Nirali,

I have read your proposal and you seem to have a deep understanding of what we are trying to do, thank you.

Here is some clarification and more details to some of the modules you have mentioned. Upon reading this lets please schedule a call to discuss further any questions and hopefully negotiate a price that both of us can agree upon.

First there will be no single player mode and the bots must be extremely advanced as they will be used often.

Example = Lets say a player enters a room, a counter will start at 1 minute waiting for more human players to enter the room and play, should the counter go to zero OR another human enter the room a bot shall be inserted to the room and the counter will start again for 1 minute. This will happen until 4 players have filled the room, then play will begin.

AI opponents will only be used when no humans are present to fill a room or tournament.

Once again for price and time considerations SDLC can choose the programming language and protocol management system that will best lower cost and speed up production.

The types of rooms/tables will be a Sit-n-go play and Tournament play. Each game will have a fee in tokens to play and a prize to go to the winning team. The administration fee or rake will be 10%. Example a sit-n-go game is 50fz for a player to play 5fz shall be deducted from each player and a total prize pool would be 180fz, each winning player would get 90fz credited to their account.

The way tournaments shall be implemented:

See attachment

The player will NOT have the option to play private games, I will be able to create private rooms from the backend only.

Euchre is a 4 player game with 2 teams. All players and teams shall be randomized with no two players being teammates twice in a tournament play.

Every time a sit-n-go game has ended all four human players shall be returned out to the lobby to select another room.

No chat function at all.

AI logic shall be set to difficult at all times.

Matchmaking to make sure teams are randomized to prevent cohesion.

Registration and Log in = Very easy, this will be handled by the app descope.com. Once authenticated they will be sent to the user account page.

The game shall be played with tokens which will be called Freekz (fz). The entry fee to play a sit-n-go game or tournament will cost (x) amount of fz. Upon sign-up and verification the new user will be directed to their account page.

Here will have the user's account and statistics. It will also have a first time pop-up screen asking the user to enter a Referal Code. This popup shall popup every time until a Referal Code is entered. Once a player adds a code (any numbers or letters) a 100fz will be credited to the user's player account. When a player enters a code and receives the 100fz the popup shall never be displayed again for that user. This is a one time new user deposit.

I have all the assets, graphics, sprites. I will do all game mechanics, rules, and multiplayer testing and provide detailed description of bugs, issues, and customizations. I have a test server which can be configured to your preferences, another server of exact configuration will be provided once SDLC has the product ready for production.