

TECHNICAL SPECIFICATION

Project: iGaming Game “Roulette” (2D / 3D)

1. References

The following games are used as references for quality level, visuals, animations, and overall gameplay experience.

Quantum Roulette Live

<https://www.pokerstars.uk/casino/game/live-quantum-roulette/1019/27>

Super Stake Roulette 5000x

<https://stakelogic.com/en/live/super-stake-roulette-5000x/>

This reference is used primarily to understand tournament logic.

XXXTreme Lightning Roulette

<https://www.pokerstars.uk/casino/game/live-xx-xtreme-lightning-roulette/1002/71/>

Roulette Royale – Grand Casino

<https://apps.apple.com/ua/app/roulette-royale-grand-casino/id443369563?l=ru>

This reference is used to design the tutorial and onboarding logic.

Access to the reference games requires registration. In some regions, a VPN may be required. If the provided links are unavailable, any other casino website hosting the same game may be used. For initial familiarization, YouTube videos of the games may be used if direct access to the games takes time to obtain. The contractor is responsible for securing access to all references independently.

References are primarily applied to the Full version of the game in 3D format.

2. Project Description

The project involves developing a custom iGaming roulette game in two versions.

The Light version is implemented in 2D format.

The Full version is implemented in 3D format.

The backend and the platforms where the game will be integrated are developed by us.

3. Project Goals

The main goal is to create a premium-level iGaming roulette game.

The project must include both a simplified and a full-featured version of the game.

The final result must be fully ready for integration with our backend.

4. General Requirements

Game results are determined using RNG.

The game must be integrated with our backend.

High performance and stable operation in modern browsers are required.

A single, consistent visual style must be used for both the Light and Full versions.

5. Light Version (2D)

The Light version is intended for quick user entry into the game and initial familiarization with the mechanics. In terms of format and perception, it is close to a Spin the Wheel experience.

The Light version is shown to the user before login, on the first visit to the website.

Functionally, the Light version is a 2D roulette game with simplified spinning mechanics, a minimal set of betting options, a limited number of animations, and result display.

The Light version includes the ability for players to win bonuses. Bonuses are an integral part of the Light version gameplay and are used to increase player engagement and motivation.

6. Full Version (3D)

The Full version is the main game mode and is designed to deliver the highest level of visual quality and gameplay depth.

The Full version becomes available to the user after login.

Functionality includes a full 3D scene with camera, a complete set of betting options, extended gameplay logic, additional game mechanics, as well as 3D animations and visual effects.

7. Tutorial (How to Play)

The game must include an interactive, step-by-step tutorial.

During the tutorial, interface elements are highlighted and visual hints are used.

The user must have the option to skip the tutorial.

The tutorial logic and UX presentation should follow the format implemented in the game Roulette Royale – Grand Casino.

8. Tournament Logic

The game must support roulette-based tournaments.

The tournament system includes tracking player results, displaying leaderboards, and determining tournament outcomes.

9. Backend Integration

The backend is fully developed by us.

API formats, events, and interaction scenarios between the game frontend and our backend are agreed upon jointly between the game or frontend developers and our backend developer.

Integration logic must be separated from the core gameplay logic.

10. Development

Development includes implementing gameplay, player interactions, backend integration, optimization, and debugging.

The technology stack is chosen by the game developers at their discretion.

The key requirement is stable, high-performance gameplay and overall quality of the final result.

11. Design and Animation

Design and animation work includes creating UI and game assets, wheel animations, chip animations, and visual effects.

A single visual style must be maintained across both game versions.

12. Deliverables

Project deliverables include a working Light version in 2D format, a working Full version in 3D format, all design and animation materials, and the project source code.

13. Timeline

All project work, including design, animation, and development, must be completed within two weeks from the project start date.

14. Revisions

The project includes revisions as part of the overall development process.

Revisions may affect visual style, user scenarios, UX, and gameplay logic.

Revisions are considered a natural part of the iterative development process.

15. Reporting

The contractor is required to provide daily progress reports.

Reports must include a written summary of completed tasks and videos or screenshots of code, design, and animations.

16. Project Management

We provide a CRM system for structured project management.

All tasks, revisions, and statuses are tracked within the CRM.

17. Project Team

The project team consists of one project manager who also acts as a backend developer, two game developers, and two designers.

18. Rights

All exclusive rights to the code, design, animations, game assets, and any other materials created within the project fully transfer to the client.

19. Liability and Penalties for Delays

In case of violation of the agreed deadlines, a penalty of 3 percent of the total project budget is applied for each day of delay. The penalty applies until the project is fully delivered.