game: Path of Evolution

I’m working on a concept of a game,

Many know how they can improve on life quality, but are in conflict to do so.

Imagine that users fill in daily a target list for the next day, subjects not relevant. Only relevance is the time they want to reserve:

….subject A…. from: 00:00 – 00:00

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next day they confirm on the app start & finish time, often nothing is filled.

Depending on results bonus or minus points are given.

On top the user answers daily questions like:

* Quality of waking up ( 1 - 2 - 3 )
* Stress level ( 1 - 2 - 3 )
* Did my morning exercise ( 1 - 2 - 3 )
* Healthy breakfast ( 1 - 2 - 3 )
* Put myself first above all duties ( 1 - 2 - 3 )
* Send somebody beautiful thoughts ( 1 - 2 - 3 )
* Spoiled myself ( 1 - 2 - 3 )
* Etc.

Outcome result in a positive or minus score. Positive points are doubled.

MAP

The tribes chosen are central on the map.

There are two achievements possible: A. Balance

B. Evolution

Pathways are to be found between - the chosen Tribes

- and evolution in interests (new Tribes)

There is a grid of 45**°** degree connections up or down; bonus points (double) give achievement, minus points create distance from the target. The total of a day is daily implemented. The user can chose where to place the achievements.

!!! should be unforeseen hurdles and bonuses on the map

!!! the user gains badges depending on Balance and Evolution and can use these badges to overcome quickly a hurdle.