# Puzzlebet game

## Intro

The game consists guess the contents of an image initially covered. The image is covered by a grid of 100, 200, 500 , etc, pieces. The player will discover boxes making the image visible. When the player know the answer, he will introduce the solution to the image.

## Game operation

The game begins with the presentation of the logo puzzlebet.

If the player is registered, he is remembered on the phone and if he isn't, he will be prompted for registration of mail and phone by sending a validation mail. (The process may be different if you think something better, maybe a password is interesting)

Next, the categories of the game are shown. Initially they are: Animals, Flowers and Cars.

The player selects a category and receive the next puzzle unresolved in that category.

The player receives the image obscured by a grid, and the boxes will be dissapearing when the player click the box.

Besides the puzzle, the screen will display the points accumulated and a button to include the solution.

The puzzle initially has many points as squares. Each time you lift a puzzle box, the points will go down. When the points are 0, the solution is given to the player and offer the next puzzle.

If the player gives the solution to the puzzle, the player will add the current puzzle points to his account. The screen will show the solutions and a button to the next puzzle.

The back button will exit the game. The menu key will change the category, change the record player and change the language (maybe in suboptions menu...)

In the main screen the game will display the player's score and the top ten ranking.

## PUZZLES

The puzzles are numbered for each category and difficulty.

The puzzles are supplied sequentially to the player once he solves. After displaying the solution, a new puzzle is sent to the player.

Each puzzle has a code (name): two position alphanumeric for difficulty, three positions for the category and 4 sequential numbers

EA - Easy  
HA - Hard

ANI - Animals  
CAR - Cars  
FLO - Flowers

When the revealed cells raise 35%, the answer is shown with symbols (Ex: xxxx xxxxxxxx)

When the revealed cells raise 40%, the first letter is revealed (Ex: Rxxx xxxxxxxx)

When the revealed cells raise 45%, the last letter is revealed (Ex:Rxxx xxxxxxZ)

## Additional specifications

The game is played the same way in web, android and ios environment. The player may continue playing in web his puzzle played in android for example. The player identifies himself by email.

**Both mobile and web will have advertising banners.**

The game will be available in multiple languages, initially in Spanish and English. (You can make the spanish and english language files with the same data and later we will translate the spanish)

Each player will take control of how many points have, his ranking number and number of the puzzle which is in each category.

## Loading puzzles

The puzzles will be uploaded from images in jpg and an Excel file. The columns of the Excel will be:

Category - Dificulty - image name (the file must be in the same folder) - solutions accepted separated by comma

## Transfer puzzles

Each puzzle is shown hidden with the cells covered.

When solved, the next puzzle in category and difficulty is shown.

When there isn't more puzzles in that difficulty, the next puzzle in next difficulty is shown.

## Admin Specifications

The administrator will manage the categories. Additions, deletions and modifications will be posible, assigning the name in each language and the code (3 alphanumeric code).

The administrator will manage difficulty levels and the number of cells of each.

The administrator can manage puzzles, adding new and deleting existing ones.

The administrator will view the users with their scores and will be able to cancel accounts and modify it.

## Other details

### Difficulty levels

Easy - EA - 300 cells  
Normal - NO - 400 cells  
Hard - HA - 500 cells  
Very Hard - VH - 1000 cells  
Extra Hard - XH - 3000 cells

### Screens in mobile game

Screen 0 - Title and registration form (email, nick, and password)

Screen 1- Show the puzzles available to play (categories and difficulties)

Screen 2- Screenshots (mini images) for the chosen category

Screen 3- Puzzle at complete screen, showing the current points for the puzzle. Will be a button to try to solve the puzzle. When the player press the button, a input text will be shown.

Global Ranking screen: here will appear the top ten players and the position of the current player.

***Important: in all screens (except 0), will be shown the current ranking position.***

In web game the screens will be similar to this.