

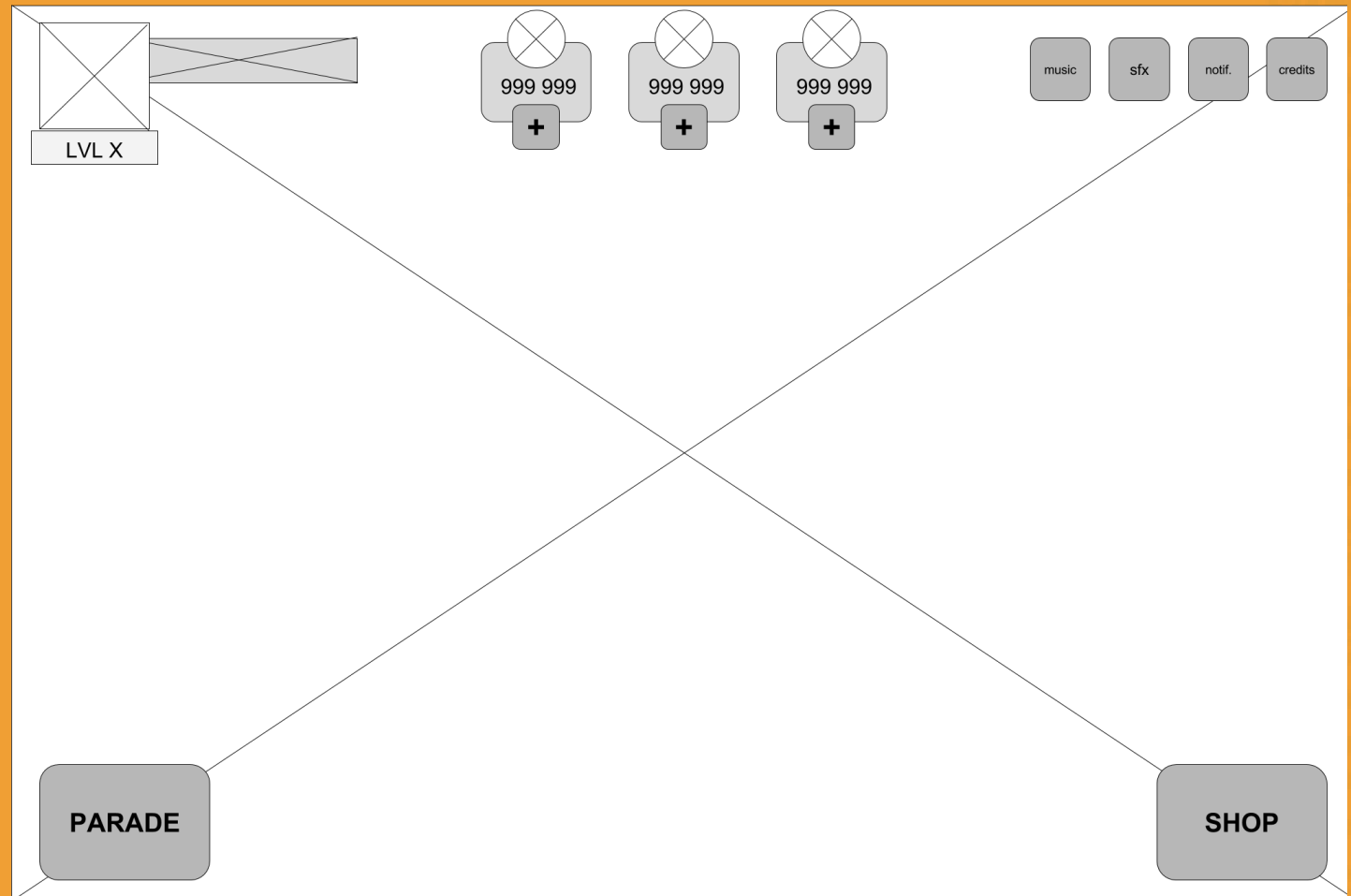
MENU : INGAME

SETTINGS:

- Music
- Sound FX
- Notifications

OTHERS:

- Credits



Wireframe of the main HUD with the ingame menu visible on the top right corner

MONETIZATION

SHOP

Two ways to get to the shop through the main HUD:



Shop button



Resources "+" buttons

MONETIZATION'S PLAN

- **Shop** : Every resources and buildings can be bought with Hard Currency. Each has a price in HC in the shop.
- **Parade** : At any time, it is possible to increase the duration of parade by using HC. The cooldown between 2 parades can be skipped.
- **Time-based** : the duration of constructions and upgrades can be accelerated using the Hard Currency. The higher the building level is the higher the cost will be.



The shop is divided between resources and buildings.

Sometimes, there are special offers and Bundles in the shop:

- Offers are resources and buildings in low price.
- Bundles are packs of resources and building in low price too.

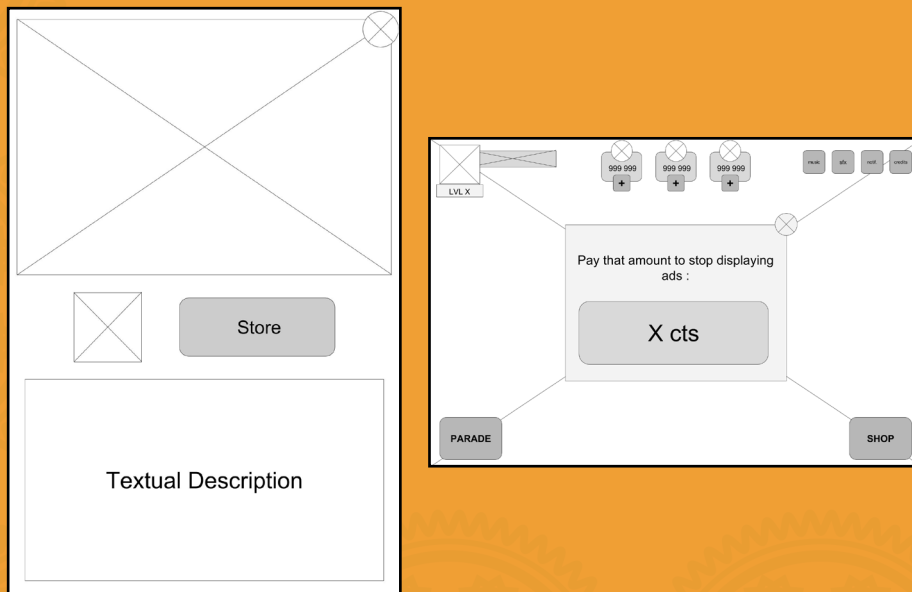
Monetization 2/2

IMAGE ACQUISITION

Display a fullscreen advertising which can't be closed before 7 seconds

then, a pop-up suggest to pay 0,70€ to permanently stop the advertising.

- Acquisition pictures appears every 15 minutes
- There's no acquisition at all during the FTUE



VIDEO ACQUISITION

A special boat cruises in the city; the player can use it three times per day.

- The boat is clearly visible, even surrounded with the landscape and the other characters : it shines and has specific animations.
- When touched, the boat displays a video advertising. The player can't stop the video while playing. When the video is over the player is rewarded with Pimientos.

