Chicken Racers

Basics:

Players get chickens and race them. Chickens are gathered by hatching eggs, players will all start out with the basic chicken. There will be a few a few different models of chickens. Cosmetics will be gathered by Eggs as well through microtransactions.

Players will race their chickens against other player’s chickens (replaced with bots until there is a big enough player base). Players can bet on and watch races to earn money. Players will also earn winnings through their races.

Prizes will be awarded for each Chicken with priority prizes going to the top 3 chickens, more-so for the first chicken.

Players can play a minigame every hour to gather more coins and special prizes. Minigame will be a small game where you play as your chicken and run around to collect coins before time runs out.

Chickens can be levelled up and gain statistics and rankings, making the chicken better as it progresses. Items obtained through microtransactions will not apply statistics that can’t otherwise be gained through free items.

At the beginning of the game, the player will be given enough paid-currency to make their first transaction, and paid-currency can be gathered slowly for free through events and minigames.

It will be possibly to create and grow your coop allowing for a limited amount of chickens that the player can have at any given time. Players can train their chickens to become better overtime, there will be potential time-gates on racing, upgrading, etc.

Racing:

Winnings:

 60% to the winner, but 20% to second, 10% to third, 5% to fourth, 3% to fifth and the remaining 2% to be divided equally among the other finishers.