Art Island

Gameplay Mechanics

CHANGES IN RED

Introduction

This document details many of the features in the game. This is a living document that will grow and change as we develop the game. It is also not exhaustive – there are other features not in this document, such as details about the both workshops, and there will be additional and new details about the items in this document.

Also, specific sections, like the Universal Iconic Language slides, are meant to give global details but are not complete. More UIL icons will be added as we move forward.

The terminology in this document is also not final. For example, we have to decide what to call the device: Communication Device, Network Device, Community Network Device, etc. In this document, I've called it the Network Device.

All buttons are shown with text, but will have icons in the game.

All button groupings and other visuals such as Basic Game Interface and My Profile are conceptual storyboards only to show function.

Finally, I switch between 'you' and 'the player' in the doc because sometimes one works better than the other. Instead of trying to force consistency in this aspect, I've tried to use the one that is clearest at the time.

Basic Game Interface

Network Device	Cam View	MY PROFILE	Vote	ART POWER	TURTLE STONES	NAVI-GATE
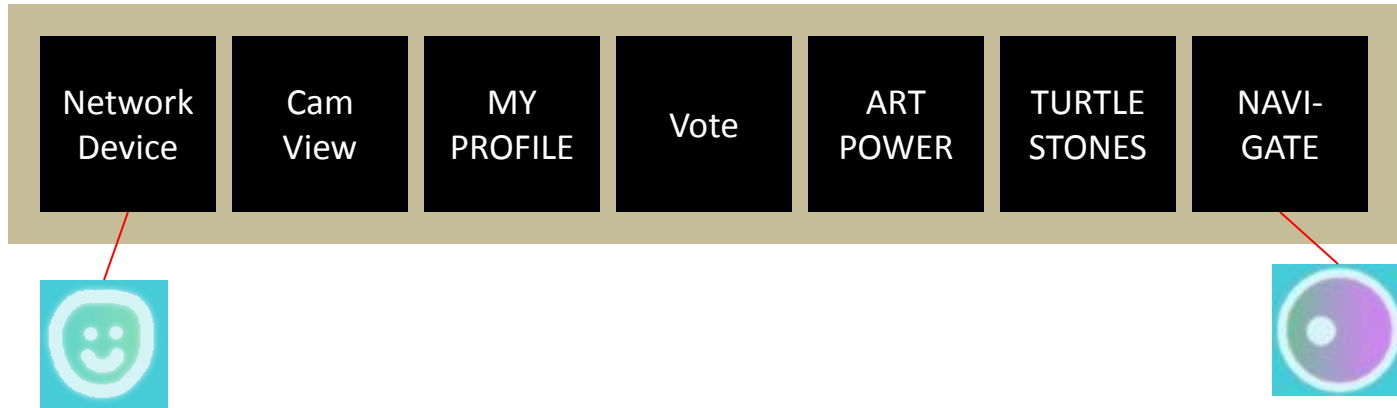
At all times when the player is in the game world, these Basic Game Interface buttons will be available at some consistent place on the screen. The buttons will have icons, not text. For example, the Network Device icon and the Navigate icon to the left.

Network Device opens the Network Device. (See the Network Device slide.)

Cam View cycles through the various cameras in the game. (See the Game Cams slide.)

My Profile opens the player Profile Page. (See the Profile Page slide.)

Vote is normally grayed out, but flashes and makes a sound when there is a voting opportunity. (See the Voting slide.)

Art Power shows how much AP the player currently has. (See the Art Power slide.)

Turtle Stones shows how many TS the player currently has. (See the Turtle Stones Challenges slide.)

Navigate allows the player to move around the world. (See the Navigation slide.)

Network Device

MY FRIENDS LIST	TOP 10 LIST	TURTLE STONE CHALLENGES
CHAT	CAMERA	HELP

When the player touches the Network Device Icon, a window opens with the choices to the left.

For details on each go to the appropriate slide.

Profile Page

	Icon Name	Level/Color
Your Avatar Image **EDIT**	Badges	Unique Views: 253
My Workshop Unlocks: Robot 10 Fireworks 13	Scrapbook	
	My Creations	

When a player opens a Profile Page, these are the items they will see.

Avatar Image: This is the player's image that they created. Touching EDIT sends the user to the avatar build GUI where they can edit their avatar.

Icon Name: This is the player's iconic name they have chosen.

Level/Color: This shows the level the player is at and the color. (See Leveling Up slide.)

Badges: As the players goes through the game, they can earn Badges for their Fireworks Displays and Robots. Those badges show here.

Unique Views: As unique players view your Profile Page, you earn points towards leveling up. Also, just as Likes in Facebook are a status item, so will Unique Views be in Art Island.

My Workshop Unlocks: This shows how many items in those workshops you have unlocked – the more you have, the more valuable you are to a player who wants to create something cool in a workshop. (See Workshops slide.)

Scrapbook open up a window that shows the selfies and any other photos the player has taken.

My Creations allows other players to see what you have created. (See My Creations slide.)
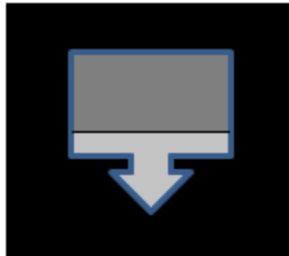
Art Power

The player earns Art Power in these ways:
- When she levels up
- When she walks through Art Power icons
- The most Art Power, though, is earned by making Workshop creations that players vote highly and put on their top 10 lists.

Art Power allows the player to create better stuff in the Workshops by letting the player:
- Extend time in a Workshop
- Unlock cool items in the Workshops thereby making their creations more special and exciting.

When the player touches an unlockable item (such as a locked song or tempo) in a workshop, two things happen:
- The "Art Power Cost" icon appears near the item. This shows how much Art Power it will take to unlock the item.
- The Art Power button highlights red or green. If it is red, the player does not have enough Art Power to unlock that item. If it is green, the player has enough to unlock the item. Touching this button when it's green unlocks the item and deducts that much Art Power from the total.

Art Power Cost icon – the dark gray is how full it is, how much Art Power the player currently has to unlock items with.
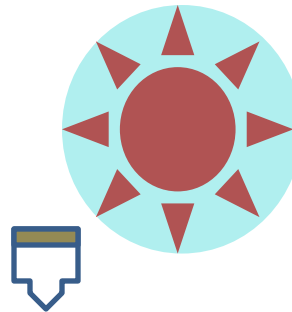
The blue 'shell' around the item means that it is locked. When the player touches the item, the Art Power Cost icon shows. The gray shows how much Art Power the player must 'spend' to unlock the item.

Art Power icon: this icon can show up on the island on Turtle Stone Challenges. These icons are used to guide the newbie player towards a goal. Walking through it gives the player a little Art Power.

Friends List
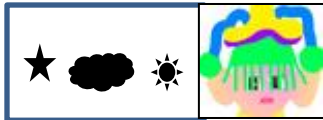
ETC

Players can invite up to 20 other players to be their friends. Friends appear on the Friends list and allow the player to interact remotely with that player. For example, you can always chat with a friend, whereas you can only chat with non-friend players when you are near them and touch them.

To invite a friend, they must be near you in the world. You touch the avatar and choose the Chat option that appears. Then you send the Invite UIL icon to them. If they accept, their iconic name and avatar head shot will appear on your Friends List.

If a friend is near you in the world, that friend's Icon glows and the Friend is Near sound plays.

Names are iconic and listing also shows a little iconic image of the avatar so the player can be reminded of who is who.

The first five friends are considered your top 5 friends, with number 1 being your best friend. The next 15 are in no particular order.

Touch a friend and options appear:
- Move: touch this and you can move this friend around the list. When you place it on a slot with another friend, that friend swaps locations with this friend.
- Chat: this opens the Chat Window and shows that player's chat history from this session if there is one.
- Friend Cam: this switches your view so that you are focused on the friend's current location in the world. If the player is not currently online, this option is not available.
- View Profile: this brings up the friend's Profile Page.
- Delete this Friend: if this is selected, we ask "Are you sure?" and if so the friend is deleted and there is an empty slot.

Voting

The player's main activity in Art Island is to create things that other players will enjoy. In the first version of the game, those things are Robots and Fireworks Displays. The other players give their approval, or disapproval, by voting on those items. When the player encounters a situation where they can vote, the VOTE button on the Basic Game Interface will flash and a 'vote' sound will occur.

Voting gives you points towards completing a Level Star. In this way, the game encourages players to vote.

To vote on a robot, you must encounter it in the world. To do so, you would walk around in the Robot Walking Paths and touch the robot you want to interact with.

To vote on a Fireworks display, you can watch it go off following its creation in a workshop or you can go to one of two designated Fireworks Display areas near a body of water. Here the displays are cycled through and the player can vote on any of them. A player can also vote on a Fireworks display when viewing it in a window on a Top 10 or My Creations list.

Note that a player can vote on a creation only once and the vote cannot be changed once cast.

When the player touches a flashing VOTE button, five iconic faces slide down. They represent Needs Work to Awesome. The player touches one and that is her vote.

Vote

Top 10 List

Top 10 List

Players show how they feel about other player's creations by voting on them. Players give their hearty approvals by placing other players' creations on their Top 10 List.

You must vote on a Robot or Fireworks Display before you can add it to your Top 10 List. When you vote on something it goes into the potential listings for your Top 10. The potential listings is represented here as the list of gray boxes on the right side. The black boxes are your top 10 items.

All Robots and Fireworks Displays will be named by the creators. That name will appear on each box. Here we see it as the gray rectangle at the bottom of each box.

You can double touch a black or gray box to see the item. That is, a Robot will animate in a window for 10 seconds and a Fireworks Display will show in a window for the full 30 seconds.

These black boxes are your Top 10 List.

You can touch and drag any back to a gray box to get it off your list.
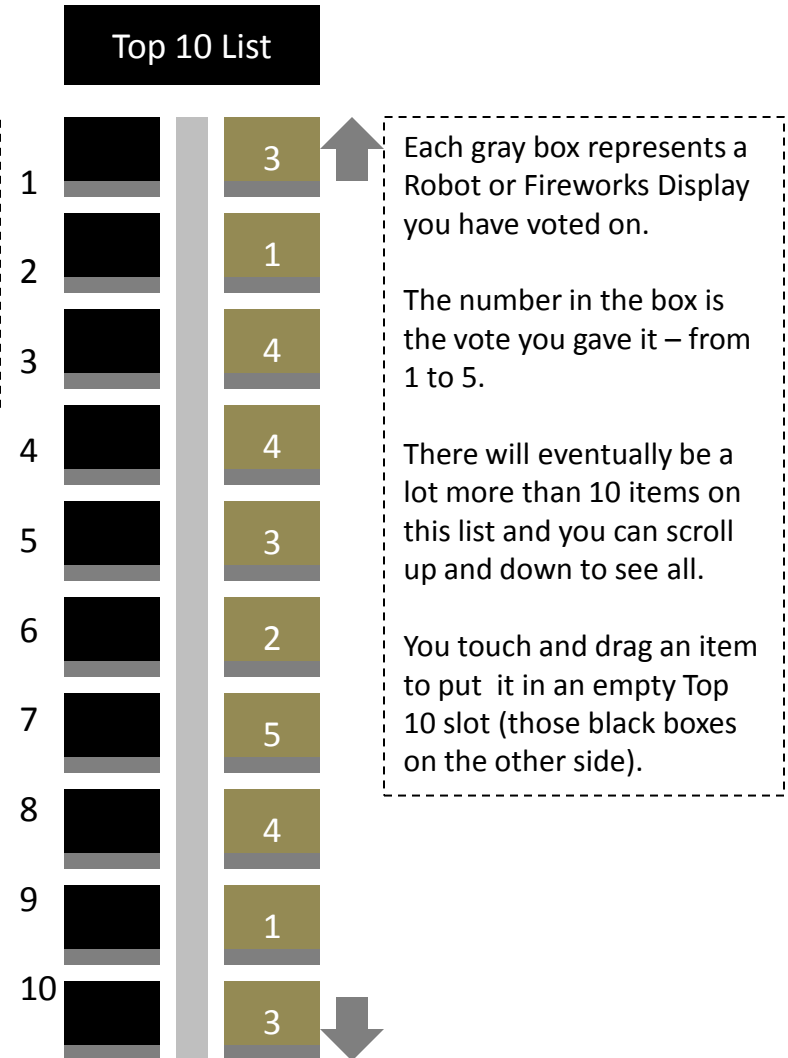
Each gray box represents a Robot or Fireworks Display you have voted on.

The number in the box is the vote you gave it – from 1 to 5.

There will eventually be a lot more than 10 items on this list and you can scroll up and down to see all.

You touch and drag an item to put it in an empty Top 10 slot (those black boxes on the other side).

1
2
3
4
5
6
7
8
9
10

3
1
4
4
3
2
5
4
1
3

Navigation

To move around the world, the player must move her avatar around the island. The player can move her avatar by touching the virtual controller on the Basic Game Interface. This moves the avatar in one of eight directions.
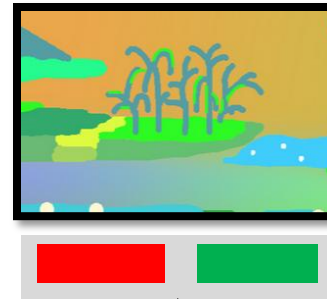
The player can also move around the island by touching a 'legal' spot not too far from the player's avatar. The player's avatar will then move to that spot.

Camera

The Camera has two uses: to take photos to keep in your Scrapbook and to engage in the "Find these Selfies" Turtle Stone challenge. When the player just opens their camera to take a photo, it's in regular mode. When they are engage in a Find These Selfies challenge, it is in selfie mode.
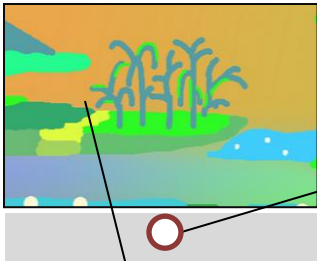
Take photo icon: touch this and the camera takes a photo. This window then turns into this window.

Touch Camera on Network device and a window opens which shows what the current picture would be if you snapped it there. (Player can't move with camera open. Must be still. If you move, the camera window goes dark till you stop.)

If the player is doing a Selfie challenge, then the camera would be in selfie mode.

Touch red to clear image and start over.

Touch light green to save the photo to the player's scrapbook. If no slots, player gets message that there are no slots open, must clear some to continue or clear current image.

Scrapbook

Kids love documenting their every move and so they will enjoy filling a scrapbook with the best 20 images from the game.

Photos – the player can take 20 photos. If a friend's avatar is in them, that avatar is tagged. Only friends are tagged.

To take a photo, the player simply opens the camera and shoots a photo.

Player can touch an image and it opens larger in a window.

Player can touch and hold image and message appears: Delete Image? Yes No

Game Cams

When the player touches Cam View on the Basic Game Interface, they will cycle through the available game cams.

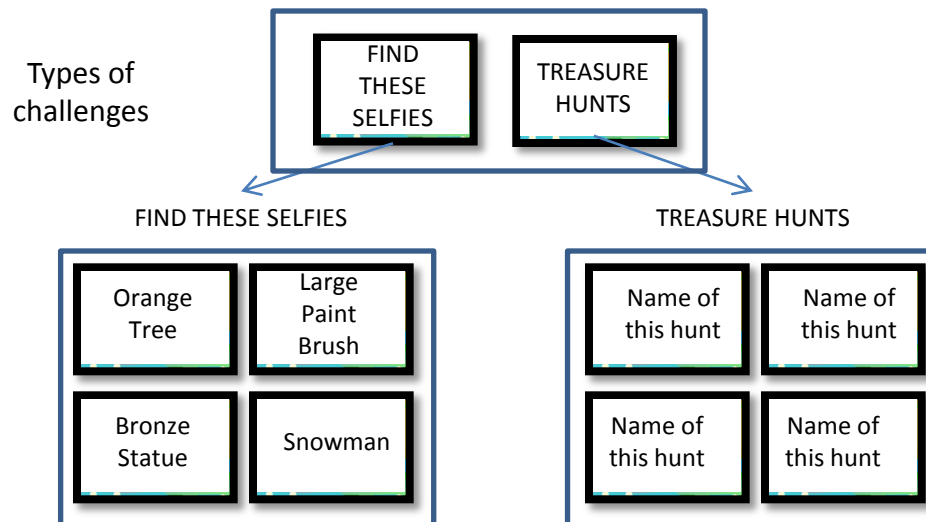Currently we are considering these game cams:
- 1st person: shows the world as if through the player's eyes
- 3rd person: shows the world as if the player were above and behind the player's back. Can see the player's avatar moving around and interacting with other avatars.
- Turtle Cam: zooms out to show the whole island with the ability to rotate the island. The player can jump to a remote location in this view by double touching an area on the turtle. We will then switch to 3rd person and make it look like the avatar was just rushing from where they were.
- Best Friend Cam: touch this and the camera switches to 3rd person focusing on your best friend (person first on your Friends List) so you can see what they are up to currently.
- Workshop Cam: You cycle through the workshops that have players in them so you can see how they are done. This could help to prepare you for the workshop.

Turtle Stone Challenges

Treasure Hunts and Selfie Challenges are Turtle Stone Challenges. When you succeed at one of these challenges, you earn a Turtle Stone. You use Turtle Stones to start playing a workshop.

The player chooses to do Turtle Stone Challenges by touching that button on their Network Device. This opens a window which shows the types of challenges in the game (see diagram below). Selecting a challenge type open another window with the currently available challenges of that type. The challenges will be offered in groups of 4 challenges as seen below. Arranging them like this motivates the player to want to complete all four. Completing all four gives the player an Art Power boost.

Note that even though we are allowing the player to choose when they want to do a challenge, we will still send them a message to the effect of: if you want to do another workshop, you should do a challenge.

Types of challenges

FIND THESE SELFIES	TREASURE HUNTS

FIND THESE SELFIES

Orange Tree	Large Paint Brush
Bronze Statue	Snowman

TREASURE HUNTS

Name of this hunt	Name of this hunt
Name of this hunt	Name of this hunt

Turtle Stone Challenges (cont)

Since our audience will be as young as 6, we are going to have the Turtle Stone Challenges start out with a lot of assistance and then eliminate that assistance as the player does the challenge again and again. The first Treasure Hunt and Find These Selfies will lay out a series of Art Power Icons to lead the player to the goal. Art Power icons are little icons that guide the player on a path towards the goal of the challenge. The player moves through the icon and gains a small amount of Art Power.

These Art Power icons serve the dual purpose of guiding the player to success in the early stages of the game and allowing the new player to earn a little Art Power, which will feel like success and be very satisfying to the new player, helping them to unlock a few items in the workshops early on.

The first Treasure Hunts will also have no decoys, making them basically fool proof – we want the early player to succeed quickly and often. We will add decoys as the player levels up.

Also, the first few treasure hunts will end near the Workshops and so we will be able to direct the player to the Workshop immediately and make the connection between the two in the player's mind.

Doing Turtle Stone Challenge gives you points towards leveling up.

Treasure Hunts

Treasure Hunts are one type of Turtle Stone challenge.

The items in the hunt are items that would be found in a workshop. For example, fireworks patterns or robot heads. The items are hidden around the island – underground, in holes, in trees, etc. To retrieve the item, the player must go to the exact location and touch where the item is. That is, on top of the spot where the item is hidden underground or on the item itself if it is in a tree.

Treasure Hunts have time limits that start when the player chooses to do one. The player must be efficient in locating the items or time will be used up.

When the player accepts a Treasure Hunt, the Turtle Cam view goes into Treasure Hunt mode. That is, it shows the needed items on the Turtle in their hidden locations. But it also shows a decoy for each item. And all items are silhouetted and the further the player is from each item's location, the more silhouetted it is – the transmission is weak. Thus, as the player approaches an item, the item becomes clearer and it will be easier to tell if it's real or a decoy.

To do the hunt, the player must decide which is the right one and locate that one on the island, all the while using up time. If they click on an item that is wrong, they get a 'wrong' sound.

If they locate a correct item, it satisfies that part of the hunt. Once they have found all the items, they win the Turtle Stone.

If time is up, the don't succeed and don't get a Turtle Stone.

Treasure Hunts start with one item and no decoy and build from there, up to three items. Three items with three decoys, all on the Turtle at once, will be pretty challenging to do. They also start with Art Power icons that lead the way making the initial hunts fairly fool proof and ensuring initial success.

Treasure Hunts (continued)
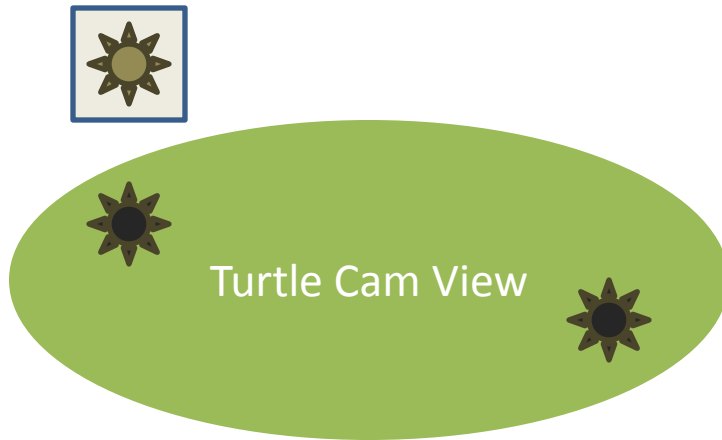
Turtle Cam View

This shows the concept of a one item hunt. The item will be shown on the screen near the Turtle Cam. The item and decoy will appear over the Turtle Cam view, both items silhouetted.

Find These Selfies

Selfies show the player in the picture with a specific object. They are a type of Turtle Stone challenge. You must find the right spot to take them.

Selfies show the player in the picture with some object, such as:
• Me with sculpture
• Me with Orange Tree
• Me with Snowman

When you do one of these challenges, the camera is automatically in Selfie mode.

When you take an image that fulfills the challenge, you get a Turtle Stone and the image gets saved to your Scrapbook.

If a friend's avatar also in photo, that avatar is tagged. Only friends are tagged.

Chat

There are two types of chat: nearby and remote.

Nearby chat: When you are near another avatar, you can touch the avatar and options will appear. Select Chat and the Chat Window will appear. If you've chatted with that avatar in this session, you'll see the chat history.

Remote chat: You can only chat remotely with friends (avatars on your Friends List). You initiate this chat from the Friends List by selecting the Chat option after touching the fiend.

You chat using icons from the UIL. You will find the available icons in the Icons With Glossary Text window. When you touch that box, you see the available icons with their English meaning. You stop at the one you want to send and it appears in your Icon to Send box. Touch Send to send the message.

When you receive a message, your responses will be limited to the one to three appropriate responses, as shown on the UIL slides.

When touch Chat in the Network Device, it opens your Friends List and you can chat with any friend currently online.

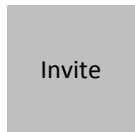You can touch Block to keep that avatar from chatting with you in the future.

X

From Message

To Message

BLOCK/UNBLBOCK

From Message

New Icon To Send

SEND

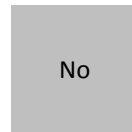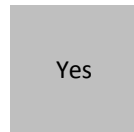Icons with glossary text
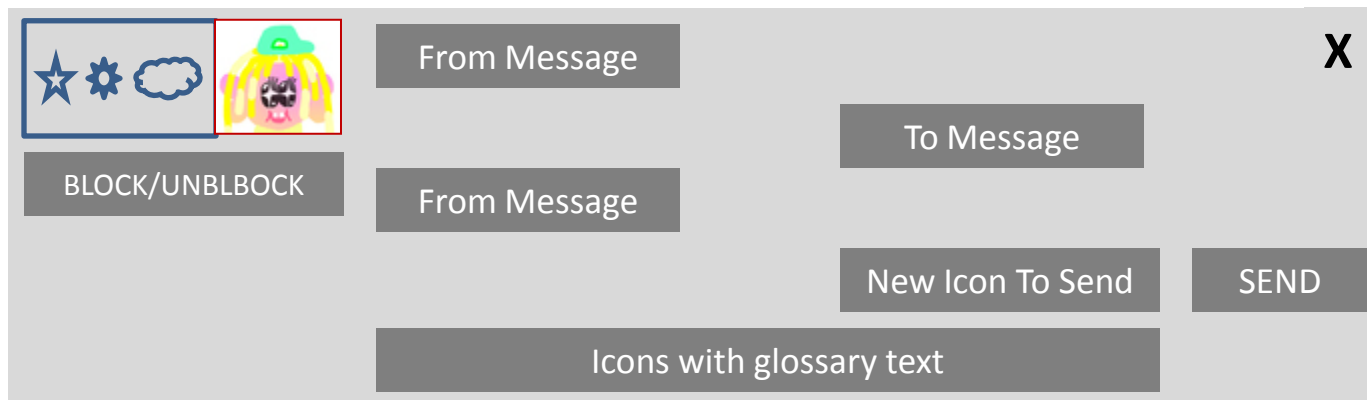
Universal Iconic Language

This is an initial list of icon phrases/responses from other players. The icons will be images not words.
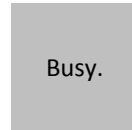
ICONS/PHRASES   LEGAL RESPONSES
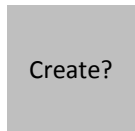
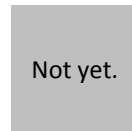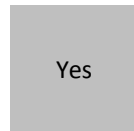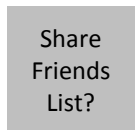| Invite | Will you be my friend? | Yes | No | If Yes, the player gets added to your Friends list. If No, can't invite this player again for 48 hours. Avoids harassment. |
Hi!	Hi!	Hi!	Busy.	When you are near a non-Friend and touch them, you can then say Hi. You can't say Hi remotely except to Friends.
Create?	Create anything cool?	Yes	Not yet.	Yes opens the player's Profile.
Share Friends List?	Do you want to share Friends Lists?	Yes	No	If Yes, each players' Friends List appears in a window on the other player's screen. Each player can then Chat with and see the Profile Pages of the other player's friends.
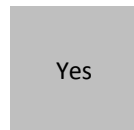
Universal Iconic Language

These are some initial icons/phrases related to workshops.

ICONS/PHRASES   LEGAL RESPONSES

| Join Me Fire-works | Join me in a Fireworks workshop. | Yes | No |

| Join Me Robot | Join me in a Robot workshop. | Yes | No |

Universal Iconic Language

This is an initial list of icon phrases/responses from Admin.

ICONS/PHRASES   LEGAL RESPONSES

Treasure Hunt Available	There's a treasure hunt available. Play it?

Yes	Later

The system is telling the player that a treasure hunt is available. If player accepts, map goes into Treasure Hunt mode and clock is ticking.
If Later, system will ask again in X minutes – each "Later" adds to the interval between asking.

New Stuff from Friend	A friend of yours has created something new.

Open Friends Profile	Later

The system is telling the player that a friend has created something new. "Open Friend's Profile" opens that friend's profile page in a window so the player can see the new stuff.

Fire-works Available	You have earned a FW workshop.

Okay

The system is telling the player that they have earned a Fireworks workshop (through a treasure hunt).

Robot Available	You have earned a Robot workshop.

Okay

The system is telling the player that they have earned a Robot workshop (through a treasure hunt).

Touch an Avatar

Chat
View Profile
Invite Friend

When you are near an avatar, you can touch the avatar and an options window will open.

Options are:
- Chat: this opens the Chat window.
- View Profile: this opens the other avatar's profile page.
- Invite the avatar to be a friend: this opens the Chat window and places the Invite icon in the chat and sends it. It's a shortcut to opening chat, choosing the Invite icon and sending it.

Leveling Up

Levels and Color: When the player starts the game they are a Level 1 Bronze player. As they do stuff in the game, they level up – all the way to Level 20. Each level shows a number of stars that must be filled to move up to the next level. These stars are either Gold, Silver or Bronze (actual colors still to be decided). The color is a factor of the player's current level, the number of Turtle Stones the player has available and the number of workshop unlocks owned by the player.

Points
To fill in the level stars – and move up to the next level – you must earn points. Internally, we will assign a number of point to each level's stars. The player earns points – although doesn't know exactly how many – by doing these actions:
- Succeeding in a Treasure Hunt
- Taking photos *
- Succeeding in a Selfie Challenge
- Voting *
- Adding friends *
- Participating in workshops
• Player can earn a limited number of points from this action in each level – we don't want the player to take photos, vote or add friends just for the sake of earning points.

Art Power
Earn it by:
- Leveling up
- Walking through Art Power icons
- Getting on a Top 10 List
- Getting a vote of 4 or 5 on one of your creations

You spend Art Power to unlock stuff in the game:
- Avatar items, options, colors
- Workshop items (once unlocked, the player keeps them for life)
- More slots on your Friends List

My Creations

My Creations
When you create a Fireworks Display or a Robot, even if you are just part of the team, that creation can be seen by touching My Creations on your Profile Page. When you open that page (see below), you'll see an icon for each creation as well as the rating for each creation, here shown as the size of a star – the rating is based on how well that creation has fared in player voting. Also, you can touch any icon to see the robot or fireworks display – you will be zoomed out to the Fireworks Display area or the path where the robot is and you can view the display or interact with the robot.

Fireworks   Robots
Displays