**General**

**Sound Effects and Animations**

* Play dog sounds like howling, tilt their heads and blink randomly throughout the gameplay

**Customization Available**

* Backgrounds, Mugs, Bowls

**Choosing Customization**

* Tap the button on the left bottom corner, choose the mug/bowl color and background in each level
* Keep base colors free
* Add cost to unlock the other ones and test the gameplay to calculate their prices

**In game Currency (Treats)**

Get “X” amount of treats based on the goals (Ex. 1 star = 5 treats, 3 stars = 15 treats)

**Game Modes**

Treat Stacking (with timer, goal and only one life with option to watch an ad for extra chance)

Endless Stacking (no timer, only one life and option to watch an ad for extra chance)

Feeding Time (with timer, goal and only one life with option to watch an ad for extra chance)

Boop (whack-a-mole type of gameplay)

**Treat Stack**

**Timer:** 2 Minutes (needs to be tested)

**Goal:** Get at least 1 of 3 stars to unlock next level

**Lifes:** 1 (with extra chance for watching rewarded Ad)

paws Stars are based on the amount of treats you can stack under the timer (needs to play it a couple times to decide both time and treat amount)

**Endless Stacking**

**Goal:** Highscore only

**Lifes:** Maybe 3 (with extra chance for watching rewarded Ad)

**Feeding Time**

**Timer:** 2 Minutes (needs to be tested)

**Goal:** Get at least 1 of 3 stars to unlock next level

**Lifes:** 1 (with extra chance for watching rewarded Ad)

* Enable sprites of treats according to the score, the more treats you drop, the more you see it inside the bowl.

**Boop**

**Timer:** 2 Minutes (needs to be tested)

**Goal 1:** Tap on the dogs when they get out of the mugs, life whack-a-mole type of game

**Goal 2:** Highscore

**Gameplay difficulty:** Maybe speed up over time or make more dogs get out of the mugs at the same time

**Animation:** Dogs come up from the top of the mugs as well their paws and go back in