**Introduction**

I am looking to have a multiplayer craps game created. You will need to be somewhat familiar with the game of craps and how it is played. The game needs to be multi-platform and preferably created with Unity3d. The game will need to work on multiple device screen sizes. The game will need to support both IAP and advertising through various ad networks. The game needs to be integrated with Google Play Games and Game Center. The game needs to support Facebook integration to sync player data between devices. I will handle the creation of most of the backend resources as advised by the programmer but I prefer to keep most backend components on AWS utilizing the Unity SDK for AWS for communication to the backend. I would also prefer to handle the multiplayer networking portion as a custom REST API on AWS if possible although I am also open to other options like Forge, and UNet.

Examples of similar game styles I like:

<https://itunes.apple.com/us/app/craps-multiplayer/id838036520?mt=8>  
<https://play.google.com/store/apps/details?id=com.playtika.wsop.gp>  
  
  
(sample main lobby style)



**Screens/Pages**

1. **Splash / Logo / Loading Page**
2. **Main Lobby Page**

- Link to profile sub page

- Link to Get Chips (Chip Store) sub page

- Link to Friends/Gifts sub page

- Link to LeaderBoard/Achievements sub page

- Link to Money Games sub page

- Link to Tournaments sub page

- Link to Settings sub page

- Bonus Chips button

- Needs to show current Chip Count

- Needs to show current level/rating

1. **Game Rooms (Cash and Tournament)**

* Users can chat with each other within the game
  + Quick responses for common phrases/scenarios (i.e. Nice Roll!, Thanks!, Hello, etc.) and emojis.
  + Chat history needs to be saved for 7 days to research abuse reports
* User can click on any player’s avatar to see their profile.
* Dropdown menu to return to lobby, go to help, settings
* User will click on each bet to add chips. Each click on the bet will add the minimum bet for the table. For example, if I was in a $100 stakes table and clicked the pass line 3 times, I would have bet $300 on the pass line. (just like in real craps, certain bets will be more than the stakes 6&8 and others like the gimmick bets will cost slightly less.)
* User will be able to long click on a bet and slide finger to remove either all or some of the bet. (for bets that can be removed)
* Users can lock in their bets before the bet timer runs out. When all bets have been locked-in or the bet timer expires, the roller will have 5 seconds to roll the dice.
* Users can roll the dice by clicking a button or shaking the phone (dice motion)
* The user will continue rolling until they crap out and then the roll will move to the next player.
* Cash Games (multiplayer)
  + Ask for table stakes (See cash game table in appendix below)
    - Users can choose from normal or fast play. In normal play, users have 40 seconds to place bets between rounds. In fast play, they have 20.
  + Ask for buy in amount (See cash game table in appendix below)
    - Checkbox to allow auto-rebuy of chips (buy in at same level as initial buy in when chips are gone)
    - Checkbox to allow auto top-off of chips (whenever chips go below the initial buy-in level, chips will be added to bring you back to the original buy-in.)
  + There can be 1- 8 players in a room situated around the table. Your user is always the one in the bottom/middle location and the dealer is always at the top middle for every player.
  + Users will have 40 or 20 seconds (based on play speed selected) to place bets

* Tournament Games (multiplayer)
  + There will be 5 different tournaments with different buy-in levels
    - Tournaments unlock based on level
    - Winner of the tournament will collect the prize and increase crown multiplier. Each tournament needs to be won a different number of times to win the crown. Crown can be won multiple times.
    - On multiple round tournaments, players will have the option to make an IAP to directly buy in to the second round. They will also be given this option when they lose in round #1
    - See the Tournaments Table in appendix below for more information.
  + Users will have 30 seconds to place bets between rolls
  + Stakes will double every x minutes and will start at 1% of the buy-in price for the tournament. For example, if the tournament buy-in is $50k, the initial minimum bet for the table would be $500. The stakes will double every 5 minutes (500->1000->2000->4000->etc.)
  + If the user does not place a bet for the round they will have the minimum bet taken from them each roll they do not have a bet on the table.
  + The tournament will end under to following conditions
    - All players except one are out of money
    - If no players have the money to continue playing with the current stakes, the player with the highest amount of cash left wins.
    - After 30 minutes the player with the most money wins that round.

1. **Profile Page**

- Link to Facebook account to sync game across devices (bonus chips for syncing)  
- Ability to change avatar or use Facebook profile picture  
- Link to achievements page  
- Avatar bling shop, different accessories to upgrade your avatar (hats, jewelry, etc.)  
- Show game stats

a. Total games played  
b. Total dice rolls  
c. Longest roll streak  
d. Total money won from bets  
e. Biggest single win  
f. Average bet size  
g. Highest Stakes Game Played  
h. Stakes Most Played  
g. Total tournament wins

- Show current chips (buy chips)  
- Show current user level. Instant level-up for IAP with the cost of IAP based on level. Instant level-up not available until level 15.  
- Show crowns won (and the number of times for each)

-If looking at someone else’s profile give the option to add as a friend (or remove if already a friend), mute in chat and report abuse.

1. **Achievements Page**   
   - Show current achievements (completed, progress)
   1. Collect rewards for completed achievements
   2. Achievements should be integrated with Game Center and Google Play Games based on platform
2. **Leaderboard Page**  
   - Show leaders in multiple tabs
   1. Leaders by chips
   2. Leaders by crowns
   3. Leaders by Tournament wins
   4. Leaders by Biggest Single Wins

1. **Friends List**

* Show all friends
* Add Friends
  + Invite friends from Facebook that do not have the game
* Remove Friends
* Invite friends to play a game (cash or tournament)
* Send friend gifts of chips from your account. Also, allow to send a free gift to each friend in the list 1x per 24 hours for a random number of chips 1500-3000

1. **Bonus Chips**

* You can collect the bonus chips every 4 hours.
* Every hour you can have the option to watch a reward video to reduce the bonus timer by 60 minutes.
* The bonus incrementally increase with each bonus level (i.e. 10k, 20k, 30k, 40k, 50k, super bonus)
* Chip multiplier based on player level
  + Level 1 – 25 = 1x
  + Level 26 – 50 = 2x
  + Level 51 – 75 = 3x
  + Level 76 – 100 = 4x
* When a bonus is collected give the option to watch a reward video to double the bonus amount.
* The levels of the chips awarded are based on the user’s level
* After collecting 5 bonuses, the super bonus will be available
  + The super bonus will be a wheel that you can spin
  + After super bonus is collected, give the option to spin again for a $0.99 IAP
* After collecting the super bonus (bonus round #6) the bonus process starts over.

1. **Chip Store**

* Allow IAP of chip packages
* Some packages will have other incentives in addition to just chips like free super bonus spins
* Chip packages multiplier based on user level
  + Level 1 – 25 = 1x
  + Level 26 – 50 = 2x
  + Level 51 – 75 = 3x
  + Level 76 – 100 = 4x

1. **Settings**

* 3 Tabs (Settings/Help/About)
* Settings
  + Disconnect/Logout from Facebook
  + Toggle default settings for auto top-off and auto re-buy
  + Toggle Sounds On/Off
  + Toggle Chat On/Off
  + Toggle Push Notifications On/Off
* Help
  + FAQ
  + Rules
  + Bets
  + Possible Odds
  + Tournament Rules
* About
  + Privacy Policy
  + Terms of Service

**Additional Features**

**In-Game popups**

* In-game popups should only appear in the main lobby.
* Rate the game
  + Should appear after the game has been played for 8 hours of actual gameplay
  + Should give the option to Rate Now, Rate Later or Never Rate
  + If Rate Later is selected, remind the user after another 8 hours of actual gameplay
  + Allow rating if 4 or 5 stars but send email if 1-3 stars rating to prevent low ratings in the app stores.
* Link Facebook account if not linked
  + Should appear within the first hour of playing
  + Should re-appear every 24 hours of playing
* Discount chip purchase packages (one-time deals that will discount chip purchases)
  + Somewhat random but probably triggered based on losses of a large number of chips. Like If the user loses more than 50% of their chips in a session. Open to ideas here.

**Push notifications**

* When friend is online
* When friend sends a gift (not the daily free gift)
* When you haven’t played in 3 days and you have a super bonus pending
* When you haven’t played in 10 days
* As needed by admin for special announcements

**Level System**

* Users will level up as they play
* They will need to reach a certain number of points to get to each level
* Points are based on the money won. Every $1 won in the game is equal to 1 point in level status.
* Each level will require double the points of the previous level
* See level system table in the appendix below.

**Admin Features**

* Manage Users
  + Ban Users
  + Gift Chips
  + Send message/Push Notification
  + User Information/Analytics
    - Profile
    - IAP Purchase History
    - Watched Ads
* Put chips on sale at a fixed %
* Add one-time offer deals

**MOCK-UPS**

**APPENDIX**

**Tournaments Table**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Buy-in** | **Prize** | **Rounds\*** | **Instant Round 2 Cost** | **Players per Round** | **Unlocks At** | **Wins for Crown** |
| Atlantic City | 50k | 200k 1st  50k 2nd | 1 | N/A | 5 | Level 1 | 8 |
| Reno | 100k | 500k 1st  100k 2nd | 1 | N/A | 6 | Level 10 | 6 |
| Niagara Falls | 500k | Round 1  -500K 1st  -250k 2nd  Round 2  -15M 1st  -3M 2nd  -1M 3rd | 2 | $1.99 | 7 | Level 20 | 5 |
| Monte Carlo | 2.5M | Round 1  -2.5M 1st  -1M 2nd  Round 2  -105M 1st  -20M 2nd  -6M 3rd | 2 | $5.99 | 8 | Level 30 + Niagara Falls Crown | 4 |
| Las Vegas | 10M | Round 1  -10M 1st  -4M 2nd  Round 2  -420M 1st  -80M 2nd  -24M 3rd | 2 | $9.99 | 8 | Level 60 + Monte Carlo Crown | 4 |

\* Tournaments with multiple rounds will be played as follows. If there are 7 players in a round then there will need to be 7 first rounds. The winner of each Round 1 match will advance to Round 2. Users can buy into round 2 or round 3 automatically by paying. When this happens, one less Round 1 game will be needed to get the required Round 2 players.

**Levels**

|  |  |  |
| --- | --- | --- |
| **Level** | **Points Required\*** | **IAP Instant Level-Up Cost\*\*** |
| 1 | 0 | N/A |
| 2 | 10,000 |  |
| 3 | 13,300 |  |
| 4 | 17,689 |  |
| 5 | 23,526 |  |
| 6 | 31,289 |  |
| 7 |  |  |
| 8 |  |  |
| 9 |  |  |
| 10 |  |  |
| 11 |  |  |
| 12 |  |  |
| 13 |  |  |
| 14 |  |  |
| 15 |  |  |
| 16 |  | $0.99 |
| 17 |  | $0.99 |
| 18 |  |  |
| 19 |  |  |
| 20 |  |  |

\*The formula for Points for each level is ((previous level cost \* .33) + previous level cost) decimals removed

\*\*IAP costs are based on tiers

Levels 16-25 - $0.99  
 Levels 26-50 - $1.49  
 Levels 51-75 - $1.99  
 Levels 75-100 - $2.99

**Cash Game Rooms**

|  |  |  |
| --- | --- | --- |
| **Minimum Bet** | **Maximum Bet** | **Buy-in Range** |
| **$100** | **$1K per bet** | **$5K-$25K** |
| **$500** | **$5K per bet** | **$25K-$125K** |
| **$1000** | **$10K per bet** | **$50K-250K** |
| **$5000** | **$50K per bet** | **$250K-$1.25M** |
| **$10,000** | **$100K per bet** | **$500K-$2.5M** |
| **$50,000** | **$500K per bet** | **$2.5M-$12.5M** |
| **$100,000** | **$1M per bet** | **$5M-$25M** |
| **$500,000** | **$5M per bet** | **$25M-$125M** |
| **$1,000,000** | **$10M per bet** | **$50M-$250M** |

($100/$500/$1000/ $5000/ $10,000/ $50,000/ $100,000/$500,000/$1,000,000

($5K-$25K/$25K-$125K/$50K-$250K/$250K-$1.25M