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)

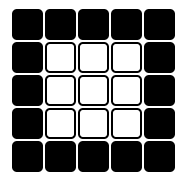
[16 The Accessibility Settings 6](#_Toc54905377)

[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.