



## Project scope

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Community & UN SDG(s): 12, Responsible Consumption and Production  
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Project Name	IdleRecycle
Project Deliverables	
Epic	<p><b>Create a playable gameplay loop</b></p> <p><b>Work Package/User Story: Establish Basic Recycling Collection Mechanics</b></p> <p>Players can interact with the game by clicking/tapping to collect basic recyclable items.</p> <p>These items accumulate and serve as a currency for game upgrades.</p> <p>The interface will be intuitive, guiding new players on where to click and how to progress.</p> <p><b>Work Package/User Story: Implement Basic Upgrades</b></p> <p>Players can use accumulated recyclable items to purchase in-game upgrades.</p> <p>Initial upgrades may include increasing the number of recyclables collected per click or enabling automatic collection at set intervals.</p> <p>The upgrades section will be accessible, with clear indications of costs and benefits for each upgrade.</p> <p><b>Work Package/User Story: Develop Simple User Interface</b></p> <p>The UI will display the count of recyclables collected.</p> <p>It will also highlight available and upcoming upgrades for players, guiding them on possible next steps.</p> <p>The design will prioritize user-friendliness, with clear icons and intuitive navigation.</p>
Epic	<p><b>Implement further progression and mechanics</b></p> <p><b>Work Package/User Story: Incorporate Extended Bins and Varied Upgrades</b></p> <p>As players progress, they will have access to different bins for sorting materials like plastic, paper, glass, metal, etc.</p> <p>Upgrades will diversify, allowing players to specialize them in specific types of recycling, with unique benefits for each.</p> <p><b>Work Package/User Story: Introduce Environmental Impact Stats and Trophies</b></p> <p>Players will see stats reflecting their recycling impact, translated to real-world equivalents (e.g., energy saved, trees preserved).</p>



Achievements in recycling milestones will earn players trophies, which can be displayed in a virtual trophy case.

**Work Package/User Story: Enhance User Engagement with Educational Pop-ups and Community Goals**

Intermittent pop-ups will offer players insightful recycling facts.

Community goals will be set, motivating the player base to achieve collective recycling milestones for special in-game rewards.

### Project Exclusions

Real-time multiplayer gameplay.

Integration with real-world recycling tracking or partnerships.

In-depth narratives or story arcs.

Augmented reality or virtual reality components.

Inclusion of any other environmental themes outside of recycling (e.g., conservation, renewable energy).