



## Glyphs Boosts and Upgrades

Theme: The shop is dressed up as a science laboratory where the player conducts research using Artifacts.

**IAP:** The player can buy artifacts directly by clicking "Investigate a [qualifier] crash site".

- Investigate a Small Crash Site - 1.99 - 20 artifacts
- Investigate a Medium Crash Site - 4.99 - 60 artifacts
- Investigate a Large Crash Site - 9.99 - 130 artifacts \*MOST POPULAR\*
- Investigate an Extra Large Crash Site - 24.99 - 350 artifacts
- Investigate a Massive Crash Site - 49.99 - 750 artifacts
- Investigate a Super Massive Crash Site - 99.99 - 1600 artifacts \*BEST VALUE\*

**Boosts:** Boosts are temporary bonuses to artifact collection. The goal here is to act both as a sink for Artifacts as well as to increase player session times to increase ad revenue. Note that boosts cannot be stacked, only 1 boost can be used at a time. If a player buys a new boost with a boost already active, the new boost takes effect immediately. Will need to have UI on screen during active play that displays when a booster is active and a countdown timer. When the timer reaches zero, offer players the chance to extend their timer at a 25% discount. It would be nice to have UI that made each tier look like science equipment with the higher tiers looking more advanced.

- Signal Amplifier - 10% bonus to artifacts collected per transmission.
  - Duration: 10 minutes
  - Cost: 10 artifacts
- Signal Booster - 25% bonus to artifacts collected per transmission.
  - Duration: 15 minutes
  - Cost: 25 artifacts
- Signal Calibrator - 50% bonus to artifacts collected per transmission.
  - Duration: 30 minutes
  - Cost: 50 artifacts
- Signal Detector - 75% bonus to artifacts collected per transmission.
  - Duration: 60 minutes
  - Cost: 75 artifacts
- Signal Emulator - 100% bonus to artifacts collected per transmission.
  - Duration: 120 minutes
  - Cost: 100 artifacts

**Permanent Upgrades:** Permanent upgrades cost artifacts to activate and take time to research. Research can be accelerated by spending more artifacts at a fixed rate. 1 Artifact per 10 minutes rounded up. It would be nice if we could have some UI in the store that visually improved as the ranks improved, like an artifact that gets more advanced at each rank.

- Artifact Effectiveness Research Rank 1 - 10% bonus to artifacts collected per transmission.



- Part of the tutorial, gift the player the artifacts (by taking them through the "Small Crash Site" for free) to upgrade and then immediately accelerate this rank.
- Cost: 10 artifacts
- Time to research: 15 mins
- Artifact Effectiveness Research Rank 2 - 15% bonus to artifacts collected per transmission.
  - Cost: 20 artifacts
  - Time to research: 1 hour
- Artifact Effectiveness Research Rank 3 - 20% bonus to artifacts collected per transmission.
  - Cost: 50 artifacts
  - Time to research: 6 hours
- Artifact Effectiveness Research Rank 4 - 25% bonus to artifacts collected per transmission.
  - Cost: 75 artifacts
  - Time to research: 12 hours
- Artifact Effectiveness Research Rank 5 - 30% bonus to artifacts collected per transmission.
  - Cost: 100 artifacts
  - Time to research: 1 day
- Artifact Effectiveness Research Rank 6 - 35% bonus to artifacts collected per transmission.
  - Cost: 250 artifacts
  - Time to research: 2 days
- Artifact Effectiveness Research Rank 7 - 40% bonus to artifacts collected per transmission.
  - Cost: 500 artifacts
  - Time to research: 3 days
- Artifact Effectiveness Research Rank 8 - 45% bonus to artifacts collected per transmission.
  - Cost: 1000 artifacts
  - Time to research: 7 days

UI Note: At the screen where we award artifacts, we will segregate artifacts that are awarded from upgrades or boosts so that they visually feel like bonus artifacts.

**Cosmetic Upgrades:** Cosmetic upgrades have no impact on the performance of the player but rather alter the experience for the player. Cosmetic upgrades are sound packs that change the tones played throughout the pattern. We can use publically available free sound effects for these or license cheap sound effects as we need. We can also use Unity to dynamically change the pitch of sound effects so that the programming is just one call regardless of the effect. To save download space, we can make the audio packs download on purchase rather than for the installation (this may be immaterial to worry about). This is also a very cheap and easy way for us to update the game post-launch.

- Piano Pack - 50 Artifacts - The Glyphs now sound like a piano.
- Acoustic Guitar Pack - 50 Artifacts - The Glyphs now sound like an acoustic guitar.
- Electric Guitar Pack - 50 Artifacts - The Glyphs now sound like an electric guitar.
- Fart Pack - 50 Artifacts - Communicate au naturale.
- Cow Pack - 50 Artifacts - Can you find the Secret Cow Level?
- Party Pack - 50 Artifacts - It's a celebration!
- Quack Pack - 50 Artifacts - Quack! Quack! Quack!
- Laser Pack - 50 Artifacts - Pew Pew Pew!



**Consumables:** Consumables are purchases that directly help the player's performance as a one-time use. UI Note: in a multiplayer game, there is a visual indicator when your opponent uses a consumable.

- Slow Transmission - 5 Artifacts - Slows down the speed of the replay for the player to match. Player has the option to use this before any replay (single player and multiplayer).
- Transmission Decoder - 25 Artifacts - Effectively a "get out of jail free card". It will complete the pattern for you during that turn. Player has the option to use this before any decode (single player and multiplayer).