ECONOMY

PESOS

Utility
- First soft, used for basic economics

Obtaining
- **Main:** via buildings: bar, establishment, cantina, fireworks)
- **Secondary:** Parade, Friends' gifts, boosts, piñata

Spent
- Building purchases, decorations, lanterns activations, launch of the parade

OFFERINGS

Utility
- Second soft, used for advanced economy

Obtaining
- **Main:** Parade
- **Secondary:** Church, Friends' gifts, piñata

Spent
- Buildings' upgrades

PIMIENTOS

Utility
- Hard currency

Obtaining
- **Main:** Shop
- **Secondary:** Parade, Firends' gifts, invitations, piñata

Spent
- Time-based acceleration, purchases in shop, extend the duration of parade

FESTIVITY (STAMINA)

Utility
- Representation of the player's progression

Obtaining
- Placing all buildings (including decorations and lanterns), at the end of parade, for each buildings increase

Spent
- There is no spent for festivity

TIME - BASED

Impacts | Styles | Skip

IMPACTS

Multiple impacts:
- Waiting for the construction & upgrade
- Waiting for the production
- Limits parade's use (cooldown)
- Setting up of the progression curve:
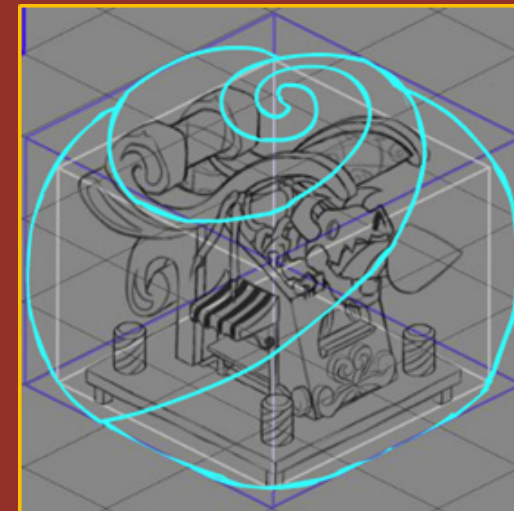 - Fast at the beginning
  - Slowed with player progression

STYLES

Timer:
- Construction
- Upgrade
- Parade
- Lantern (?)

Animation:
- Construction & upgrade : dome
- Lantern: growing flames

SKIP

Currency affected: pimientos

«Buy-pass» form: pimientos icon appears when a skip is possible:
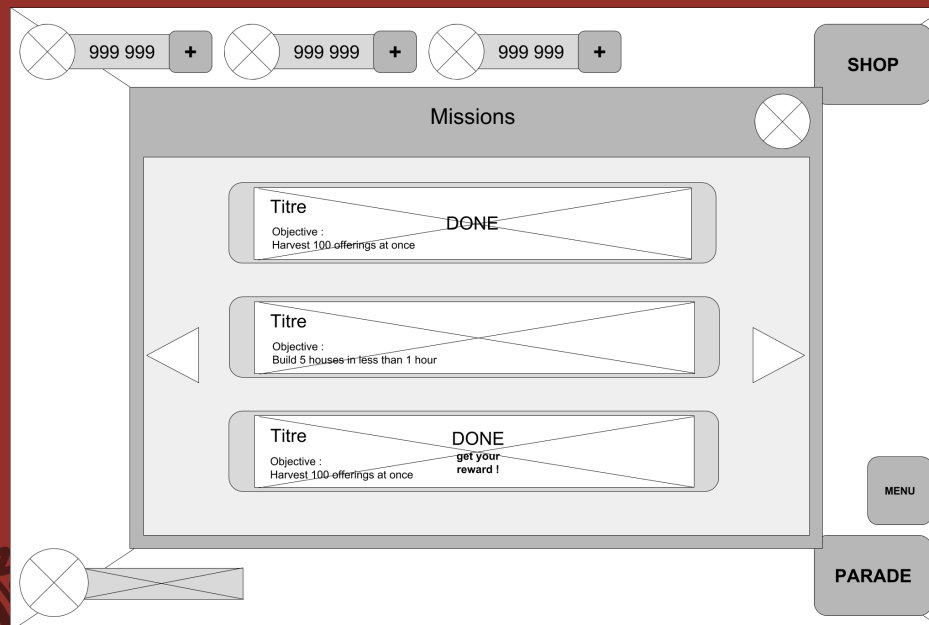
99

99:99:99

PROGRESSION

LEVELLING

The City hall represents the player's level:
- Access to new buildings
- Access to new buildings' upgrades
- Access to more lanterns
- More currencies to earn
- More festivity

ACHIEVEMENTS/MISSIONS

- Mid/long-term objectives that the player has to reach
- Not obligatory
- Allows a nice XP and currencies gains
- They are a features showcase
- They explain how to manage the city

| 999 999 | + | 999 999 | + | 999 999 | + | | SHOP |

Missions

Titre — DONE
Objective :
Harvest 100 offerings at once

Titre
Objective :
Build 5 houses in less than 1 hour

Titre — DONE **get your reward !**
Objective :
Harvest 100 offerings at once

MENU

PARADE

Wireframe of the missions' list

SOCIAL MECHANICS

FORM AND FUNCTION

- The player has to **connect to Facebook** when launching the game for the first time
- **Social building:** the souvenirs shop
- The player can **send an invitation** to all of his friends who don't have the game
- He/she can also **visit friends** who have it or random players as long as they **have the souvenirs shop building**
- **Explicit sharing** whenever the player receives present in the parade or the piñata or levels up his main building to share his progression
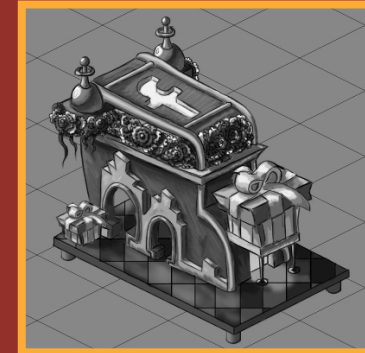
The souvenirs shop (WIP)

UTILITY

- By inviting his/her friends, the player gets a **bonus of hard currency** exponential to the number of friends invited
- Everytime someone visits him/her, the player **automatically gets a present** (1 per day per player) randomly picked in a list


The souvenirs shop - visiting friends (WIP)

RETENTION MECHANICS

DAILY REWARD

- Every day when the player launches the game, he/she is **rewarded with a piñata.**
- By smashing it, the player **earns resources in random quantities**: pesos and offerings, but also precious pimientos! *(see wireframe under: the player hits the piñata like in Fruit Ninja until it's destroyed))*
- **Packs:** resources are chosen amongst packs with different rarity (black box for the player). If the player connects to the game every day, **its luck rate increases** and packs will become more and more interesting!
- **Black box:** the player knows its chance of having a better pack can improve, for example by having skeletons smiling more and more, but doesn't know its precise chance rate.

Retour
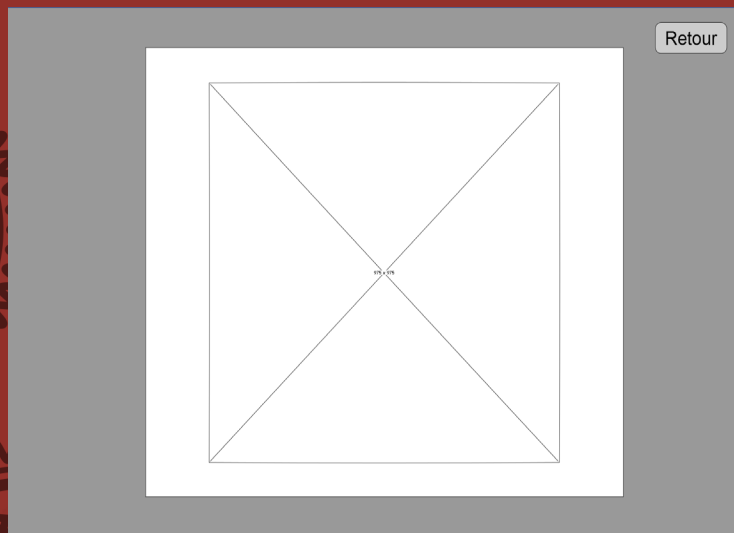
OTHERS

- **Mission & reward:** cf Progression
- **Social:** cf Social mechanics
- **Special feature:** cf Special feature
- **Notifications:** the player receives a notification on his/her phone everytime he/she: received a gift from a friend, has a piñata available, has a building whose construction or upgrade is over

FIRST-TIME USER EXPERIENCE

Mise dans l'ambiance	Eclater la pinata	Placer premier batiment (bar)	Améliorer productivité gold ?	Construire des maisons

Améliorations de HDV	Montée de niveau	Lancer la parade avec hard	Gagner offrandes et XP	Construire grande place

Déblocage d'upgrades	Upgrader bar	Upgrade trop long => speed up avec hard	Gagner de la place	Débloquer une lanterne

Ramasser bonus de mission	Tutoriel fini, mission terminée	Utiliser boutique de souvenirs	Construire boutique de souvenirs	Voir exemple de ville