PURE · LOBBY & GAME ENTRY

Kelly Peng · Product Design

Choosing a game. Joining with clarity.

Try the prototype ↗

See Figma ↗



Design challenge / Two tasks

01 / JOIN TABLE BUTTON

Redesign the Join table entry

Make the table easy to read at a glance.

NLH · $0.05 / $0.10

MAHJ · $100 buy-in

Game + group + seats + amount

02 / TABLE TRANSITION

Design the move into the poker table

Show what carries over, what happens during loading, and where the player lands.

Button press → loading → arrival

Keyframes + prototype or animation

Two tasks. Two design responses.

01 / MAKE THE TABLE READABLE

Group the facts.
Name the action.

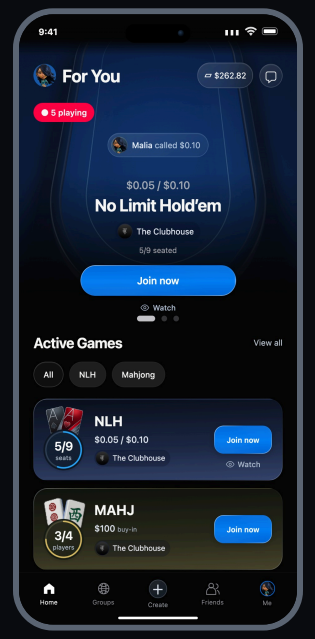
Compact cards with a clear Join now.
Watch remains secondary.



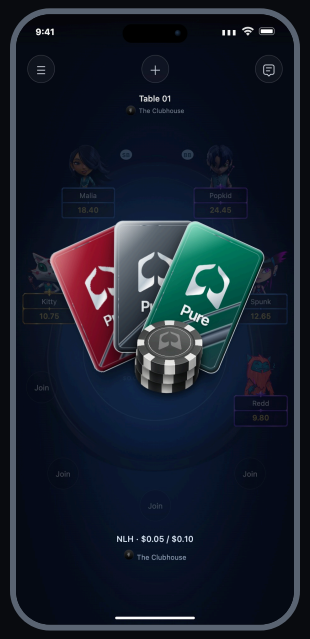
02 / MAKE THE ARRIVAL UNDERSTANDABLE

Keep the game identity through the transition.

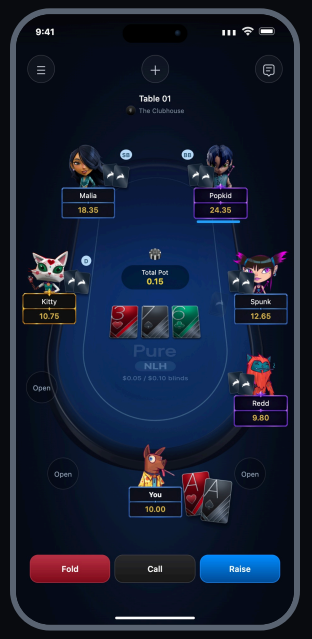
Show loading, then a clear ready state.



Select



Loading

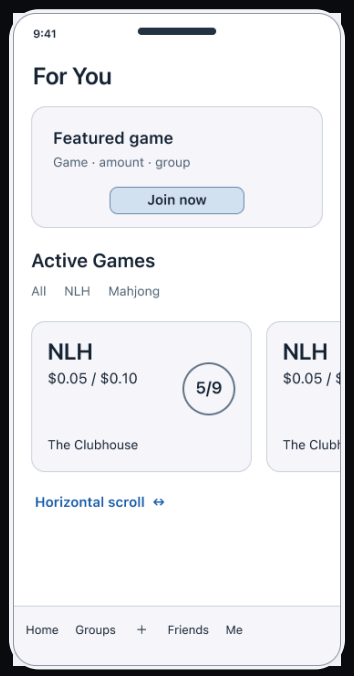


Ready

Six card and scrolling directions

A / Original reference

Compact horizontal

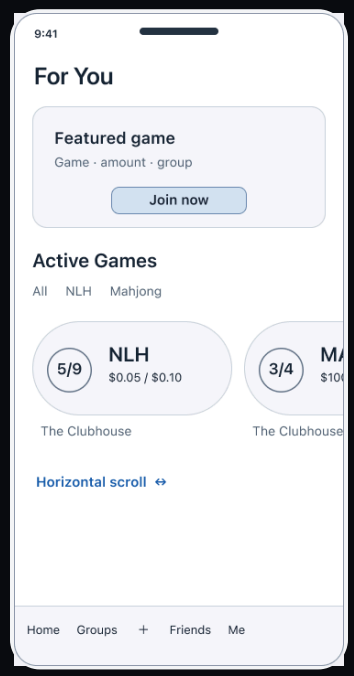


Saves Home height.

More games need a side swipe.

B / Saved iteration

Capsule horizontal

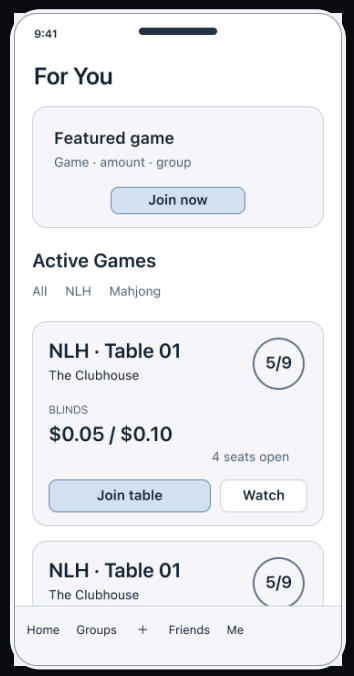


Distinct silhouette.

Tighter interior; still a side swipe.

C / Saved iteration

Tall vertical

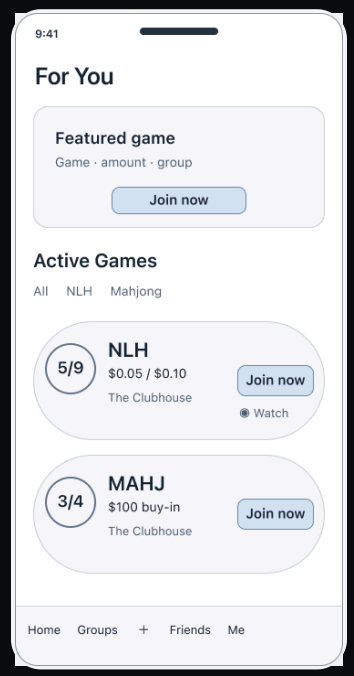


Room for more detail.

Fewer tables fit on screen.

D / Saved iteration

Capsule vertical

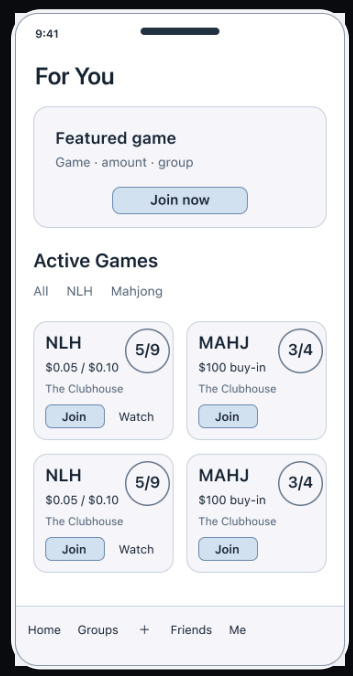


Follows the Home scroll.

Curved ends limit usable space.

E / New comparison

Two-column grid

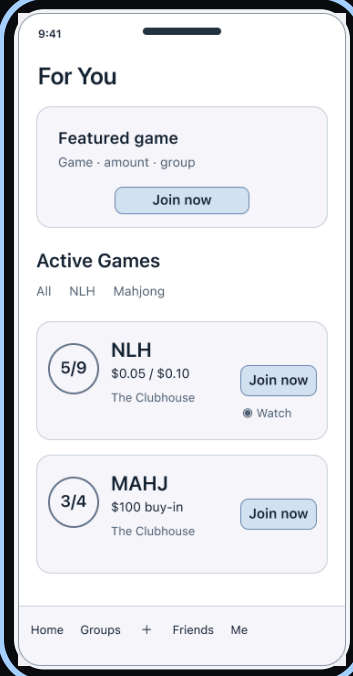


More tables at once.

Narrow cards crowd the actions.

F / Selected

Compact rectangle



Compact rows; aligned Join.

Uses more height than a shelf.

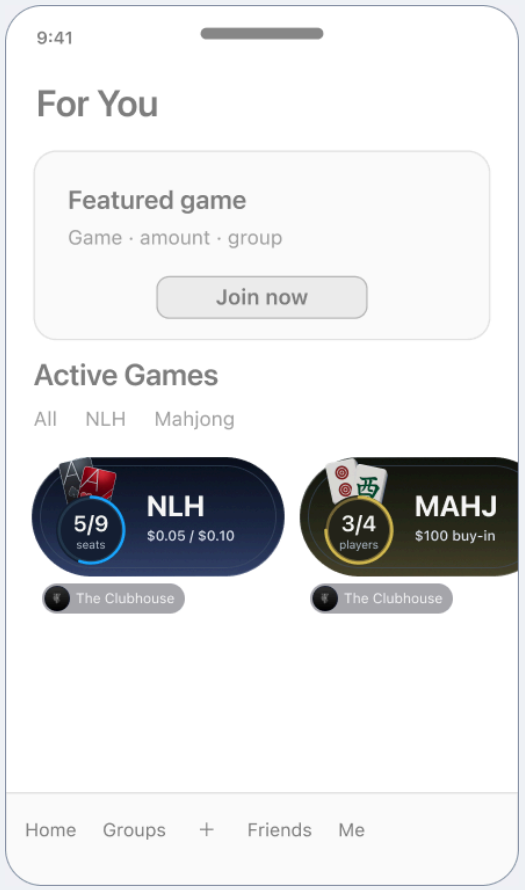
Why F + vertical scroll?

Compare games in Home's main scroll, without switching sideways.
Compact rectangles leave consistent space for facts and actions.

Card shape, in context

01

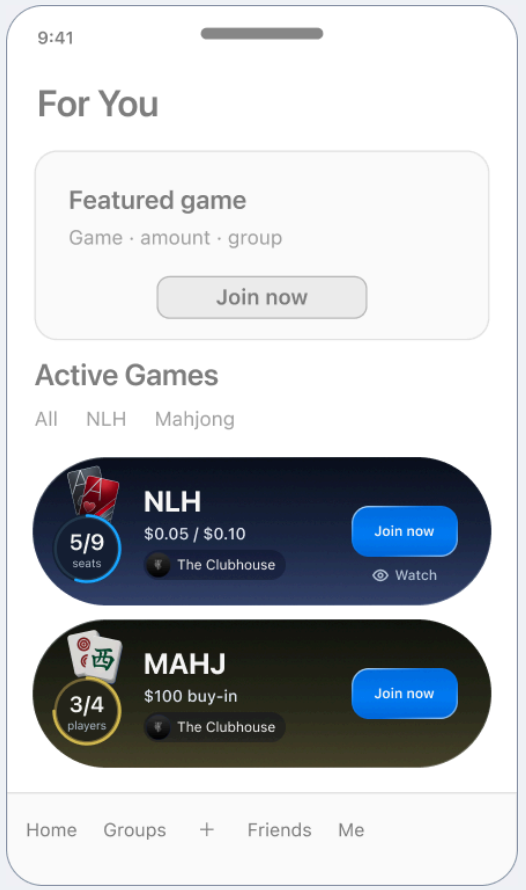
Capsule / horizontal



Short shelf, another swipe direction.

02

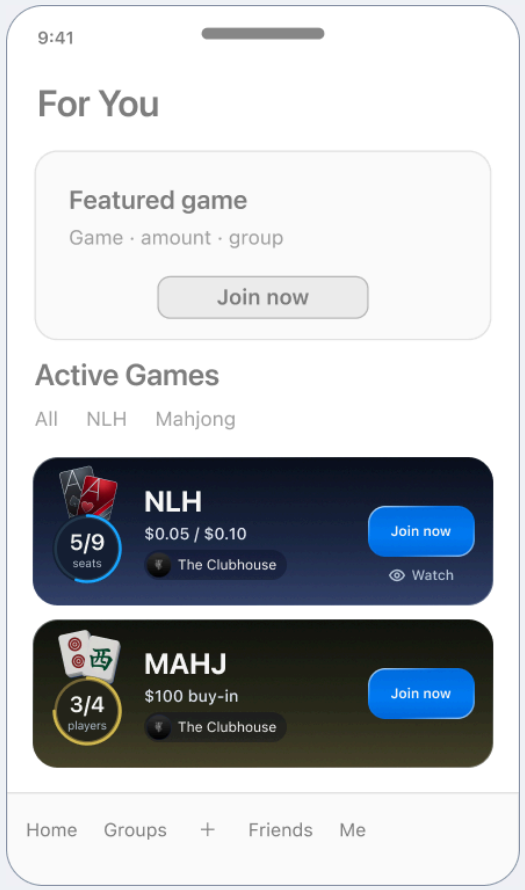
Capsule / vertical



Both games share the main scroll.

03

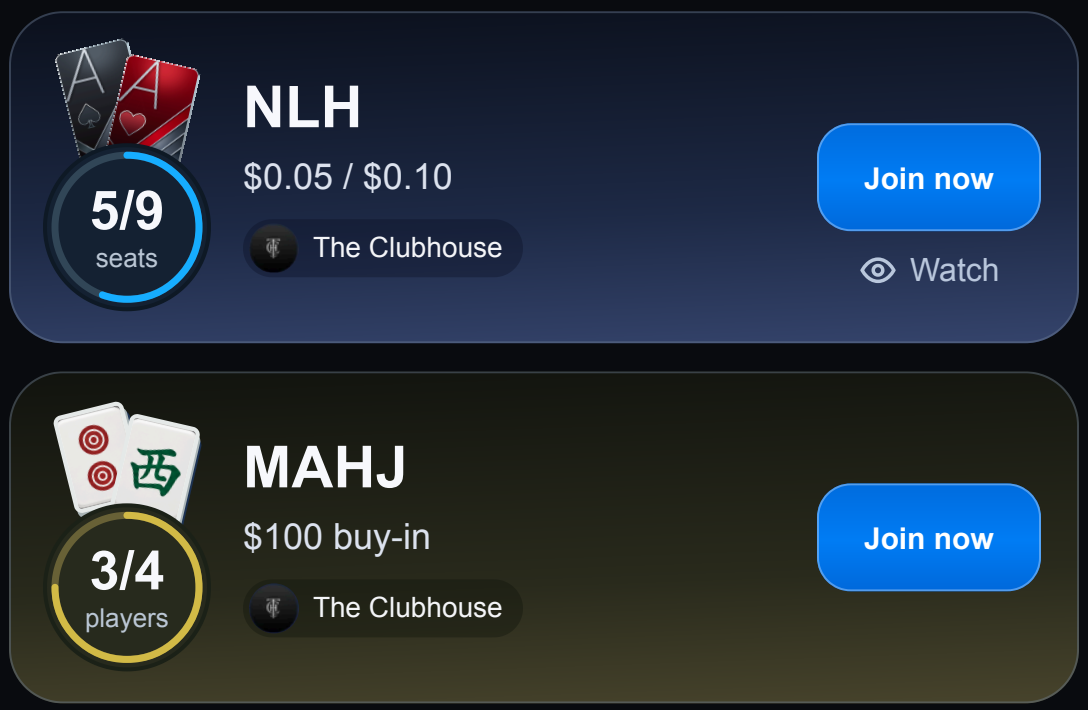
Rectangle / vertical



Selected: regular space for actions.

One card. A clear way to join.

SELECTED / COMPACT VERTICAL LIST



Compare the facts. Join stays centered; Watch sits below.

01 / FIND THE ACTION

Visible cues reduce searching.

Weak cues took 22% longer to locate in NN/g's desktop study. [1]

Make Join visually distinct.

02 / PREDICT THE OUTCOME

Name what the tap will do.

Baymard observed users scanning button labels to identify the checkout path. [2]

Join now and Watch name different outcomes.



One primary action

A quieter Watch keeps Join prominent.



One compact shape language

Rounded rectangle, like Fold / Call / Raise.



One occupancy signal

Count + outer ring. No duplicate message.

External evidence informs the design. Validate first taps and expected outcomes with Pure players.

NLH / From lobby to your seat

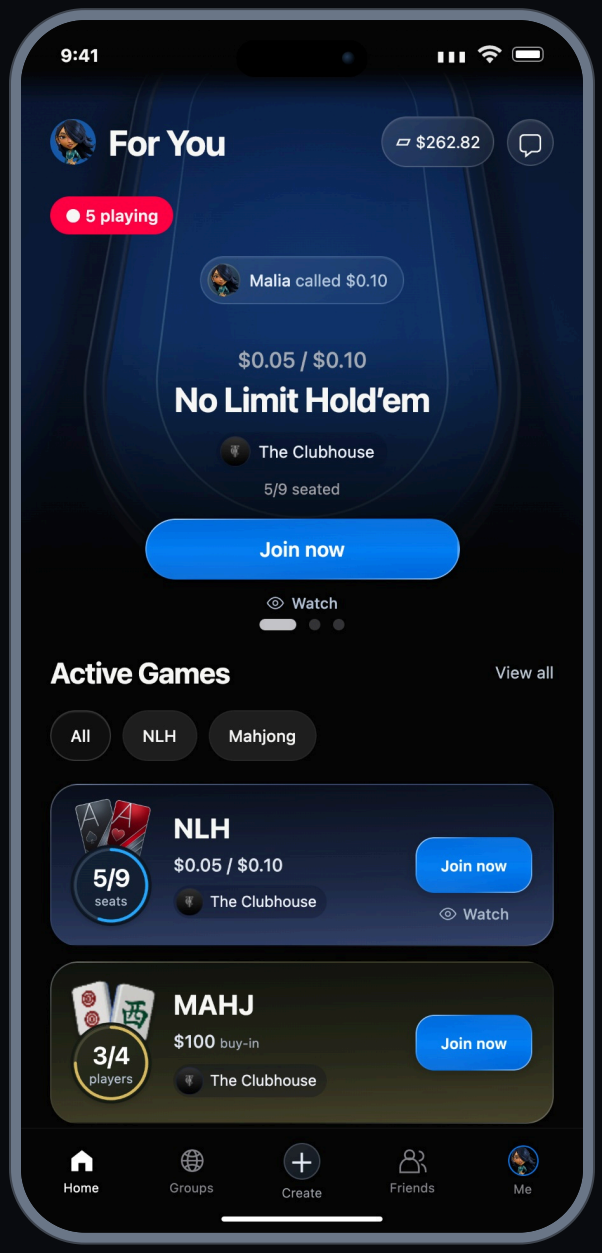
Game identity through the transition.

The cards introduce the game.
Your seat marks the arrival.

Play sequence ▶ Try it ↗

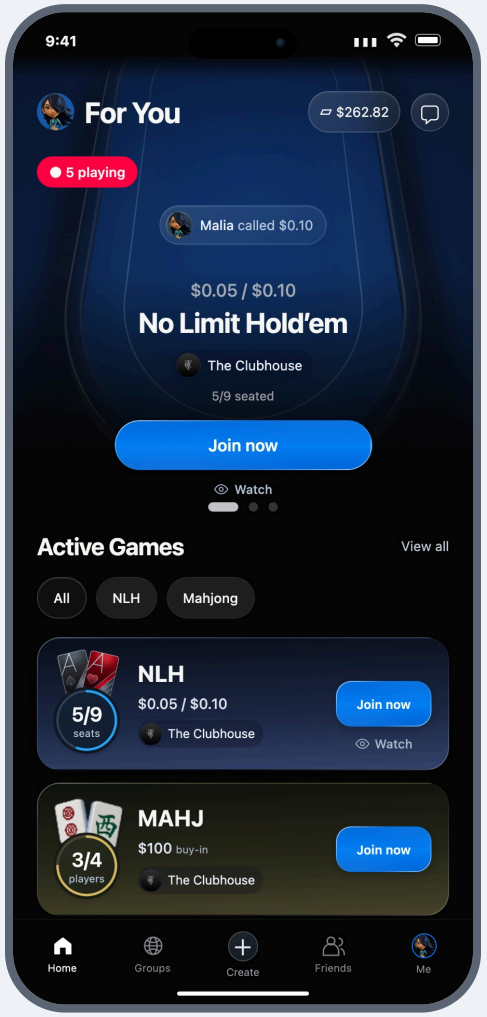
See all six keyframes ↗

24-second prototype sequence



NLH / Select, turn, hold

01 / Select 3.1 s



Choose a game.

02 / Turn 4.9 s



Cards turn. Chips fall.

03 / Hold 5.6 s



The game identity holds.

Replay sequence ↗

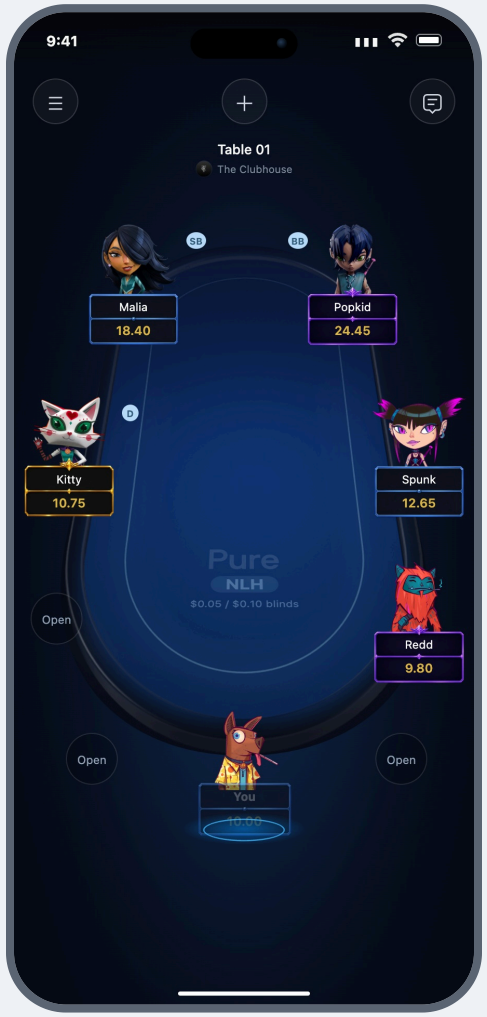
NLH / Depart, take a seat, play

04 / Depart 6.5 s



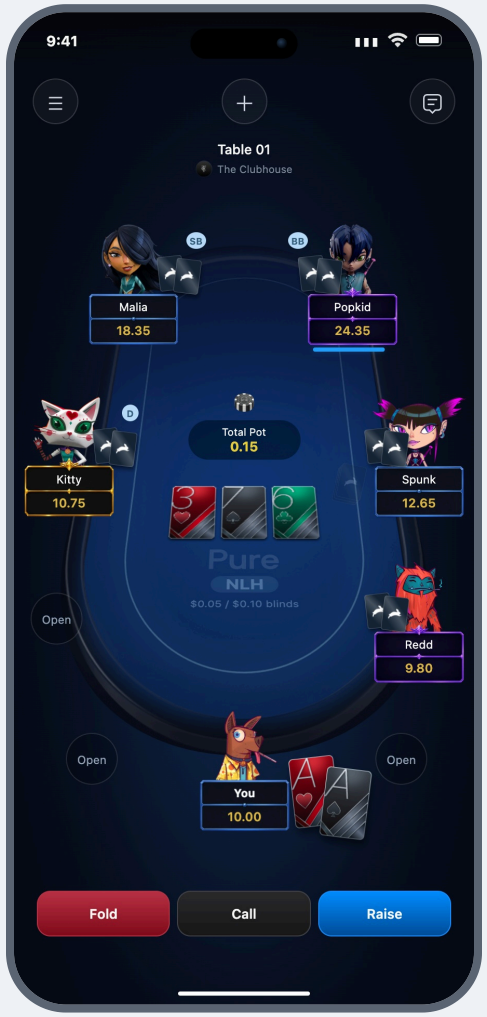
Each prop leaves separately.

05 / Seat 7.8 s



Your avatar arrives.

06 / Ready 14.36 s



A new hand is ready.

Replay sequence ↗

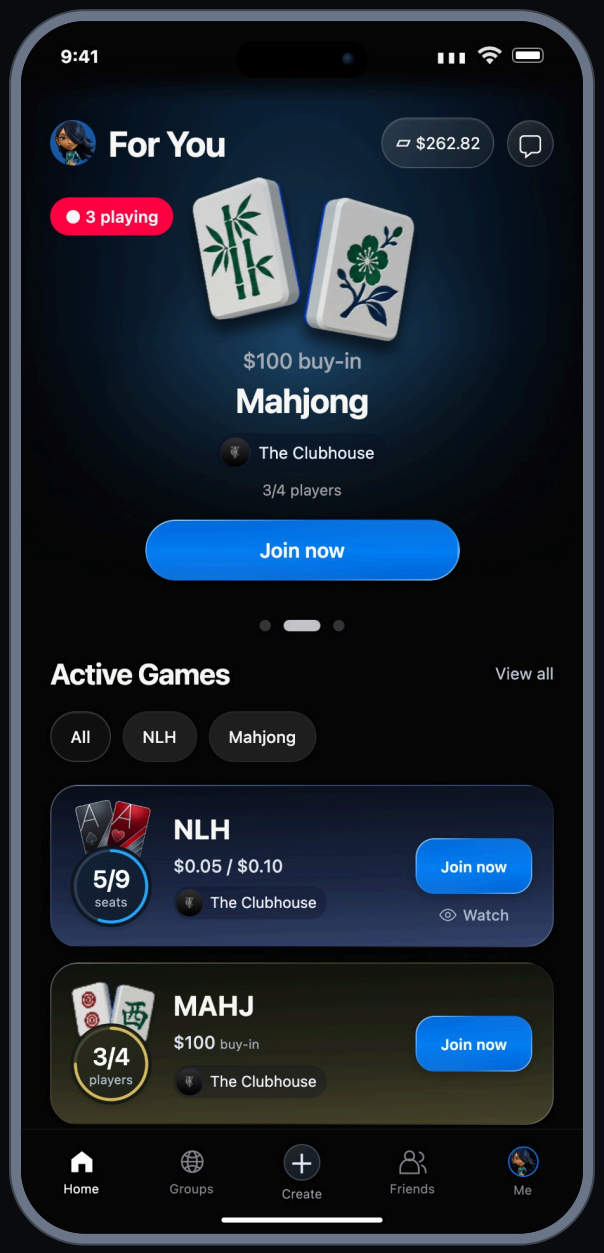
Mahjong / From lobby to the board

Ivory tiles turn.
The board settles
into place.

Play sequence ▶

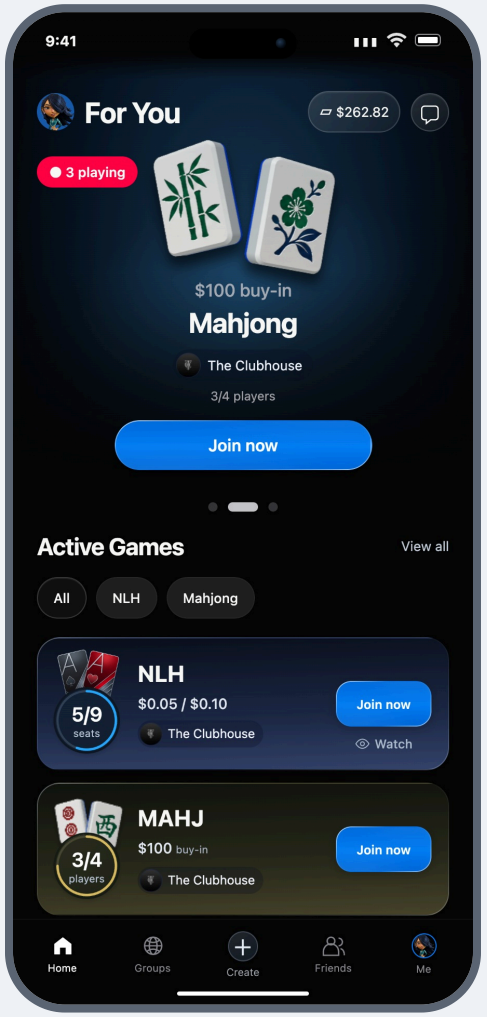
See all six keyframes ↗

24-second prototype sequence



Mahjong / Select, turn, hold

01 / Select 3.1 s



One place remains.

02 / Turn 4.9 s



Solid tiles turn independently.

03 / Hold 5.8 s



Ivory faces and cobalt edges.

Replay sequence ↗

Mahjong / Reveal the board

04 / Dissolve 6.7 s



The introduction fades.

05 / Place 8.2 s



The lower layer settles.

06 / Ready 10.0 s

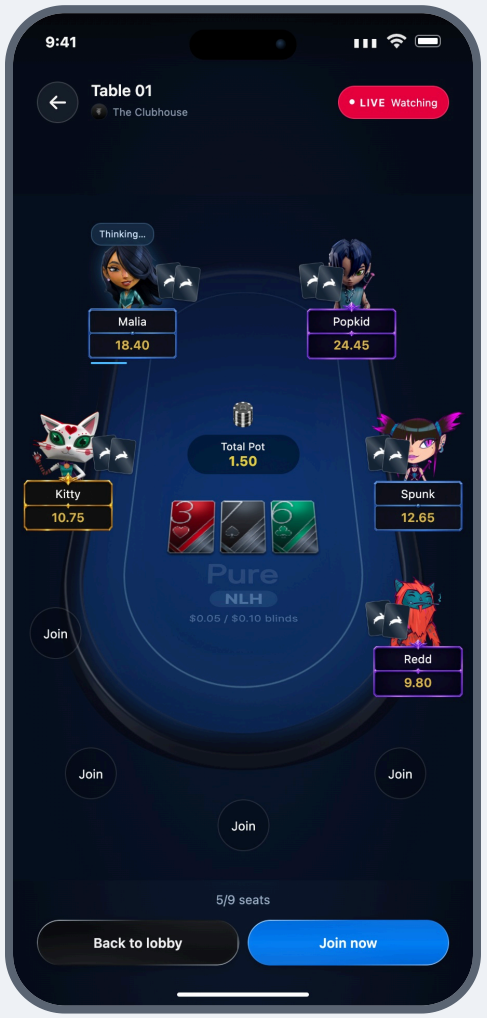


The full board is ready.

Replay sequence ↗

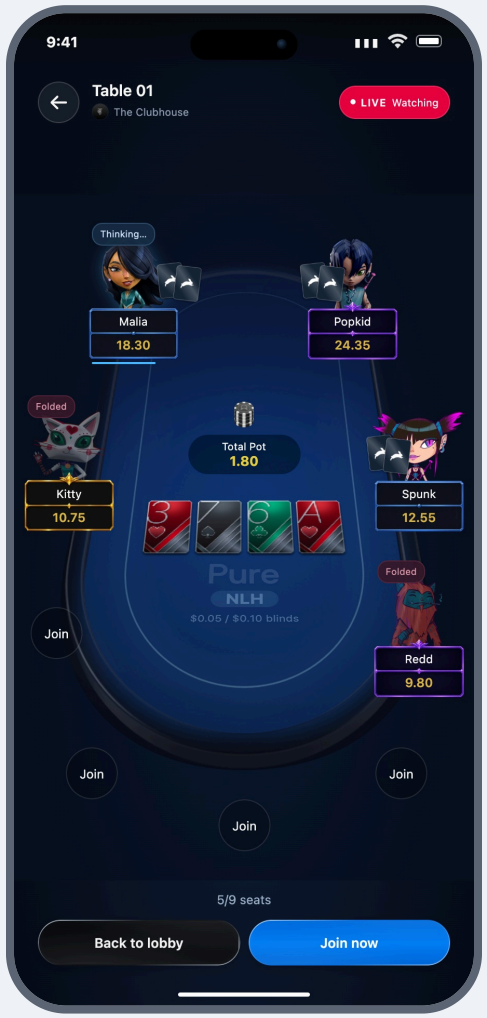
Watch / Observe before taking a seat

01 / Flop 0.7 s



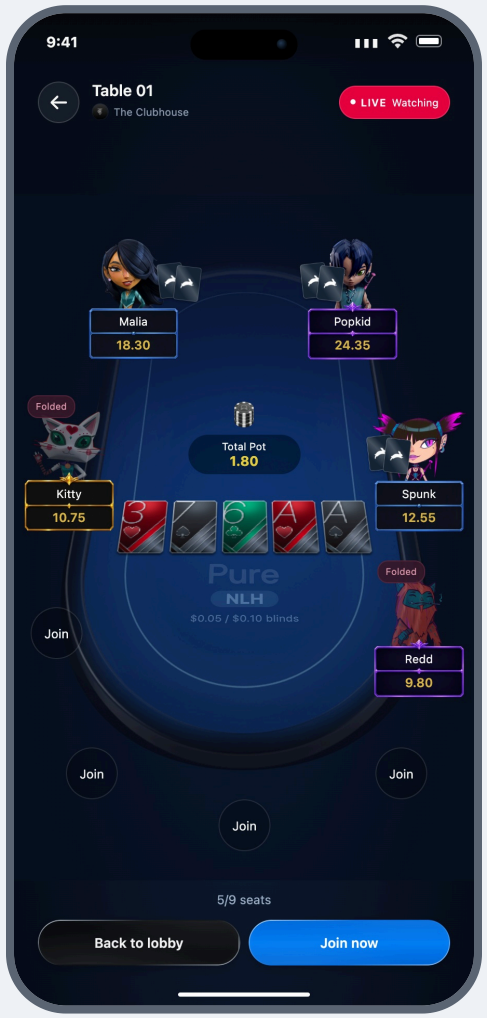
Three public cards.

02 / Turn 17.7 s



The fourth card arrives.

03 / River 29.7 s



Five cards, the same center.

Try Watch ↗

Validation / One check for each task

01 / JOIN TABLE BUTTON

Can players read and choose the table?

Identify game, group, seats and amount.

Explain Join versus Watch.

Compare comprehension and mistaken taps.

02 / TABLE TRANSITION

Can players follow the arrival?

Recognize the destination during loading.

Know when the game is ready.

Test slow loading and reduced motion.

Proposed tests. No player outcomes measured yet.

Try the prototype ↗

Open Figma ↗