Solitaire – Mobile Game Project Brief
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1. Project Overview
Objective: Build a visually appealing and addictive solitaire game that combines classic gameplay with farming/progression mechanics, inspired by *Solitaire Grand Harvest*.

Target audience:
- Casual mobile gamers
- Fans of card games (especially solitaire)
- Users interested in relaxing, incremental gameplay with collection/progression
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2. Core Objectives
- Deliver an engaging solitaire experience with modern visuals and smooth animations
- Blend card gameplay with farming, level progression, and rewards
- Ensure long-term user retention through events, daily rewards, and customization
- Optimize for in-app purchases and rewarded ads without being intrusive
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3. Key Features
Core Gameplay
- Classic TriPeaks Solitaire mechanics
- Tap-based play, hint system, undo option
- Multiple difficulty levels and card layouts
- Level goals (score, streaks, card types)

Progression System
- Players earn coins, stars, or seeds by completing levels
- Stars unlock new levels/zones
- Coins are used to upgrade farms or unlock boosts
- Farms generate idle rewards over time

Farming & Customization
- Visual farm-building layer similar to "merge" or "idle" games
- Upgrade buildings, crops, or animals for aesthetic and bonus rewards
- Seasonal themes (Halloween farm, winter farm, etc.)

Events & Retention Mechanics
- Daily login rewards and weekly events
- Time-limited challenges and seasonal missions
- Leaderboards (optional), social invites for bonuses
- Customizable avatars or pets
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4. Target Platforms
- iOS (iPhone & iPad)
- Android (phones & tablets)
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5. Design & UX
- Bright, cartoony visuals with farming and nature-inspired themes
- Smooth card animations and responsive UI
- Sound design: satisfying card swipes, ambient farm sounds
- Accessibility settings: font size, color-blind mode
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6. Monetization Strategy
Free Version:
- Core game is free with energy system or level limits
- Rewarded ads to gain extra moves, coins, or lives

In-App Purchases:
- Coin packs
- Boosts (wild cards, undo, extra time)
- Energy refills
- Special customization items (premium avatars, pets)

Subscription Option (Optional):
- VIP Club: daily coins, exclusive items, ad-free experience

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7. Technical Requirements
- Unity preferred for 2D game development
- Firebase (or equivalent) for analytics, cloud save, and A/B testing
- Secure backend for player data and progression
- Offline mode for basic gameplay (sync when online)
- Leaderboards and cloud sync support

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8. Privacy & Compliance
- GDPR and COPPA compliant
- No personal data required for offline play
- Optional login for cross-device progress (Google, Apple, Facebook)

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10. Deliverables
- Fully playable and scalable mobile solitaire game
- Game assets (cards, background art, farm tiles, UI)
- Source code with documentation
- Admin tools (for events, rewards, analytics)
- Post-launch support documentation
- Marketing kit (promo video, screenshots, icons)