**Specifications**

**1) Free version game**

* The free version of the game is using our Formula skin by default and has a basic level difficulty.
* When a player plays the game for the first time, a signup screen will be presented. The fields are firstname, lastname, email, country, gender and age. This screen will also ask the user if he wants to see the scores of his FB friends, which will be accessed through FBConnect.
* In all levels of this game, there are 16 slots and 32 objects in the game. So two objects per each slot and all objects will be randomly positioned at the starting line. For Formula skin, we are using cars as objects.
* The goal of the game is to match each car/object with its corresponding colored slot by moving the switches. A switch moves corresponding barricades/gates to either left or right. The slots have numbers and switches have zero-one values to demonstrate the concept of a binary machine.
* When the player touches the big red traffic light, it will turn green for one car/object allowing it to follow the path determined by the position of the barricades/gates.
* This free level is timed and it contains a countdown timer. If the player makes a mistake by sending a car to a wrong slot, all cars will be reset to their original starting positions. However, the timer will still continue to count. The objective of this level is to finish the game in a short-time frame without making mistakes. Please refer to scoring section for more info.
* As described earlier, player scores will be reported to Facebook using FBConnect at the end of each game. The players will be able to see their FB friend scores via a leadership board.
* After two game-plays, a player will see an option to buy two more skins of which each are sold separately. There will be also an option to purchase pro version.

**2) Pro (paid) version game**

* In the pro version, players will experience a different gameplay. The new gameplay rules will apply to all the skins purchased or will be purchased in the future by the player.
* In addition to FB friend scores, players now have the option to see other player scores globally and check their ranking in the world. These rankings will be grouped by skins.
* The following gameplay enhancements will be implemented for these two levels:
  + There is no time limit and player has 5 lifes.
  + During gameplay, computer automatically releases a ball if the user did not release one in 5 seconds.
  + During gameplay, computer randomly switches locations of the slots.
  + During gameplay, computer automatically switches the colors of the objects that are waiting in the queue.
  + During gameplay, computer automatically releases the cars in slots and sends them back to starting positions. This increases the possibility to score more points.

**3) Scoring**

* While playing the game, player score is determined by the following method:
  + Player starts with zero points.
  + Each time an object is matched to the correct slot, 1000 points received.
  + Combo points: If a player can match 2 objects to correct slots without any mistake in less than 10 seconds, then he receives 2000 points. If he matches 3 objects, then he receives 3000 points. If he matches 4 objects, then 4000 points and 5 for 5000 points.
  + Mistakes: If a player matches an object to wrong slot, then he receives -5000 points.
  + Player score = Correct match points + Combo points + Mistakes.
  + Extra life = Every time the player reaches score of 50,000 or its multiple, player will receive an extra life. (Pro version)
* Total player score is determined at the end of the game by the following method:
  + Total score for free version = Player score – time played in milliseconds.
  + Total score for pro version = Player score

**4) Graphics & Sound**

* All objects must be animated while dropping to slots and moving from slots to initial positions. Switches and gates must be also animated. All these animations must have sounds attached to them.
* When player makes a combo, an animated text should appear to show combo rating with sound.