NOW YOU GUESS

CREATED BY

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NOW YOU GUESS or NYG

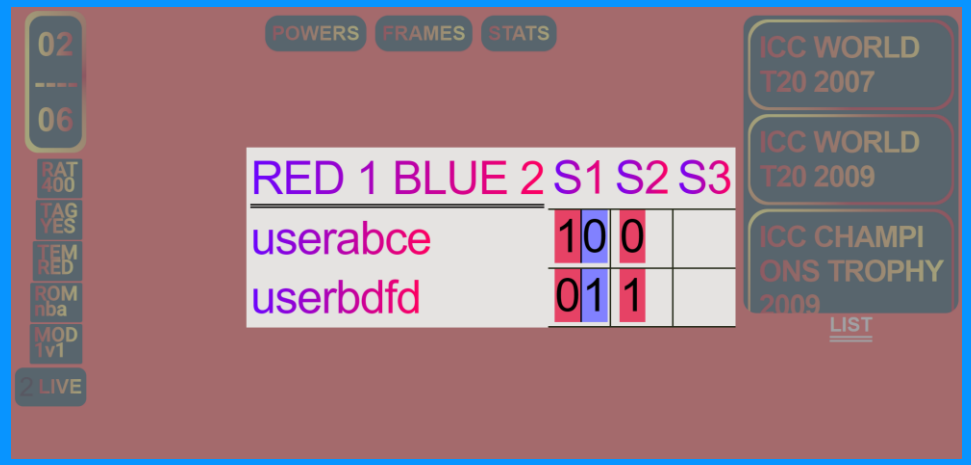
Genre: Multiplayer, Puzzle, Sports, Strategic, Family-Friendly

Modes: Locify, Clash

PG: age-8 -> elderly age

Platform: web, mobile, pc

LOCIFY SHORT SUMMARY



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 unknow 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

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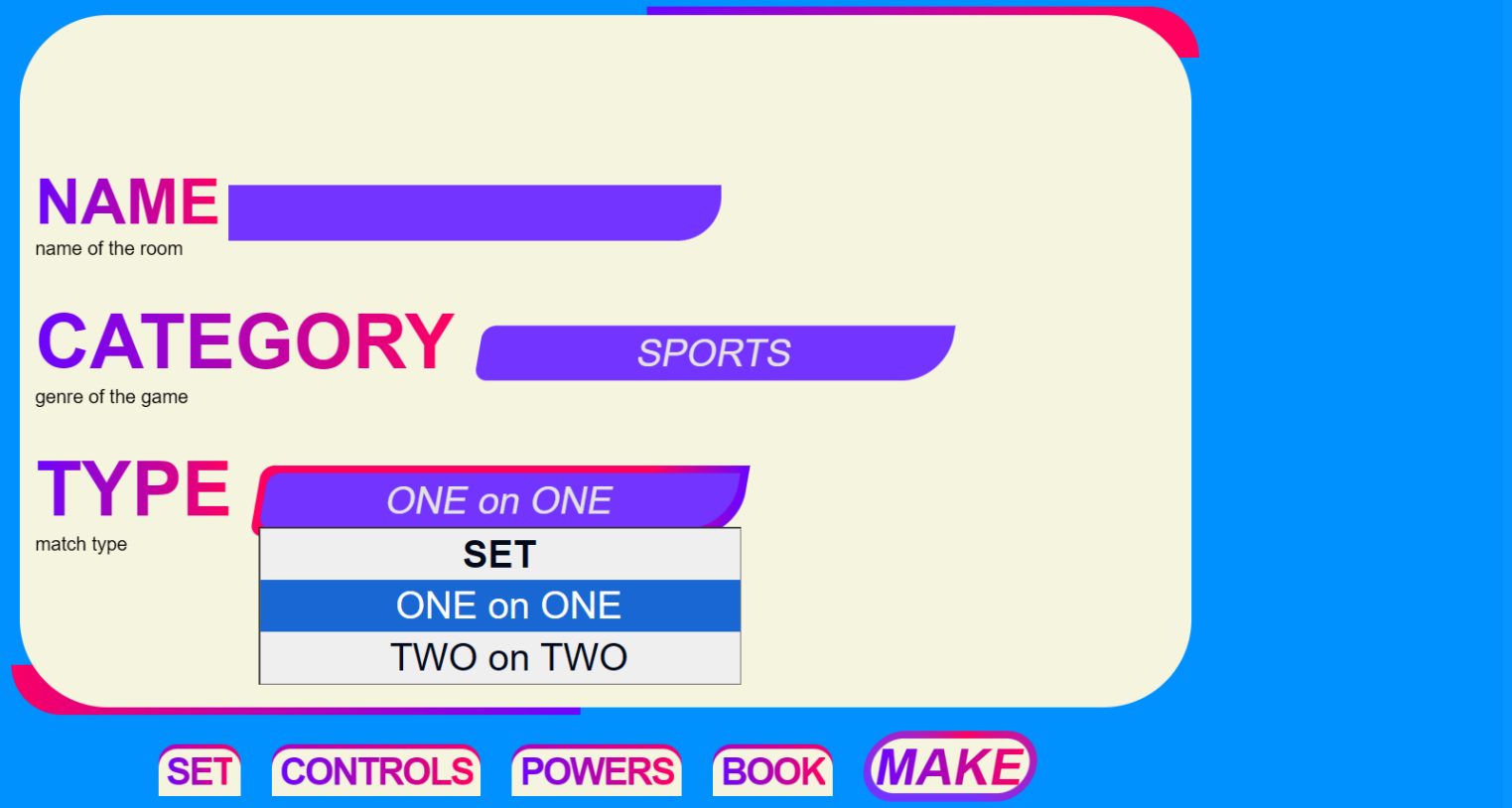
actual screenshot of LOCIFY create room



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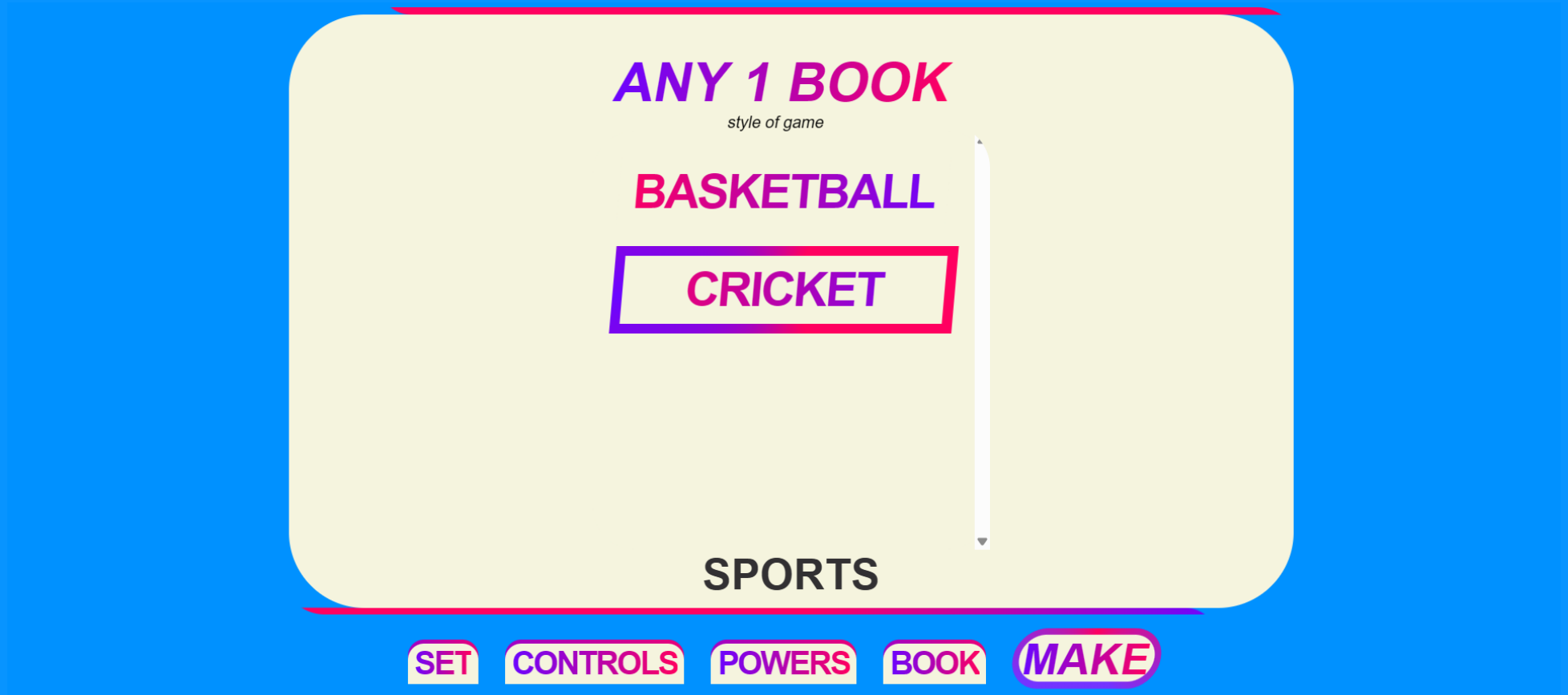
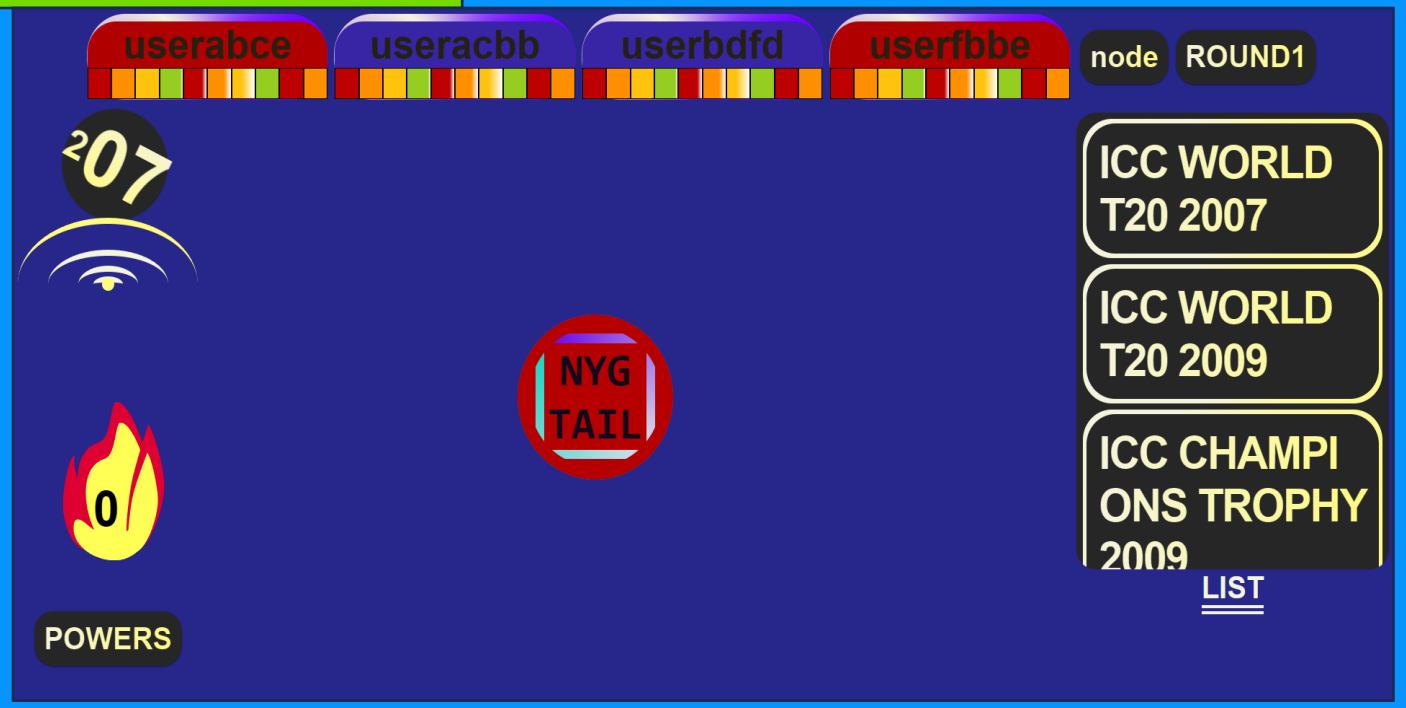
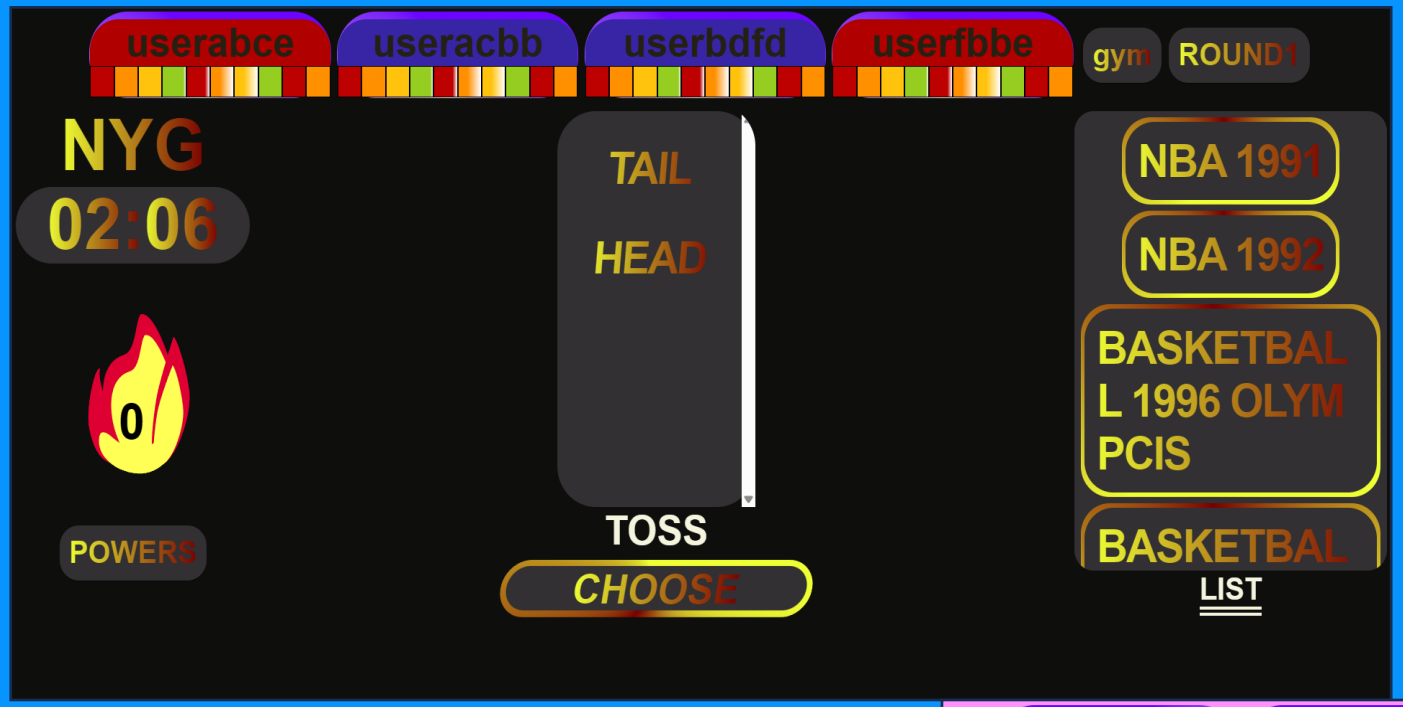
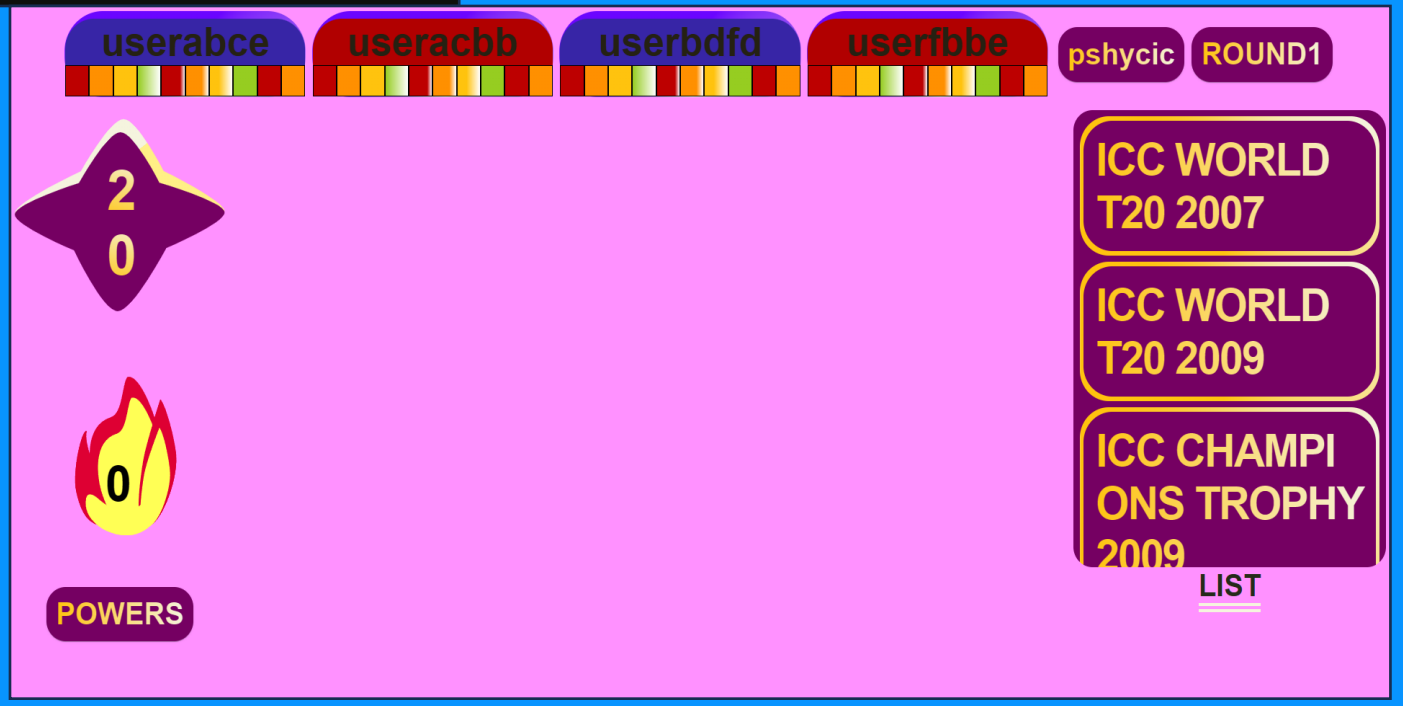


CLASH ARENAS



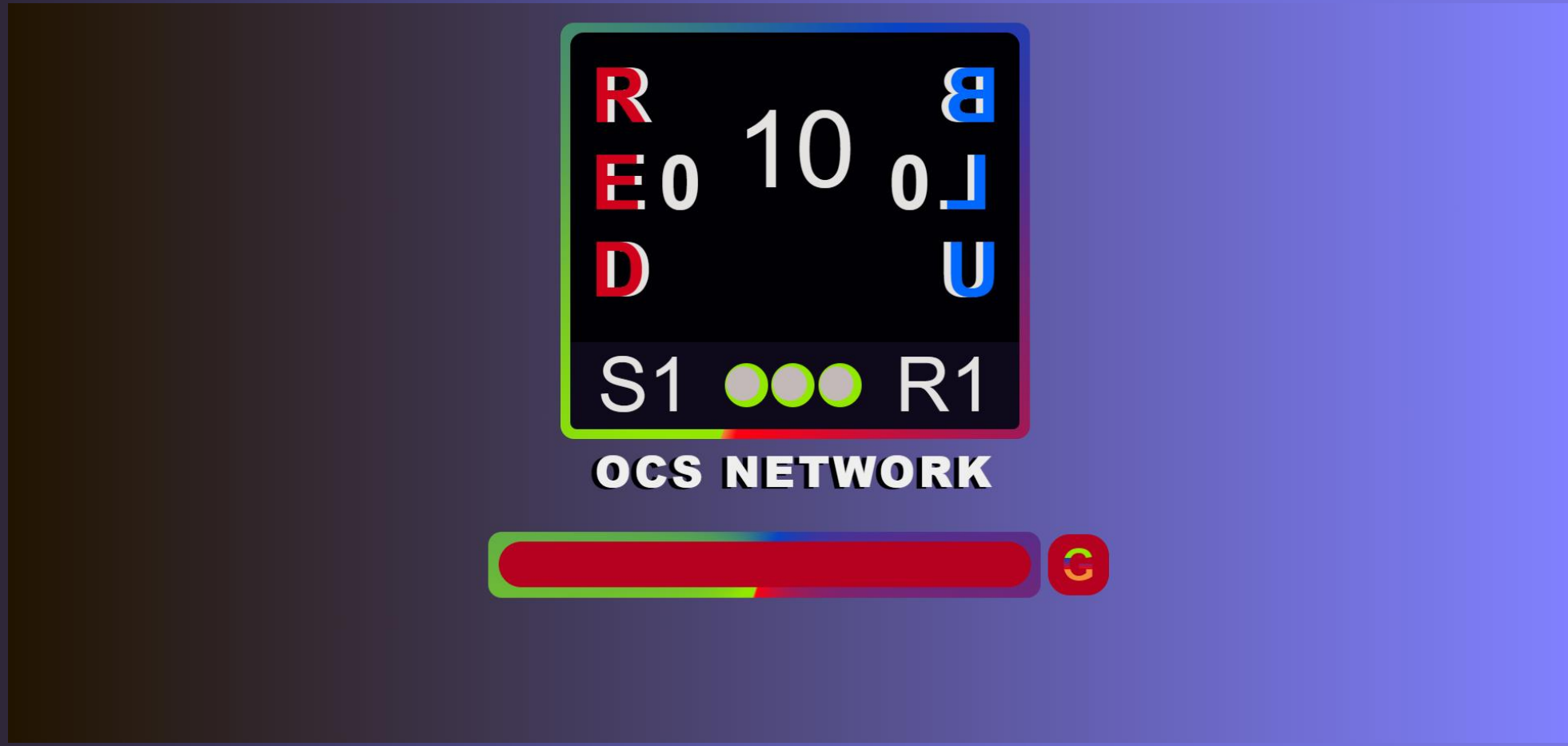


CLASH ARENAS



GLIMPSE OF LOCIFY GAME

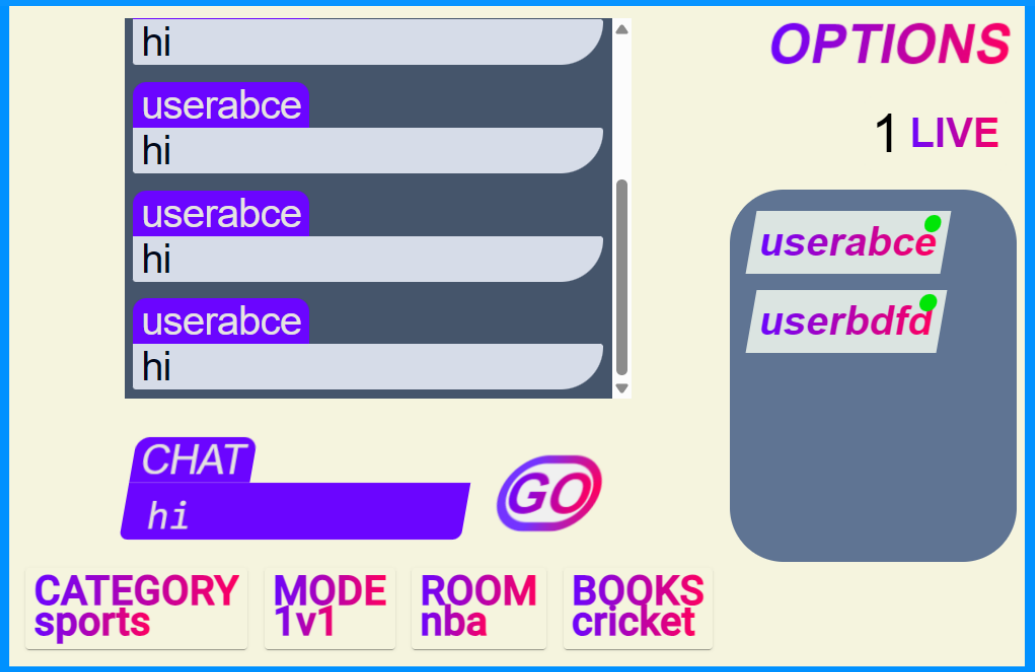
Glimpse of Locify scoreboard



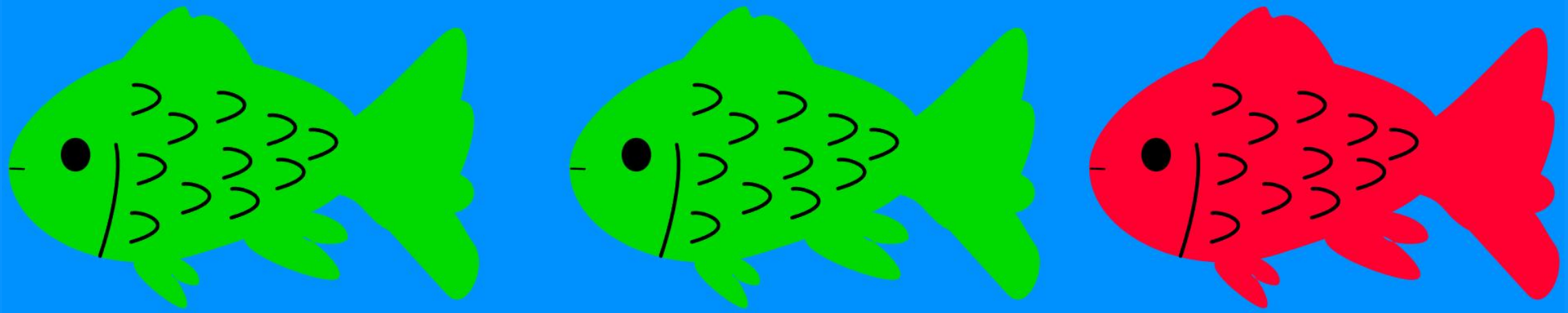
Spectating Mode

Freeze Power used by the player

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

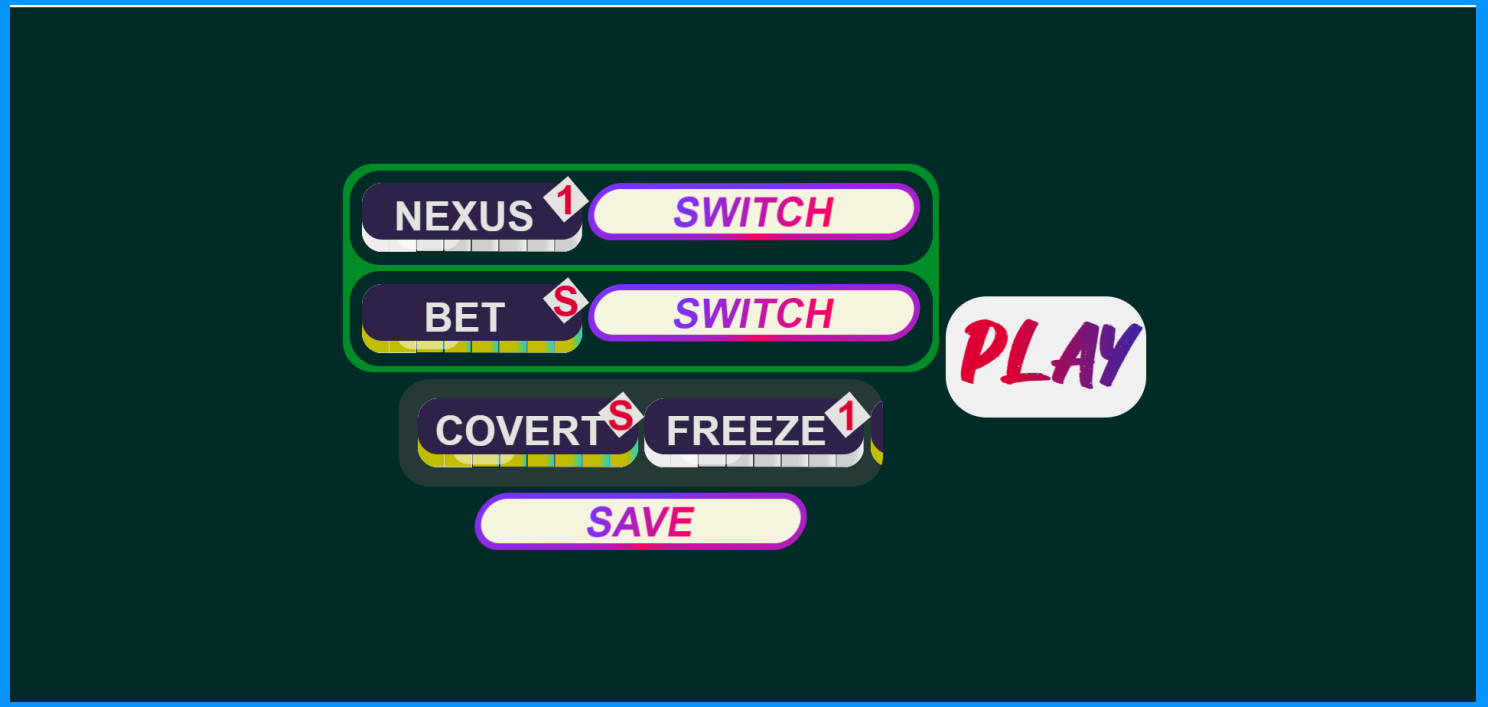
GLOBAL LAUNCH

↓

ENTERTAINMENT FIELD

↓

ESPORTS



Reach Out

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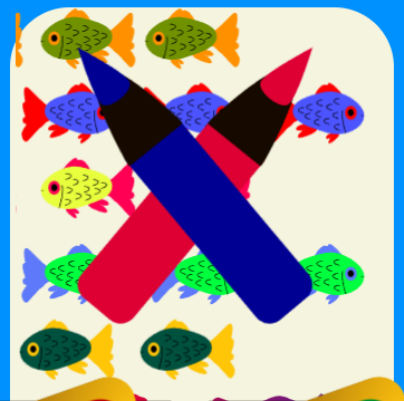

PLAY NOW

QUICK MATCH

MY ROOM

SETUP

HOME

CONNECT

CREATE

OPTION