

DRAFT

The OpenHatch game

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The OpenHatch economy is founded on **squid**. Squid serve both as points and as a currency. When you reach a certain amount of squid, you level up, with higher levels getting more daily hearts (explained later) and, at certain levels, extra privileges on OpenHatch. The amount of squid necessary to level up increases at higher levels. You can also use squid to purchase hearts or tomatoes (also explained later). If you spend too many squid, your level will decrease, to a point—once you’ve achieved level 1, you can’t go back to level 0 even if you were to spend all your squid.

There are many ways to get squid:

- Import a new contribution: regular contributions get 5 squid, a contribution to a project you’d never previously contributed to is worth 20 squid and you get double squid for that project for a week.
- Recommend a bug to a friend: If the friend subsequently helps fix the bug, you get a kickback of 40 squid.
- If you fix a bug someone recommended to you, you get 40 squid plus a heart.
- If you check in after attending an in-person meetup (e.g. a LUG meeting or OSS-relevant conference), you get 8 squid.
- If you check in after organizing an in-person meetup, you get 32 squid.
- Completing quests also gives you squid; the amount of squid depends on the quest.

Hearts are solely a currency; they exist to be shared. You can heart (give a heart to) people who you think do good work, or heart individual projects with an accompanying message in the format “I love X [a feature of the project] about Y [the project]”. Finally, you can squish three hearts to create a tomato.

There are two ‘kinds’ of hearts. First, there are daily hearts, which cannot be hoarded; they expire and are replaced at the end of the day. There are also non-daily hearts, which can be amassed since they do not expire unless you use them. Both kinds of hearts are otherwise identical.

To get hearts:

- Log in for the first time that day. You get the same number of daily hearts as your level number.
- Have worked within the last year on a project that got hearted. This gives you an extra daily heart for a week.
- Help fix a bug that was tomato'd on OpenHatch. You get one non-daily heart per tomato on the bug.
- Spend squid. The conversion rate is 32 squid to 1 non-daily heart.
- Complete quests. The number of non-daily hearts associated with a quest varies.

Finally, there’s **tomatoes**, a very specialized currency. You throw tomatoes at bugs in the volunteer opportunities search engine that you really want fixed. Heavily tomato'd bugs appear higher in search results. They also give the people who helped fix the bug extra rewards once it is fixed, as those users each receive one heart per tomato.

The only ways to get tomatoes are to convert from the other currencies: 3 hearts into 1 tomato, or 96 squid into 1 tomato.

Quests

To help new members figure out the site, we have an initial sequence of quests set up.

Evelina is a new OpenHatch user — level 0. When she first signs up, she's taken to her (empty) profile. At the top (with the account info links) is a link: "Quests (2)". When she clicks the link, she sees the two quests for her:

- **Hello, world.** — Tell us your name and fill in your profile info! 15 squid.
- **Wells Fargo Wagon** — Click 'Import lots' in the Portfolio and tell us the username or email address you use to contribute to open source. 15 squid.
 - (If we find anything here, you go up one level.)

Once she has completed those two quests:

If some contributions got imported, it notifies her that she leveled up to level one. Else, a notice in importer appears saying, "Sorry, we didn't find anything! Try adding a contribution by hand."

Then, these quests appear:

- **Espionage** — Follow or invite three other people on OpenHatch. Find people by clicking 'people' or going to [your dashboard](#). 20 squid.
 - (Note: We will show suggested people you might want to follow: Some will be recommendations based on your experience, and some will be based on hand-picked people like us OpenHatchers ourselves.)
- **Entomology** — Go to 'volunteer opportunities' and check out five bugs. 25 squid.
- **Evangelist** — Add your OpenHatch badge to your blog, Facebook profile, or other web thing. 20 squid.

Once Evelina does two of these quests, even if she didn't have any contributions she will reach 64 squid and level up to Level 1. Hooray!

Evelina gets a notice that as a level one user she can heart projects or people. She gets one heart to start out with, along with this quest:

- **Free love** — Heart a person or project on OpenHatch. 20 squid, 3 hearts.
 - When you heart a project, you must include a comment of the form "I love [X, e.g. a feature] about [Y project]."
 - Hearting humans also includes an optional comment field.

Once she completes this quest, she gets a new one:

- **Get Splat-isfaction** — You can squish three hearts together to create one tomato. You can then throw these tomatoes at particular bugs that you find irksome and want fixed. Heavily tomato-ed bugs will appear higher in searches and, if fixed, will reward the people who helped fix it more highly. In the volunteer opportunities search, look up a bug and tomato it. 20 squid, 1 heart.

At this point, Evelina has played with all of the key functionality related to the squid/heart/tomato economy.

Other quests will appear later to point out other features or incentivize particular aspects of game play, such as:

- **This Bug's for You** — Recommend a bug to a follower. 15 squid.
- **A new challenger has arrived!** — Contribute to a project you'd never contributed to before. 30 squid, 2 hearts.
- **New Year's Resolution** — Make a pledge to fix a bug each week. We'll help by recommending bugs for you. 10 squid to start; when you are in your streak, you get a 2x multiplier on the squid you get for all automatic contribution importing. Once you miss two weeks in a row, we call off the pledge.
- **Oops!** — Submit (and have accepted) a bug in OpenHatch itself. 15 squid, 1 heart.

And so forth.

Profile ‘badges’

In addition to the in-game economy and quests, we anticipate adding some ‘badges’ or widgets that appear on users’ profile pages. These could include:

- **Self-imposed pledges** — If you choose to pursue the “New Year’s Resolution” bugfixing pledge, a badge will appear showing that you made the pledge and how you’ve been doing thus far.
- **Mayorships** — As in [Foursquare](#), you can win mayorships for particular projects or languages, scaling geographically and changing each month. For example: if Asheesh contributes to Python the most during a given month of users in Philadelphia, he would become the Mayor of Python in Philadelphia. At the same time, someone else (probably Guido) could be the mayor of Python in San Francisco, or the United States, or the world.
- **Project leaderships** — Leaders of projects would get a badge saying so.
- **‘Extended info’** — We would create a quiz that users could optionally fill out which would generate badges for their profile based on the results, proudly displaying where the user falls in the various FLOSS religion wars (emacs v. vim, Windows v. OS X v. Linux v. BSD v. OpenSolaris, etc., “free” v. “open source”, vmms score, etc).