**Project scope**

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| Community & UN SDG(s): | 12, Responsible Consumption and Production |  |
| Date: | Oct 20th |  |

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