Rainbow Robot Mixup

Colorful puzzles, clever mechanics, endless fun!





Game Overview

Rainbow Robot Mixup is a vibrant puzzle game where players navigate a factory floor to guide color-coded robots to their storage container. With unique movement mechanics, strategic switch-based puzzles, and increasing difficulty, the game offers a fresh take on the puzzle genre.

Key Features:

- Color-Based Puzzle Mechanics Robots interact with doors and obstacles based on their color.
- *Strategic Switching System* Players must physically maneuver robots to swap control.
- *Challenging & Engaging Levels* Each level presents new obstacles, requiring creative problem-solving.
- Casual Yet Addictive Gameplay Easy to learn, difficult to master.



Gameplay & Mechanics

How It Works:

- Players control one robot at a time and must guide all robots to the goal.
- Robots are blocked by laser gates unless they match the gate's color.
- Switches alter gate colors or disable them to open new paths.
- Players switch control by maneuvering robots to physically bump into one another.
- Restart option available if players get stuck.

What Makes It Unique?

- A fresh take on color-based puzzle mechanics.
- A strategic, movement-based robot-switching system.
- Increasingly complex levels with engaging, rewarding challenges.





Market Opportunity

Target Audience:

- Casual & Puzzle Gamers Players who enjoy games like Monument Valley, Cut the Rope, and The Room.
- *Mobile Gamers* Designed for both quick play sessions and extended puzzle-solving.
- *Ages 10+ –* Accessible to all ages but with enough depth to challenge experienced players.

Market Insights:

- The puzzle game market is projected to grow to \$30 billion+ by 2026.
- Mobile puzzle games consistently rank among the top-grossing and most-played genres.
- Players are willing to engage with premium puzzle content and micro-transactions

Monetization Strategy

Rainbow Robot Mixup will offer a **free-to-play model** with the following revenue streams:

- *In-App Purchases* Players can buy extra lives, power-ups, and level hints.
- Ad-Based Revenue Rewarded ads for extra lives or bonuses.
- *Premium Version* Option to remove ads and unlock exclusive skins.
- Seasonal Content & Expansions New levels and skins released regularly.



Development Plan

Timeline:

- Phase 1: Prototype & Core Mechanics (Months 1-3)
- Phase 2: Level Design & Balancing (Months 4-6)
- Phase 3: Beta Testing & Community Feedback (Months 7-8)
- Phase 4: Marketing & Soft Launch (Month 9-10)
- Phase 5: Full Release & Live Updates (Month 11+)

Team Composition:

- Game Designer Leads level creation and game mechanics. (Mr. Adkins)
- Developers Build and optimize gameplay experience. (Mr. Adkins)
- *Artists* Create visuals, animations, and UI/UX. (Needed)
- Marketing & Community Manager Handles outreach and engagement. (Needed)



Funding Needs

Investment Required: \$100,000.00

- Funds will be allocated as follows:
- 40% Development Engineering, art, and testing.
- 30% Marketing User acquisition, influencer outreach, and launch campaigns.
- 20% Live Operations Content updates and community engagement.
- 10% Miscellaneous Legal, software tools, and unforeseen costs.

Investor Benefits:

- Equity stake or revenue-sharing options based on investment size.
- Strong market positioning in a high-growth puzzle game industry with proven monetization models.
- Projected user engagement & revenue based on similar successful mobile puzzle games.
- Early access to game builds, development updates, and branding opportunities.



Closing

Why Invest in Rainbow Robot Mixup?

- *Unique & Engaging Gameplay* A fresh take on puzzle games with a strong retention loop.
- Growing Market Puzzle games continue to dominate mobile gaming revenue.
- *Scalable & Monetizable* Multiple revenue streams with room for expansion.

Next Steps:

- We're looking for partners who share our passion for innovative puzzle games. Let's bring Rainbow Robot Mixup to players worldwide!
- Contact Us: [Your Contact Information]
- Website & Demo: [Website Link]