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**1st Project!**

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Wed, Jul 1, 2020 at 6:33 PM

To: Randy Tan &lt;randy.shaoxian.tan@gmail.com&gt;

Hi Randy,

As a potential start of our working relationship, let's start with something simple. I find the best way to see if we can work with each other is to actually work together.

I have a project at hand that has the following scope and feature:

Platform: Web Game

Game Type: Pet Simulator (i.e. Tamagotchi but played on web)

Game Flow:

1. Player creates a user ID (their email) and password
2. Email sent to player storing the password - note: no authentication required
3. Player logs in via microsite to play
4. Player starts by "adopting a cat" - random kitten is adopted based off a certain pool of choices
5. Player starts taking care of the cat - limited to 6 choices of action
6. Player has energy to take 6 actions - 1 energy is refreshed every 30 minutes
7. Depending on the actions, the kitten grows up either healthy, fat, overweight, etc. - design will be provided
8. End game - Cat grows up and is stored in a separate tab
9. Player prompted to adopt another cat. Process repeats.

Client Requirements:

1. At the end of the campaign, the client will select winners based on points
2. Points are based on cats adopted and how well they are cared for
3. Winner selection and announcement will be done by client but we need to provide the data for them to decide

Delivery Timeline: 1 month

Other notes:

1. Game will be hosted on client's microsite. We just need to provide file to be uploaded by their web developer.
2. Game server and Game database will sit on Gameka's server - Google Cloud

Can you pull this off? Art assets and detailed game UI/UX design will be done by someone else.

Looking forward to your reply!

Cheers!

Kenny Lum