|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Avatar Stats | | | | |
| Strength | Dexterity | Constitution | Intelligence | Charisma |
| Trained by allotting time for “physical activities” e.g. training at the gym  Allows unearthing of virtual blocks to access hidden locations?  Allows the construction of buildings around particular hotspots? | Trained by allotting time for “dextrous activities” e.g. drawing, running  Allows disabling of traps and lockpicking hidden treasures?  Provides more “moves” per turn during a raid? | Trained by walking progressively larger distances (e.g. “hatching eggs”)  Cap max distance at some point?  Most actions require “action points”, raising constitution increases maximum pool? | Trained by allotting time for “intellectual activities” e.g. studying, reading  Allows decryption of hidden messages scattered throughout world?  Allows detection of traps? | Trained by allotting time for “social activities” e.g. mock-interviews  Boosted by group activities  Allows persuasion of NPCs?  Higher charisma allows giving bonuses to nearby friends? |

Core Engagement

* Focuses on providing an incentive for people to organize/improve their lives through gameplay
* High emphasis on social gameplay and discovery of “secrets” in everyday world to promote exploration and user interaction

Core Mechanics

* Players raise their avatar’s stats through repeatedly performing various beneficial actions throughout the day.
  + Certain actions can increase more than one stat at a time e.g. basketball increases strength, dex, and con, watching a drama performance increases intelligence and charisma
* GPS tracks player location to ensure that players actually visit the location they stated they would perform x at.
  + Certain locations provide bonuses for certain stat raising activities e.g. libraries provide an intelligence bonus
  + Possibly display the number of people currently performing a similar activity at said location?
  + Possibly provide a “Looking for Group” option at these locations
* Players can “loot” various hotspots for items such as restoratives and crafting materials for cosmetics
* Mixture of both randomly generated and pre-scripted hidden locations and “quest lines”
  + Can consist of a simple “go to these places in a pre-scripted order” to a multistep scavenger hunt with written lore tied to the real world location.
  + Allow the creation of user-generated quest lines and content?

Stretch Goals

* “Dungeon raid” game that incorporates RPG/dungeon crawler elements to allow the “capture” of certain hot spots by a group of players.
  + Allows the specialization of each player into a “class” dependent on their stat layout
  + Probably lasts longer than a typical walk-by looting system, requires players to sit down
* Database integration that will allow players to see which are the most popular spots to perform x activity.
  + Upvoting/downvoting system allows players to “review” hotspots and user-generated questlines
* “Helpful hints” integration to provide players with an easier time performing certain activities e.g. a diary for them to track their weight loss, occasionally providing studying tips, etc.