Bright

* Goal of the game: score the highest number of points to obtain more *lightbulbs* and level up.
* Progress:
* The character must go through a day while trying to keep up a zero waste goal at the end.
* A day in the game is equivalent to a level. As the levels increases, there will be more factors and challenges to take into account. (See section 1: Levels)
* *Bright* will have a main interactive map of all the levels. However, some parts of the map will be kept hidden for the player to unlock as they progress through the game. Furthermore, independent challenges and themed levels will be scattered across the map to better match ongoing trends and events. (See section 2: Interactive map)
* This game will also have a built-in shop to help the player purchase items or advantages to be able to beat more levels and upgrade their properties. (See section 3: Shop)
* In the near future, we would like to integrate a Chatbot to assist players in different quests or to help them solve different issues that may occur in the game. Following in the same lane, we could foreshadow to implement of a chatroom system to make the game even more user friendly and allow many players to interact with each other on the same platform. (See section 4: Social network)
* (See section 5: Miscellaneous)
* The objective of this game is to raise awareness in our audience when faced with the challenges of the zero waste plan. By putting in the basics of such endeavors, we hope that players will bring up creative innovations to help in protecting our environment and resources in their daily lives.
* Section 1: Levels
* In our first prototype, we were planning to program a mock-up of the first two levels of the game. Initially, the first level was meant to be a full-fledge game yet we decided against it and replace it with a shorter interactive prologue to better set the premises of our game.
* In the second level, we now truly get an example of how the levels will be set as a base frame yet as the player progresses the difficulty will increase to bring new obstacles to overcome.
* Each level is restrained by a variable time limit that indicates the end of a day in the game world. The player attempts to fulfill and surpass the target score set at the beginning of the level. By doing so, they can collect *lightbulbs* and move on to the next level.
* Many elements in a level can alter the score: garbage, electricity, water, recycling/composting, volunteering, daily expenses, innovations quests, etc.
* At the end of each day/level, a summary score sheet shows the outcome based off five main factors: waste, efficiency, comfort, environment and savings.
* The idea of collecting *lightbulbs* is mainly to be able to progress in the map but to be able to buy items in the shop as well. We chose to create this currency with such a symbolism to portray that ideas can also be worth a great value.
* Section 2: Interactive map
* The main map is a key element in gathering all the levels to converge into a same point. Our game may start as more of a linear route. However, as we develop our project further, we plan on creating some diverging routes for annual event and tournaments to allow players to have a more diverse platform to explore.
* As previously mentioned, we are also planning to build in the game different independent pop-up challenges. These will mainly serve as grand innovation quests; they would be scored differently than regular levels since they would create more interaction between the online players and rewards would be based off rankings.
* Section 3: Business
* If we were to launch our finish product on the online store, our primary focus would be to make it accessible and interesting to be well received by the audience. To do so, we would put it out as a free game.
* However, we will have integrated an online shop in our program to offer various items to enhance the player’s experience. Our shop experience will not only allow players to purchase diverse offers but they will also be able to exchange *lightbulbs* for various objects.

|  |  |
| --- | --- |
| SHOP INVENTORY | |
| Lightbulbs | Purchase |
| * Tools * Background aesthetic * Character features * Time bank | * Lightbulbs * Market: special items * Time bank * Ad removal |

* Section 4: Social network
* The idea of inserting a Chatbot would not only facilitate customer assistance at any given time but it would also help lessen the strain on employees (designers, artistes, engineers, etc.) and allow them to work on continuously improving the game.
* An economic argument for the Chatbot implantation would be that this modifiable application can substitute a great number of on-call technicians and it’s also more accessible for textual and visual imagery assistance as opposed to voice-only guidance.
* The Chabot would be an improved and adapted version of a previous prototype the Brainstorm team has created: Scio. The pre-existing application was mainly targeted to scientific research and Artificial Intelligence deep learning. The modified complement to the game, Bulby, will focus in core knowledge on the game’s construction to guide players experiencing difficulties.
* Furthermore, if we were able to join in player-based chatrooms, interactions and healthy competition may spark more discussions about our game, boosting its reputation as well and opening opportunities to innovate our current habits.
* Section 5: Miscellaneous
* To create more incentive for players to keep playing our game, we are planning to build in a daily login bonus where players can win in-game prizes. In addition, we could also do crossover and collaborations with others popular games once the game is successfully launched.
* Tournaments, challenges and themed event can all be rendered more profitable. However, to strictly keep to the initial morals that came into play to create this game, as owners, we would most certainly tried to give back to certified organisations and fundraisers. This game, in the long run, could be a great way for players to enjoy their free time and for them to contribute in their society.
* For scores and algorithms to be calculated, we will have to run a prototype before any launch to collect basic knowledge on how a small sample interacts with our new game; values and calculations can be tweaked during the testing period to ensure, the future public will enjoy it.
* Finally, one of our primary ideas was to create opportunities for the intrigued and innovative people to participate in this project hands-on. For example, one of the samples of the pre-run could be among students of different schools and these individuals could bring up new perspectives to broaden the range of this game.

We do not assume to bring out answers to all problems, on the contrary, we hope to sparks discussions among all of us; creating for a greater experience in and out of the game, that is our goal.

- The Brainstorm team