

Project Proposal

(SCOPE DOCUMENT)

for

Games of Millionaires

Version 1.0

Purpose of Document

Starting with introducing the project idea, presenting research on the idea and explaining the game scenario, the document explores functionality required in an implementation of the project, technical details to implement the project, flow of data and use cases. Estimated tasks and an expected timeline for implementing the tasks conclude the report.

Project Introduction

This chapter introduces the reader to the WebGL-based five simple games project. Background to the project topic to put the idea into perspective is followed by project definition. We will start with one game and build up to 5 games by the six months, later we are open to add more games as we go on the project

Project Background

The Game of Millionaires is an entertainment and a chance to win prizes and enjoy products that give you back value and wealth.

Every time a product is bought from our sponsor a token (Code, digital coupon) to play the game for free, where there is the prize to be won.

It's also to collect information about the users of that product for marketing purposes later by the game sponsor.

Project Definition

The game site app 9 app (app and web and mobile web compatible) has simple games that can be easily played, it works on slow internet speed and memory efficient. You will be provided a unique code to login and play a game choose the area (groups) or global against everybody. You can use that code only one time to play the game the code should be validated using the API provided by us. the API also will give the value of the high score in the group and global as you choose, in the beginning, Registration information includes your phone, nationality (drop list with a flag icon),

year of birth you can see your score and rank on the daily score of that game raking., and he will receive SMS. confirmation of the registration.

The player can have an extension by providing new code as many time as he likes in one day and all those codes will be linked to his registration, he has 1 hour for the time his session finished to excited that with new Code or coupon.

Project Goals and Scope

Main goals for these games are

- ☐ Is enjoyable.
- ☐ Is ready for commercial release.
- ☐ Has potential for commercial viability.
- ☐ Can support thousand of players in a single environment.
- ☐ It offers 2D graphics.
- ☐ It offers a 2D environment.
- ☐ It has a sound effect.
- ☐ Approximates physics in some aspects.
- ☐ It has a low server load.

- ☐ Ad. push notification use the API provided by us
- ☐ Messages

The implementation goal is:

- ☐ To implement a 2D graphics environment using a game engine.
- ☐ to implement sound effects using a game engine

Requirements Specifications

Functional Requirements

- These games are responsive and low memory
- A unique code generated by database used to play these games
- This game activation code will be an API service provided by us.
- User can play only once using this code
- Registration information includes phone, nationality (drop list with a flag icon), year of birth
- SMS confirmation (OTP) will be sent, which will be managed by us.
- Registration API is also managed by us.

- Full source code will be provided.
- provide a control center to see all games and player activities live
- control to reset the score or set the top score to a specific value for each game
- Set the default difficulty level for the games.

Non-Functional Requirements

- Usability
- Quality
- Documentation
- Reliability and Robustness

Hardware Requirements

Minimum System Requirements:

- Any System that can run any web browser

Operating System Requirement

- Android IOS web browser this should be changed to any web browser and mobile web browser