

Multiplayer Carrom Game



A logo with blue letters

Description automatically generated

**Project Overview**

Develop a multiplayer version of the traditional Carrom board game, where players can compete online in real-time. The game will simulate the classic Carrom experience, with players flicking their strikers to pocket all their coins before their opponent does.

**Features:**

1. **Multiplayer Mode**

Players can invite friends or join random matches with other online players. Support for 2-player and 4-player modes (singles or doubles).

1. **Turn-Based Gameplay**

Each player takes turns to strike their Carrom pieces (coins) into the pockets. The first player to pocket all their assigned coins (black or white) wins, with an additional challenge of pocketing the red Queen.

1. **Realistic Physics Engine**

Implement smooth, real-world physics for striker movements, collisions, and coin behavior, giving players a realistic Carrom experience.

1. **Chat and Emoji Reactions**

Include a chat feature and emoji reactions so players can interact during the game. This adds a social element and makes the game more engaging.

1. **Customizable Boards and Strikers**

Players can customize the look of their game board and strikers. Offer different themes (wooden, neon, marble, etc.) and striker designs for personalization.

1. **Leaderboards and Tournaments**

Implement global and local leaderboards where players can see how they rank. Organize regular tournaments where players can compete for in-game rewards or titles.

1. **Power-Ups (Optional)**

Introduce optional power-ups like "precise aim," "double strike," or "slow-motion shot" that can be collected during the game for a limited number of shots.

1. **Cross-Platform Play**

Allow cross-platform play so users can play together regardless of whether they are on mobile, tablet, or desktop.

1. **Offline Mode with AI Opponents**

Offer an offline mode where players can practice against AI opponents with various difficulty levels when they don’t have access to multiplayer.

**Game Modes:**

1. **Classic Carrom**

The traditional Carrom rules where players need to pocket all their coins (black or white) and capture the Queen before the opponent does.

1. **Time-Based Mode**

Introduce a timed mode where the player who pockets the most coins within a fixed time limit wins.

1. **Strike-and-Pocket Mode**

A fast-paced version where players must pocket a coin with every turn, or they lose their turn. This increases the challenge and competitiveness.

**Technical Requirements:**

1. **Game Engine**: Unity or Unreal Engine for realistic physics and multiplayer support.
2. **Programming Languages**: C# (for Unity), JavaScript, or Python.
3. **Backend**: Use Firebase, Photon, or Node.js for handling real-time multiplayer sessions, player matchmaking, and game states.
4. **Database**: Cloud-based databases like Firestore or MongoDB to store player stats, match histories, and leaderboards.
5. **UI/UX**: Simple, intuitive UI with drag-and-flick controls for striker shots and smooth visual effects.

**Use Cases:**

1. **Multiplayer Matchmaking**

Players can choose to either create private rooms to play with friends or join random public games through matchmaking.

1. **Tournaments**  
   Host weekly or monthly Carrom tournaments, where players can sign up and compete for leaderboard spots and rewards.

**Player Profile and Progression**

Players can earn points, unlock new strikers, and progress through levels as they win more matches. Players can also customize their profiles with avatars and stats.

**In-App Purchases and Ads (Optional)**

Offer players the option to purchase custom strikers, boards, or ad-free experiences as part of a monetization strategy.

**Outcomes:**

* Provides a highly engaging and competitive multiplayer experience, recreating the fun of traditional Carrom.
* Encourages social interaction with friends and family or competition with random players.
* Promotes replayability through customization, rankings, and regular tournaments.

**Duration:**

* **Development Time**: 5-6 months.