

## Mobile Slot Machine Game Project Brief

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### 1. Project Overview

**Objective:** Create a captivating, visually rich mobile slots game with multiple slot machines, progression systems, and social features — similar to *Jackpot World* and *House of Fun*.

**Target audience:**

- Adults (18+) who enjoy casual casino-style games
  - Players seeking a fun, non-gambling slots experience
  - Users looking for progression, collection, and entertainment
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### 2. Core Objectives

- Deliver a high-quality slots experience with dynamic visuals and sound
  - Offer multiple themed machines to maintain interest
  - Create a progression system with rewards, levels, and collections
  - Drive engagement through daily events, bonuses, and mini-games
  - Monetize via in-app purchases and rewarded ads (non-real money)
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### 3. Key Features

#### Slot Machines

- Multiple slot machines with various themes (fantasy, Vegas, animals, mythology, etc.)
- 3-reel, 5-reel, and progressive slots options
- Unique bonus games per machine (wheel spin, pick-to-win, free spins)
- Big win animations, wilds, scatters, multipliers

#### Progression System

- XP and level-up system
- Unlock new machines based on level or achievements
- Coin collection, daily bonus wheel, hourly gifts
- Collections (stickers, cards) to complete and earn prizes

#### Events & Engagement

- Daily missions and streak bonuses
- Limited-time themed events and slot machines
- Leaderboards (optional), social rewards for inviting friends
- In-game inbox for announcements and gifts

#### Mini-Games

- Bonus mini-games: coin pusher, dice rolls, scratch cards
  - Spin-the-wheel for daily/weekly events
  - Slot tournaments with rankings
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### 4. Target Platforms

- iOS (iPhone & iPad)
  - Android (phones & tablets)
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### 5. Design & UX

- High-end visual polish with vibrant slot effects and win animations
- Themes: Egyptian, Vegas, fantasy, underwater, animal kingdom, etc.
- Clear, dynamic UI with slot machine-style controls
- Background music, voice lines, and sound effects
- Option to switch sound/music off
- Haptic feedback on wins

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## **6. Monetization Strategy**

### **Free-to-Play Model:**

- Unlimited play with soft currency (coins)
- Rewarded video ads for extra coins/spins/boosts

### **In-App Purchases:**

- Coin packs
- Boosters (higher chance for bonuses, double XP)
- Exclusive machines or VIP-only themes
- Limited offers and starter packs

### **VIP Subscription:**

- Daily coin drop
- Access to VIP slots
- No ads
- Bonus multipliers on winnings

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## **7. Technical Requirements**

- Developed in Unity (preferred) or other 2D/3D game engine
- Backend for cloud save, user accounts, and progression
- Firebase or PlayFab for analytics and A/B testing
- In-app purchase system for iOS & Android
- Support for multiple languages (initially English)

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## **8. Privacy & Compliance**

- Strictly virtual currency – no real gambling, no cash payouts
- GDPR compliant, no required personal data
- Optional login for cloud save and account sync

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## **10. Deliverables**

- Fully functional mobile slots game (Android & iOS)
- Slot machine templates and engine to add more themes
- Source code with technical documentation
- Admin interface for managing in-game economy and events
- Player support system (FAQs, contact, recovery)
- Marketing kit: logo, banners, promo video, screenshots