**Project specifications and requirements**

1. **Overview**

We are looking for a talented iPad development team who is going to be implementing a basic board game for iPad. The developer will be responsible for developing client and server side codes, as well as the GUI. The purpose of the game is to match objects with correct slots in the shortest amount of time by changing various switches. The game is going to be free game but will offer the functionality to purchase two extra levels by using Apple’s In App Purchase.

We have mockups for each level(a level is only one type of board) and we will provide these as PSD files to developing party. We require you to be reachable **via Skype** **frequently**.(At least for two hours between 9 AM- 11 PM Pacific Time, GMT+8) Please demonstrate good iPhone examples from your portfolio before bidding on this project. **If you bid without sending a portfolio, you’ll be rejected immediately.**

1. **Timeline**

We expect you to complete developing the full app at the end of the third week and submit it to app store by the fourth week. The respective payment amount for each milestone is provided in the list below.

1. **Milestones**
   1. Milestone 1: Demonstrate fully working free version of the game. %25 (Week 1)
   2. Milestone 2: Demonstrate fully working other levels and in app purchase functionality. %35 (Week 2-3)
   3. Milestone 3: Approval of app submission. %40
2. **Communication requirements**
   1. Provider must be reachable via Skype.
   2. Provider must report status on project every two days via email or Skype.
   3. Provider must be reachable at least for four hours via Skype in Pacific Time zone between 9am – 8pm.
   4. Provider must respond to emails within 24 hours.
3. **Other requirements**
   1. **Provider must deliver all project source code and binary files.**
   2. **Provider must develop the software in accordance to Apple Application Store rules defined in iPad Developer Program License Agreement and iPad Human Interface Guidelines.**