I will send the offer to you today so I can download all of the assets from your account.
Sounds great, I will do what I need to on my end and get you what you need as fast as I can.

12. There are two ways.
- We can store the position of the player locally. However, that would mean that the position will not be saved to the user's account which can be a problem if the user switches phone. Also, what would happen to the enemies that have been defeated in the game already? If we are to store how many enemies were defeated and at what position, it can cost $200 for this system alone
- We can store it on the Playfab back end. That would be $300 alone for this system. It is a very complex task, so I do not recommend doing the position saving right now. I suggest doing it after the game makes money.

Okay, we can add it later on. I want to save enemies, tokens, positions, and chests. Let us do this at a later time, I will take care of the costs. We will add it to the playfab back-end.

- This is concerning. Saving the position of the chests is also similar to saving the position of the player when they exit. Is there some other way to do this, instead of saving the exact position of the chests? Can we work with numbers on the chests instead?

Yes, we will do a numbers count on what they have collected. Chests are on level 2 and on level 5. 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.
Example: The player is on Level 2, if the player collects a chest number goes to 1, if not stays at 0. "Level 2 chest count=1" means don't spawn chest on the level when the player returns to the saved position. "Level 2 chest count=0" means spawn chest on level for the player to collect possibly. Restart the chest count number after every prestige.

- This is again tied to the whole player position mechanic. I strongly suggest that we do not do this at this point.
We will do this later on and we will go the $300 playfab back-end route.

- Thank you

13. Please create an account on Playfab so I can link this game to your account from the start
Okay, I will get one created and let you know.

19. Thank you.

20. Alright. Thank you for this.

21. Alright.

22. Alright. As long as we don't have character customization, I will be able to keep this under $500

Sounds good.

24. I do not want the game to cross $500 yet. Boosters can add to testing costs. The cost increase will depend on the amount of boosters and their function.

I want to have perks added to the game. I want two boosters as perks. Should be easy once one booster is created, just change 2x to 3x for multiplier.
1. 2x tokens booster for 5 mins
2. 3x tokens booster for 5 mins

How much more in cost?

Alright. Will send the offer soon.

Thank you so much for the offer, I see the offer, I will get you what you need and accept the offer as soon as I can get to it.