Drafting an emerging picture

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Instructions:

Using your researched information fill out the flowing comparing the current state of the art with what you think new (software) innovations could bring to the community

Covering the orientations	
Compare the left-hand column of the document "Technology configuration inventory" table with the right-hand column of the document "Community characteristics & orientation" table. What do you notice about the match (or mismatch) between your dominant community orientations and the current configuration of tools?	
How well does the technology inventory cover the orientations? What themes emerged from both the community orientations and the technology configuration from your colleagues' notes	The Technology Inventory covers the orientations, the only really orientation for a community like this in my opinion is the content orientation.
☒ Are you almost there? ☐ Are there big gaps?	I feel like the technology being the play store that serves gaming content to its users is there I just need to create the content for the users
What is the range of skills? If their interests and/or skills are diverse, could it cause conflict or distraction?	The range of skills of players can be large, the only conflict that would arise is more advanced players might get bored more easily of the simplistic nature of the game
Achieving integration	
Look at all the pieces of your configuration	
What level of integration and interoperability has been achieved?	The levels of integration I would say are fully integrated, im just creating content for a platform that already exists (the Google Play Store) if you see the game as either a tool for that platform or a content delivery service
Where are there big gaps	Just researching how to integrate a Godot game to easily be up-loadable to the play store
Balancing the polarities (Current state)	
How is the configuration balanced with respect to each polarity?	

Synchronous <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<	<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< **Asynchronous**
…Synchronous tools?	…Asynchronous tools?
Participation <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<	<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< **Reification**
…Participation tools?	…Reification tools?
Group <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<	<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< **Individual**
…Group tools?	…Individual tools?

How well does this balance fit your community?	This being a single player experience meant to cater individually to a user I feel that It has the correct tools for this job

Solution seeking

In the new configuration, do you want your choice of tools to affect the polarities of your community in ways that differ from the current configuration? Which way?

Synchronous >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< **Asynchronous**
…New synchronous tools?	…New asynchronous tools?
Participation >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< **Reification**
…New participation tools?	…New reification tools?
Group >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<< **Individual**
…New group tools?	…New individual tools?

MVP notes

MVP 1: Basic Recycling Mechanism

Recycling Collection:

Allow users to click/tap to collect basic recyclable items that can be used for upgrades.

Basic Upgrades:

Introduce a few simple upgrades, like increased item collection per click/tap or automatic collection every few seconds.

Simple UI:

A basic user interface displaying recyclable counts and available upgrades.

MVP 2: Expanded Recycling and Achievement System

More Bins:

Separate bins for plastic, paper, glass, metal, electronics, etc.

Varied Upgrades:

Different upgrades specific to each recycling type.

Environmental Impact Stats:

Display stats to users about how much of each material they've recycled and its real-world equivalent.

Trophies:

Players can earn trophies based on real items created from those recycled goods to display in their trophy case.

MVP 3: Advanced User Engagement and Education

Educational Pop-ups:

Periodic pop-ups that offer fun recycling facts or highlight the impact of certain items being recycled. For instance, "Did you know recycling one aluminum can save enough energy to run a TV for three hours?"

User Customization:

Allow players to personalize their recycling stations or green spaces with items earned through recycling achievements.

Community Goals:

Set periodic challenges for the entire player community, like "Can we recycle 1 million virtual aluminum cans this week?" Once achieved, everyone gets a bonus or a special in-game event.