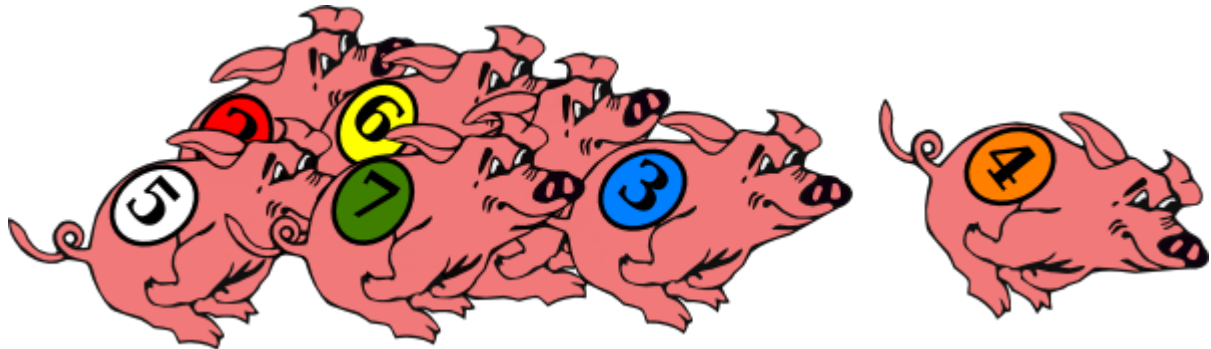


Pigmania



The codename for our project is Pigmania. The concept is a horse racing game with unique elements. The game is inspired by the onlinenft-game “zed.run”.

Features

Unique pigs

Obtained pigs would have different attributes. These attributes have values.

Trading

Users can trade their pigs privately or on a market place. The marketplace can feature set prices and auctioning.

Also players can buy pigs and items from a shop.

Upgrading

The attributes of the pig can change from items and NPC racing.

Breeding

Two pigs can breed. The attributes of their child would depend on RNG and the parents attributes.

Offline racing

Against NPCs with randomized stats, differs from the level your piggie is currently racing at.
And classes

Online racing

Private matchmaking
Scheduled tournaments

Platforms

The game is playable in a browser and phones.

First Vertical slice

The Idea is that calculations are going to happen on the server side. And graphics are shown on the client side.

The first vertical slice will contain:

1. A database with some pigs that have one attribute each.
2. Run an instance of a race. With one random multiplier per pig.
Position can be loaded to a table.
3. Basic graphical representation of the race.

Targeted Customers

The target audience of Pigmania is young adults. Customers vary from casual mobile gamers to children with short attention spans and interest in the gambling/RNG aspect of the game.

Customers needs

The product will satisfy the customers' want for a casual addictive gaming experience, without the aftereffect of financial instability. The game will capitalise on the users craving for quick and addictive gameplay.

How to satisfy these needs

The attributes that are essential for the game to be successful involve the interesting and unique concept of the game, the RNG and the visual representation of the race, and the different characters with unique gaming attributes.

The game targets casual players. It will reach this audience by being easy to set up and understand. Then when the user is started they should be lured further in by gambling features, character collection and character building.

The product compared against existing products.

How does the product compare against existing products, both from competitors and the same company? What are the product's unique selling points?

Comparable products: zed.run, Saltybet, MyBrute, Starhorse 3

The concept idea was inspired by the NFT game "zed.run", which is a horse racing game with the ability to get your own personal horse and race with it. Our product is based on the gambling and racing aspect of "zed.run".

The main difference between the products is the exclusivity. "zed.run" is promoting luxury goods with its steep horse prices. On the other hand Pigma won't have a buy-in price. Users should be able to register and start enjoying the game right away.

In addition Pigmania will also have smaller features like items and upgrading.

Target timeframe and budget

The target time frame might be more than what we might expect since we could add more features to our game. But for now we are saying that the minimum is 13,5 hour per week per person, but this could increase over time.

We are predicting to launch the product at the end of november but worst case scenario it would be launched around the middle of december.

Group contract

Anders Farstad Myrmel, Giar Rehani, Lars-Erik Bakkland Moi, Oskar Eftedal Markussen, Markus Roland, Shaheen Thayalan

Weekly Meetings:

Weekly meetings will be held every Friday at 11:00 am.

Consequences of tardiness:

Problematic behavior results in a warning. If a member receives 3 warnings a vote to kick should be held.

Obligation to notify:

If a group member can not attend a meeting they have to notify about this. The notification should be a message in discord with @everyone.


Conflict resolution:

When meaningful conflict arises the group should be gathered in a meeting. Members failing to show up to this meeting can receive a warning.

Expected workload per group member:

Each group member is expected to contribute 108 hours. Over the span of 8 weeks this equates to approximately 13.5 hours a week. All project hours will be tracked in Jira.

Anders Farstad Myrmel

Signature: 

Date: 18.10.2021

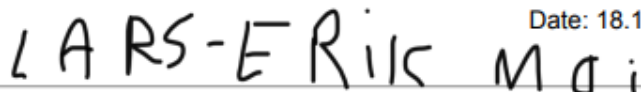
Giar Rehani

Signature: 

Date: 18.10.2021

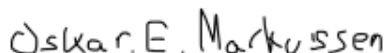
Lars-Erik Bakkland Moi

Signature:



Date: 18.10.2021

Oskar Eftedal Markussen

Signature: 

Date: 18.10.2021

Markus Roland

Signature: Markus Roland

Date: 18.10.2021

Shaheen Thayalan

Signature: Shaheen

Date: 18.10.2021
