

LINKS:

Google Play: <https://play.google.com/store/apps/details?id=com.HipstersaurusRexApps.VIPTripTrivia>

Apple Store: https://apps.apple.com/us/app/vip-trip-trivia/id1510422742?ign-itsct=apps_box&ign-itscg=30200

INTRO:

VIP Trip Trivia is inspired by travelling. This is not just a simple quiz game. This is a game where trivia questions, hangman-style tasks, a special version of memory game, beautiful parallax graphics and a variety of game worlds complete the player's experience and improve or verify their knowledge.

GAME MECHANICS:

VIP Trip Trivia is a game consisting of 9 worlds, 28 special bonus levels, 180 basic playing fields and it has almost 3000 questions and tasks ready to test a player's knowledge.

Basic fields create a path through all the game worlds and they consist of trivia questions, where the player can only move forward if they answer at least 3 out of 4 correctly. For every correct answer, there is a reward in a form of in-game currency - coins. If the player manages to answer all the questions correctly, they get an additional reward coin as a bonus. These coins can be used to buy hints that can be used on the journey across all the worlds. If the player cannot answer a question correctly, they lose one life, which is automatically refilled after a given time period. The other way of obtaining lives is using on-demand video ads or in-app microtransactions. If the player successfully clears a given basic field, they cannot go back and retry it again. Every basic field contains a special star that can be obtained only if the player answers all the questions correctly.

After completing a certain number of basic fields, there are several bonus levels that will become available to the player. In these levels, the player can gain tokens that are used to open a gate to a new world. Every world contains either 3 or 4 bonus levels and the theme of these levels depends on the world where they are located - e.g., superheroes world contains bonus levels focused primarily on various superheroes. Bonus levels contain 3 types of games - standard multiple-choice questions, true/false questions and finally a modified version of a memory game where you will have to connect cards that are related to each other and not those that have the same description. From every game, the player gets a rating in percentages. When opening a new world, these percentages from all the bonus levels are summed and evaluated to decide whether the player is eligible to play the final hangman-style game that will open a new word (once successfully answered).

The final hangman game is a travelling riddle that describes a path. The player needs to correctly guess individual locations that are being described. After a successful completion of all the questions, a gate to a new thematic world will open.

There are two in-game currencies in the game - coins and banknotes. Coins are used to get hints and banknotes are used to unlock the bonus levels in offline mode, to skip a bonus level or to gain some extra coins in the university. The university is an option located in the store. After unlocking a course, the player will receive a given number of coins for free every two hours - as if they learned something in that course. The first course is already pre-unlocked as a welcome gift, the remaining courses have to be unlocked by the player using banknotes.

HINTS:

There are several hints available to the player during questions. These hints change depending on what type of question the player is answering. When answering a multiple-choice question, there are 3 types

of hints - a hint to get more time, a hint that eliminates two incorrect answers and a hint that answers the question correctly for the player. When playing a true/false question, the player has access to similar hints except the one that answers the question correctly. In the final hangman-style riddle, there is a hint that will fill in one letter for the player. The user can buy and use these hints during the gameplay, so that they do not have to visit the store to refill them.

LIVES:

There is a limit for maximum lives a player can have and it is set to be 5 in the beginning of the game. If a player loses a game, it will be refilled after a given time period. If the player chooses, they can be notified about getting lives refilled in a form of a local system notification. Lives are lost when incorrectly answering a question, however, the player will not lose a life in the bonus levels (so that it can be played as needed).

ACHIEVEMENTS:

There are several achievements implemented in VIP Trip Trivia. Every successful completion of an achievement is rewarded with a free banknote. All the achievements and their requirements can be seen when clicking the trophy icon on the main screen.

STORE:

The store (or the deals section) contains the university and the store. The university works just as was described earlier. In the very first sections, there are items being offered to the player for free - they will be given to the player after they watch a short video ad. We would like to draw attention to the item allowing the player to increase the number of max lives, that can be really helpful when having longer play sessions (since they will get more chances when answered incorrectly). The store also contains single items or package-deals that offer a better value to the player.

ADS/IAPS:

VIP Trip Trivia does not contain any static ads, which was a core concept when we created the game, since our goal was to not bother the player and to not ruin their gaming experience. However, since this is a F2P (free-to-play) game, its monetization model is based on the usage of rewarded ads - meaning that there is always a reward for watching a video ad. The player will never see or will never have to watch an ad, unless they willingly decide to do so. After a successful completion of the ad, the given reward will be applied automatically - whether it is coins, banknotes, higher score or similar. We think that this model is fair for both parties and it allows us to continue improving the game.

We need to mention that there are in-app purchases incorporated into the game. However, what needs to be said is that these microtransactions function only as a supplementary mechanism and not as a necessity to be able to play the game - they do not affect neither game mechanics nor gameplay itself. Of course, they can be useful, since when a player buys a package, they can customize the gaming experience to their liking by, for example, skipping some bonus levels or by getting extra hints.

COOPERATION:

There were three studios involved in the creation of this game - focused on gameplay and core game mechanics (HRAI), focused on audio and sound effects (GRAND BEATS) and focused on graphical design (SITED). Our cooperation and great relations resulted in a very harmonic process of creating the game and we would like to thank all the teams for their work.

FUTURE:

In the future, we would like to expand the game with new worlds focused on new topics that are interesting for people. We are also considering creating new minigames and new challenges for the player.

ENGINE:

The game runs on Unity game engine.