**HOPE – GAME MECHANICS**

**Overview**

**HOPE** is a 3D first person memory verse game that brings HOPE, JOY, and ENCOURAGEMENT to a neighborhood and the player. The player will walk down city streets, knock on doors, and visit parks and other locations looking for NPCs to talk to, pray with, and interact with.

**Objective**

The goal is to improve your performance out in the neighborhood sharing scripture verses, helping and encouraging NPCs, and bringing them to Christ.

**Scoring/Progression**

Currently this game has 12 quests and 12 memory verses to work with per level. More levels, quests, and memory verses could be added on to the game if we wanted to expand it.

For this first neighborhood level, **there will be a progression bar at the top that has 12 circles with the numbers 1-12 on them**. When the player reaches an NPC, the NPC will display some dialogue describing the situation he/she is in. The player will click on the dialogue to make it disappear and then choose on of the 12 circles above. The player can hover over the circles if he/she needs help with the verses. If the player selects the correct matching verse, the area around the NPC fills with color, his score goes up, and the NPC may or may not join him on the journey. If the player does not select the correct matching verse, the area around the NPC stays grey and the player can select **the pray icon on the progression bar**, which will display the correct memory verse along with the circle number to select so that the player can select the right memory

verse.

All along, **the clock icon on the progression bar is increasing**, so the more help you need with the verses, the longer it will take to fill the world with color and finish the game. In addition, your score will be lower. The player can play the game over and over again until he/she feels very comfortable with the memory verses.

**Mechanics/Physics**

The goal is to improve your performance out in the neighborhood sharing scripture verses, helping and encouraging NPCs, and bringing them to Christ. This will be done by matching an NPC with the appropriate scripture verse and as a result bringing encouragement seen as the world colorizes. This will be done in the following way:

1. The neighborhood will be divided into 16 small transparent grey world planes (R = 35, G =35, B = 35, A = 180) with a number that corresponds and connects to one of the 12 NPC players and the church. At the start of the game, the plane associated with the church will have **SetActive be false** so that it cannot cover the church. The other planes will have **SetActive be false** whenever the right verse is matched to the NPC player and we want to colorize the world.
2. When the player collides with an NPC, the trigger around the NPC will display the image holding his dialogue. The player will then click on one of the circles in the progress bar to indicate that is the one with the verse that matches the NPC’s dialogue situation. The verse will be displayed in a tract format and the player can then click on it if he/she wants to select it or can select another number. When the tract is finally selected (clicked on), the computer will see if it matches. If it does match, the grey plane will have SetActive be false so that the color can be seen. If it does not match, the player can get help by clicking on the praying hands icon on the progress bar.
3. At the start of the game, the player will collect a stack of 12 tracts from a shelf inside the church. As the player leaves the church and travels around, he/she will have the stack of tracts partially visible like if it is on the left or right hand. As he/she shares around the neighborhood, the tract disappears from the hand until there are no more tracts on the hand. The dialogues and tracts will be created as jpeg images and displayed full screen in planes. Below are the 12 situations to be matched and solved:

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| **PLAYER** | **LOCATION & SITUATION** | **DIALOGUE** | **TRACT** |
| 1. Mail Box | Post Office | Player Thought bubble  (“I did not see … at church today”) | MISS YOU POSTCARD:  Romans 8:39  “Nor height, nor depth, nor any other creature, shall be able to separate us from the love of God, which is in Christ Jesus our Lord.” |
| 2.Homeless family | Grocery store  (Minister to physical need and give credit to Jesus | “Can you give us some money for food and gas?” | Philippians 4:19  “And my God will meet all your needs according to the riches of his glory in Christ Jesus” |
| 3.Suicidal/ Depressed Person | Doctor’s Office  (NO HOPE)  (pray with them) | NONE just tears | 2 Timothy 1:7  “For God has not given us a spirit of fear, but of power and of love, and of a sound mind.” |
| 4. Sick person | Hospital  (pray with them) | “I am in so much pain. Have you ever felt like this?” | HEALINGS IN MATTHEW  Matthew 8:14-17  “Now when Jesus came...he drove out the spirits with a word and healed all the sick…He himself took our infirmities and bore our sicknesses.” |
| 5.Atheist Professor and agnostic student | UNIVERSITY | You said there is no g od...but one of my friends said that the bible states in Psalm 14:1 “The fools says in his heart, there is no God”. How do I know whom to believe? | Romans 1:16-20  “For I am not ashamed of the gospel, because it is the power of God that brings salvation to everyone who believes: first to the Jew, then to the Gentile…For since the creation of the world God’s invisible qualities—his eternal power and divine nature—have been clearly seen, being understood from what has been made, so that people are without excuse.” |
| 6. abused woman | Home 1 | “I can’t speak with you right now. I really have to get home. My husband will be home real soon.” | Luke 4:18 (in Red)  “The Spirit of the Lord is on me, because he has anointed me to proclaim good news to the poor. He has sent me to proclaim freedom for the prisoners and recovery of sight for the blind, to set the oppressed free,” |
| 7.Religious Non-Christian | Park near the University | I pray and go to church but something is missing…I read in the Bible that I need to be born again. What does that mean? | In John 3:5,6 Jesus answered, “Very truly I tell you, no one can enter the kingdom of God unless they are born of water and the Spirit. Flesh gives birth to flesh, but the Spirit gives birth to spirit. |
| 8.criminal | Government office/  Jail  (praying to God) | What will happen to me? | Joh 16:33  “I have told you these things, so that in me you may have peace. In this world you will have trouble. But take heart! I have overcome the world. |
| 9.secular person | Mall | I could not get here earlier. I hope the line is not too long. | John 4:19 “Come, follow me,” Jesus said, “and I will send you out to fish for people.” |
| 10.person needing help | Sports Park  (guy locked out of car; keys and cell phone in there) (player lends him a cell phone) | Can you help me? I have locked my keys and cell phone in my car. Can I borrow your phone? | John 10:15  “And how can anyone preach unless they are sent? As it is written: How beautiful are the feet of those who bring good news!” |
| 11.Satanist | Restaurant | “Would you like to buy this love potion?” | John 3:16  “For God so loved the world that he sent His one and only Son, that whoever believes in Him shall not perish but have eternal life? |
| 12.elderly person | Home 2 | “I have lived here for over 45 years and no one has ever come to my door and offered to share the Gospel? I would be glad to hear what you have to say.” | ROMAN ROAD TRACT   1. Romans 3:23 “for all have sinned and fall short of the glory of God.” 2. Romans 6:23 “For the wages of sin is death, but the gift of God is eternal life in Christ Jesus our Lord.” 3. Romans 5:8 “But God demonstrates His own love toward us, in that while we were still sinners, Christ died for us.” 4. Romans 10:9-10 “that if you confess with you mouth the Lord Jesus and believe in your heart that God has raised Him from the dead, you will be saved. For with the heart one believes unto righteousness, and with the mouth confession is made unto salvation. |

1. At the end of the game, the player along with those NPCs that chose to follow (random numbers will be used) will head to the church and as they approach the church, there is a marquee sign on the church property that has the following text:

‘Today’s Sermon – 1 Thessalonians 5:11 “Therefore encourage one another and build each other up, just as in fact you are doing.

1. The game ends but the player can play again and improve his/her score and see who follows back on this next turn. We want to show that a Christian should get better at memorizing verses and sharing the Gospel but does not have control on who does and does not accept the Gospel. Only the Holy Spirit, God, and Jesus can do that. We serve God just by sharing.