0.005.
Player pot	Calculated from the player total points across plays.
Team pot	Calculated from total team points.
Visibility	Shown during play and on leaderboards when enabled.
Disable option	Admin can turn the win pot feature off.

4. Game modes

The CMS controls how gameplay is labelled and whether scores/pot values are live.

Mode	Player and support meaning
Active	Normal campaign mode. Scores save, leaderboards update, and pot values accrue.
Demo invalid	Safe demo mode. Gameplay works and example pot values can show, but scores do not save and no pot wins are valid.
Demo live	Shown clearly to players as demo, but works like active play. Scores save, leaderboards update, and pot values accrue.
URL preview	Adding ?demo=1 forces safe Demo invalid mode for preview/sales links.

Player-facing demo notice

In Demo invalid mode, players should see wording such as: Pot values are examples only. No pot wins are valid. In Demo live mode, players should see that scores save and pot values accrue.

5. Bonuses, combos, and save mechanics

Bonuses add gameplay variety while remaining simple to support and explain.

Feature	Behaviour
Combo multiplier	A streak of 10 kicks activates x2. A streak of 25 kicks activates x3.
Gold ball	Awards bonus points and benefits from combo/Silver scoring effects.
Silver ball	Activates 2x points for 8 seconds.
Shield ball	Gives one protection against a missed ball.
Share Revive	After 5+ points, a missed run can be saved once by sharing or copying the team/game link.

Save order

If a Shield is active, the Shield save is used first. Share Revive is offered only when eligible and only once per game.

6. Sharing and Share Revive

Sharing is built into team growth and the gameplay loop.

- Players can share or copy team/game links using native device share where available.
- Share Revive appears after a miss when the player has reached at least 5 points and has no active Shield.
- Share Revive is limited to one use per game.
- Share activity is tracked in CMS analytics.
- Demo invalid mode can still show sharing, but no valid pot win should be implied.

Analytics event	Meaning
share_copied	Player copied a share/team link.
share_started	Player started native share flow.
share_revive_offered	Player was offered Share Revive after missing.
share_revive_claimed	Player shared/copied and claimed the revive.
share_revive_used	The revive actually continued the run.

7. Offline-safe score saving

Score saving is designed to handle weak signal, tab closure, mobile backgrounding, and retry duplication.

- Every completed run gets a client-generated `submission_id`.
- The server stores `submission_id` with a unique index to prevent duplicate score rows.
- If the response is lost but the server saved the score, retry returns duplicate success rather than saving again.
- Failed saves are queued in `localStorage`.
- Queued scores retry on page load, online event, tab visibility return, and future visits.
- Queued-score messaging tells the player when a connection issue has occurred.

Support note

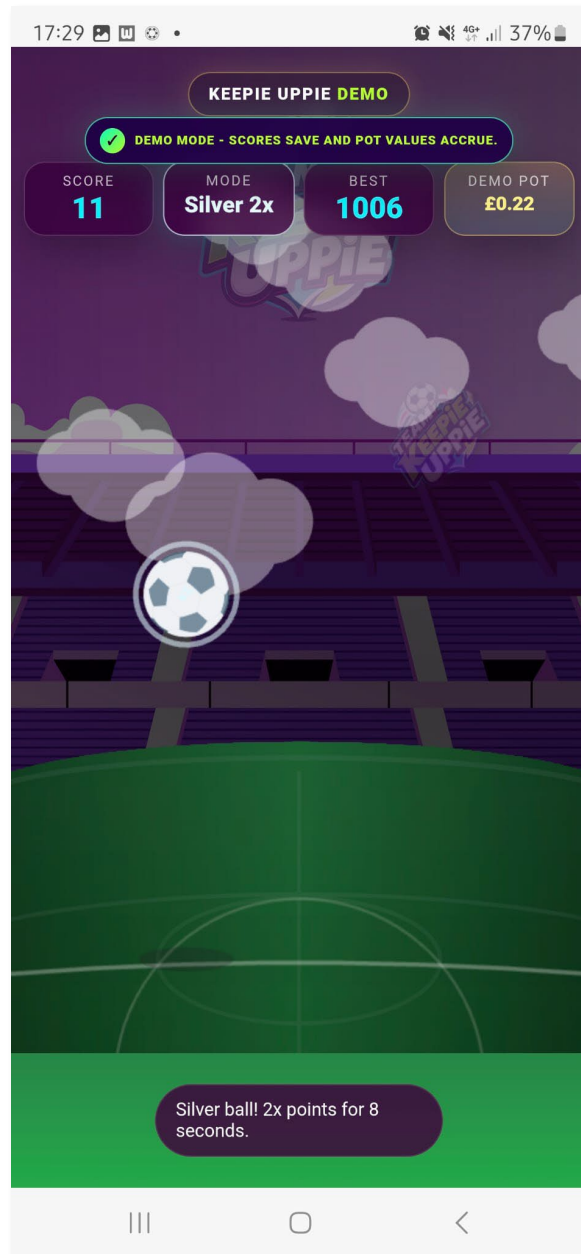
A queued score will not appear on leaderboards until it successfully uploads. Once uploaded, leaderboard and win-pot values update normally.

8. Visual themes, HUD, and player-facing messages

The play screen combines branded visuals with clear status messaging.

- Background options include default purple, sky, and image background.
- The current image background uses a JPG stadium-style asset behind the game canvas.
- The HUD shows score, mode/bonus status, best score, and pot value.
- Gold/Silver/Shield/Combo states use distinct HUD styling.
- Demo mode adds visible banners/notices so players understand the mode and pot validity.

Attached mobile screen reference



Example: Demo live mode with saved scores/pot accrual, current score, Silver 2x, best score, and demo pot value.

9. CMS analytics from play

Gameplay emits non-blocking analytics events and the CMS presents campaign dashboards.

Analytics coverage

- Page loads, game starts, game ends, score save attempts, and score save results.
- Queued score activity, including score queued and queued score uploaded.
- Team creation, team joining, consent acceptance, and leaderboard views.
- Gold, Silver, Shield, Shield save used, and Share Revive activity.
- Share activity, including copied links and native share starts.

CMS dashboard areas

Area	What support/admin can review
Engagement	Players, plays, points, repeat players, daily activity.
Win pot	Player pot exposure, team pot exposure, cumulative pot exposure.
Teams	Top teams by points, players, plays, and pot values.
Share analytics	Share actions, sharing sessions, share rate, top sharing teams and players.
Graphs	Daily plays, new players, points, cumulative pot, funnel, top teams, and share activity.

10. Common support notes

Use these points when answering common player or admin questions.

Issue	Support response
Player says score disappeared	Check whether the score was queued due to connection loss. It should retry automatically when online.
Score appears twice	Duplicate-safe submission_id handling should prevent duplicate saved rows for the same completed run.
Pot shown in demo	This is expected. Demo invalid marks pot values as examples only; Demo live saves and accrues pot values.
Share Revive not offered	Player must have at least 5 points, no active Shield, and must not already have used Share Revive in that run.
Android lag	Android stability mode reduces shadows, particles, vibration, and expensive canvas effects.
Leaderboard delay	Leaderboards update after the score is saved. Offline queued scores appear after successful upload.

Appendix. Feature event reference

A condensed reference for player-facing and analytics events.

Event	Meaning
game_started	A play run started.
game_ended	A play run ended.
score_save_started	Client attempted to save a final score.
score_saved	Server confirmed the score save.
score_save_failed	Score save failed and may be queued.
score_queued	Score stored locally for later retry.
queued_score_uploaded	Previously queued score uploaded successfully.
gold_bonus_hit	Gold ball hit.
silver_bonus_hit	Silver 2x bonus activated.
shield_bonus_hit	Shield bonus collected.
shield_save_used	Shield protected a miss.
share_copied	Share/team link copied.
share_started	Native share started.
share_revive_claimed	Player claimed Share Revive.

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