

Flip The Number (may be subject to change)

Languages and localization:

- English (USA, UK, Ireland, Australia, New Zealand, Canada, International)
- Dutch (Netherlands, Belgium)
- French (Canada, France, Belgium, Luxembourg)
- Mandarin, Cantonese (China)
- Indonesian (Indonesia)
- Hindi (India)
- German
- Spanish
- People should be able to select their language, but the language of their phone should be automatically selected as the default

Chat function:

- Players should be able to talk to one another
- This feature requires having an account
- Friends list

Games:

- Players should be able to play multiple games at a time in various stages.
- The limit is max 5
- Players do not need to finish 1 game before moving onto the next
- Push notification when the opposite player has made a play to draw people back into the game

Player versus computer:

- This feature should be able to be played without having to log in or anything

Login:

- Auth0?
- Login with Facebook
- Login with Google
- Email plus password

Making an account:

- Take all info from Facebook
- Take all info from Google
- Need:

- Name
- Birthday
- Gender (for avatar)
- **Any other suggestions**

(Hamburger) Menu:

- Create/Edit the profile
- Change Password
- Terms and Conditions
- Privacy Statement
- Feedback / Support
- Friend list
 - Send their friends invites in the game to play against or invite to the tournament
- In-game store
- Sign out

Player versus Player:

- When someone tries this feature they must log in/make an account
- Customize their name to make sure it isn't public if they don't want to

Tournament style:

- Entering a tournament is 25 tokens
- 16 players per tournament
 - Bracket tournament
 - Max 1 tournament per user
- 1st place + X# points + 50 tokens
- 2nd place + X# points + 25 tokens
- 3rd place + X# points + 15 tokens
- Private tournament vs public tournament
 - The private tournament is friend invite only
 - 'Public' is just searching for anyone who wants to enter a tournament

Leaderboard:

- People need to have an account for the leaderboard
- Only tournament and player versus player can get their points counted for the leaderboard
- Leaderboard structure like:

Flip The Number Leagues (Levels)

1. Diamond
2. Onyx
3. Emerald
4. Ruby
5. Sapphire
6. Jade
7. Platinum
8. Gold
9. Silver
10. Bronze

- When you move up a level within the leaderboard you get free tokens/gems
 - +25 tokens

Sharing feature:

- Send game invites via a link, or Facebook to friends

Monetization:

- Google AdMob
 - Interstitial ads / Reward ads after every finished game.
 - Get X# of tokens/gems for watching an ad
 - 5 Token
- In-app Purchases
 - Purchase tokens
 - To enter tournaments
 - To buy different dice
 - To buy different board skins
 - To buy joker (joker allows extra dice roll once per game)
 - Remove ads
 - Buy more game slots so the maximum increases from 5 to 10
 - For design show all 10
 - 5 open for searching for a game
 - 5 with a lock
 - When clicking on it, then the in-game store should open

Token purchase structure:

- 100 tokens 1.99
- 260 tokens 4.99

- 550 tokens 9.99
- 1150 tokens 19.99
- 2800 tokens 39.99
- 7250 tokens 99.99
- Starter pack 250 tokens for 2.99 (40% discount)
 - This should be offered after the player has completed 3 games
- Users should start with 100 free tokens
- Users start with 0 points
 - Entering the tournament is 25 tokens
 - Daily - tokens randomized
 - Weekly - tokens randomized
 - Monthly - tokens + joker randomized

Game rules:

Goal:

- Turns: Get rid of all your number tiles
- Game: Don't get to 50 points otherwise you lose

Game:

- Throw two dice and add the numbers
- Based on the added numbers turn over the tiles on the board.
- Max 2 number of tiles can be flipped.
- Say your added numbers are 10, the following combination of tiles can be flipped
1+9, 2+8, 3+7 of 6+4
- With 6 the following combinations are possible 1+5, 2+4 of 6
- And so on and so forth for the other possibilities of dice
- After I roll the two dice and flip over my tiles, then it is the other players' turn
- If the scenario comes where only one tile can be flipped, but the dice requires a two tile combination to be flipped, then one tile cannot be flipped.
- If there is no possibility of turning over any tiles, then the turn is over
- The tiles that are not flipped, their value should be added together
- First-person to 50 points loses the game
- If both players end up above 50 points, then the one with the highest points loses the game.
- If the point totals are the same, then a tie-breaker round takes place.
- If you have no tiles left, then you have a perfect game also called: "BUCKY"
- Je mag elke beurt max 1 joker (extra worp) inzetten.

Points:

Winning the game + 100 points

Losing + 30 points

Bucky + 50 points for each time someone gets rid of all tiles 1 through 9