Technical Requirements & Performance Proposal
October 29th 2026
Lizzard Games
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Project Hope Technical Requirements and Performance Expectations

Project: Hope is intentionally being designed to support very low technical requirements on both mobile and PC devices. This document acts as a proposal and initial review of the technical expectations of the product. Proposals are based on Unity minimum requirements and design decisions that have been made to this date. A final supported device list will be created after testing of a playable version has been completed.

Mobile Technical Requirements:

From some preliminary research, it would be a fair to assume that our product could run smoothly on the minimum technical requirements. A game that we view as a close comparison in regards to technical requirements would be Monument Valley. It is a low poly 3d puzzle game that has a similar graphics quality to what we would expect from our game. Monument Valley is capable of running on our minimum technical requirement for both IOS and Android, giving us reasonable evidence that ours could do the same.

It is important to note that Apple, Samsung, Google, and other phone providers are notorious for discontinuing service on older devices. Because of this, we cannot guarantee that at the time of release or any time post-release these same minimum requirements will apply.

Android:

Android 7.1 is the earliest version of the software that remains compatible with Unity. While this is the case, this does not add or hinder any evidence that our product will run smoothly on this edition.

Access to Android 12 would be highly recommended, as this version introduced Android Game Mode (allows the user to choose settings that allow for higher performance and adjustable battery management. This functions differently than the iOS version of Game Mode as it works off of personalization rather than automation).

The 2016 Google Pixel was the first Android device to be released with Android 7.1, while the 2018 Pixel 3 and Pixel 3 XL are the earliest Android devices that support Android 12.

iOS:

iOS 15 is the earliest version of the software that remains compatible with Unity. As with Android devices, this does not mean that we can guarantee or deny that the product will run smoothly on this edition. In addition to iOS 15 being Unity's proposed minimum requirement, Apple does not allow for app publishing for editions prior to iOS 15 anymore.

Access to iOS 18 would be highly recommended, as this version introduced Apple Game Mode (if enabled, it automatically optimizes performance to deliver a smooth frame rate and faster reactions; it does not have any backend technical requirements to function as the performance increase is handled by the hardware and not the game itself).

The 2016 iPhone 6 and iPhone 6s are the earliest iPhone models that support iOS 15. The 2014 iPad Air is the earliest iPad model that supports iOS 15 (known as iPadOS for compatible devices). The 2018 iPhone XS and iPhone XS Max are the earliest models that support iOS 18.

PC Technical Requirements:

PC requirements are quite a bit more complicated in comparison to mobile devices, as there are just so many devices out there. The minimum and technical requirements are based on expectations of game performance feedback and will be highly tentative until testing can be done.

The product is designed in a 1280×720 pixel framework and is being made to run at 30 fps on all compatible devices. It will use these same graphical settings across mobile and PC. This will become a major contributor to keeping the performance requirements low on computer devices.

Just because a component is listed as being present in most devices after a certain year does not mean all devices before do not have it or that all devices after it do.

Windows Computer:

Component	Proposed Minimum Requirements	Recommended for better performance
Operating system	Windows 10, version 22H2, 64-bit	Windows 11, 64-bit, on a supported release
Processor	Intel Core i5-6200U or AMD Ryzen 3 3200U (Introduced in 2015)	Intel Core i5-1135G7 or AMD Ryzen 5 4500U (Introduced in 2020)
Graphics	Intel HD Graphics 520 or AMD Radeon Vega 3 (Introduced in 2015)	Intel Iris Xe graphics or the Radeon graphics built into the Ryzen 5 4500U (Introduced in 2020)
RAM	4 GB	8 GB
Performance target	30 frames per second at 1280 × 720, low graphics settings	30 frames per second at 1280 × 720, low graphics settings

Windows 10 is the minimum requirement, but Windows 11 is highly recommended as there is no longer live service on the prior edition.

4 GB of RAM (temporary workspace for data that allows faster processing and better management) should be enough to allow the player to run the game smoothly, though they might experience some minor input delay and buffering if the RAM exceeds its limit. Devices that have 8 GB of RAM should not have any of these issues, but it is not required.

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Mac Laptops:

Component	Proposed Minimum Requirements	Recommended for better performance
Operating system	macOS 13 (Ventura) or newer	macOS 13 (Ventura) or newer
Processor	2.3 GHz processor from the 2017 13-inch MacBook Pro	Apple M1 or newer (Released in 2020)
Graphics	Intel Iris Plus Graphics 640 or better (Introduced in 2017)	Graphics built into the Apple M1 or newer (Released in 2020)
RAM	8 GB	8 GB
Performance target	30 frames per second at 1280 × 720, low graphics settings	30 frames per second at 1280 × 720, low graphics settings

To run the current version of Chrome on Mac, the user must be on macOS 13 or newer. Technically speaking, Unity supports macOS 12 and newer, but due to our plans to place the game on a browser versus an installable platform, it must support the newest versions of those platforms.

The expectation for Mac at 8 GB of RAM is based on the fact that all Mac devices that meet our Operating System and Processor requirements are already equipped with 8 GB of RAM or better. This is not a reflection of Mac devices requiring double the memory.