Cubbit

Game Concept:

Cubbit is a 3D rabbit-themed strategy and puzzle game where players can compete with friends or challenge a smart AI in solo mode, blending classic Tic-tac-toe mechanics with modern 3D gameplay.

Mechanics:

Rotation: Rotate the cube to inspect all sides and choose the most strategic position for your symbol.
Click or Touch: for selecting the location
Turning the cube: Turn a layer of the Rubik's Cube to disrupt your opponent's plan or create new opportunities for alignment.
Confirm Button: for missclick

Basic Core Game Loop:

Players take turns placing their symbols on the Rubik's Cube and spin the cube once per move.
Whoever aligns the symbols sideways, upwards or diagonally in any order wins the game

2 Players or with AI Basic Gameplay:

Turn-Based

1. ***Player 1:***
   - *Player 1 selects a square on the cube and places their smiling rabbit symbol (X) in that spot.*
   - *After placing their symbol, Player 1 then rotates the cube in any direction once.*
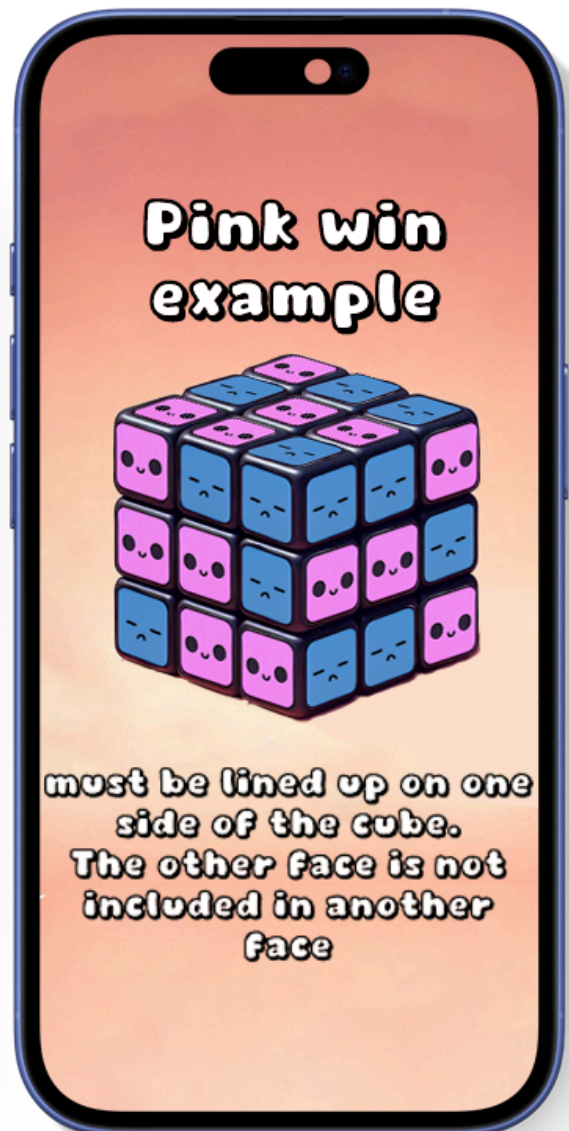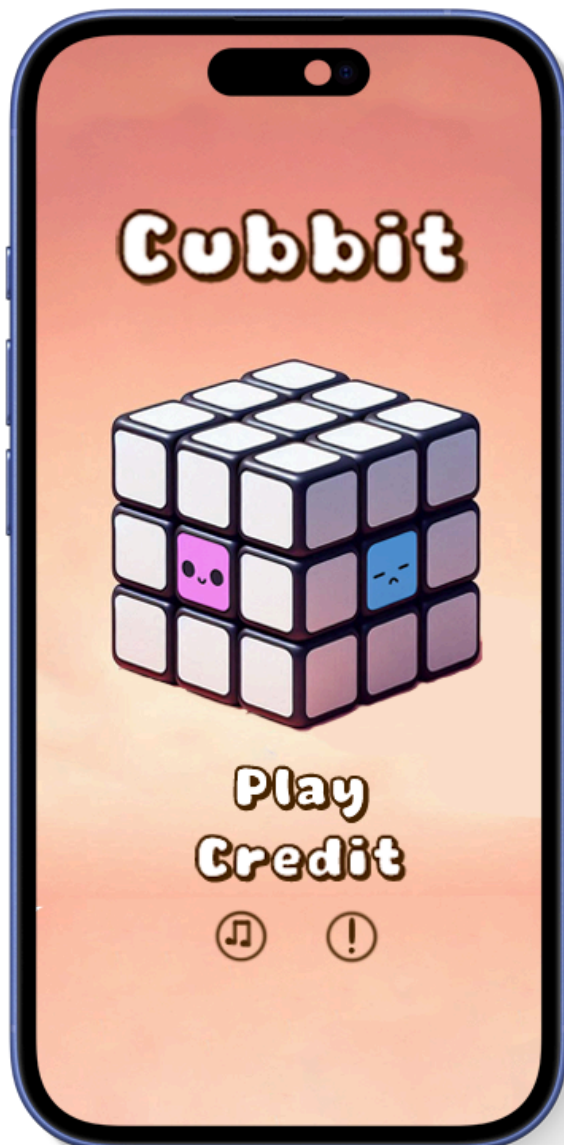2. ***Player 2's Turn or AI:***
   - *Player 2 does the same with their sad rabbit symbol (O) in the chosen spot.*
   - *After placing their symbol, Player 2 rotates the cube in any direction once.*
3. ***Winning Condition:***
   - *The players continue taking turns, placing symbols and rotating the cube.*
   - *The game ends when one player aligns 3 of their symbols in a row horizontally, vertically, or diagonally on any surface or across layers in 3D space.*
   - *The first player to achieve a valid alignment wins the game.*

UI Design example:

Target Audience

Age Range: *12-35 years.*

Gender: *A broad appeal, suitable for both genders.*

Game Genre: *Puzzle/strategy lovers, mobile gamers.*

Platform: *Especially mobile devices (iOS and Android)*

Musics

The game will feature lofi style background music to create a relaxed atmosphere during gameplay."

Monetization

Model:

- *The game will be free to download and play, following a **Free-to-Play (F2P)** model.*
- *Revenue will be generated through non-intrusive ads that enhance the player experience without disrupting gameplay.*

Ad Types:

- **Interstitial Ads:** *Shown between matches .*
- **Rewarded Ads:** *Players can choose to watch an ad in exchange for in-game rewards (e.g., undoing a move, earning special visual effects for their rabbit cup, or unlocking alternative backgrounds).*
- **Banner Ads:** *Subtle and non-intrusive ads displayed at the bottom or top of the screen during menus or non-active gameplay moments.*