Play to Give:

* Idea: A game where people pay to play for charity
* People contribute money to a pot in order to play a game or games. The winners at the end of the day each receive a portion of the pot to go to their chosen charity
* Players sign up to represent a charity
* Pay to play for a certain amount of time (day/week/month/year/etc.)
  + This money will go into a pot.
  + Top scores per day receive a certain percentage of the pot for their charity.
* New Levels for each day of the events.
  + Essentially, people are buying a level for each day.
  + Might do special event levels (Christmas events, etc.)
* Game Idea: 2D Side-scroller
* Other people can set goals for you. If you succeed, then they donate some money to your selected charity.
* Search functionality:
  + Be able to search by charity to see players that are supporting that charity.
  + Be able to search by player if you wish to donate with a specific person, see their profile, etc.
* Users can gain achievements:
  + Donated X dollar amount
  + Played for Y number of days
  + Ranked in top Z players
  + Gained X amount of money for their charity
  + Etc.

Key Components of the Project:

* User Accounts (Registration)
  + List of Charities
  + Payment
  + Receipts for Charitable Giving
  + Be able to authenticate whether a user can play or not
  + Need to be able to store vital information for the users on a server (i.e. Username, Password, Authentication of Payment, top scores, and achievements)
* Game Development
  + Game Design and Implementation
  + Level Generator
  + Level Tester

Ideas:

* You keep the last enemy that you beat’s power
  + For example, beat a chameleon and be able to blend in to your surroundings while not moving
  + Beat a bear and get the “right to bear arms” (Possibly increased damage or ability to climb)
  + Etc.
* They can keep playing levels they have paid for after the 24 hour window.
* How to Pay
  + PayPal Integration?
* Maybe save a percentage of the daily pots for special events like end-of-year/Christmas/etc. or achievements.
* Maybe, if they collect all of the possible items in a level, they receive a certain percentage of their donation (for the day) for their charity.
* “Angelic Run” where they don’t kill anything