* **List of possible challenges for our group project**

Below is a list of challenges that I have come up with for the player to complete in-game

**Painting Challenges**

* The player could possibly paint an island different shades of a single colour to complete a challenge.
* The player could possibly paint an island a set of colours that match a time of year, for example winter, spring etc. To complete a challenge.
* The player could possibly paint certain scene piece such as Tree, water etc. a set colours to complete a challenge.
* The player could possibly paint an entire island one colour to complete a challenge.
* The player could possibly paint an entire island a set of certain colours to match a theme to complete a challenge.
* The player could possibly colour an entire island single shade of different colours, to complete a challenge.

**Timed Challenges**

* The player could have logged a total of 6 hours for the first timed challenge and can be rewarded with a new Mari sprite or a colour palette
* The player could have logged a total 12 hours for the seconded time challenge can be rewarded with a similar previous challenge.
* The timed challenges can continue afterwards every six hours. Rewarded the player with similar rewards.

**Daily Challenges**

Daily challenges should a be a little more unique more so than the regular challenges.

* A daily challenge can require the player to possibly only paint set amount on scenery objects a certain colour to complete the challenge.
* A daily challenge can require the player possibly only paint certain scenery pieces on an island, to complete the challenge.
* A daily challenge could require the player to paint a certain number of islands in a day, to complete the challenge
* A daily challenge could require the player to paint an island, with Mari wearing certain accessories.
* A daily challenge could require the player to play for a set amount time in a day.

**Rewards**

Below is a list of possible rewards that the player can receive in-game

* The player could receive single colours as a minimal reward of completing an easy challenge while being able to unlock full colour palettes for completing more challenging or timed rewards.
* The player could possibly unlock accessories for Mari, allowing them to customise their cat companion possibly creating a stronger bond between the two.
* The player could possible unlock changeable U.I and skyboxes as rewards to even customise their experience even more.