RED BULL MIND GAMERS PROJECT

MIND GAMES REQUIREMENTS

Online Mind Game Design Requirements:

- **Game has a success metric** (can be completed and scores automatically)
- **Is solvable in 15-30 minutes**
- **Can be divided into three difficulty levels (easy,medium and hard - easy should be introduction/tutorial - hard should be tricky)**
- **No work in progress - game has to be finished and run smoothly**
- **Has to fit into the mind skill frame** (one or more categories)
  - ○ logic
  - ○ strategy
  - ○ creativity
  - ○ visual
  - ○ musical
  - ○ memory
- **Has a tutorial or good instructions how to play the game** (could also be level 1)
- **Language: English only**
- **Scaling (mobile, desktop, tablet)** (Feedback necessary if not scaleable)
- **Optional: Graphical polishing by us**
- **Optional: Design guidelines by us**
- **Thumbnail 4x3 min. 800x600** - Screenshot draft for polishing for the website, please note that we might change or create another thumbnail for your game on our platform

Online Mind Game Technical Requirements

- **JavaScript, HTML5, Assets**
- **Phaser and Pixi are highly recommended frameworks**

Additional Stuff

- **Signed agreement** that the game can be hosted on the website and that it can be promoted **(**external document)
- **File size limitation** (not more than 20MB)
- **Sound files: .mp3**
- **Delivery: as ZIP or repository-link**
- **Send to** tom@wild.as and konstantin@playfulsolutions.net **until ######** (or a time that works better for you)
- **Reach out to** tom@wild.as **for technical questions**
- **Full screen mode is not allowed**

Game Flow

- On the site your game is loaded through an **iframe**, so you have to provide one html file as your entry point, this **html file should start the game immediately** (eg. start the tutorial). Your game should **scale and adapt to the edges of your viewport** (which will be the iframe boundaries), usage of the HTML5 fullscreen API is not allowed.
- Everything Game-related happens inside the game, so **you're responsible for all bugs and scoring**.
- Once the user has reached the **end of the game you have to call** the following line:
- `parent.postMessage("gameOver:2:85","*");`
  - **parent** is always our website (because it's loaded through an iframe), so that never changes
  - **postMessage** is the standard JavaScript-API, so that doesn't change either
  - the **following string** needs to be adapted by the result the user has scored in the game and is delimited by ":".
    - The first part is the type of message, which in this case will always be "gameOver"
    - The second part represents the difficulty level (therefore 1, 2 or 3)
    - The last part is the achieved score in percent relative to what is achievable. That means if your game has no score and a simple boolean win condition this is either 0 or 100. If your game has 1-3 stars and the player reached two of them, then the number would be 66. Make sure to always return integers.
  - the **asterisk** at the end **"*"** should remain as we have multiple environments we'll test the platform and there are no security implications in "leaking" scoring information
- After that has been called, we remove the iframe instance, write the scores to the database and **display a result-page**, you don't have to do anything here

- **Note:** Use (if needed) iframe communication for your postMessage testing (change row 9 - game.html to your index.html file)

General Flow
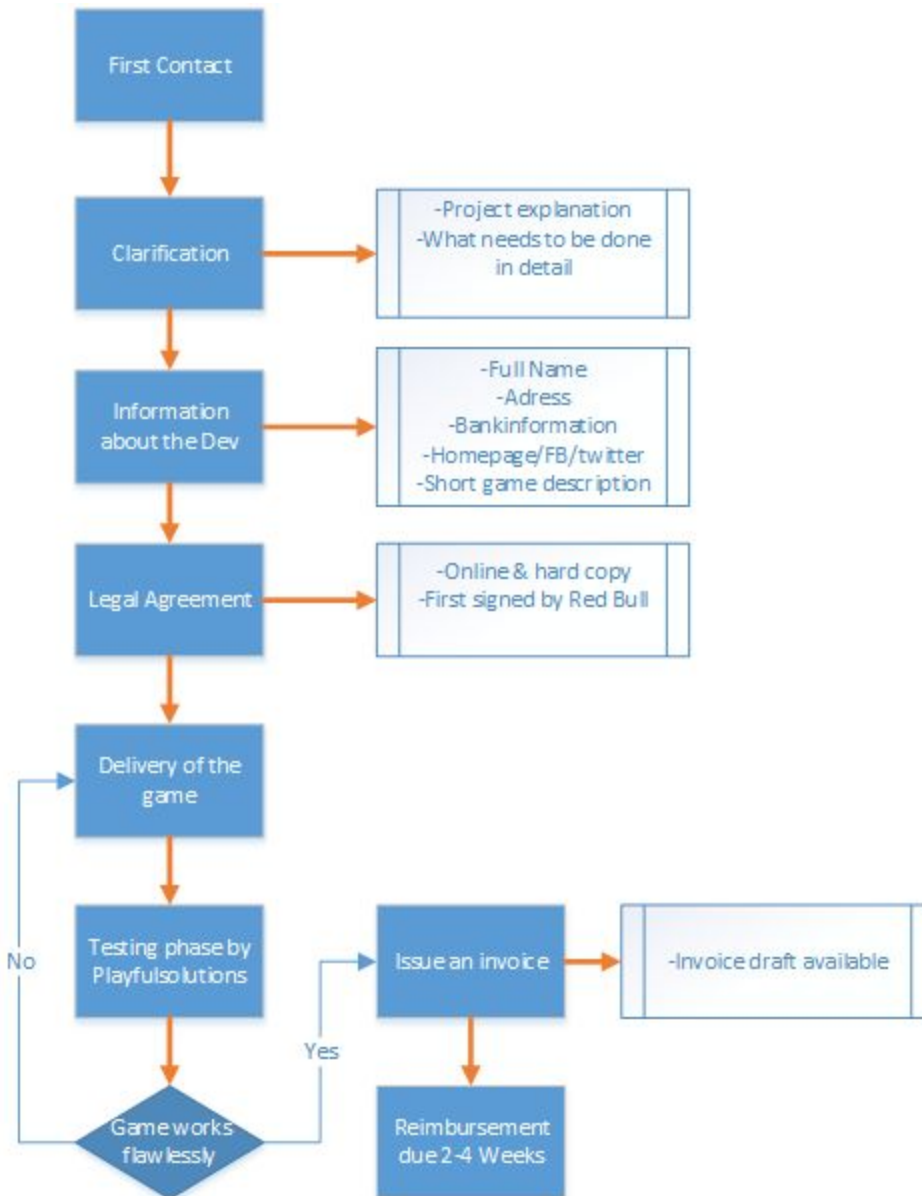
Reach out to martin@playfulsolutions.com for general questions.

We are very much looking forward to hosting your game on our website.

The Red Bull Mind Gamers Team