

# NOW YOU GUESS

CREATED BY  
**PAAYAS AKOTKAR**



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# NOW YOU GUESS or NYG

Genre: Multiplayer, Puzzle, Sports,  
Strategic, Family-Friendly

Modes: Locify, Clash

PG: age-8 -> elderly age

Platform: web, mobile, pc



# LOCIFY

## SHORT SUMMARY

The screenshot shows the Locify game interface. At the top, there are three tabs: POWERS, FRAMES, and STATS. On the left side, there is a vertical menu with options: 02, 06, RAT 400, TAG VES, TEM RED, ROM nba, MOD tv1, and LIVE. The main area displays a scoreboard for RED 1 and BLUE 2, with columns S1, S2, and S3. The scores are: userabce (100) and userbdfd (011). On the right side, there are three buttons: ICC WORLD T20 2007, ICC WORLD T20 2009, and ICC CHAMPI ONS TROPHY 2009, with a LIST button below them.

	S1	S2	S3
RED 1			
BLUE 2			
userabce	10	0	
userbdfd	01	1	

Player creates a room having capacity 2 or 4-  
sets the books-

configures the room powers

Once the room is full than->

Players are divided into two teams Red and Blue respectively;

winner of the toss decides the dictionary

Then each player sets the challenge to each other which derived from set the dictionary

The player that correctly guesses the word under set time gains the point for the team

The most points gained by the team under 6 rounds are declared as a winner

# CLASH SHORT SUMMARY



Player creates its own deck using power-ups  
than searches for the match

The algorithm picks rest 3 candidates which are  
then introduced in the arena

where each **ARENA** having its own traits

Each Player gets to face off each other in each  
round

The players has 10 chances and left dictionaries to  
stay alive in the arena

The rest gameplay is same as **Locify** except each  
player fights for their chances

If one of the player is knocked out early than the  
victor will be considered as **FINAL BOSS**

**FINAL BOSS** can view other games till the one of  
the player is knocked out

# Motivation

To create the new **TREND** amongst the present and have the competitive model for guessing games

To Bring a competitive sprit amongst the university's colleges, and schools

Introducing a Esport alike format for the schools ,colleges and universities

The model is designed in a way to connect the teachers, parents and students on the field of a guess game

Connecting global audience from the topics of the world

# Why **NYG** is Never Seen Before in the **MODERN** **ERA**?

The **NYG** a guess game has wide variety of topics that are to be set or chosen by the players

The server will only evaluate the result upon the guess while rest of the game depends upon how the players evaluate the items or list provided to them

Unorthodoxly speaking player's strategic decisions and interests in the topic makes the **NYG** unique amongst the guess game

Upon now the guessing game is something wordily

**NYG** has power-up based upon wordily

**NYG** is based upon topic discussions meaning suppose that you discuss a topic with your friend which is unknown to your friend in contrast he also tells you a topic that has some **WORDS** or **NAMES** that are even unknown to you

Which is why **NYG** best fit for the **MODERN ERA** guess game

# FEATURES

Total of 7 **POWERS** where 5 has been available for 1v1 and 7 for 2v2; respectively

**Deck** a new interactive way to introduced power-ups in a guessing game

**SPURs** a new interactive concept to upgrade the powers

Rich Diversity of **DICTIONARIES**

Modern **GENRE** such as cricket, shows, movies.....

Rating system

Tier system

Penalty System

Chatting System

**Spectating Mode**

Different **THEMEs** for **SCOREBOARDS** and **GUESS-TEXTs**

Some of the **GLIMPSES** about the  
game

.....\_>



# actual screenshot of LOCIFY create room

**NAME**

name of the room

**CATEGORY**

genre of the game

SPORTS

**TYPE**

match type

ONE on ONE

SET

ONE on ONE

TWO on TWO

SET

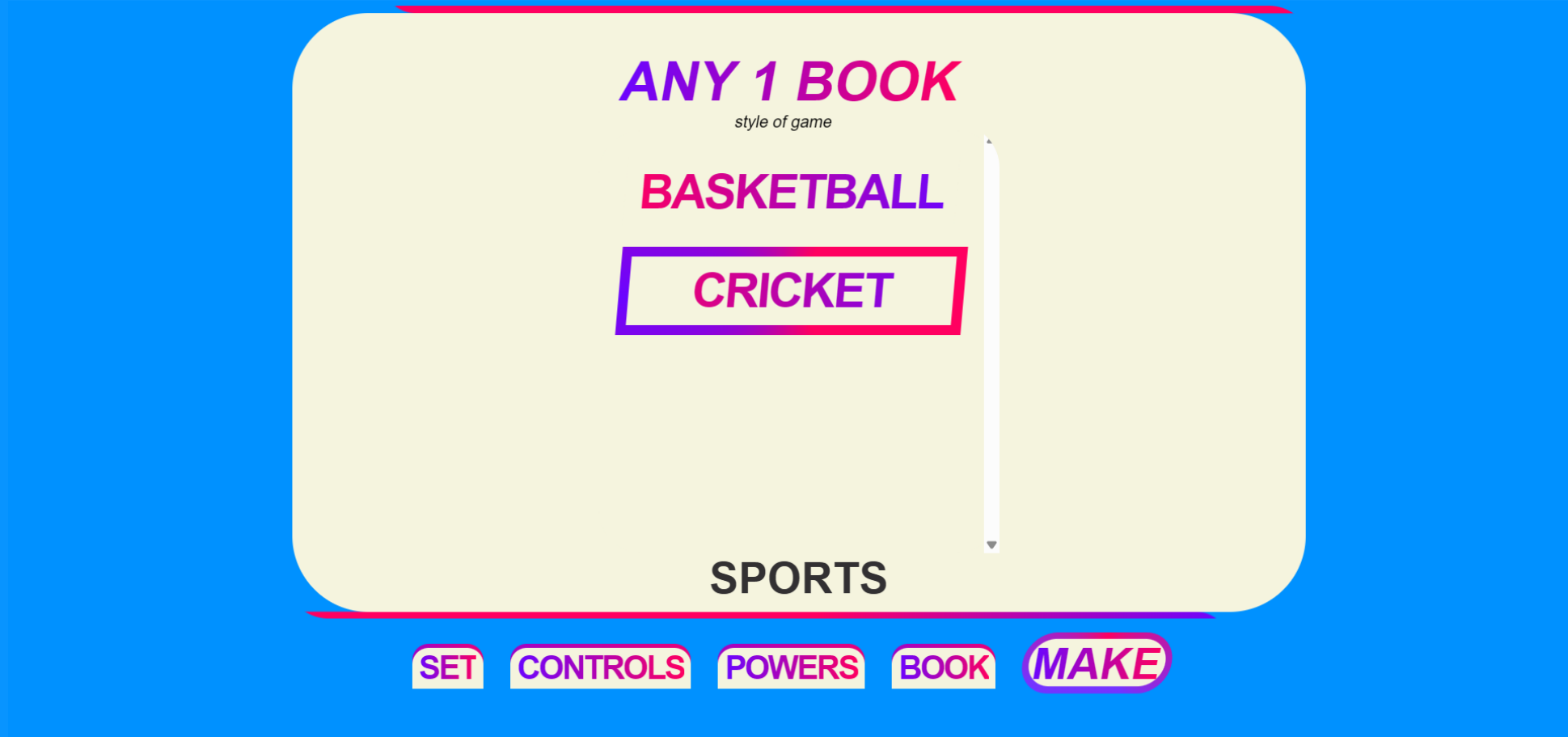
CONTROLS

POWERS

BOOK

MAKE

# actual screenshot of LOCIFY create room



userabce

useracbb

userbdfd

userfbbe

fastlane

ROUND1

01:52

0

POWERS

ICC WORLD T20 2007

ICC WORLD T20 2009

ICC CHAMPIONS TROPHY 2009

ICC WORLD CUP 2011

DICTIONARY

SET

ICC WORLD T20 2007

ICC WORLD T20 2009

ICC CHAMPI  
ONS TROPHY  
2009

LIST

# CLASH ARENAS

userabce

useracbb

userbdfd

userfbbe

node

ROUND1

207

0

POWERS

NYG  
TAIL

ICC WORLD T20 2007

ICC WORLD T20 2009

ICC CHAMPI  
ONS TROPHY  
2009

LIST

userabce

useracbb

userbdfd

userfbbe

gym

ROUND1

NYG

02:06

0

POWERS

TAIL

HEAD

TOSS

CHOOSE

NBA 1991

NBA 1992

BASKETBAL  
L 1996 OLYM  
PCIS

BASKETBAL

LIST

# CLASH ARENAS

userabce

useracbb

userbdfd

userfbbe

pshycic

ROUND1

2

0

0

POWERS

ICC WORLD  
T20 2007

ICC WORLD  
T20 2009

ICC CHAMPI  
ONS TROPHY  
2009

LIST

# GLIMPSE OF LOCIFY GAME

01

49

RAT  
400

TAG  
YES

TEM  
BLUE

ROM  
nba

MOD  
1v1

2 LIVE

ICC WORLD T20 2007

ICC WORLD T20 2009

ICC CHAMPIONS TROPHY 2009

ICC WORLD CUP 2011

DICTIONARY

SET

POWERS

FRAMES

STATS

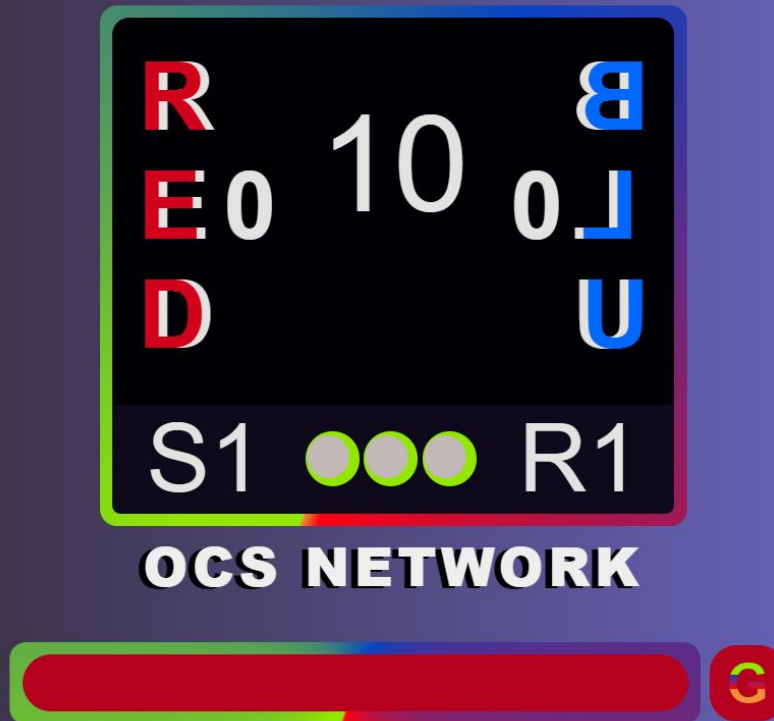
ICC WORLD  
T20 2007

ICC WORLD  
T20 2009

ICC CHAMPI  
ONS TROPHY  
2009

LIST

# Glimpse of Locify scoreboard



# Spectating Mode

DRESSING ROOM

ICC WORLD T20 2009

ICC CHAMPIONS TROPHY 2009

ICC WORLD CUP 2011

ICC WORLD CUP 2012

ICC CHAMPIONS TROPHY 2009

DICTIONARY

POWERS

PREPARE

SPEC

FRAMES

STATS

# Freeze Power used by the player

CHALLENGE  
india

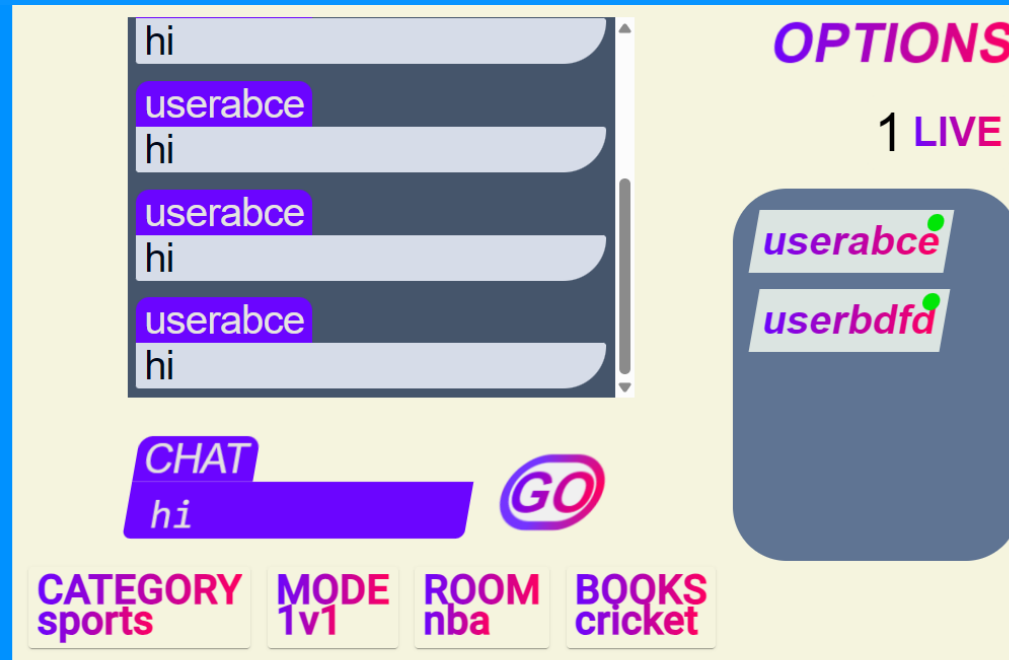
11

Defrosting

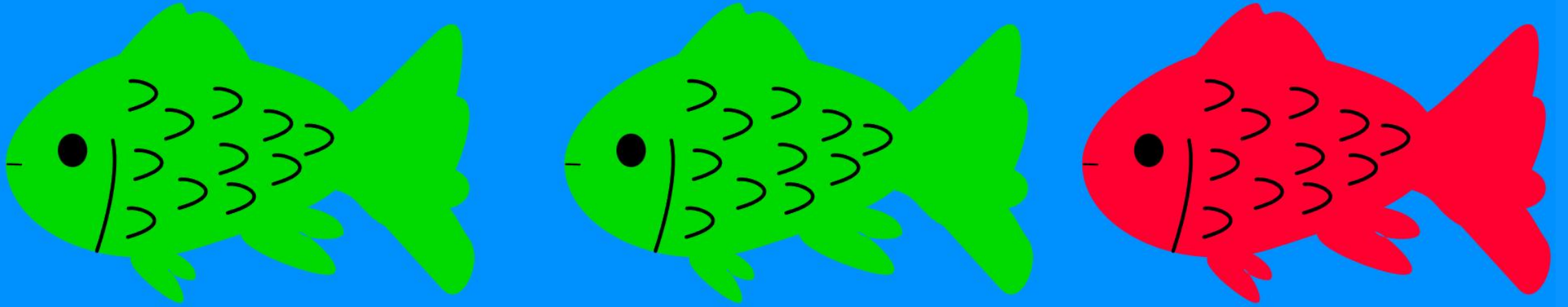




# Locify Lobby



# Clash Lobby



**CANCEL**

# Business Model

in-game purchases has been applied to sell **SPURs**, **COINs** and **THEMEs**

The ads are constant revenue models

Targeting schools and colleges

Spreading the concept amongst the **STREAMs**

# Current Progress

99% of web dev has been done

UI-UX architecture is work in progress for mobile and pc while its backend architecture has been completed

# Looking For

We're open to co-development, publishing partnerships, or a full buyout of the architecture, assets and maps

# Development Roadmap

## **50-50**

showcases the probability of 2 words from the set challenge where one of the word is the correct guess

## **JAMMER**

removes one of the dictionary for current round note: it must be used before the dictionary session

## **ECHO**

slowing down the typing for 2s

**POWER  
UP**

## **FASTLANE**

clash arena displays probability of two players from set challenge

## **SOUNDTRACKS**

## **EMOJIS**

players can throw emojis to interactive

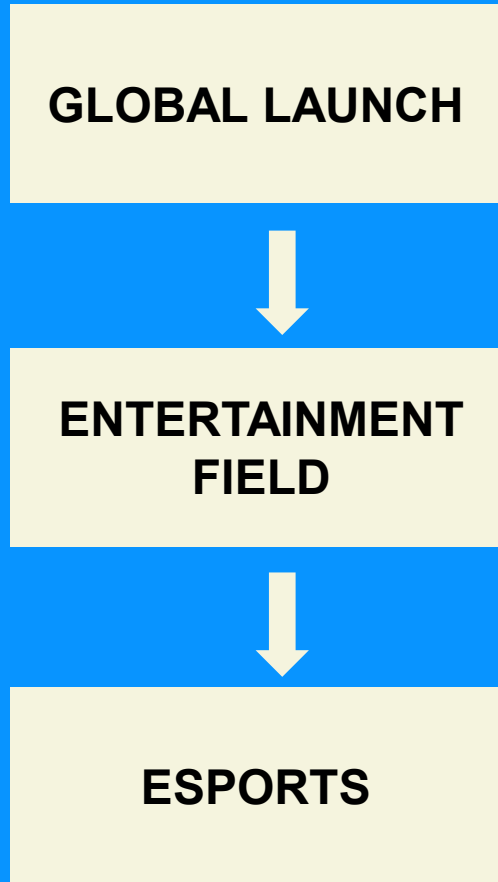
## **TYPES**

3v3  
4v4  
5v5

## **LEADERBOARD**

## **FRIEND LIST**

# Goals Roadmap



# Reach Out

Founder, Programmer, Designer :- **Paayas Akotkar** +91 8484853041  
[paayasmakotkar@gmail.com](mailto:paayasmakotkar@gmail.com)

Business:- [onecolorstudiox@gmail.com](mailto:onecolorstudiox@gmail.com)



# END



userabce  1500



PLAY  
NOW

QUICK  
MATCH

MY  
ROOM

SETUP

HOME

CONNECT

CREATE

OPTION