Tiles Teaser

* Corona 2D SDK or any platform that support Android + iOS
* Screen mode: Forced portrait
* Offline / Single player
* Google Play integrated for
  + in-app purchase,
  + leader board
  + achievements
* One-tap board puzzle game
* Integrate appropriate ad system
* Design theme inspiration: “Sudoko” (Sudoko.com) and “Dots” at Play Store
* Similar game play: [www.pawstash.com](http://www.pawstash.com)

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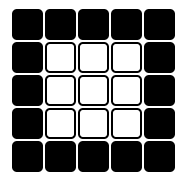
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# Game Rules

(Visit <https://www.pawstash.com/play> and play a couple of games there to understand the game playing rules)



* Above is an example puzzle (5x5).
* ~~To win any puzzle, convert the color of all the boxes to either black or white.~~
* ~~Tapping on the box will “reverse” its color and its surrounding boxes.~~
* For this example, click on the center box to win it!

# The Home Screen

* ~~Start New Game (select level)~~
  + ~~Easy~~
  + ~~Medium~~
  + ~~Hard~~
  + ~~Expert~~
  + ~~Giant~~
* Continue old game (if started before)
* Challenges
* Store
* Statistics
* Design settings
* Accessibility settings

# Generating the Puzzle on the Fly

* ~~Puzzle is generated on the fly. Means, no pre-stored boards at all.~~
* ~~The puzzle size (or grid) depends upon the level chosen (see table below).~~
* ~~To generate a puzzle, assume that all the boxes in the given grid are all Black in the start.~~
* ~~Then, pre-click (virtually) the random boxes some number of times (see table below) to generate the complex puzzle (to be solved by the user).~~
* ~~While pre-clicking, do not click on the same box that was clicked just before that new click.~~

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Level** | **Board Size** | **Pre-Clicks  (Pick random within range)** | **Maximum time allowed (min)** | **Maximum moves allowed** | **Default Maximum number of puzzles available per day** |
| ~~Easy~~ | ~~4x4~~ | 3 to 7 | ~~60~~ | ~~100~~ | 20 |
| ~~Medium~~ | ~~5x5~~ | 8 to 11 | ~~50~~ | ~~90~~ | 15 |
| ~~Hard~~ | ~~6x6~~ | 12 to 14 | ~~40~~ | ~~80~~ | 10 |
| ~~Expert~~ | ~~7x7~~ | 15 to 18 | ~~30~~ | ~~70~~ | 5 |
| ~~Giant~~ | ~~8x8~~ | 19 to 25 | ~~20~~ | ~~60~~ | 1 |

# The Scoring

* On successfully completing the puzzle, get points (to that level) = grid size.
* This means, if a Giant level puzzle is solved, the player will get 8x8=64 points.

# Reasons to Lose

* Time out
* Player quit that puzzle

# When Player Wins

* Show the addition in score
* Take away 1 game from the that level (see the available puzzles per day).
* Share button to share the success (facebook, twitter etc.)

# When Player Loses

* Take away 1 game from the that level (see the available puzzles per day).
* If the solutions ad-on is available, ask player if he wants to see the solution.
* See the following link as example to show the solution:

<https://www.pawstash.com/?page=watch&game=110|110|101|&hint=C1,A2,B3,C2,B3>

# The Puzzle Screen

* ~~On top, show the level (fast, easy…)~~
* ~~Points scored so far in that level.~~
* ~~Pause button (when pressed, hold/stop the timer, hide the puzzle, show an overlay window with the time left, moves left and level + Resume puzzle button)~~
* Also stop the timer if the player wants to go back to the home screen or closes the app. Continue from the same time when the player was left.
* ~~Undo button~~
* Flip horizontal (count one move)
* Flip vertical (count one move)
* ~~Flip colors (count one move)~~
* Infinity timer: If the add-on is available, stop the timer.
* Infinity moves: If the add-on is available, stop counting the moves at all.
* Exploder: If available and is clicked and then a box is clicked after that as well, the color of that box is reversed (and not its surroundings)

# Tutorial

* When the player installs the game, there should be a short, interactive tutorial for them to learn it quickly.

# The Default Ad-ons

When the game is installed, the following are available by default.

|  |  |
| --- | --- |
| **Item** | **Count** |
| Solutions | 10 |
| Infinity timers | 3 |
| Infinity moves | 3 |
| Exploders | 3 |

# Store / In-app Purchase

|  |  |
| --- | --- |
| **Item** | **Price ($)** |
| Infinite puzzles | $5.99 for 30 days |
| Go Ad free | $3.99 for 30 days |
| 10 solutions | $1.99 |
| 10 Infinity timers | $1.99 |
| 10 Infinity moves | $1.99 |
| 10 Exploders | $1.99 |

# Challenges (or Achievements)

* The challenges along with the rewards are given in the following table.
* Do not show all the challenges at once.
* Show them one by one i.e. when one finished, show the next with the reward
* In other words, all the challenges should be solved in the order as given.

|  |  |
| --- | --- |
| **Challenges** | **Reward** |
| Solve 3 Easy puzzles | 1 Infinity timer |
| Solve 3 Medium puzzles | 1 Infinity move |
| Use Flip horizontal | 1 Exploder |
| Use Flip vertical | 1 Infinity timer |
| Use Flip colors | 1 Infinity move |
| Use Infinity timer | 1 Infinity timer |
| Use Infinity moves | 1 Infinity move |
| Use Exploder | 1 Exploder |
| Make a streak of solving 5 Hard puzzles | 1 Infinity timer |
| Make a streak of solving 3 Expert puzzles | 1 Infinity move |
| Play a game with Circle tiles | 1 Exploder |
| Play a game with sharp corner square tiles | 1 Infinity timer |
| Play a game with Red-white theme | 1 Infinity move |
| Play a game with Black-Red theme | 1 Infinity timer |
| Solve Easy puzzle in less than 30 s | 1 Infinity move |
| Solve Medium puzzle in less than 30 s | 1 Exploder |
| Solve 1 Hard puzzle | 1 Infinity timer |
| Solve 1 Expert puzzle | 1 Infinity move |
| Solve 1 Giant puzzle | 1 Exploder |
| Solve a Hard puzzle without any undo | 1 Infinity timer |
| Solve an Expert puzzle without any undo | 1 Infinity move |
| Solve 10 Hard puzzles | 1 Infinity timer |
| Solve 10 Expert puzzles | 1 Infinity move |
| Solve 5 Giant puzzles | 1 Exploder |
| Make a streak of solving 5 Hard puzzles | 1 Infinity timer |
| Make a streak of solving 5 Expert puzzles | 1 Infinity move |
| Make a streak of solving 5 Giant puzzles | 1 Exploder |
| Solve 30 Easy puzzles | 1 Infinity timer |
| Solve 30 Medium puzzles | 1 Infinity move |
| Solve 30 Hard puzzles | 1 Infinity timer |
| Solve 30 Expert puzzles | 1 Infinity move |
| Solve 30 Giant puzzles | 1 Exploder |
| Make a streak of solving 10 Hard puzzles | 1 Infinity timer |
| Make a streak of solving 10 Expert puzzles | 1 Infinity move |
| Make a streak of solving 10 Giant puzzles | 1 Exploder |
| Solve a Hard Puzzle in less than 3 minutes | 1 Infinity timer |
| Solve an Expert Puzzle in less than 3 minutes | 1 Infinity move |
| Solve the Giant Puzzle in less than 3 minutes | 1 Infinity timer |
| Solve a Hard Puzzle in less than 1 minute | 1 Infinity move |
| Solve an Expert Puzzle in less than 1 minute | 1 Exploder |
| Solve the Giant Puzzle in less than 1 minute | 1 Infinity timer |

# The Statistics Screen

* Show the OVERALL tab and the tabs, one for each level.
* Under each tab, show the following stats:
  + Score:
    - The score
  + Games:
    - Games played
    - Games won
    - Win rate (games won / games played)
  + Time:
    - Best time (shortest one)
    - Average time
  + Streaks:
    - Current streak
    - Best (longest) win streak

# The Design Settings

Show the following 3 x color themes for the puzzles (board) as follow:

|  |  |  |
| --- | --- | --- |
| **~~Theme~~** | **~~Light tile color~~** | **~~Dark tile color~~** |
| ~~#1 (Default)~~ | ~~White~~ | ~~Black~~ |
| ~~#2~~ | ~~White~~ | ~~Red~~ |
| ~~#3~~ | ~~Red~~ | ~~Black~~ |

Select the tile shape:

* ~~Square - Rounded corners (default)~~
* ~~Square sharp corners~~
* ~~Circles~~

# The Accessibility Settings

* ~~Vibration (yes/no)~~
* Sound (Yes/no)

# Ads

* ~~Banner ad: Show somewhere at the bottom of screen.~~
* Interstitial ads:
  + Show whenever the puzzle is won or lost
  + Maximum ads: 1 ad per minute
* Rewarded video ads:
  + Reward 1 x Exploder
  + Once watched, disable it for the next 5 minutes

# Delivery

* Work include:
  + Development
  + Graphic Design
  + Logo
* Compiled APK up to the standards of Google Play Store
* Bug fixes after launching on Play Store (if there would be any received via feedback related to this release)
* All Codes with everything

Camera field of view

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Screen | puzzle | | | | | | | | |
|  | 8x8 | 7x7 | 6x6 | 5x5 | 4x4 |  |  |  |  |
| 9:16 | 72 | 66 | 58 | 50 | 40 |  |  |  |  |
| 9:18 | 78 | 72 | 64 | 56 | 46 |  |  |  |  |
| 9:19 | 82 | 74 | 66 | 58 | 48 |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |

All buttons rect transform:

2 buttons: Pos x = 0, Pos Y = -200, pos z = 0, width = 1280, height = 600;

3 buttons: pos x = 0, pos y = -300, pos z = 0, width = 1280, height = 900;