Hassan Al Lawati, Chris Maude, Jason Morales, Hoanh Nguyen, Faizan Zafar

Irregular Innovations,

I heard about your prototyping business, and would like to prototype a game idea so that I can explore its marketability and feasibility. We've seen the success of collectible creature games such as Pokémon, open world games such as Minecraft, farming games such as Stardew Valley, etc. I'd like to prototype a game to explore an idea that combines a few ideas from the aforementioned game archetypes. I don't need a heavy focus on art, as that can be implemented after the initial prototyping is complete, but a runnable version of what I give here would be ideal. This will be a cross-platform project that runs on both PC and Android.

Business Requirements:

1. Game mechanics:
   a. Players must be able to move through the world in 3D space on the PC version
   b. Creatures inhabit various worlds, and they move around and learn, and can even be trained.
      i. The creatures must be able to learn behaviors
      ii. The creatures must have different forms of traversal based on their features (wings, legs, fins, etc.)
      iii. Creatures must be varied, and be able to produce offspring based on species
   c. Players must be able to "farm" (collect) resources from the landscape, as well as from repeatable farms that they can earn. Resources are only earnable through in-game play.
   d. Exploration is a core mechanic on the PC version
2. Serialized information:
   a. Players must be able to save their data to some form of cloud-based storage to synchronize between their PC and their phone
   b. A creature can only exist on one device at a time, either the PC or the phone
3. Trading creatures:
   a. Players should be able to trade creatures between each other
4. Phone Requirements:
   a. Player can transfer creature to their phone
   b. When creatures are on phone, a step counter makes them grow
   c. Creatures can be managed via phone
   d. Phone world is not based on traversal, instead based on simple menus and decisions
5. User-authentication required
   a. Users will create an account, and can log in
   b. Progress will be synchronized between logins
   c. Automatically saves progress periodically, and on logoff

Software Requirements:

1. The game must be developed in Unity
2. Firebase DB will be used for data synchronization

Hardware Requirements:

1. Windows computer
2. Android smartphone
3. (optional) We would like a build for Apple devices if possible (iOS, iPhone, etc.)

Support:

1. DB admin
2. New content and new mechanics
3. Events like holidays, anniversary, etc.

Thank you for your consideration, we hope to develop a stellar product together!

Sincerely,
Akashi Mado