Create the $5 for me today so I can send you the unity package. I want you to have my login and do it.

Let's get a simple 2d platformer base game made for this in 30 days from today. And then after base game is complete we will add all of this onto it for a full game.

Give me the privacy policy for the other game and I will make adjustments for the collection of email, passwords, user data, etc.

12. Your concerns:
- Position on the level cannot be covered within $500. We can store levels unlocked, but we cannot have the exact position. It is a very difficult task.
How much more will it cost, give me a number?

- Please tell me about "what chests have been collected" part. I don't understand this part.
If a player plays a level and collects a chest and then exists the app without finishing the level, I want the game to know how many tokens and chests were collected (have been collected) by the user and save those numbers, as well as save the position. That way when the player logs back in what chests and tokens have been collected, will be there and they can resume where they left off.

- About the enemies, we just have to store the enemies that have been defeated? Just their number?
If a player is playing a level and defeats a enemies, then they close app without finishing the level, if they log back into the game, they can resume back to that part of the level, and the enemies they have already defeated stay dead, but any alive are still alive.

- We will make a Playfab account, not a Google or Apple account. I know that Unity does automatically unlock all non-consumable items, but it doesn't work very well.
okay, I trust your lead on this.

I just want player progression to be saved on each level, so if they exit the app DURING a level, they can resume the level where they left off.

13. Please note that it will be a Playfab account.
Okay

19. Like I stated before, to keep the game under $500, please do not include the save position in level task. It is very difficult. Although you have stated that you are willing to pay more, I strongly suggest that we get the basic game made first, as I believe that the document and the details given makes me feel it is a not a simple 2D platformer. It has randomness and replayability. I strongly suggest that we focus on getting the main game done first, as I am quite concerned about it.

I hear your concerns, then lets get the basic game created in 30 days and get the add ons made afterwards. Tell me the price this would cost

20. I wish this was explained in terms of a gameplay loop and as a list. I may have to study this and break it down. There is a lot of text, which makes me worry I might miss an important detail. whatever you do not understand let me know and I will write it clearer

21. - So prestige is basically just the number of times the game is completed from start to finish by a single character? correct, and based on prestige level, benefits are given, such as extra tokens. If player beats levels 1-5 seven times, they are now prestige 7

- So once I get 100 prestige, I can only get 40 tokens and never more than 40 tokens for completing a single level? correct, once a player reaches prestige 40, they will receive 40 tokens for every level they complete from prestige 40 to prestige 100. Once prestige 100 is met, they player will be max prestige, no further prestiges will occur. And the player will have access to all levels (1-5) that they can choose to play from at any time

22. What would be unique about the characters? slime Color, Style of hat, style of glasses
Why would anyone buy them? for cosmetic purposes, aesthetically pleasing to the eyes to look at. Does not benefit gameplay, purly sprites and graphics

24. What concerns me about this is the fact that you listed some boosters or benefits which I will also have to factor in while coding, making it more than a simple 2D platformer.
Yes, but you and your team can do it, you are very smart. Let me know if the price goes up, and what it will cost for you and your team to do this.

For the registration system, I strongly suggest that you download all the assets and give them to me. I do not want you to make any financial commitments yet, unless I am sure that I am providing value. I think due to the way the text is written, the game seem to be more complicated than it actually is, which concerns. Can we please make an arragement where I

can work for a while without any finnanical commitments until the game starts taking shape? This is so I am fully confident that the game is not as complex as I think it is right now.

I have bought and acquired the assets, create the offer and i will send you the account so you can download them.
I already bought the assets, I will pay.
The game and concept is not complicated at all, it is very simple.
The code will be complicated due to how I want the levels, prestige, boosters, and character sprite unlocks to work.
You can work for a while, please get started today. If any financial commitments come up let me know and I will pay. Lets get the game started and lets get it to take shape.
The game is not complex, not as much as you think. Once you start working piece by piece it will be super easy.