An initial meeting detailing project theme and direction as well as weighing on the importance of potential features.

Basic Structure:

A sustainability themed card collection game. Cards are earned either through exploring digital sustainability educational content or from exploring environmental and sustainable locations on campus using GPS check-ins. Cards will be of a particular theme depending on where they were acquired (i.e. a recycling card could be found from a university recycling point) and will have both imagery and informational text relating to that sustainability theme visible to the user. To earn a card a user will not only have to find it, but also complete short multiple-choice quizzes relating to the card to help solidify their learning.

Gamification:

Gamification will be achieved through the methods of achieving the cards (either interactive online treasure hunts or actively searching out cards using a digitally provided live map of card locations. Gamification will be further reinforced by the introduction of achievements and leaderboards (leaderboards will only show top 5 users to avoid displaying users with low points) and the sharing of a user's progress and card collection.

Possible Extensions:

What was previously laid out is the barebones structure of what we wish to achieve, but time dependent we would like to incorporate more features such as social media integration, possibility of card 'upgrades' earned through accumulating points by completing extra tasks (sharing your achievements, watching educational content and solving daily sustainability themed quizzes) and possibly a basic card game to implement our cards. We would most likely adapt already popular card games (such as Pokémon, Magic the Gathering, or Club Penguin's masterpiece card game 'Card-Jitsu') to allow users to have a practical application of the cards they have earned.

Planned Webpages

Based on the criteria above we made some initial estimates for the required webpages. These include: A main dashboard (detailing events, links to other pages, leaderboards and user-shared content); A search page to allow users to search and explore the profiles and card collections of other users; A profile page detailing a user's information, achievements and their card collection; Event page that has a digital map (with card location overlays) that facilitates the tracking and verification of location to be rewarded cards; a login-page for users or game masters to log into their account. In addition to these 'Game User' pages, the 'Game Masters' will require additional pages to handle the creation of cards and events as well as user and content management pages (to either remove bad actors or inappropriate content).

Reflection and Planned Changes

We planned this and the next meeting in a 'on the fly' style, which has proven unreliable and complicated to maintain. We plan to choose a consistent meeting date/time that works for all members as to have a predictable and conflict-free meeting schedule.