Paper Prototype Notes

* Objects appear in the centre of the screen for player to sort
  + At first, you may only start with two simple categories such as fruit and vegetables
  + Once the player has sorted 1 item correctly they earn 1 sorting point
  + If sorted incorrectly, they do not earn a point
  + Once the player has achieved x number of points (variable reward schedule) they will unlock one new category
    - First new category could appear between a random range of 10 and 15 points
    - Second new category could appear between a random range of 25 and 45
    - Depending on how many categories the team want
    - Every time a new category is unlocked, they move to be equidistant from another in the category circle
      * First two start out diagonal opposite from one another
    - The rewards the player can unlock are limited to the categories that they can sort into
      * If the player only has fruit and veg unlocked, they can only obtain fruit and veg seeds
  + Every item that can be sorted should be able to be a reward/decoration
  + Each item sorted, whether successful or unsuccessful, will subtract your energy bar by one
* Energy bar is filled by collecting stars (100 items can be sorted from a full bar before it is empty)
  + For the purpose of the tutorial, only successful items can deplete the energy bar, this prevents players from accidentally draining their bar while learning the core mechanic and having to wait for their bar to refill. Later on, both successful and unsuccessful sorts will drain the bar.
  + Stars are collected by collecting them from grown objects; the longer something takes to grow, the more energy it provides
  + E.g. carrot may provide 1 energy point after growing for 2 minutes whereas an apple tree may provide 50 energy for 12 hours (the rarer the object the more stars can be collected)
    - Rarity table can be created to help decided how much “energy/stars” can be obtained per object
  + Energy can only be collected from an object once per day
  + Energy bar also regenerates by itself over time, stars just enhance the regen
* Watering can could be used to encourage players to go back to the game
  + Plant has growth stages, and must be watered to encourage each growth tick
  + A growth tick can be every 6 hours, so a plant that only takes 2 minutes to grow will only need to be watered once to start it’s countdown, whereas a tree that takes 24 hours to grow will need to be watered once every 6 hours otherwise it’s countdown will stop
* As well as journal entries, players could obtain achievements such as “Grow 5 plants”, “Grow your first tree”, “Collect 10 stars” and so on. These could be represented by short names such as “Forester” or by small icons.

12: Player continues sorting objects into the two initial categories. This time round, unsuccessful sorts also deplete their “energy” bar. Once the countdown for their plant has hit zero, an alert could display to let the player know that it is ready to harvest. Close button underneath energy bar flashes to guide the player back to their planet

13: players are prompted to zoom into same area as before, so that they can check the progress of their plant. Countdown timer bar has been replaced by a star. Player is prompted to collect this, which refills their energy bar by x amount (decided by rarity of plant/total growth time; TBC through discussion and testing)

14: Journal pops up to show player that they have earned an entry (shown by icon being filled with colour) for growing certain type of plant for the first time. Player is shown back to sorting menu and is now free to do what they want.

15: after x amount of actions, the player will unlock a new sorting category and in turn, unlock the ability to grow new items (as mentioned in notes above)