

## **\*Sync Block\* T3 DEV:**

### **1. General provisions**

<b>Application type:</b>	<b>game</b>
<b>Application name:</b>	<b>Sync Block</b>
<b>Bundle ID:</b>	com.ssync.bl1oockover
<b>Platform:</b>	<b>android</b>
<b>Application language:</b>	<b>English</b>
<b>Number of screens:</b>	<b>6</b>
<b>UI/UX:</b>	<a href="https://www.figma.com/design/aPEeqgfwb93VEqPEtVq5wb/SyncBlock?node-id=0-1&amp;t=IZOvUSRVGXmGNg2S-1">https://www.figma.com/design/aPEeqgfwb93VEqPEtVq5wb/SyncBlock?node-id=0-1&amp;t=IZOvUSRVGXmGNg2S-1</a>
<b>icons</b>	
<b>Sound path:</b>	<b>Any music and sounds from copyright free sources</b>
<b>The finished project should contain:</b>	APK file with a caption of the application name (the name must be saved after the APK is installed on the device) An AAB file with a caption of the application name Key for APK and AAB Key information (passwords, alias) Description bundle ID / package name Version number and build number of the app Full source code or Source Code
<b>Important Notes:</b>	APK icon must contain two sprites attached to the task APK and AAB files must work on 32-bit and 64-bit devices The APK should be signed for release the target version of API Level (targetSdkVersion) must be greater than or equal to 30 APK signature versions v1 and v2 passwords and bundle IDs (package name) must be free of "default" and "example" words

	<p>the development framework should be consistent with the task specified in the build (this is noteworthy for unity export and webgl)</p> <p>The application must contain the following set of architectures:</p> <p>armeabi_v7a / arm64_v8a / x86 / x86_64</p> <p>The platform to be tested is-</p> <p><a href="https://checkout.hardcody.ru/">https://checkout.hardcody.ru/</a></p>
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**Reference:** <https://yandex.ru/games/app/101771>

The player must move multicolored blocks of different shapes on the playing field so that to make combinations of blocks of the same color. Having made a combination, the blocks disappear, and the player earns points. The player loses if there is no space left on the playing field.

## **\*Item Rush\* T3 DEV:**

### **2. General provisions**

<b>Application type:</b>	<b>game</b>
<b>Application name:</b>	<b>Item Rush</b>
<b>Bundle ID:</b>	com.1item.ruush
<b>Platform:</b>	<b>android</b>
<b>Application language:</b>	<b>English</b>
<b>Number of screens:</b>	<b>6</b>
<b>UI/UX:</b>	<a href="https://www.figma.com/design/WKtBRchbrU1Z5G9GQk5o5u/ItemRush?node-id=0-1&amp;node-type=canvas&amp;t=9ErMI8FiwTfZNoXg-0">https://www.figma.com/design/WKtBRchbrU1Z5G9GQk5o5u/ItemRush?node-id=0-1&amp;node-type=canvas&amp;t=9ErMI8FiwTfZNoXg-0</a>
<b>icons</b>	
<b>Sound path:</b>	<b>Any music and sounds from copyright free sources</b>

<b>The finished project should contain:</b>	<p>APK file with a caption of the application name (the name must be saved after the APK is installed on the device)</p> <p>An AAB file with a caption of the application name</p> <p>Key for APK and AAB</p> <p>Key information (passwords, alias)</p> <p>Description bundle ID / package name</p> <p>Version number and build number of the app</p> <p>Full source code or Source Code</p>
<b>Important Notes:</b>	<p>APK icon must contain two sprites attached to the task</p> <p>APK and AAB files must work on 32-bit and 64-bit devices</p> <p>The APK should be signed for release</p> <p>the target version of API Level (targetSdkVersion) must be greater than or equal to 30</p> <p>APK signature versions v1 and v2</p> <p>passwords and bundle IDs (package name) must be free of "default" and "example" words</p> <p>the development framework should be consistent with the task specified in the build (this is noteworthy for unity export and webgl)</p> <p>The application must contain the following set of architectures:</p> <p>armeabi_v7a / arm64_v8a / x86 / x86_64</p> <p>The platform to be tested is-</p> <p><a href="https://checkout.hardcody.ru/">https://checkout.hardcody.ru/</a></p>

**Reference:** <https://yandex.ru/games/app/359915>

Board game for two people on a board of 8 by 8 squares.

The game uses a square board of 8 × 8 squares and 64 special chips.

One of the players plays white, the other black. Black takes the first move.

Put the chips in such a way that between them were the chips of the opponent and they will be yours.

The one with the most chips wins.

**\*Cook Up\* T3 DEV:**

### 3. General provisions

<b>Application type:</b>	<b>game</b>
<b>Application name:</b>	<b>Cook Up</b>

<b>Bundle ID:</b>	com.ccookc.overup
<b>Platform:</b>	<b>android</b>
<b>Application language:</b>	<b>English</b>
<b>Number of screens:</b>	<b>6</b>
<b>UI/UX:</b>	<a href="https://www.figma.com/design/6U4GXnoYvT3anOI7P7HfAv/Cook-Up?node-id=0-1&amp;t=YdGYB2D0JMzdu0G-1">https://www.figma.com/design/6U4GXnoYvT3anOI7P7HfAv/Cook-Up?node-id=0-1&amp;t=YdGYB2D0JMzdu0G-1</a>
<b>icons</b>	
<b>Sound path:</b>	<b>Any music and sounds from copyright free sources</b>
<b>The finished project should contain:</b>	<p>APK file with a caption of the application name (the name must be saved after the APK is installed on the device)</p> <p>An AAB file with a caption of the application name</p> <p>Key for APK and AAB</p> <p>Key information (passwords, alias)</p> <p>Description bundle ID / package name</p> <p>Version number and build number of the app</p> <p>Full source code or Source Code</p>
<b>Important Notes:</b>	<p>APK icon must contain two sprites attached to the task</p> <p>APK and AAB files must work on 32-bit and 64-bit devices</p> <p>The APK should be signed for release</p> <p>the target version of API Level (targetSdkVersion) must be greater than or equal to 30</p> <p>APK signature versions v1 and v2</p> <p>passwords and bundle IDs (package name) must be free of "default" and "example" words</p> <p>the development framework should be consistent with the task specified in the build (this is noteworthy for unity export and webgl)</p> <p>The application must contain the following set of architectures:</p> <p>armeabi_v7a / arm64_v8a / x86 / x86_64</p> <p>The platform to be tested is-</p> <p><a href="https://checkout.hardcody.ru/">https://checkout.hardcody.ru/</a></p>

Reference: <https://yandex.ru/games/app/313054>

The task of the player to cook various dishes. In front of the player shelves with ingredients, he must step by step collect all the products in the right order, so that would not knock down the shelves and get gtovogo dish. The game has different levels with different products, the player must pass them all

**\*Ball Match\* T3 DEV:**

#### 4. General provisions

<b>Application type:</b>	<b>game</b>
<b>Application name:</b>	<b>Ball Match</b>
<b>Bundle ID:</b>	com.ball.llab.match
<b>Platform:</b>	<b>android</b>
<b>Application language:</b>	<b>English</b>
<b>Number of screens:</b>	<b>6</b>
<b>UI/UX:</b>	<a href="https://www.figma.com/design/x91sylJFnDM8562wvEhTcU/BallMatch?node-id=0-1&amp;t=sZ3sFJaewCCjP9NF-1">https://www.figma.com/design/x91sylJFnDM8562wvEhTcU/BallMatch?node-id=0-1&amp;t=sZ3sFJaewCCjP9NF-1</a>
<b>icons</b>	
<b>Sound path:</b>	<b>Any music and sounds from copyright free sources</b>
<b>The finished project should contain:</b>	<p>APK file with a caption of the application name (the name must be saved after the APK is installed on the device)</p> <p>An AAB file with a caption of the application name</p> <p>Key for APK and AAB</p> <p>Key information (passwords, alias)</p> <p>Description bundle ID / package name</p> <p>Version number and build number of the app</p> <p>Full source code or Source Code</p>
<b>Important Notes:</b>	<p>APK icon must contain two sprites attached to the task</p> <p>APK and AAB files must work on 32-bit and 64-bit devices</p> <p>The APK should be signed for release</p>

	<p>the target version of API Level (targetSdkVersion) must be greater than or equal to 30</p> <p>APK signature versions v1 and v2</p> <p>passwords and bundle IDs (package name) must be free of "default" and "example" words</p> <p>the development framework should be consistent with the task specified in the build (this is noteworthy for unity export and webgl)</p> <p>The application must contain the following set of architectures:</p> <p>armeabi_v7a / arm64_v8a / x86 / x86_64</p> <p>The platform to be tested is-</p> <p><a href="https://checkout.hardcody.ru/">https://checkout.hardcody.ru/</a></p>
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Reference: <https://yandex.ru/games/app/290811>

The player must connect identical balls with a line to form combinations. The longer the combination, the more points the player will earn. The game starts with several types of balls and as the points accumulate, it gets more complicated by adding new balls to the gameplay

**\*Flip Wars\* T3 DEV:**

## 5. General provisions

<b>Application type:</b>	<b>game</b>
<b>Application name:</b>	<b>Flip Wars</b>
<b>Bundle ID:</b>	com.fli11ppwars.game
<b>Platform:</b>	<b>android</b>
<b>Application language:</b>	<b>English</b>
<b>Number of screens:</b>	<b>6</b>
<b>UI/UX:</b>	<a href="https://www.figma.com/design/TIfR1N1N79sy1HGWoilOYz/FlipWars?node-id=0-1&amp;t=WJhmEbH0p0abSGJa-1">https://www.figma.com/design/TIfR1N1N79sy1HGWoilOYz/FlipWars?node-id=0-1&amp;t=WJhmEbH0p0abSGJa-1</a>
<b>icons</b>	

<b>Sound path:</b>	<b>Any music and sounds from copyright free sources</b>
<b>The finished project should contain:</b>	<p>APK file with a caption of the application name (the name must be saved after the APK is installed on the device)</p> <p>An AAB file with a caption of the application name</p> <p>Key for APK and AAB</p> <p>Key information (passwords, alias)</p> <p>Description bundle ID / package name</p> <p>Version number and build number of the app</p> <p>Full source code or Source Code</p>
<b>Important Notes:</b>	<p>APK icon must contain two sprites attached to the task</p> <p>APK and AAB files must work on 32-bit and 64-bit devices</p> <p>The APK should be signed for release</p> <p>the target version of API Level (targetSdkVersion) must be greater than or equal to 30</p> <p>APK signature versions v1 and v2</p> <p>passwords and bundle IDs (package name) must be free of "default" and "example" words</p> <p>the development framework should be consistent with the task specified in the build (this is noteworthy for unity export and webgl)</p> <p>The application must contain the following set of architectures:</p> <p>armeabi_v7a / arm64_v8a / x86 / x86_64</p> <p>The platform to be tested is-</p> <p><a href="https://checkout.hardcody.ru/">https://checkout.hardcody.ru/</a></p>

Reference: <https://yandex.ru/games/app/194823>

A game in which the player must sort all the items into their places. The game has a variety of levels in each item on different subjects from sorting clothes to kitchen utensils

**\*Flag Quiz \* T3 DEV:**

## 6. General provisions

<b>Application type:</b>	<b>game</b>
<b>Application name:</b>	<b>Flag Quiz</b>
<b>Bundle ID:</b>	com.flaaag.qqui1z

<b>Platform:</b>	<b>android</b>
<b>Application language:</b>	<b>English</b>
<b>Number of screens:</b>	<b>6</b>
<b>UI/UX:</b>	<b><a href="https://www.figma.com/design/5xgMKC76guP3rnZOQJGjTI/Flag-Quiz?node-id=0-1&amp;t=X1QYeyMvSxwevLqY-1">https://www.figma.com/design/5xgMKC76guP3rnZOQJGjTI/Flag-Quiz?node-id=0-1&amp;t=X1QYeyMvSxwevLqY-1</a></b>
<b>icons</b>	
<b>Sound path:</b>	<b>Any music and sounds from copyright free sources</b>
<b>The finished project should contain:</b>	<p>APK file with a caption of the application name (the name must be saved after the APK is installed on the device)</p> <p>An AAB file with a caption of the application name</p> <p>Key for APK and AAB</p> <p>Key information (passwords, alias)</p> <p>Description bundle ID / package name</p> <p>Version number and build number of the app</p> <p>Full source code or Source Code</p>
<b>Important Notes:</b>	<p>APK icon must contain two sprites attached to the task</p> <p>APK and AAB files must work on 32-bit and 64-bit devices</p> <p>The APK should be signed for release</p> <p>the target version of API Level (targetSdkVersion) must be greater than or equal to 30</p> <p>APK signature versions v1 and v2</p> <p>passwords and bundle IDs (package name) must be free of "default" and "example" words</p> <p>the development framework should be consistent with the task specified in the build (this is noteworthy for unity export and webgl)</p> <p>The application must contain the following set of architectures:</p> <p>armeabi_v7a / arm64_v8a / x86 / x86_64</p> <p>The platform to be tested is-</p> <p><a href="https://checkout.hardcody.ru/">https://checkout.hardcody.ru/</a></p>

**Reference:** <https://yandex.ru/games/app/359900>



A game in which a player must demonstrate his knowledge of the flags of different countries and arrange the details of each country's flag in the correct sequence

**\*Tile Unwind \* T3 DEV:**

## 7. General provisions

<b>Application type:</b>	<b>game</b>
<b>Application name:</b>	<b>Tile Unwind</b>
<b>Bundle ID:</b>	com.t1ileu.nwind
<b>Platform:</b>	<b>android</b>
<b>Application language:</b>	<b>English</b>
<b>Number of screens:</b>	<b>6</b>
<b>UI/UX:</b>	<a href="https://www.figma.com/design/ECxRQwlrrKB9xCmGpo02ZU/Tile-Unwind?node-id=0-1&amp;t=Wz2nw5KwCktm8Tx2-1">https://www.figma.com/design/ECxRQwlrrKB9xCmGpo02ZU/Tile-Unwind?node-id=0-1&amp;t=Wz2nw5KwCktm8Tx2-1</a>
<b>icons</b>	
<b>Sound path:</b>	<b>Any music and sounds from copyright free sources</b>
<b>The finished project should contain:</b>	<p>APK file with a caption of the application name (the name must be saved after the APK is installed on the device)</p> <p>An AAB file with a caption of the application name</p> <p>Key for APK and AAB</p> <p>Key information (passwords, alias)</p> <p>Description bundle ID / package name</p> <p>Version number and build number of the app</p> <p>Full source code or Source Code</p>
<b>Important Notes:</b>	<p>APK icon must contain two sprites attached to the task</p> <p>APK and AAB files must work on 32-bit and 64-bit devices</p> <p>The APK should be signed for release</p> <p>the target version of API Level (targetSdkVersion) must be greater than or equal to 30</p>

	<p>APK signature versions v1 and v2</p> <p>passwords and bundle IDs (package name) must be free of "default" and "example" words</p> <p>the development framework should be consistent with the task specified in the build (this is noteworthy for unity export and webgl)</p> <p>The application must contain the following set of architectures:</p> <p>armeabi_v7a / arm64_v8a / x86 / x86_64</p> <p>The platform to be tested is-</p> <p><a href="https://checkout.hardcody.ru/">https://checkout.hardcody.ru/</a></p>
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Reference: <https://yandex.ru/games/app/292095>

A game in which the player must move mahjong cards to form pairs. A game of levels, the further the player passes the levels, the larger the playing field becomes and the number of mahjong cards increases

**\*Shape Flow\* T3 DEV:**

## 8. General provisions

<b>Application type:</b>	<b>game</b>
<b>Application name:</b>	<b>Shape Flow</b>
<b>Bundle ID:</b>	com.shape.flo0w.ovr
<b>Platform:</b>	<b>android</b>
<b>Application language:</b>	<b>English</b>
<b>Number of screens:</b>	<b>6</b>
<b>UI/UX:</b>	<a href="https://www.figma.com/design/ePGULBWABk2H8nz9ZYz0cG/Shape-Flow?node-id=0-1&amp;t=OCixp8MsUJIKx4uy-1">https://www.figma.com/design/ePGULBWABk2H8nz9ZYz0cG/Shape-Flow?node-id=0-1&amp;t=OCixp8MsUJIKx4uy-1</a>
<b>icons</b>	
<b>Sound path:</b>	<b>Any music and sounds from copyright free sources</b>

<b>The finished project should contain:</b>	<p>APK file with a caption of the application name (the name must be saved after the APK is installed on the device)</p> <p>An AAB file with a caption of the application name</p> <p>Key for APK and AAB</p> <p>Key information (passwords, alias)</p> <p>Description bundle ID / package name</p> <p>Version number and build number of the app</p> <p>Full source code or Source Code</p>
<b>Important Notes:</b>	<p>APK icon must contain two sprites attached to the task</p> <p>APK and AAB files must work on 32-bit and 64-bit devices</p> <p>The APK should be signed for release</p> <p>the target version of API Level (targetSdkVersion) must be greater than or equal to 30</p> <p>APK signature versions v1 and v2</p> <p>passwords and bundle IDs (package name) must be free of "default" and "example" words</p> <p>the development framework should be consistent with the task specified in the build (this is noteworthy for unity export and webgl)</p> <p>The application must contain the following set of architectures:</p> <p>armeabi_v7a / arm64_v8a / x86 / x86_64</p> <p>The platform to be tested is-</p> <p><a href="https://checkout.hardcody.ru/">https://checkout.hardcody.ru/</a></p>

**Reference:** <https://yandex.ru/games/app/369585>

In the game you need to rotate the lines so that they form a single picture. The further the player goes through the levels, the more lines he needs to connect and the more complicated the proposed pattern is

