

Kids' Quest

Design Document

Table of Contents

Overview.....	1
Summary.....	2
Quests.....	2
Individual Quests.....	2
Group Quests.....	2
Achievements.....	2
Rewards.....	3
Experience (XP).....	3
K-Bucks.....	3
Control Mechanisms.....	3
Priority.....	4

Overview

Summary

Kid's Quest is a game which takes everyday chores and behavioral expectations out of the monotonous and into the exciting. It incorporates children's daily lives into a fun and interactive game with measurable feedback, rewards, and lessons.

Quests

The game consists mostly of 'quests' in which one or more of the players must complete a task in order to secure a reward. Quests are the interactive element of the game. They can be simple or complex, take less than a few minutes to complete or continue over the entire course of the game. Some quests are one time only and some are reoccurring. Some quests are on their own and some are part of a series. Each quest in a series must be completed before the next quest in the series is accessible.

Individual Quests

Individual quests are quests that only one player is involved in. More than one player can be completing the same individual quest, but separately and without explicit rule to help each other in any way, though they may make that decision on their own.

Group Quests

A group quest is one in which two or more players must be involved together to complete the quest. Any group quest can be attempted by an individual player alone, but they will find that pieces that are necessary to complete the quest will be missing and the difficulty of completing the quest will increase greatly.

Achievements

An achievement is a goal that can be reached simply by playing the game normally, but provide additional positive feedback on how well a player is doing in the game. Example: Complete one-hundred quests.

Alternatively, achievements can be outside the scope of normal questing and can be made to loosely resemble a quest in which the players must directly take action to complete. Example: Receive a perfect score on a report card.

Rewards

Rewards are offered as an incentive for completing quests and reaching achievements. They can include out-right prizes (e.g. piece of candy, watch a movie) and/or prizes that continue to add play to the game (e.g. K-Bucks, XP). Special rewards can even start new quests where the reward is required to participate.

Experience (XP)

Experience can be won as a reward from completing quests and achievements. A specific number of experience points is required to reach each player level. When a player reaches the next player level they will unlock new parts of the game not available to players at lower levels; new quests, new rewards, longer timed rewards, cheaper prices on items bought with K-Bucks, etc. The number of XP points required to reach the next level is double the number of XP points that was needed to reach the current player level.

K-Bucks

K-Bucks are the equivalent of money in the game. They can be used to buy prizes (e.g. Video game time), exchanged for real world money, or simply saved for bigger prizes later on. In some cases it may be possible to buy into certain parts of the game. For example, a quest might require a risk of K-Bucks to participate.

The exchange rate of K-Bucks to real world money and real world money to K-Bucks, the price of prizes bought with K-Bucks, and possibly the amount of K-Bucks offered as prizes, are set by the economy. If certain prizes are bought often, the prices will rise. Prizes that have no attention will get a price drop. The algorithms that decide these fluctuations will be applied periodically and take into account variables in more than period.

Control Mechanisms

Each of the above listed elements of the game can be influenced by, and can be considered in some fashion to be themselves, control mechanisms. Ultimately, and ideally, the control flows from the parent, into the game, through the intertwined mechanisms of the game, and to the child player. Control mechanisms are designed or calculated to allow for a stable game economy and to influence the child players to perform actions focused on the parents' curriculum for the children.

Priority

Quests, achievements, and prizes can all be given priority keywords which add weight to desired actions/items.

Example: The parents set up a quest with 'important' task priority. The quest ultimately involves the player brushing their teeth. The 'important' priority given to this quest, as well as the frequency the quest is expected to be completed (about three times a day), is weighted in the algorithms to determine quest rewards. By allowing the desirability of a particular quest, or set of quest, to direct children's attentions to important matters, by way of increased quest rewards, children can learn new things and perform everyday necessary tasks, while enjoying the benefits of the game.

Even less important quests, but quests that can be considered quite challenging, can be given a task priority of something like 'difficult/fun' so that rewards can be properly calculated and balance the game with fun tasks with fair prizes.

Some suggestions of priority keywords are: hygiene, life lessons, fun, scholastic, obscured, important. New priority keywords and the algorithmic variable manipulations associated with them can be added to the game dynamically to suit the desires of the parents and/or children involved in any instance of the game. These priorities can be considered fuzzy logical control mechanisms.