Learning Math RPG: \*\*Requires: database, online sign-in/access, some type of GUI, should be relatively simple art\*\*

A game app that has the numbers as the characters. The possible numbers evolve when certain characteristics are met (defeated a number, healed a number, etc.). Two possible ways to battle: auto battle where numbers are rolled and damage, healing, etc determined automatically.

2nd battle way: player must input the correct solution to the “math” problem (addition, multiplication, functions, matrices, trig, calc, etc.) and are given a certain amount of time to complete it. If successful, critical hit, auto hit condition (poison, freeze, burn, etc.), so on and so forth.

Players start out with a few basic numbers that they can evolve quickly (number 1 does 1 damage a turn, number 2 does 2 times another numbers damage, etc.) Then, once they meet certain conditions (for example: number 1 must defeat another number to evolve. Once it does it stays the number 1 but maybe a different ability like times by 1 or something.) Likewise, if the number 2… say… defeats 10 numbers it becomes the plus 2 (damage with another number plus 2) \*\*\* these probably need to be reversed \*\*\*

Then, eventually your numbers could be like 2 squared where 2 attacks with a number and squares that number! (or times pi (3.1415…)) or have added conditions, etc.

The main basis of the game is to get players to want to do the math themselves (thus, making their attacks, conditions stronger!)

Make it semi difficult (easier at first, harder as it goes along, not too difficult toward the end) Say… make it “doable” but much easier if they do the math themselves.

Massive, well thought out, reward system: new numbers, new effects on numbers, so many days logged in a row, so many hours logged, x amount of problems solved, x amount of numbers found, x amount of gold received, x amount of some other currency received, x amount of players you are friends with (let players take a friends’ nu9mber with them, etc.), x amount of stages beaten, x amount of bosses felled, etc.)

Possible elements to add to this:

Elements (fire numbers, ice numbers, etc.)

Houses for numbers (let players build huts, cabins, forts, etc.)

Advanced rewards system (x amount of problems solved total, x amount of numbers found, etc.)

Possible prizes for stages completed: added bonus for x amount of problems solved, new number found (certain percent on some stages, automatic on bosses), etc.

A way to find numbers without stages (maybe have different dice: 4-sided, 6-sided, 10-sided, 20-sided, bonus 10 die (say 5-10), bonus 20 die (say 10-20))

Game screens:

Main (town with different huts/camps/buildings/caves for different screen navigation)

Evolution stones (make it similar to stonehenge)

Pencil hut (summon new numbers)

Settings place

Dungeon (boss fights, cave entrance, floors (maybe?))

Notebook printers (screen of all rewards/objectives)

Crafters (screen for buildings)

Abacus Grounds (calculator, practice problems, etc)

Dueling arena (PvP)

Possible Settings:

Camp numbers on/off: shows/hides numbers at the camp (less clutter, better

performance when off)

Math on/off: Auto turn math problems on/off.

Sound on/off: turn sound on/off.

Music on/off: turn music on/off.

Animation on/off: turn animations on/off.

Auto Battle speed : allow multiple battle speeds.