Key:
User == player
token==jewel

1. I understand that you wish to keep this under $500
Yes, if we go a little over that is okay
2. The game is going to be a Mario Clone but will use Custom Graphics
yes, unity assets for graphics, they are on my account
3. The game will have in-app purchases
Yes, microtransactions for character graphics, tokens, chests
4. Unity Ads will be used according to the client's requirements. The client will explain where to use the Unity Assets and where they want the ads to show
Use unity assets to make the game
Forced Ads will be shown upon each prestige on the main menu screen, the user can exit out of the ad after 10 seconds
Ads will be shown on the main menu as an option to watch in full
They can watch an Ad for 1 booster a day (Booster: 2x tokens for 5 minutes booster). They can also watch 5 more ads a day for 4 tokens per ad they watch. 6 total ads in 1 day
5. It needs to be uploaded to the Google Play Store and will be a free application. For this, we will require a Privacy Policy. Please look into maintaining a website with a privacy policy, as Google does not allow games without a privacy policy to be uploaded anymore. We will also be using Unity Ads, so we may have to tell Google exactly what data is being collected by us. Games usually get rejected when they are misconfigured in the store, which is easily handled by reading what Google requires. For example, an application can get rejected if we fail to tell Google exactly what data we are collecting, and Google finds out that we are actually collecting more data than we said we do.
I will get a Privacy Policy made for the game unless you have a template we can use that you have used in the past on other games.
The game will collect info normally collected for a registered account and microtransactions.
6. Another seller will be hired to create the iOS port and upload it to the client's App Store Dashboard.
Yes, correct
7. We always provide the source code at the end of every module
Awesome, thank you!
8. The name of the project is Slime and Jewels
Yes, the name is "Slime and Jewels"
9. We may have to acquire the art instead of creating art from scratch as making art from scratch will exceed the $500 limit. There are websites that sell art assets that can be used for games. We may need to simply acquire these assets to keep things in budget.
I got art assets from unity assets store
Send me the websites that sell art assets that you know of

10. I would like to know about the randomized loot boxes and how will they work in the game.

The player buys a crate (aka randomized loot boxes), and it randomly gives a perk

11. Payments are handled by Google when the game is uploaded to the Google Play Store. They handle digital store items. Unity just has a system that will allow us to add in-app purchases, but they are not directly handled by the game.

Sounds good, and sounds secure, awesome.

12. There are certain mobiles that can still store data even after the application is deleted. We can save data if we want to. However, if the player clears that cache of the application, saved data is usually lost.

Understood, if they close out the user closes out the tab/application/game, I would like game data, like where they are in position on a level, what tokens have been collected, what chests have been collected, and what enemies have been defeated, to be saved. If the player deletes the app then information on the user, like what they bought with $USD should be saved with a registered google store account or apple store account that the player uses.

13. In order for users to play with an account, we will need to integrate Playfab. This may take things out of budget.

Users need to have a registered account

14. We do not offer two factor authentication. Playfab does have this feature, but we have never used it, neither have we looked into it.

See number 16

15. Mail verification can be done via Playfab.

Okay, good

16. As I was writing this, I checked whether or not Playfab has 2FA. It appears that they do not have one.

Okay 🙁

17. We can save the purchases to their account. However, this is going to further may the system more complex as the data that is stored in the player's account needs to be updated with every new purchase. And in the future if we have more items to sell, we will need to make sure that we don't end up deleting the user's previous save data. It is not as straight-forward as it may seem.

Understood. I would like to save the purchases to their account

18. Please tell me about the Endless progression that you mentioned in the design pillars.

Sure, to elaborate, the user can play the 5 levels over and over, their prestige count has no limit.

19. Please explain what does "start where they left off" mean? Do I have to save their exact position or will we simply start them at the start of level that they left. If you want an exact position system (which also means we may need to tell the game how many enemies they have destroyed), the game may not be covered in the budget.

"Start where they left off" means if the user closes out the tab/application/game during a level playthrough, I would like game data, like where they are in position on a level, what tokens have been collected, what chests have been collected, and what enemies have been defeated, to be saved. Yes, save their exact position. No starting them at the start of the level where they left off at, this would allow the player to exploit the easier levels for tokens. I want an exact position system and even down to the level and playthrough placement of a specific tile. I do want an

exact position system (which means we tell the game how many enemies they have destroyed, where they are in position on a level, what tokens have been collected, what chests have been collected, and what enemies have been defeated), I will pay the extra costs and go over budget to have this done.

20. Please tell me about the token system. I do not understand what it does.

The tokens, also known as Jewels, will be represented by different colored Jewel graphics within the levels. The tokens will also be collected by the slime when the slime touches them. The tokens will stack, and be represented in the UI by 1 single token graphic (a yellow jewel would be best). The jewel/Token in UI will be displayed for the user to see how many tokens they have in their inventory. The Jewel inventory will change as the player collects and spends tokens. Each level has 10 possible tokens to collect around the tileset of the level. The amount of tokens the user collects depends on what they collect during each level playthrough. The user has a chance to collect 10 tokens, but it does not mean they will, depending on how they play. We will randomize where tokens and chests spawn on each level. This way users don't know where to expect the tokens and chests when they prestige and do levels 1-5 again. Every prestige will grant a set number of guaranteed tokens they can collect after completing a level. What I mean by this is a user who is prestige level 1 will collect 1 extra token for each level they complete. If they are prestige 5 they will collect 5 tokens for each level they complete. Over time, the player may buy and unlock new slime colors and accessories with tokens and/or real money. Jewels (the tokens) can be obtained in-game during gameplay, or bought in packs on the in-game Store. Like in the platform video, the jewels/tokens will be spread out across each of the 5 levels for the user's slime to collect. It should be difficult for players to obtain tokens for all levels, it should take a long time for a player to get to 50 tokens. The game will have a store for players to buy large amounts of jewels. These jewels can be used to purchase in-game chests, character colors, and customization character graphics. Jewels( the tokens) can be obtained in-game, or bought in packs on the in-game Store. These jewels can be used to purchase in-game chests. Chests are bought with tokens. (Chests are 50 tokens each or $1 USD each). $USD and in-game tokens may be used to purchase in-game chests, character colors, customization character graphics, packs of health, and packs of shields. The game will have a store for players to buy large amounts of jewels. This means tokens/jewels can be bought from the store. Players may buy tokens in bulk for $USD 75 for $2.00; 150 tokens for $2.50; 300 tokens for $3.50; 500 tokens for $4.50.

Character Colors: (color must be bought before they can buy the graphics for that color) (Each color can be purchased for $5 USD (6 colors total))
#1 is Free and the Default skin
#2 costs 150 tokens
#3 costs 200 tokens

#4 costs 250 tokens
#5 costs 300 tokens
#6 costs 350 tokens


Character Graphics: (color must be bought before they can buy the graphics for that color) (Each costs $4 USD (84 graphics total))
Every graphic on column #7 costs 150 tokens
Every graphic on column #8 costs 200 tokens
Every graphic on column #9 costs 250 tokens
Every graphic on column #10 costs 300 tokens
Every graphic on column #11 costs 350 tokens
Every graphic on column #12 costs 400 tokens
Every graphic on column #13 costs 450 tokens
Every graphic on column #14 costs 500 tokens
Every graphic on column #15 costs 550 tokens
Every graphic on column #16 costs 600 tokens
Every graphic on column #17 costs 650 tokens
Every graphic on column #18 costs 700 tokens
Every graphic on column #19 costs 750 tokens
Every graphic on column #20 costs 800 tokens

Boosters (a type of perk) boost the tokens they earn during gameplay. Boosters are on a timer (lasts for a specific amount of time (5 mins)). Boosters can be obtained through randomized chests. In-game tokens can be bought with real money or be earned by playing the game
They can watch an Ad for 1 booster a day (Booster: 2x tokens for 5 minutes booster). They can also watch 5 more ads a day for 4 tokens per ad they watch. 6 total ads in 1 day


For tokens/jewels graphics:
https://assetstore.unity.com/packages/2d/characters/pixel-art-jewelry-collection-171191

Game Store buy tokens in bundles, graphics to be used(used for microtransactions images/token bundles):https://assetstore.unity.com/packages/2d/gui/icons/coins-crystals-diamonds-vector-icons-for-iap-163473

Players can jump up and hit blocks like Mario for a chance to release tokens. These graphics can be used for Checkpoint flags and Blocks to hit with slime (like Mario) to collect tokens/keys/in-game items (health) like Mario:
https://assetstore.unity.com/packages/2d/environments/pixel-platformer-art-pack-165498

21. I do not understand the prestige level system. Please explain the entire level system to me in a list form, as a loop.

Start Loop:
Loop Body (if (player prestige is < 40):
    A.  Level 1 is available, all other levels are locked
    B.  Player passes level 1, level 1 is now locked, level 2 is now open
    C.  Player passes level 2, level 2 is now locked, level 2 is now open
    D.  Player passes level 3, level 3 is now locked, level 2 is now open
    E.  Player passes level 4, level 4 is now locked, level 2 is now open
    F.  Player passes level 5, level 5 is now locked, level 1 is now open
    G.  Player then prestiges, prestige level goes up by +1 level
        Player gains prestige benefit, the player receives extra token count +1 token  (extra tokens for every level they complete, respective to their prestige level (number)) (If the player is prestige 5 they will receive 5 tokens for each level they complete.) (prestige 0 = 0 extra tokens for level completion; prestige 1=1 token. Prestige 10 = 10 tokens)
    H.  Player is Prestige < 40 Player repeats Loop Body steps Letters A-G
if (prestige is >=40):
    I.  Player prestiges 40 times. They will continue to prestige and repeat Loop Body steps Letters A-F. They receive 40 tokens for each level they complete and no more than that. Meaning if they are prestige level 41 or higher, they do not receive 41 tokens, they receive 40 tokens at prestige 40 and 40 tokens at prestige 100. Prestige 40 = 40 tokens; prestige 100 = 40 tokens)
else if: (prestige is == 100)
    J.  The player reaches prestige 100, this is max prestige.
    K.  End Loop

End Loop:
    L.  The player reaches prestige 100, this is max prestige.
    M.  They unlock all levels to go to whichever level they want at any time


Once the player has gotten through all 5 levels the player will prestige by 1 level. When the player prestiges the player will be limited to level 1 again and will have to unlock levels 2-5 again, after completing level 1. There is no max to their prestige level. Every prestige will grant a set number of guaranteed tokens they can collect after completing a level. What I mean by this is a user who is prestige level 1 will receive 1 extra token for each level they complete. If they are prestige 5 they will receive 5 tokens for each level they complete.

22. I understand that some of the characters will be purchasable through the in-game shop.
Good. Yes, character graphics users can buy and select will be on the game shop. Can be bought with tokens(jewels) or $USD
23. It appears that there is some character customization that is needed. That cannot be covered at all in the $500 budget. We can have a shop with pre-made characters though.
No character customization is needed only character selection.

24. What is the purpose of the entire token system and the chests?
Purpose: The tokens and chests are obtainable for the player to use to advance in the game. Makes the game fun and gives something to strive to collect and work towards. The token system allows players to collect jewels(tokens) during the playthrough of levels. The user has a chance to collect 10 tokens, but it does not mean they will, depending on how they play. The player can also collect chests during the playthrough of levels. There will be 1 chest on level 2 every time and one chest on level 5 every time, that the player has a chance of collecting. We will randomize where tokens and chests spawn on each level. These are obtainable items via in-game playthrough of levels and buyable within the in-game shop.

$USD and in-game tokens may be used to purchase in-game chests, character colors, customization character graphics, packs of health, and packs of shields. The game will have a store for players to buy large amounts of jewels. Chests can be earned by playing the game

Token System: Tokens are used to buy in-game items such as character graphics and chests. These jewels can be used to purchase in-game chests, character colors, and customization character graphics. Jewels( the tokens) can be obtained in-game, or bought in packs on the in-game Store. These jewels can be used to purchase in-game chests.

Chests:  Chests can be earned by playing the game. Players can open chests to obtain randomized loot. Chests are meant to help with game progression. Chests are bought with tokens. (Chests are 50 tokens each or $1 USD each).  Chests have a random chance to reward perks, as in perks are randomized. Chests will give perks:
- 2x tokens for 5 minutes (Booster)
- 3x tokens for 5 minutes (Booster)
- 1 extra health for the next game
- Shield for 1 damage hits for 1 level

25. How will the perk system work?

Perks: Are obtained through chests and Players can enable the perks they have. (All perks can be stackable, so if the player buys multiple chests)

- 2x tokens for 5 minutes (Booster)
- 3x tokens for 5 minutes (Booster)
- 1 extra health for the next game (for 4 hearts total)
- Shield for 1 damage hit for 1 level (protection of loss of 1 heart)

The perks will be in the user's perk inventory on the main menu UI, the user may enable the perk. The perk will then be enabled for the next level they play. The perk inventory can stack (as in being stackable), but only one perk may be enabled at a time. When the Extra health or the shield perk is enabled, these perks will expire if not used in the next level they play. For example, if user goes to their perk inventory and activates the Shield for 1 damage hit for 1 level (protection of loss of 1 heart (shield perk)) perk, and starts level 3, they take no damage and pass the level, then the shield was not used on that level, the perk now expires even though it did not protect from damage. It expires because it was enabled and the level is now over.

Boosters (a type of perk) boost the tokens the player earns during gameplay. Boosters are on a timer (lasts for a specific amount of time (5 mins)).  Boosters can be obtained through randomized chests.

It is strongly suggested to make a shorter version of this document only for the module that you want the team to work on first. The document is too long to be used for the creation of a module. We can make a module together if you find it difficult to create one yourself.
Let's make modules together. The first thing to work on is the login/register system
Let's create a registration system module and menu system module document

Users will have registered accounts. These will help keep track of micro-transactions
We will do character selection


Character selection
Have character selection. We can use the sprites as they are given, complete with all their accessories. They are full characters. They select the outfit or color graphic they have bought.