

Amir

Deal Terms:

4.000\$: 1) 2.000\$ after the design and main water animations are approved.
2) 2.000\$ when the game is delivered +10% profit share

Max timeline: 2 months

Game name: Pipes

--» Just like we have with “[Energy](#)”, we are looking to create a “ water-based” minimalist 2D or 2.5D game based on Infinity Loop.

--» Simple | Minimalist | Graphics (ex: Infinity Loop)
Sound Track
SFX
Other effects

--» 1.000 custom-made levels (you will need to create a level-maker/level editor to speed-up-the process.

--» ∞ Generated levels (like in Infinity Loop or Energy).
|- Difficulty progression needs to be well balanced.

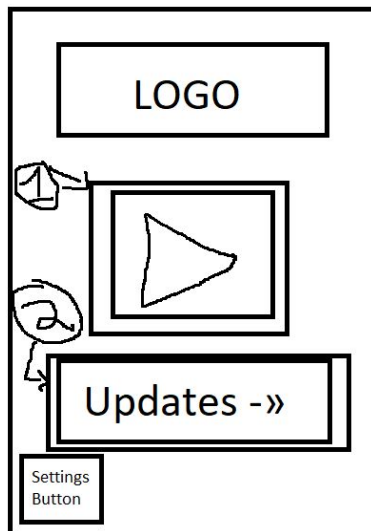
Other Features:

--» Achievements (~50 Achievements).
--» Leaderboards (Google leaderboards or Apple ones).
--» Cloud-Saving.
--» Appodeal SDK with Interstitial and Rewarded Ads.
--» Optional Banner Ads
--» Haptic Feedback.

--» Make sure that players feel the water going through the pipes (check reference games and do better).

Example of Workflow :

Main menu:

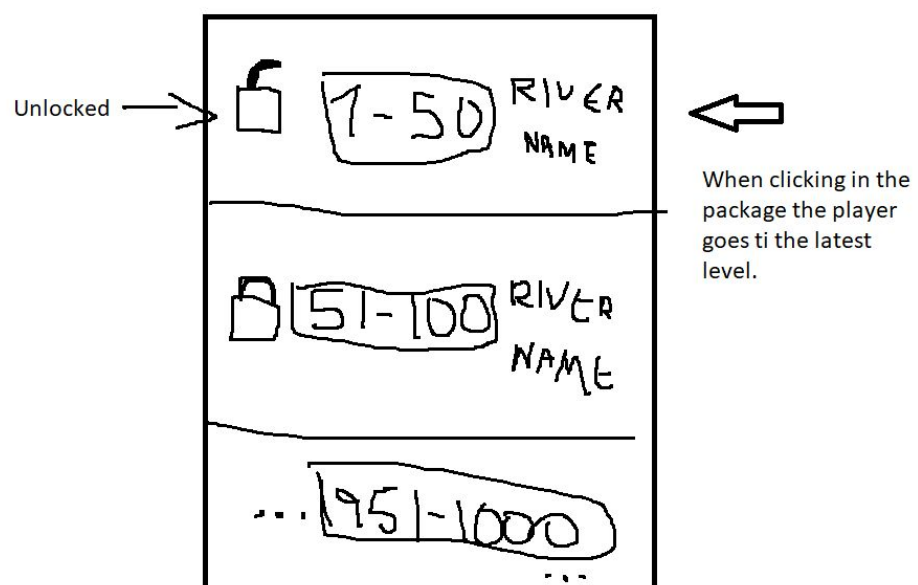


2. Note: In the screenshot above, “Updates” stands for variable content to draw the user's attention to things they can acquire in the shop.

1- When clicking on the play button, players go to the “Package Selection”

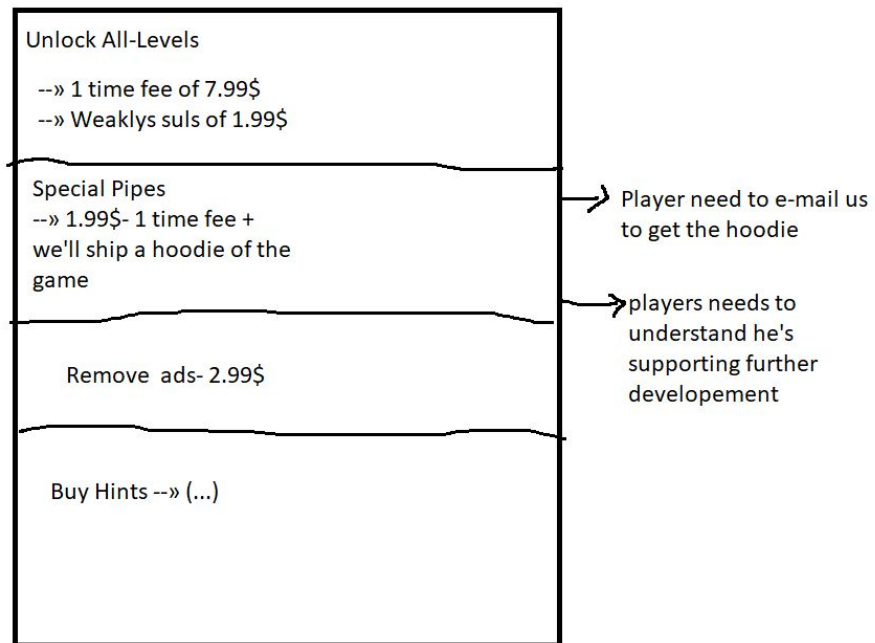
Packages Selection:

--> Each package should have the name of a popular river(we need over 5.000 names). Eventually we can export/import a list? Other Solutions can be analysed if you decide to use a different thematic.



Note : Only levels until 1000 can be unlocked to play after level 1.000, the player has to pay a weekly fee of 1.99\$.

Upgrades



Correction: 1.99\$ should be read 99.99\$

Other notes:

- » Rating screen
- » Hints by watching a rewarded ad
- » Intentional ads through firebase
- » firebase remote config
- » Facebook SDK