

Wingbloom

COZY · ARCADE · 3D

What you eat, your wings become.

Steer a plush caterpillar through a sunlit garden with your finger. Every petal, berry and fruit adds a ring of that color to its body. When a bird's shadow sweeps the ground, **hide** under a leaf, in tall grass or in a flower bed the color of your head. At dusk you spin a cocoon, and the colors you ate all day become **the bands of your wings**: every day a one-of-a-kind butterfly is born.

WHAT MAKES IT DIFFERENT

- **Your run becomes a creature.** Eat-and-grow games end with a score. Here the day's colors are stitched into a butterfly nobody else has: 24 species, 4 rarities, eyespots, iridescence and gold.
- **Hide, don't just dodge.** Leaves, tall grass, flower beds that camouflage your head color, props you crawl into, and a silk tent you spin when caught in the open.
- **A cozy world made of felt.** Every screen is felt, thread and buttons drawn in code; the 3D caterpillar wears the hats, pompoms and scarves you buy.

CONTENT & META

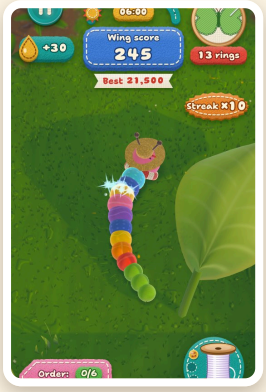
- **Garden of the Day:** the same garden for everyone, a 60-second day, wing score and records
- **Three gardens:** Flower Meadow, Orchard (falling fruit), Pond Edge (lily-pad crossings)
- **Orders board** (3 slots) · **level road** with rewards · **24-species atlas**
- **Wardrobe:** 17 items worn in 3D · **boosts** · a **harvest jar** that fills while you are away

MONETIZATION (BUILT IN)

- **Rewarded,** always the player's choice: ×2 nectar, sew back rings a bird took, an extra jar, an order swap
- **Interstitial** only when leaving the end-of-day page: none in the first 3 days or 150 s, then max 1 per 2 days, 120 s apart · no ads during a day, no banners
- **IAP ready:** Gardener Pack (no ads + nectar + boosts), No Ads, nectar pouches; nothing buys score

TECH & HANDOVER

PLATFORMS	Android (Capacitor 8, test APK) · web · iOS-ready · EN, TR
ENGINE	TypeScript, three.js (WebGL); all art and audio generated in code
ONE CONFIG	Name, package, share link, ad units, SDK keys; named ad placements (AdMob + UMP today, swap for MAX / your SDK)
ANALYTICS, SDKS	`track()` events (game_start, round_end, level_up, ad_shown, purchase…); Facebook + AppMetrica integrated, off until keys are set
CREATIVES	Trailer + 3 ad cuts (Guess her wings · Hide! · Sound on), 9:16 + 16:9
LOW-END	Graphics High/Medium/Low, auto tier per device



EAT COLORS



HIDE!



YOUR BUTTERFLY



END OF DAY



WARDROBE

Tichka Games · tichka.org

Play: wingbloom.tichka.org · Trailer · APK · akarayaka@yahoo.com