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)

Contents

[2 Game Rules 2](#_Toc54905363)

[3 The Home Screen 2](#_Toc54905364)

[4 Generating the Puzzle on the Fly 2](#_Toc54905365)

[5 The Scoring 3](#_Toc54905366)

[6 Reasons to Lose 3](#_Toc54905367)

[7 When Player Wins 3](#_Toc54905368)

[8 When Player Loses 3](#_Toc54905369)

[9 The Puzzle Screen 3](#_Toc54905370)

[10 Tutorial 4](#_Toc54905371)

[11 The Default Ad-ons 4](#_Toc54905372)

[12 Store / In-app Purchase 4](#_Toc54905373)

[13 Challenges (or Achievements) 4](#_Toc54905374)

[14 The Statistics Screen 5](#_Toc54905375)

[15 The Design Settings 5](#_Toc54905376)

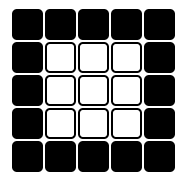
[16 The Accessibility Settings 6](#_Toc54905377)

[17 Ads 6](#_Toc54905378)

[18 Delivery 6](#_Toc54905379)

# 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;

Tugas hari ini:

~~Saving system~~

~~Continue button work~~

Statistic work

~~Multi screen work~~

~~Interstitial add~~

~~Sprite document~~

~~- The correct spelling is "Easy", not "Eassy". - Thanks for the icons list. I will ask my designer to provide the icons.~~

~~- When the game begins, the titles are appearing a very slow speed. May be, you can show them all black tiles and then flip the required ones to white.~~

~~- What are those numbers in circle below the game puzzle (1,2,3,A...)?~~

- There are some designing concerns but I am waiting for you finish the first fully featured demo. Overall, I am impressed by your work.NI need your favor in terms of icons. Can you paste the currently used icons in the list? Otherwise, it will be very hard for me/designer to find the right icon since only you have the app.

Hi, I am now providing you the feedback on the apk file.

Note that, I haven't compared it yet with the specs since I can see that some work is still remaining.

~~- Can you hide the mobile's control buttons? In most of the games, they are hidden and are accessible only when player slides the finger.~~

- ~~When the inifnite timer or turns are pressed, please show the "inifinity symbol" rather than crazy number like 999 and 99:99.~~

~~- When the exploder is pressed, the player should be able to explode only one tile. And after that, it should go as normal game. If the player wants more explosions, he should press the exploder again.~~

~~- The flip tiles controls are not working properly.~~

~~- When the game is over, player should get an option to go to home as well. Right now, I have to restart the app if I wish to go back to home.~~

- Can you please make sure that there is one advertisement to run in 3 minutes?

~~- For the challenges, please show the whole list as I want the players to know what are the upcoming achievements to create excitement~~

~~- locked/unlocked kind of thing.~~

~~- In the settings, the selection of color tiles is not as what I said. Can you please show the combination to select rather than individual light and dark colors? At the moment, I choose both red and the game was screwed!~~

~~- The vibration should triger only at the game over screen.~~

~~- For every puzzle, the start is extremely slow. Show all the blocks instantly (all dark) then flip the light ones at the same time. It should not take more than 500ms.~~

~~- Please remove "~~

~~[pawstash.com](https://www.freelancer.com/users/l.php?url=http:%2F%2Fpawstash.com&sig=0453b256f2cac4cee9ed0404a3523d6099bbceebc2ad8836514139084a63cd11" \t "_blank)~~

~~" from everywhere where as I have turned it down. Thanks~~

~~- So, the ads are connecrted to my admob?~~

~~- At home page, just remove the "Achievement" box~~

~~- When the infinite timer or inifinite turn is clicked, just disable that option. I clicked on the timer 3 times in a single game which doesn't make any sense.~~

~~- Something is wrong with the timer as weill. I clicked the timer, finished a level and then I am seeing "Best time = -9939!"~~

~~- One the exploder is clicked, do not count it down instantly. Wait for the user to click on the tile. Also, if the user doesn't click on the tile and instead click on the exploder again, undo the exploder. Right now, when I am able to click the exploder all the 3 times which doesn't make any sense.~~

- Think, there is sonething wrong with the "up/down" flip button. It is flipping diagonal.

- Please connect the challenges (achievements) to the playstore achievement.

~~Admob pass;~~ @lphaBeta1

~~Admob id:~~ [naveed.coder.ad](https://www.freelancer.com/users/l.php?url=http:%2F%2Fnaveed.coder.ad&sig=52be21b24858aacaa83a39d8210adc9dd71ae350bd82d47bb1f87c9fa32e8216" \t "_blank)

How to get SHA1 from keystore:

Open command prompt

Paste keystore path in the command below in the command prompt:

*keytool -exportcert –keystore “*E:\Documents\Project gue\Puzzle Box Change Color Game\Keystore\ user.keystore” *-list -v*