

CBC game possibility

Premise:

Twelve (or however many) Non-playing Characters (NPCs) are created to begin the game. Players joining the game must affiliate with a NPC. Thus, there are 12 groups created dedicated to the advancement of their NPC along the path of the game, and these groups must solve the puzzles/clues/challenges in order to advance their NPC. If the NPC group fails to meet the requirements at these set points, their NPC either loses points or is set back (thereby forcing the group to gain ground to make it to the next game point), or is eliminated. (see below)

At set points along the progression of the game, a NPC is eliminated. (*Issue: this will eliminate a group of players, ostensibly reducing the people playing and interest in the game.*) (*Issue: Do we attempt to control players joining multiple groups as a different user: i.e., as David Olsson in one group, Soda Novels in another, Sally K. in another. What is to stop a player, once his/her NPC is eliminated, from hopping onto another NPC?*) The elimination of the NPC is a direct result of the skill/dedication of that NPC's group.

Example challenge:

One of the NPCs is hosting, for example, a dinner party. A la, *Survivor*, the NPC chosen as host could be the leader at that point in the game. This would reward the NPC host by allowing he/she to reach the party automatically, without having to meet the challenge. The rest of the NPC groups must solve the challenge(s) in order to get their NPC to the party. Perhaps only 8 of 12 make it, perhaps they all do; it depends on the skills of the group (and the our skills in devising suitable challenges!) (*Note: We could set the bar, i.e., only the first 8 NPC groups get their NPC to the party.*) The party could be a secure chat forum where information/clues critical to the next stage are imparted at the party, i.e., NPC1 overheard whispering to NPC2 at the table about a new site or new restaurant or interesting article, etc.

Gameplay note:

NPC groups could form meta-alliances by working with other NPC groups, thereby becoming even stronger or working towards the elimination of another NPC. (Wow, watched many reality shows, there bucko?) (*Issue: How the fuck do we control this?*)

What is the game:

Character note: NPCs could all be either real or imaginary people working for the CBC - perhaps trying to avoid being victim to a round of imminent layoffs looming on the horizon. (Does the CBC ever have those?...ha,ha, I make funny.) It would be interesting if we could swing having it be real CBC employees. Mind you, everyone would affiliate with Ian Hanomansing, for what's the likelihood of him ever being laid-off?

Gameplay note:

Goal of the game is to have your NPC the last one standing. A number of players from sole remaining NPC group would then be chosen to be on the grand finale show. Players from winning NPC group could be chosen by lottery. A reward system could be put in place allowing hardcore players to earn more lottery chits than mediocre or less involved players. (*Issue: Holy logistics, Batboy!*) Perhaps 12 players from last-NPC-standing are chosen to be on the grand finale show. Those players would then have to compete (a la straightforward gameshow or via a reality show format) for the final prizes. In an ideal world, the CBC would allow 12 people to make the final and fund the production of 12 episodes, eliminating one contestant each week, but we'll get to that later.

Gameplay note:

Each NPC is assigned a character from archival shows chosen. Their possibilities for advancement/character make-up/etc. could be reflected in the historical character. For example if NPC4 is associated with Relic (yes, I know, we're not doing the Beachcombers),

then NPC4 is an irascible ne'er-do-well, thereby increasing his odds of being set back or increasing his odds of advancement given his devious nature.

We could decide how deep to bury the NPC-historical character bridge, making that a crucial challenge for the NPC group to discover that association. That discovery would increase the groups understanding of their NPC, thereby giving the group better ability to control/advance their NPC. (*Issue: Cheeses H. Christ, batman, that's a lot of parameters!*)

Gameplay note:

Much of this premise will entail heavy moderation (e.g., dinner party chat forums) and fairly hands-on adjustments as the game progresses (expansion of characters, possibly based on group ability to build NPC characteristics/strengths/abilities/etc.)

Thoughts?

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Player Agent
Access to info

Group
Dynamic
Suggest Organization
Structure

We need Survivor jump
lose. to continue
the involvement

Yes my thought exactly

Interviews from other
CBC newscasters
shows such as
FINKLEMAN etc

KING of
the HILL
w/ C2000s

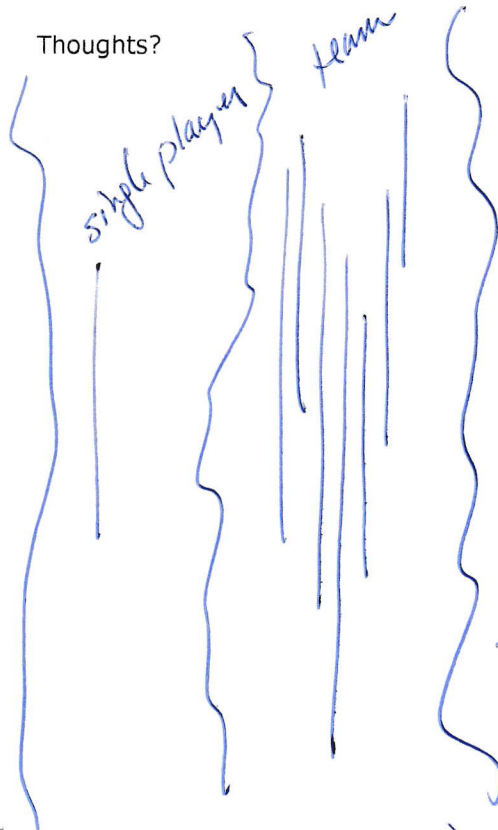
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team play.

organic - organized.

① research phpContent Authoring lib

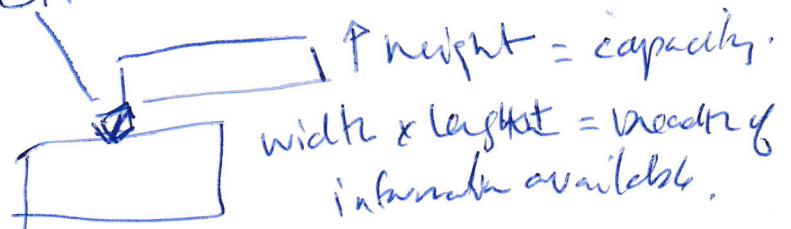
② design workflow diagrams.

③ illustrates stacks + measurements for

④ success

islands in a thread.

⑤ proximity to other islands = plot significance



can there be both?
either/or victor?