The purpose of this document is to narrow the understanding gap between Walldorf Group and Fabulous Games with regard to PopCake.

After going through the document, I have got a good understanding of the game. However there are few questions based on the understanding. Please refer to the following points:

* 1. Popcakes is a game of 50 levels having 8 challenges on each level.
  2. After winning all the challenges of a particular level a player succeeds to the next level. In this way the player progresses to higher levels. For question related to this refer to [2.1](#Home)
  3. As the levels increase the complexity of the game also increases. For question related to this refer to [2.2](#Complexity).
  4. When a level starts, player is introduced by arrangement of 9 icons, which he has to memorize. For question related to this refer to [2.5.](#NoOfIcons)
  5. 8 challenges comprise of telling the location of 1,2,3 or 4 icons. So there will be 2 challenges to 1 icon, 2 of 2, 2 of 3 and 2 of 4 in a random order to make up the 8 challenges. For question related to this refer to [2.4](#Icon1Challenge).
  6. The game starts with 5 lives. For each mistake and clock time out life is decremented by 1 and for completing each level it increased by 2. For question related to this refer to [2.6](#ZeroLife).
  7. Player is awarded points after a challenge is completed. The number of points depends on the number of icons involved in the challenge. 2 points for 1 icon challenge, 4 for 2, 6 for 3 and 8 for 4. For question related to this refer to [2.8](#WinChallenge) and [2.9](#WinLevel).
  8. Player can also win trophies. A Gold trophy for 0 mistake, Silver for 1 and Bronze for 2 mistakes on a level.
  9. There is also an option to purchase lives, extra clock time and get some help to look at specific icons before playing.

Following are the points, which should be addressed in order to come up with Scope of Work. Based on these points the level of programming involved may change. It is necessary to know the details so that the project design is handled accordingly from the very beginning.

* 1. Will there be a home screen showing the list of levels? If the player is on Nth level, the Nth level and all lower levels will be shown as unlocked and user can replay a level which is already cleared. All higher levels will be locked.

**Client:**

YES, but it is not necessarily the “home screen” that you see first each time you connect. This might be a “levels screen” for instance. As far as possible when you open the game I prefer that you start directly to play and not go through a long sub menu to start playing.

YES you can always replay a level already cleared, so as to improve your performance on such level (score, awards & cups, etc). For sure when you replay a given level, the 9 icons and the 8 challenges will be randomly regenerated and the player will thus not “replay” the exact same level (only the general rules of this level stay the same)

* 1. Can the player share his success story on facebook when he clears a level, or when he passes a facebook friend in the game, or is awarded a trophy?

**Client:**

YES, it is indeed essential to make the game buzz and viral. Sharing your progress with N friends should also be a way to win X extra life (for instance)

* 1. Since the document shows few levels, it is not very clear how the game will become complex in the higher levels.

**Client:**

Please see new powerpoint where 2 additional levels are added.

In these new levels, after the 4th challenge of a level, the 9 hidden icons are moved by a quarter turn. It will squeeze your spatial memory.

in other levels, there will be hidden cards that are switched.

In some other, a “beat the clock” system where you have to complete a maximum of challenges in 60 seconds. Etc

What’s important is that the BASIC gameplay always stays the same: challenges to be completed among 9 icons randomly organized.

* 1. The document says that the challenge may consist of 1,2,3,4 icons to be discovered. According to me the challenge cant consist of 1 icon because if there is 1 place and 1 icon then offcourse that icon will come in that place.

**Client:**

There is a misunderstanding here I believe.

On a standard level, the 9 icons will always be present and will always be the following:

1 type of cake (cupcakes) in 3 colors = 3 icons of cupcakes

1 type of cake (popcake) in 3 colors = 3 icons of popcakes

1 type of cake (French vienoiserie) in 3 colors = 3 icons of french vienoiserie

Total = 9 icons, all different because of type or color

**What is randomly generated is only the organization of these 9 icons in the 3\*3 matrix. These are NOT the icons that are random, ie you cannot end up with 9 cupcakes or 5 pink cakes, but only their place in the 3\*3 matrix.**

Below is an example:



Please practice the print&play prototype. You will have fun ☺ and it will ease the coding.

So to answer your question: YES there can be a challenge of 1 icon.

Please DON’T LOOK at the table above and guess where is the PINK POPCAKE ?



This is a typical 1 icon challenge. By definition there can be 9 different 1-icon challenge.

* 1. Will there number of icons always be 9 or they can increase for higher levels?

**Client:**

I anticipate that there should 9 icons in the majority of levels. Maybe at a certain stage it could go up to 12 (4 cakes of 3 colors, or 3 cakes of 4 colors) at maximum because it might become too difficult. So YES, from 9 to 12 icons.

* 1. If at any stage the number of lives decrease and become zero, will the player restart from level 1? If so wont the player be frustrated if he has reached level 49 and is very close to completing all the levels. In other games when all lives are finished a timer starts and after certain time interval player is granted 1 life.

**Client:**

I am thinking of an automatic saving system every 3 or 4 levels. For instance if you are on level 6 and loose, then you restart at level 4 the next time (with the same number of life you had initially on level 4 the previous time).

On top of it, there should be a monetization / microtransaction system: you pay 10 cents for instance and you can save your progress on the given level. So when you loose you restart at the same level.

* 1. What level of graphics will be involved in the game? Normally in games to attract people graphics are rich. For example a player is denoted by a cartoon, which jumps when a level is cleared.

**Client:**

YES, but not too much so as to focus only on the game and not being distracted (this is a memory game, so if you loose attention you might fail). For instance we could think of a design around the 3x3 matrix that looks like a 'vitrine' in a popcake bakery. And a small animation when you move from 1 level to the next (a baker that congratulates you for instance)

* 1. If a player is unable to complete a challenge of 3 icons. But he has identified the location of 2 out of the 3 icons. Will the player be awarded 6 points? Or will he be awarded with points only when he successfully completes the whole challenge, i.e all 3 icons?

**Client:**

The basic idea is to win points only when you fully complete the challenge (3 icons out of 3). But this might be too frustrating for the player, so we should leave the possibility open to score a few points when discovering only 1 or 2 icons out of the 3 (ie partial completion of challenge).

So YES you should code this possibility, even though we might not use it in the beginning.

Furthermore I am thinking also of a scoring system whereby your score depends on the challenge difficulty (2/4/6/8) multiplied by the time remaining on the clock for such challenge. This might indeed be the reference scoring system so those fast players are rewarded.

* 1. To win a level it is not necessary to win all 8 challenges of that level. It is only necessary to score 18 points, right?

**Client:**

YES. The principle is that there is a minimum score to reach next level. This is set at 18 for the time being but it should be coded as flexible number. In some level it might be lower or higher. And if we go for a time dependent scoring system (see 2.8) then it will be obviously be adjusted at a higher number.

* 1. Will the 9 icons be unique? Or at a level there can be 3 types of icons repeated 3 times to make an arrangement of 9 icons.

**Client:**

Please refer to 2.4

On a standard level, the 9 icons will always be present and will always be the following:

1 type of cake (cupcakes) in 3 colors = 3 icons of cupcakes

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Total = 9 icons, all different because of type or color

Below is an example:



* 1. The DUO version is not clear. Can an example be given as to how 2 players will play the game? Will a player play a level and then the other player will play the same level. And then basis on the number of points scored a winner will be declared.

For the DUO version, please refer to the print&play prototype rule. This is the way the game is played in the “real” world.

The idea is exactly the same as for SOLO version BUT:

* both player play on the same LEVEL,
* the first challenge appears
* the first player try to complete it
* if he succeeds he win the points
* if he fails then the second player try to complete the SAME challenge
* when a challenge is won, it passes to second challenge, etc

the best way to grasp the DUO version idea is really to play your print&play. Have fun ☺