

UBUNTU INTERACTIVE

AGENDA

Project Overview

Scope

Timelines

An abstract graphic design featuring two thin, dark gray lines that intersect on a light gray background. One line runs diagonally from the top-left towards the bottom-right, while the other runs from the top-right towards the bottom-left. The intersection point is located to the left of the text.

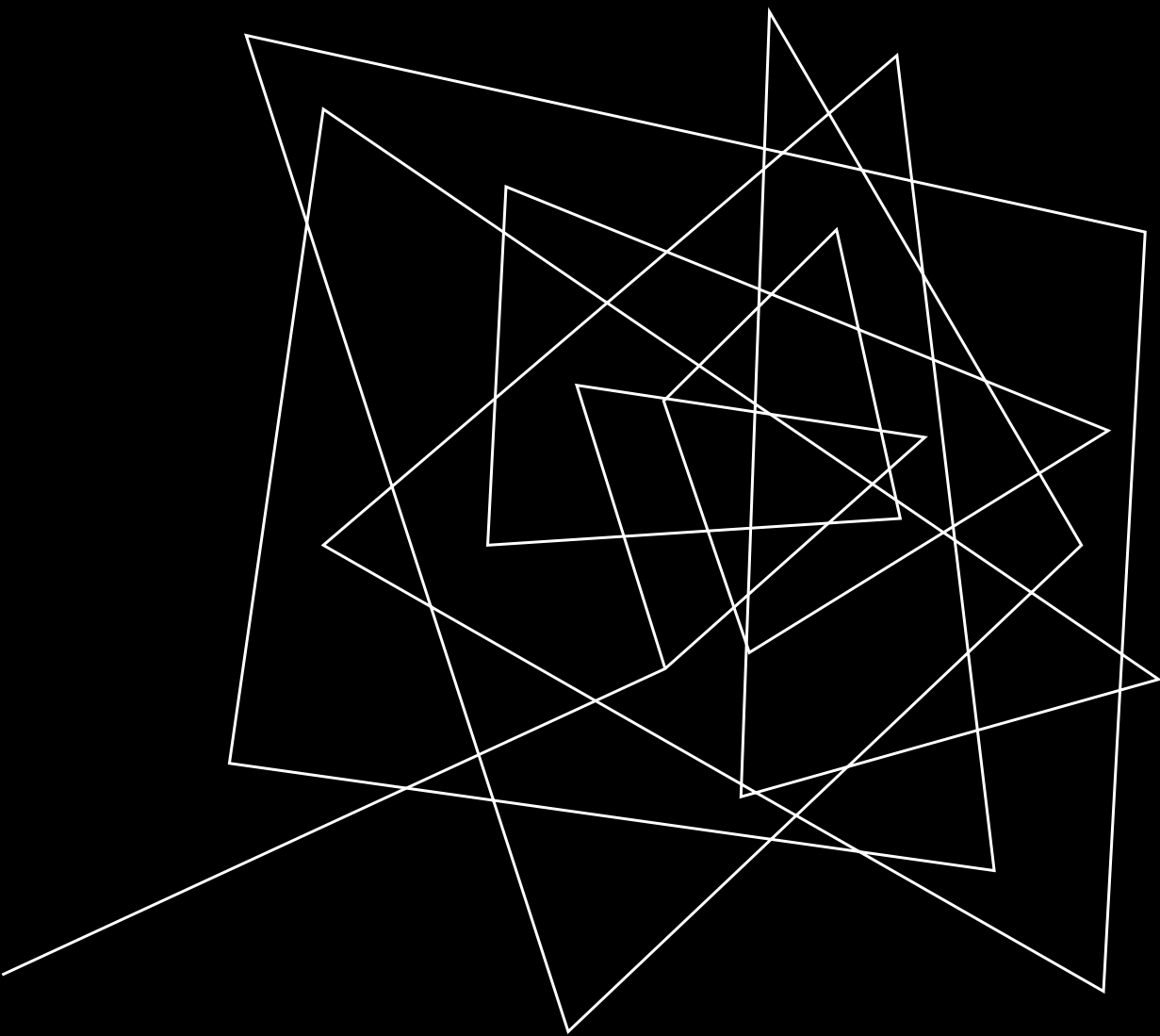
PROJECT OVERVIEW

PRODUCT DESCRIPTION

- **"Moto Dash" is an interactive virtual betting game where players can bet on the outcome of a Moto Ride from one point to another within an African City e.g Kigali, Nairobi or Kampala.**
- **Players can win by cashing out before the virtual motorbike rides away, with winnings in random multiples of the stake up to a maximum payout of \$5,000.**

PRODUCT DESCRIPTION

- **"Moto Dash" is designed for online bookmakers who want to offer a fresh and unique betting experience on their platforms.**
- **The end-users are typically adults interested in sports betting, thrill-seeking, and high-risk, high-reward games.**



EXPECTED GAME DESIGN

GOOD VS BAD GAME MECHANICS

Good Game

- Sleek, high-quality graphics, smooth user interfaces, and a clear, intuitive flow.
- Integrate real-world physics into gameplay E.g Aviator or JetX

Bad Game

- Overly complex interface
- Slow and unresponsive controls are major drawbacks.
- We dislike games that lack clear instructions.
- Games that have inconsistent payout systems are also unpopular.

WHAT MOTO DASH SHOULD LOOK LIKE

- The design should mimic the natural world and excitement of riding a motorbike in the busy hustle and bustle of an African city, complete with sound effects of car horns.
- The layout should be simple, with an emphasis on the motorbike ride and the timing for cash-out decisions.
- Visuals should include realistic road traffic and infrastructure like bridges and overpasses, and sky textures, along with a clear and engaging user interface.
- Players must be able to switch camera angles from side view to onboard the motorbike.

SPECIFIC FEATURES & FUNCTIONALITY

- The game should simulate a motorbike ride with realistic physics, primarily showing an overhead sideview of the ride (drone view).
- The game should have an alternative view which is onboard the motorbike.
- Allow players to place bets and cash out at any point before the virtual motorbike rider rides away.
- The motorbike can ride away immediately after the trip starts or the ride can take a few seconds as the multiplier increases.
- The winnings should be calculated based on the timing of the cash-out, with random multipliers applied.
- The RTP (Return to player) for the game should be 95%
- The maximum payout for any given round should be USD5,000.
- The game should only payout the maximum payout amount twice a month at random intervals for a randomly chosen player and random round of the game.

SIMILAR PRODUCTS

- The "Crash" games popular in online casinos, where players can cash-out before a multiplier "crashes," serve as a useful reference.
- The timing mechanics in these games are similar to what we envision for our motorbike ride. E.g Aviator or JetX

PROJECT TIMELINES

DELIVERABLES	TARGET DATE
<ul style="list-style-type: none">• Game prototype and initial features<ul style="list-style-type: none">• Cash-out system and multiplier algorithms	30 October 2024
<ul style="list-style-type: none">• Core game mechanics and UI implementation<ul style="list-style-type: none">• Betting system	30 November 2024
<ul style="list-style-type: none">• QA, Testing and optimization<ul style="list-style-type: none">• Conduct extensive testing across all platforms (web, mobile).• Perform load testing to ensure scalability.• Ensure compliance with gambling regulations.• Fine-tune cash-out mechanics and multiplier odds	15 December 2024
<ul style="list-style-type: none">• Delivery of final product<ul style="list-style-type: none">• Soft launch with selected bookmakers for beta testing• Full launch with all qualifying bookmakers	24 December 2024 06 January 2025
<ul style="list-style-type: none">• Post Launch Support<ul style="list-style-type: none">• Updates with new features or game elements• Provide technical support to bookmakers	Ongoing

TECHNICAL SPECIFICATIONS

Platform Compatibility

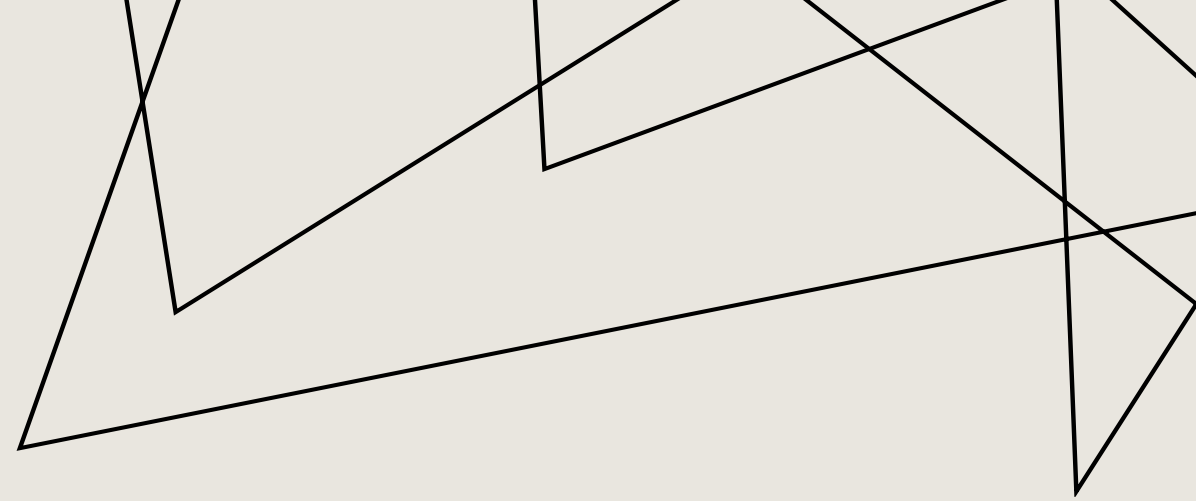
- **Web-Based:** The game will be developed as a web application, compatible with various browsers.
- **Integration:** APIs for seamless integration with bookmaker platforms, including user authentication, payment processing, and data tracking

Software Requirements

- **Backend:** Scalable backend infrastructure (AWS, Azure) for real-time data processing and game state management.
- **Database:** Secure database (SQL, NoSQL) for storing user data, betting history, and game statistics

Security and Compliance

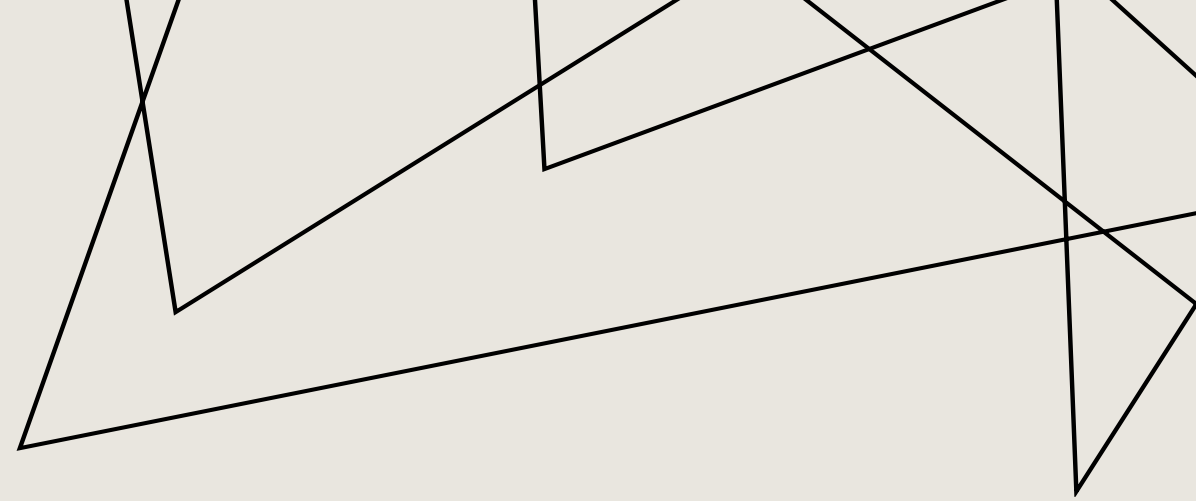
- **Data Security:** Encryption (SSL/TLS) for all data transmissions to ensure player and financial data is secure
- **Fair Play:** Random number generation (RNG) for fair and transparent multipliers, with regular audits



TECHNICAL SPECIFICATIONS

Customization for Bookmakers

- **Brand Integration:** The game's visual elements and interface can be customized to reflect the bookmaker's branding.
- **Betting Options:** Bookmakers can set minimum and maximum stakes, as well as adjust the range of possible multipliers within the game.
- **Player Data Integration:** Seamless integration with the bookmaker's platform for tracking player behavior, betting history, and preferences



A series of white, thin, overlapping geometric lines on a black background, creating a complex, abstract pattern on the left side of the slide.

THANK YOU

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