Space Roller – Full Slot Game & Website Development Plan

Project Overview
Space Roller is a real-money online slot game inspired by Mo' Mummy, featuring identical gameplay mechanics but a unique space/alien theme. The game is dedicated exclusively to Space Roller and will be available on both web and mobile platforms.

Core Game Features
• 5x3 slot grid (5 reels, 3 rows)
• Cash Collect bonus system (collect coins/credits)
• Free Spins via scatter symbols (3 scatters)
• Match-3 jackpot system: Mini, Minor, Major, Grand
• Unlock features by collecting 6 coins
• RTP target ~96%, medium-high volatility

Theme & Visuals
• Astronauts, aliens, UFOs, space desert planets
• Bright, high-energy animations similar to Mo' Mummy
• Your logo colors applied across UI, symbols, and jackpot panels

Technology Stack
Frontend Game Engine: HTML5 + Phaser 3
Backend: Node.js (RNG, wallet, jackpot logic)
Database: PostgreSQL + Redis
Hosting: AWS or Google Cloud + CDN

Platforms
• Web version (desktop & mobile browsers)
• Mobile version (PWA or WebView wrapper for iOS & Android)

Website
• Dedicated Space Roller website
• Embedded playable slot game
• Account creation, login, wallet
• Responsible gaming tools

Compliance
• Curacao or MGA licensing pathway
• RNG certification (GLI / iTech Labs)
• KYC/AML integration

Development Timeline (Estimate)
• Game development: 8–12 weeks
• Backend & payments: 4–6 weeks
• QA & certification: 3–4 weeks
• Launch preparation: 2 weeks

Final Deliverables
• Fully playable web & mobile slot game
• Bug-fixed, certified RNG system
• Live website + deployment setup
• Source code & documentation