

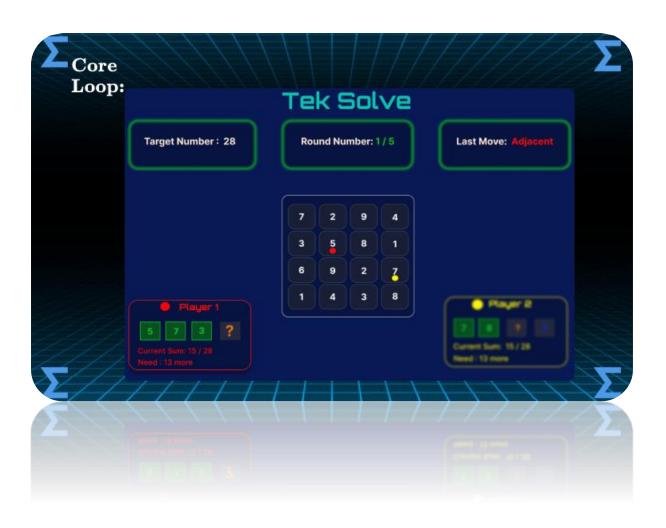
About:

- Logline: "A competitive math strategy race. Race against an opponent to be the first to find a combination of four numbers that sum to the target".
- Tek solve is a competitive systems-driven turn-based networked strategy game where two player race against each other to find a combination of 4 numbers that sum up to the target number.

16 5 9	2	3	13	
	11 7	10	8	
		6	12	
	14	15	1	

the target number

compination of a numbers that sum up to







- Core Grid (4x4), range (1-9) movement system.
- Interaction of the Unity physics systems with the Numpad movement control system.
- Random grid number generation and multiple unique solution(s) path creates emergent game play scenarios.
- 4-digit code sequence tracking and 4th-digit reset.



Other Possible Solution(s):
--2+6+9+5
--6+2+5+9

Possible Solution:

DATASAN

Other Parable Solution(1)

Project Current	Key:	To be
Status:	Green- In-progress to completion. Yellow- Haven't started.	completed:
Explored:		4-digit Code tracking & validation check.
Project Set Up &	Packages Installed.	4th-digit reset logic.
Git Version Cont	trol Set	Turn-based structure logic.
Mirror Networkin	g Set Up	Blur System logic.
Core grid 4x4 with	h range 1 -9.	Visual Feedback & Rewards.
Movement System		Sound Design & Particle effects.
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Estimated Budget: • Start-Up Project Capital: R47 000-50 000 Marketing: Development: • Social Media Campaigns - R7 • Programming & Software - R6 • Platform Distribution - R3 000 · Visual Art & Animations -R8900 Project Costs Game Jam Festivals - R2 500 Sound Architecture - R2600 • Paid Ads & Steam Wislist -R3 000 • Overhead Costs - R3900 Contigency/Miscelleneous-R4 000

Distribution Platforms

Main Platforms:

- Targeting mostly PC users be of the Num-pad controls and therefore distributing on Steam, Itch.io and GOG(Good Old Games).
- 16 25 year olds hang out a ot on social media platforms such as Twitter, TikTok and YouTube. Using these platforms to get game traction and build a community would benefit its indie success.



