

Freaks from the Deepest Web

Mobile game for Android/IOS



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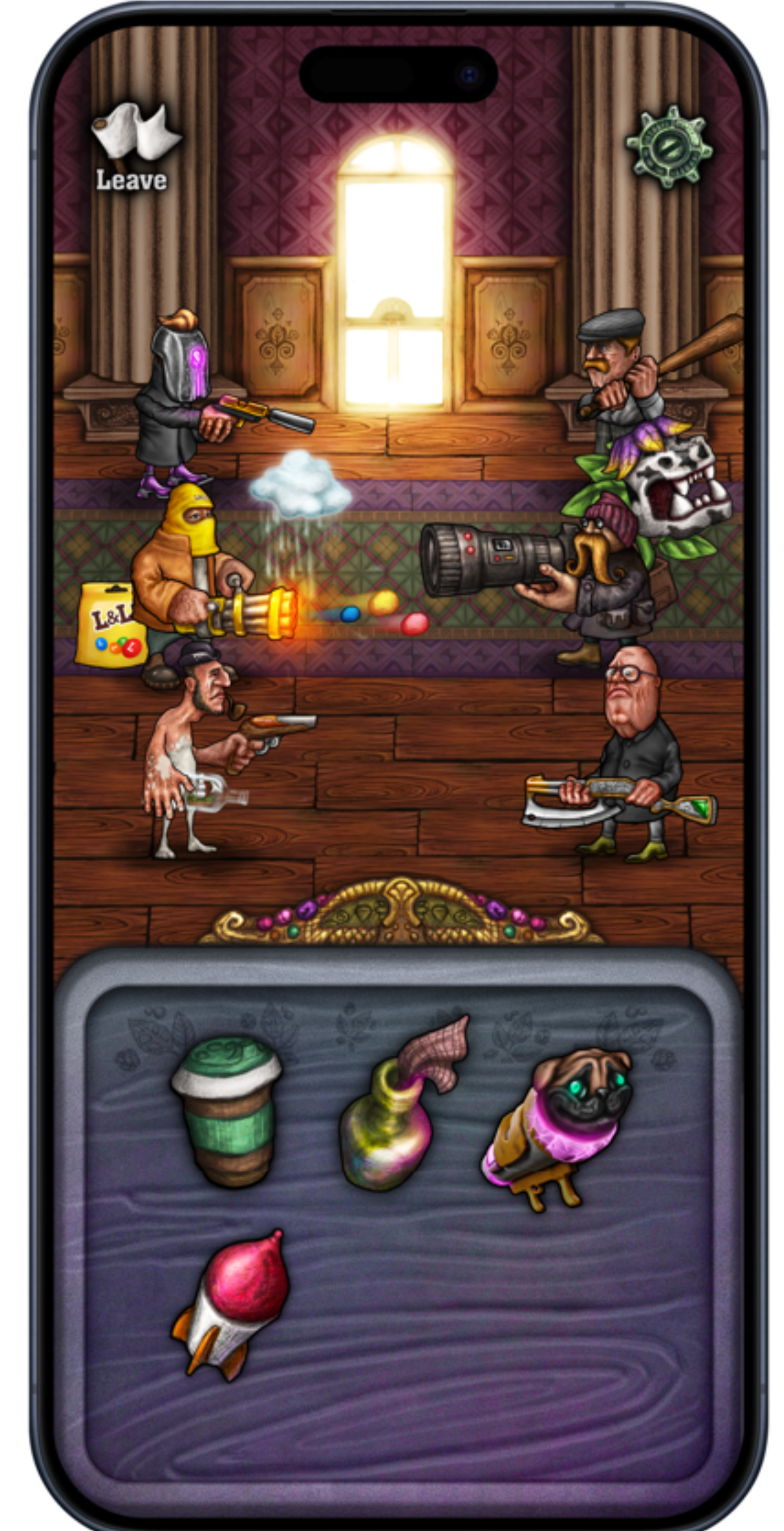
Game Description

A game with non-trivial monetization and non-trivial graphics.

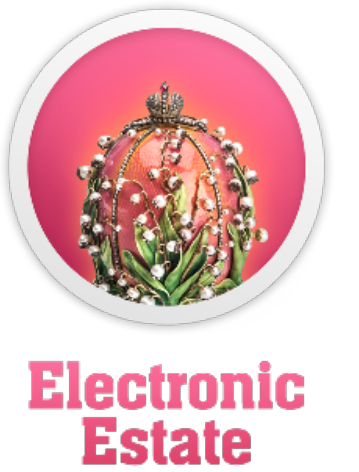
In the game you have to attack the player's business and defend your business.

The game begins with player registration.
There will be no guest account. Afterwards, the player is taken to a screen with a landscape on which he can place purchased buildings.

The user can attack the enterprises of other players.



Buildings Store



After purchase, the player can place the building on his map and deploy characters to defend the property.

Purchasing buildings is an important aspect of the game. They will be able to be exchanged and sold on the game website or in the application for cryptocurrency. It will also be possible to buy buildings at the invitation of other players (using a promotional code). This way a network will be created. Those users who invited new players will receive an increase in the price of their buildings according to a separate formula. If the network grows and newly attracted users also attract newcomers, then profits will increase along with the rank.



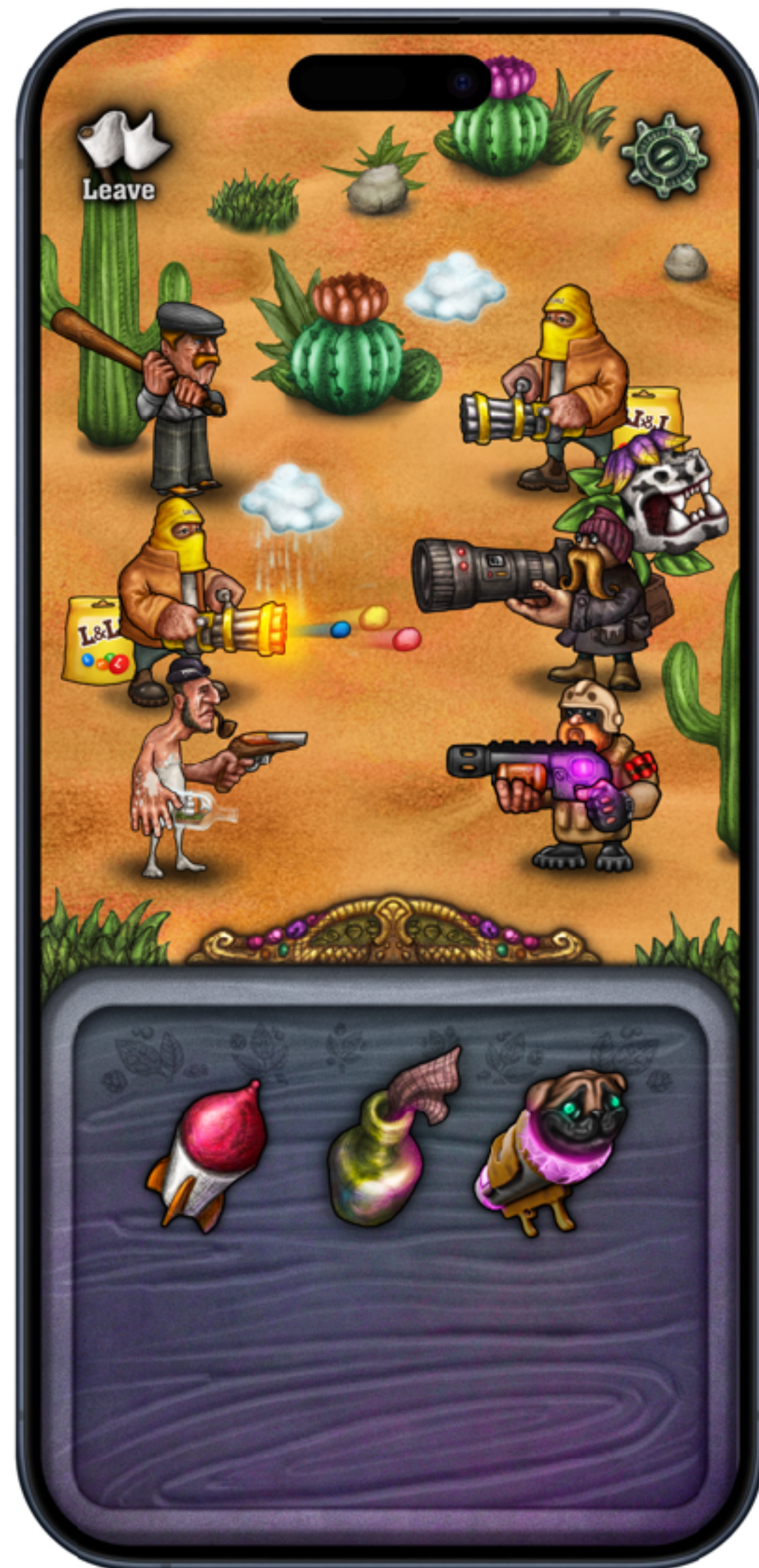
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Buildings Tiles



Landscape tiles view

PVP-Mode

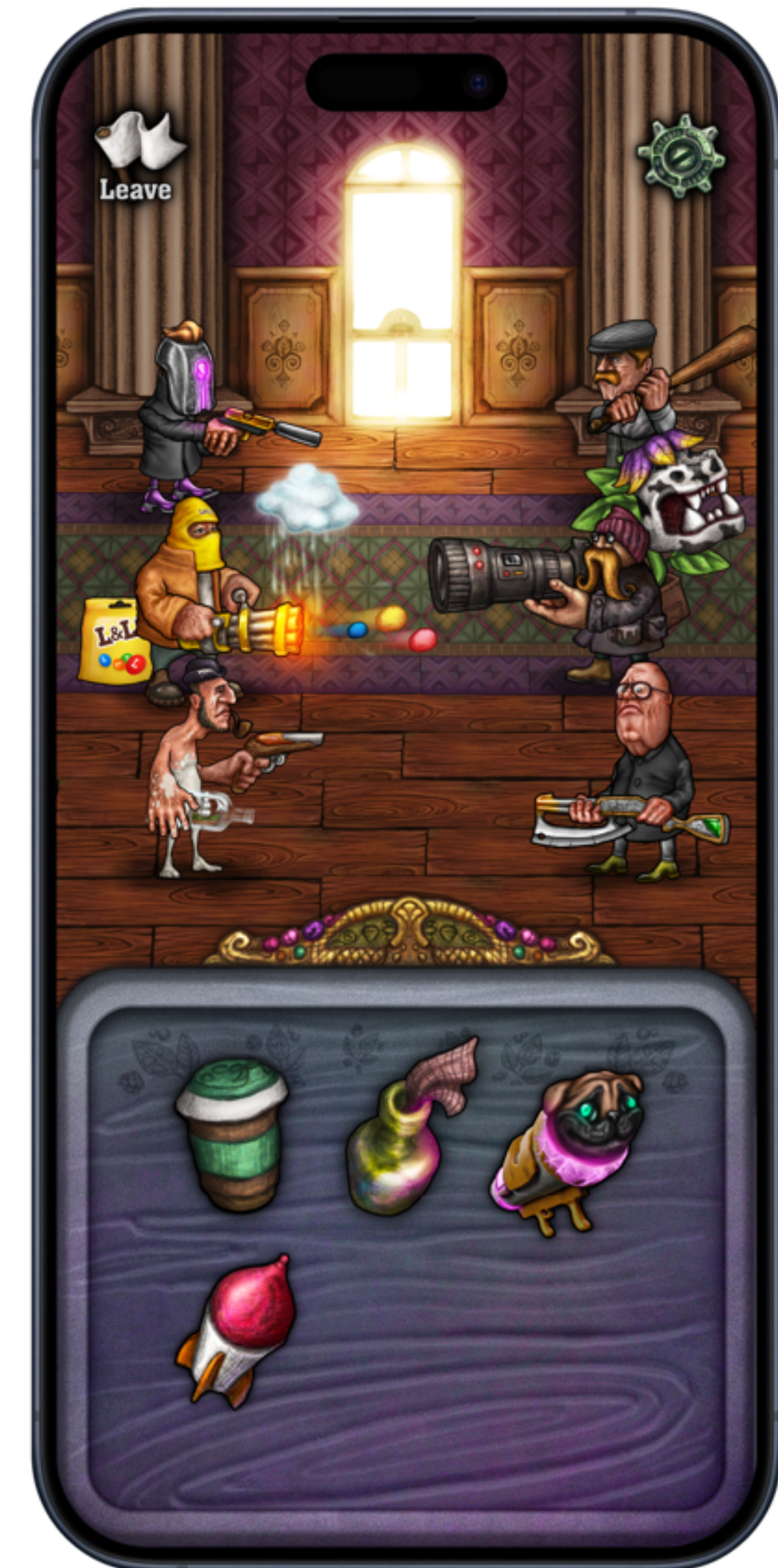


Business battles/attacks/defenses will only affect the player's in-game performance. That is, pumping up the rating and rank. The battles will not have a significant impact on the indicators affecting "fiat/crypto profit", since it will be quite difficult to balance this aspect. But in the future there are plans to balance battles as well. When there are enough players for analysis. At first, you can build buildings for in-game currencies, and not for cryptocurrency - just so that players can win them back from other players.

Battles can be used as a tool to force players to become attached to the application. For example, in battles you will be able to win consumables that you would have to buy for real money (that's in short)

I would also like to introduce an aspect with bosses in the future. But given the amount of work, this will have to wait.

Although this is also an attractive aspect with a good monetization prospect.



World Description



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Old version game screen

The setting of the game will represent some fictional times, and the place where the events will develop is the UK and its expanses.

The English island is engulfed in wars between mafia clans. All these clans are fighting for power over casinos, clubs and palaces. Bandits clashed with bureaucrats, lords and peers.