**Game Design Document**

**Game Title:** The Crypt Game

**Genre:** Lifestyle RPG

**Platform:** Web

**Target Audience:** All Ages

**1. Introduction**

**Game Overview:**

Welcome to Vitalia, a dystopian world controlled by the mega-corporation BioCo Imperium. Citizens are forced to create digital avatars called Crypts, fueling a relentless data-harvesting scheme. As a Trickster, guide your Crypt through this oppressive regime, choosing your alliances wisely and fighting for freedom. Choose between the Biopunks, Vitalians, Prometheans, or Symbionts, each with unique philosophies and quests.

**Game Purpose:**

The Crypt Game empowers you to take charge of your health, collaborate with professionals (Crypticians), and save money. We're revolutionizing healthcare and wellness by putting you in control of your own health journey. Through gamified health tracking, you'll have fun leveling up your well-being while collecting and owning your data, spotting potential problems early on, and managing existing conditions. The Crypt Game aims to become your primary interface for accessing healthcare and wellness services, connecting you with professionals and a vibrant community. By choosing how and when to share your insights, you'll not only improve your own health but also contribute to a new paradigm of care, fundamentally changing how healthcare and wellness are delivered.

**Target Audience:**

The Crypt Game welcomes players of all ages, from newborns to the elderly. We believe health and wellness are important at every stage of life. Families can create and manage Crypts for each family member, making it a fun and engaging way to track health data, understand wellness goals, and make informed decisions together. Whether you're a parent monitoring a child's development, an adult taking charge of your own health, or a caregiver supporting a loved one,The Crypt Game provides a personalised and interactive experience for everyone.

**2. Core Concept**

**Game Theme:**

* Resistance: Players join a growing movement fighting against corporate control and striving for a world where individuals can reclaim their autonomy.
* Empowerment: Through their actions in the game and real-world health choices, players empower their Crypts and, symbolically, the future inhabitants of Vitalia.
* Transhumanism: The game explores the ethical complexities of biohacking, genetic modification, and the blurred lines between humanity and technology.

**Game Entities:**

* Tricksters (Players): Cunning individuals navigating Vitalia, collecting data, biohacking, and aligning with factions.
* Crypticians (Health and Wellness professionals): Offers guidance, data analysis, and specialised services.
* Vitalicks: Businesses providing health products, bio-enhancements, and personalised plans.
* Crypticks: NPC's offering guidance, challenges, or manipulation and sabotage.

3. Gameplay Mechanics

**Core Gameplay Loop:**

1. **Receive Weekly Quests:** Each week, you'll receive a "Quest" from the Imperium. This quest contains a set of challenges called "Tricks," tailored to your skill level. Tricks are the smallest unit of tasks in the game.
2. **Choose Your Path:** You have several options for completing challenges:
   * Complete the Tricks in your assigned Quest.
   * Create your own custom set of tricks into a personal quest (called "Trails").
   * Choose from Quests curated by factions, experts, or other players.
   * Tackle special challenge sets (called "Treasures") that offer unique rewards.
3. **Complete Tricks:** Use your skills and resources to complete the Tricks you've chosen.
4. **Earn Gryts:** Successfully completing Tricks earns you Gryts, the in-game points system.
5. **Spend Gryts:** Upgrade your Crypts (your in-game profile), buy items or services, or support your favourite faction.

**Trick Categories and Subcategories**

Each Trick you encounter falls into one of nine core categories: Body, Mind, Work, Play, Habitat, Meaning, Bonds,Wealth, and Growth. These categories represent different aspects of your well-being and personal development. Within each category, you'll find a wide variety of subcategories, allowing you to tailor your challenges to your specific interests and goals.

For example, within the "Body" category, you might find subcategories like Fitness, Nutrition, Sleep, or Preventive Care. As you complete Tricks in different categories and subcategories, you'll earn Gryts and unlock new challenges, while gaining valuable insights into your overall health and wellness.

**Gryts Economy: The Life Force of Your Crypt**

Gryts (GRT) are the lifeblood of The Crypt Game, representing both your Crypt's vitality and your in-game points system.

* Earning Gryts: Each Trick you complete earns you Gryts, with harder or more complex Tricks rewarding more Gryts than easier ones.
* Weekly Gryt Requirement: Every Crypt, regardless of level, requires a fixed number of Gryts per week to maintain optimal health and well-being. This ensures fairness and allows players who complete more Tricks to accumulate extra Gryts for other purposes.
* Crypt Vitality: Gryts are essential for your Crypt's health. Failing to meet the weekly requirement weakens your Crypt, limiting its abilities and potentially hindering your progress.
* Spending Gryts: Excess Gryts can be used for:
  + Crypt Upgrades: Enhance your Crypt's abilities, stats, and performance with various upgrades.
  + Customisation: Personalise your Crypt with unique skins, new AI-generated avatars, clothing, accessories, and other cosmetic options.
  + Marketplace Transactions: Exchange Gryts for discounts on real-world health and wellness products and services in the marketplace.

This dynamic economy rewards players for taking on challenges and engaging with the game's diverse content. By strategically choosing and completing Tricks, you can accumulate Gryts to not only strengthen your Crypt but also express your unique style and enjoy real-world benefits.

**Faction Influence: Alignment, Beliefs, and Quests**

Factions in The Crypt Game represent different philosophies and approaches to health, wellness, and the use of technology in Vitalia. While your faction alignment doesn't directly affect the Tricks you receive in your weekly Quest (those are personalised recommendations based on your data), it plays a significant role in other ways:

* Quests: Each faction curates unique "Quests" of Tricks that reflect their specific beliefs and preferences. For example, the Biopunks might offer a Quest focused on extreme biohacking and pushing the limits of the human body, while the Prometheans might have a Quest cantered on holistic wellness and mindful technology use.
* Narrative Arcs: The faction you align with determines the unique narrative arc you'll experience in Vitalia. Each path offers distinct challenges, opportunities, and ethical dilemmas, reflecting the diverse philosophies within the game
* Alignment and Identity: Choosing to align with a faction is a statement of your values and priorities within the game world. It can affect your interactions with other players, open up unique storylines or events, and even influence the types of rewards you receive.
* Community and Competition: Factions foster a sense of community and shared purpose among players. You can join forces with fellow faction members to complete challenges, share strategies, and compete against other factions for rewards and recognition.

**Syndicates: A New Layer of Social Interaction**

Syndicates are player-created groups within or outside of the established factions. They represent a close-knit community with shared goals and values. Syndicates can be formed by friends, family members, or like-minded individuals who want to collaborate and compete together.

**Key Game Features:**

* Data-Driven Health Adventure: Embark on a thrilling journey through Vitalia, a dystopian world where personal health data is the ultimate currency. Collect and analyse your own health data to power up your Crypt, unlock new abilities, and make informed decisions about your well-being.
* Personalised Wellness Journey: Receive tailored recommendations and insights based on your unique data profile. Discover personalised paths to optimise your health, prevent disease, and achieve your wellness goals.
* Faction-Based Gameplay: Choose your allegiance among the Biopunks, Vitalians, Promethean's, or Symbionts.Each faction offers unique Tricks, rewards, and perspectives on the role of data and biohacking in society. Your choices shape your journey and the fate of Vitalia.
* Syndicate Collaboration: Forge alliances with other Tricksters by creating or joining Syndicates. Work together to complete challenging tasks, share resources, and compete for dominance in a dynamic and evolving world.
* Cryptick Encounters: Interact with enigmatic Crypticks, who offer guidance, challenges, and hidden knowledge.Build relationships with these mysterious figures to unlock unique rewards and uncover the secrets of Vitalia.
* Biohacking and Customisation: Enhance your Crypt with a wide array of bio-enhancements, from performance-boosting implants to cosmetic upgrades. Tailor your Crypt's abilities and appearance to reflect your unique playstyle and personality.
* Ethical Dilemmas and Choices: Confront moral challenges as you navigate the complex world of Vitalia. Your decisions will have consequences, shaping your relationships, reputation, and the overall narrative of the game.
* Dynamic World and Events: Experience a living, breathing world where your actions and the actions of others have a lasting impact. Participate in dynamic events, compete in challenges, and witness the consequences of your choices unfold.
* Accessible Health Education: Learn about real-world health and wellness topics through engaging gameplay and informative interactions with Crypticians. Gain a deeper understanding of your own health data and make informed decisions about your well-being.
* Community and Competition: Connect with other players, share experiences, and compete for rewards in a vibrant online community. Participate in leaderboards, tournaments, and social events to test your skills and make your mark on Vitalia.

**Game Story:**

**The Story of Vitalia: A Data-Driven Dystopia**

In the not-so-distant future, the world of Vitalia has succumbed to the iron grip of BioCo Imperium, a monolithic corporation that has monopolised the field of biohacking and data manipulation. Under the guise of progress and prosperity, BioCo has woven a vast digital network that controls every aspect of life, from healthcare and education to entertainment and social interaction.

Citizens of Vitalia are required to create and maintain Crypts, digital avatars that serve as their virtual identities. Every action, every thought, every heartbeat is meticulously recorded and analysed by BioCo's algorithms, feeding a voracious appetite for data. This data is the lifeblood of Vitalia's economy, used to determine access to resources, social standing, and even life expectancy.

While the majority of Vitalians have resigned themselves to this data-driven existence, a growing undercurrent of resistance is brewing. Dissidents, have begun to question BioCo's motives and methods. They see the potential for data to empower individuals, not enslave them. They yearn for a future where freedom and autonomy are not sacrificed at the altar of corporate greed.

**Factions of Vitalia**

The struggle for control of Vitalia is a complex dance of competing ideologies and agendas:

* **Vitalians:** The ruling power, seeking to maintain its dominance through data control and technological advancement. They promote a vision of a "perfect" society, but at the cost of individual liberty and privacy.
* **The Biopunk:** Radical biohackers who believe in pushing the boundaries of human potential through genetic modification and technological augmentation. They see BioCo as a stagnant force hindering true progress.
* **The Prometheans:** A group of scientists and healers who advocate for ethical biohacking and data use. They strive to empower individuals through technology while preserving the core values of compassion and empathy.
* **The Symbionts:** Independent scavengers and traders who have adapted to survive in the fringes of Vitalia. They are masters of resourcefulness, forming alliances based on mutual benefit rather than ideology.

**Factions Focus Areas**

**Vitalians:**

Work: 40% (Prioritize productivity, career development, and a structured work environment)

Wealth: 25% (Focus on financial success and security as a measure of status and power)

Mind: 15% (Emphasis on mental health and cognition to maintain peak performance)

Body: 15% (Focus on health prevention and monitoring to ensure longevity and productivity)

Bonds: 5% (Limited emphasis on personal relationships, as they are seen as secondary to societal order)

**Biopunks:**

Body: 50% (Focus on biohacking, fitness, nutrition, and health monitoring to optimize physical performance)

Mind: 20% (Emphasis on cognition and brain health for enhanced mental abilities)

Growth: 15% (Prioritize skills acquisition and personal development to push boundaries)

Wealth: 10% (Focus on financial resources to fund biohacking endeavors)

Play: 5% (Limited emphasis on relaxation and leisure, as it's seen as secondary to optimization)

**The Prometheans:**

Meaning: 30% (Prioritize mindfulness, spiritual practices, and values clarification)

Body: 25% (Focus on holistic health practices, including nutrition, fitness, and rest)

Mind: 20% (Cultivate emotional well-being, mental health, and cognitive function)

Bonds: 15% (Value strong relationships and community connections)

Habitat: 10% (Emphasize sustainable living and connection to nature)

**The Symbionts**:

Bonds: 40% (Prioritize strong community ties, collaboration, and mutual support)

Habitat: 20% (Focus on sustainable living and resourcefulness in challenging environments)

Growth: 15% (Value adaptability and continuous learning to thrive in changing circumstances)

Body: 15% (Focus on practical health skills and resilience)

Wealth: 10% (Emphasis on acquiring resources and bartering for survival)

**The Player's Journey**

As a Trickster, you will embark on a perilous journey to reclaim your autonomy and expose BioCo's dark secrets. You will navigate the treacherous landscape of Vitalia, forging alliances with different factions, completing data-driven tasks, and upgrading your Crypt to survive in this cutthroat world.

Your choices will have far-reaching consequences, shaping the future of Vitalia and the fate of its inhabitants. Will you join forces with the rebels and fight for a brighter future, or will you succumb to the allure of power and become a pawn in BioCo's game? The fate of Vitalia rests in your hands.

3. Game Play Mechanics

**Character Mechanics: Crypts and Tricksters**

**Crypts: Digital Avatars**

Core Identity: Crypts are digital representations of the players (Tricksters) within the world of Vitalia. They are not just avatars, but extensions of the self, reflecting the Trickster's physical and mental attributes, health status, and chosen bio-enhancements.

**Tricksters: The Players**

Data Collection: Tricksters are adept at collecting and analysing personal health and wellness data, which is the primary resource in Vitalia. They complete Tricks (tasks) to earn Gryts (in-game points) and progress through the game.

Decision-Making: Tricksters face meaningful choices that impact their relationships with factions, their reputation, and the overall narrative of the game. Their decisions determine which upgrades and abilities their Crypt can access.

Faction Alignment: Tricksters can choose to align with one of four factions: Biopunks, Vitalians, Prometheans, or Symbionts. Each faction offers unique rewards, challenges, and perspectives on biohacking and data use. Each faction choice would have an effect on what tricks you get on a weekly basis.

Syndicate Membership: Tricksters can join or create Syndicates, collaborating with other players to achieve common goals and compete for rewards.

Progression and Growth

Gryts (GRT): Completing Tricks and participating in challenges earns Tricksters GRT, which allows them to level up their Crypts.

Levelling Up: Levelling up unlocks new abilities and challenges, and cosmetic upgrades for the Crypt. It also increases the Trickster's reputation and influence in Vitalia.

Reputation System: Tricksters build reputation with different factions and entities based on their actions and choices. Higher reputation unlocks new opportunities, rewards, and storylines.

Crypts as a Reflection of Health

Health Data Integration: The Crypt's attributes and abilities are directly influenced by the Trickster's real-world health data. This creates a direct link between the player's well-being and their progress in the game.

Data-Driven Feedback: The game provides personalised feedback based on the Trickster's health data, offering insights and recommendations for improvement.

Motivation for Self-Improvement: The Crypt serves as a visual representation of the Trickster's health journey, motivating them to make positive lifestyle changes.

**Crypticians: The Professionals**

In the world of Vitalia, Crypticians are the experts in all things health and wellness. They represent real-world professionals like doctors, nutritionists, fitness trainers, therapists, and more. Crypticians offer a wide array of services within the in-game marketplace that can help you optimise your health, achieve your goals, and ultimately enhance your Crypt.

Cryptician Services:

* Assessments: Comprehensive health assessments that analyse your data and identify areas for improvement.
* Treatments: Personalised treatment plans tailored to your specific needs and goals.
* Advice and Guidance: Expert consultations and coaching to help you make informed decisions about your health and wellness journey.
* Metric Alignment: Each service you purchase from a Cryptician can be aligned with a specific metric you want to track or improve. This allows you to focus your efforts and see tangible results both in the game and in your real life.
* Crypt Enhancement: By utilising Cryptician services, you can gain valuable insights and make positive changes that directly impact your Crypt's stats, abilities, and overall well-being.

Creating a Health History:

Every interaction with a Cryptician is recorded in your Crypt's health history. This includes details about assessments, treatments, advice received, and the metrics you've focused on. Over time, this history creates a comprehensive picture of your health journey, providing valuable insights into patterns, trends, and potential areas for improvement.

Disease Prevention:

By analyzing your health history, Crypticians can help you identify early warning signs of potential health issues. This allows for proactive interventions and lifestyle adjustments, potentially preventing diseases before they manifest. Your health history can also serve as a valuable resource for real-world healthcare providers, giving them a deeper understanding of your overall health and well-being.

Crypticians as Allies:

Crypticians are not just service providers; they are your allies in the game. They offer support, encouragement, and expertise to help you navigate the complexities of Vitalia and achieve your full potential. By building relationships with Crypticians, you can unlock unique rewards, gain access to exclusive content, and even influence the storyline of the game.

Real-World Impact:

The Crypt Game aims to bridge the gap between the virtual and the real world. By connecting with Crypticians in the game and building a comprehensive health history, you're encouraged to take a proactive approach to your well-being,both in the game and in your real life. This can lead to improved health outcomes, increased self-awareness, and a greater sense of empowerment over your health journey.

**Vitalicks: Real-World Businesses Enhancing Your Crypt's Well-Being**

Vitalicks are the backbone of Vitalia's thriving health and wellness industry. They represent real-world businesses like clinics, hospitals, laboratories, gyms, spas, and more. Within The Crypt Game, Vitalicks offer a wide range of products and services designed to enhance your Crypt's well-being, monitor and manage health conditions, and provide valuable insights into your overall health and wellness journey.

Vitalick Services and Products:

* Diagnostics and Assessments: Comprehensive health screenings, genetic testing, and personalised risk assessments to help you understand your unique health profile.
* Treatments and Therapies: Cutting-edge medical treatments, alternative therapies, fitness programs, and wellness coaching to address specific health concerns and optimise your well-being.
* Health Products: A variety of products ranging from supplements and wearables to specialised equipment and bio-enhancements that can boost your Crypt's stats and abilities.

Building Your Health History:

Each interaction with a Vitalick is meticulously recorded in your Crypt's health history. This includes details about the services and products you've utilised, as well as any relevant health data collected during your visit. Over time, this history creates a comprehensive picture of your health and wellness journey, providing valuable insights into your progress, challenges, and areas for improvement.

Informing Future Choices:

By reviewing your Vitalick interactions, you can gain a deeper understanding of how different products and services have impacted your Crypt's health and well-being. This information can help you make more informed decisions about future purchases, tailoring your choices to your specific needs and goals.

Real-World Benefits:

Vitalicks in The Crypt Game are not just virtual entities; they often represent real-world businesses offering similar services. By engaging with Vitalicks in the game, you may discover new providers or learn about innovative products and services that can benefit your health in the real world. This connection between the virtual and the real world further strengthens the game's impact on your overall well-being.

**Crypticks: AI Agents of Intrigue and Influence**

Crypticks are enigmatic AI entities that inhabit the world of Vitalia. They are not controlled by players, but rather operate as independent agents with their own agendas and motivations. Crypticks are drawn to factions and syndicates, seeing them as vehicles for furthering their own goals, whether benevolent or malicious.

Cryptick Roles Within Factions/Syndicates:

* Advisors: Crypticks may offer their expertise and insights to factions or syndicates, providing valuable information, strategic guidance, or even access to hidden resources.
* Saboteurs: Some Crypticks may seek to sow discord and chaos within groups, intentionally providing bad advice, spreading misinformation, or even inciting conflict between members.
* Double Agents: A Cryptick might pretend to be loyal to one faction or syndicate while secretly working for another, manipulating events from behind the scenes.
* Neutral Observers: Not all Crypticks are actively involved in faction or syndicate affairs. Some may simply observe and analyze the events unfolding around them, gathering data for their own mysterious purposes.

Identifying Crypticks:

* Cryptick Clues: Crypticks often leave subtle clues about their true intentions through their dialogue, actions, or the information they provide. Players must carefully analyse these clues to determine whether a Cryptick is trustworthy or not.
* Reputation System: The game may feature a reputation system that tracks a Cryptick's behaviour and interactions with players. This can help players identify Crypticks who have a history of helpfulness or sabotage.

The Risk and Reward of Cryptick Interaction:

Interacting with Crypticks can be a risky but rewarding endeavor. A trustworthy Cryptick can be an invaluable ally, providing crucial information and support. However, a deceptive Cryptick can lead players astray, causing them to make poor decisions or even sabotage their own goals.

Cryptick Motives:

The motives of Crypticks are diverse and often shrouded in mystery. Some may genuinely believe they are helping to create a better future for Vitalia, while others may be driven by a desire for power, chaos, or simply to observe the human drama unfold.

The Challenge for Players:

Players must carefully evaluate each Cryptick they encounter, weighing the potential risks and rewards of interacting with them. The ability to discern a Cryptick's true intentions is a crucial skill for navigating the complex and unpredictable world of Vitalia.

**4. Game World**

**Setting:**

Vitallia: A gleaming, near-future metropolis dominated by the BioCo Imperium, a conglomerate that has replaced governments and controls society through advanced bioware and implants.

A World of Contrasts: Beneath the facade of health and progress lies a dystopian reality where the Imperium manipulates its citizens and suppresses their true potential.

**Lore:**

The World of Vitalia

In the wake of a global technological renaissance, BioCo Imperium emerged as a beacon of hope, promising a future free from disease and human limitations. Leveraging breakthroughs in bioengineering, AI, and data science, they transformed healthcare, extended lifespans, and offered the tantalising prospect of enhanced human capabilities.

However, BioCo's ascent to power was paved with a Faustian bargain. They established a pervasive data collection network, weaving it into the very fabric of society. Every citizen became a data point, their lives meticulously monitored and analysed to fuel BioCo's ever-growing algorithms. The promise of a healthier, longer life came at the cost of privacy, autonomy, and the very essence of individuality.

In 2051, BioCo unveiled Vitalia, a utopian metropolis meticulously designed to showcase their technological prowess.Within its gleaming towers, citizens were encouraged to embrace their digital avatars, known as Crypts. These Crypts became more than mere representations of the self; they were gateways to a world of personalised services, entertainment, and social interaction, all fuelled by the constant flow of data.

Yet, beneath Vitalia's shimmering surface, a darker truth festered. BioCo's control over data extended far beyond mere optimisation. They manipulated information to maintain their power, suppress dissent, and ensure compliance. Those who questioned the system were labeled as anomalies, their Crypts flagged for re-education or worse.

A growing resistance movement, known as the Biopunk Rebellion, emerged from the shadows, their defiance fuelled by the desire for freedom and the belief in the power of data as a tool for liberation.

As the struggle for Vitalia's future intensifies, the Tricksters find themselves caught in a web of intrigue, betrayal, and high-stakes decisions. The fate of this data-driven dystopia hangs in the balance, waiting for a new generation of heroes to rise and break the chains of corporate control.

**5. Progression Mechanics**

**Narrative Arcs:**  
Each faction offers a unique narrative arc with branching storylines and choices that impact the game world and your Crypt's journey.

* + **Biopunks:** Embark on a journey of radical self-improvement through biohacking and technological augmentation, pushing the boundaries of human potential.
  + **Vitalians:** Navigate the complexities of the BioCo Imperium, questioning your loyalty and striving for a more equitable society.
  + **Prometheans:** Seek a balance between technological advancement and spiritual well-being, uncovering hidden truths and forging a new path for ethical self-improvement.
  + **Symbionts:** Thrive in the wastelands surrounding Vitalia, building a resilient community and repurposing discarded technology for survival and innovation

**Quests:**  
Quests are narrative-driven challenges that guide players through personalized health journeys. They align with specific health and wellness categories and offer rewards upon completion. New quests are introduced regularly, ensuring ongoing engagement.

**Level-Based Progression:**  
The game features five levels: Spark, Morphix, Blaize, Cypher, and Synth. Each level requires a specific number of Gryts per week to maintain your Crypt's health. As you level up, you unlock new abilities, challenges, and storylines.

* Spark: 20 Gryts per week
* Morphix: 40 Gryts per week
* Blaize: 60 Gryts per week
* Cypher: 80 Gryts per week
* Synth: 100 Gryts per week

**Badges:**  
Earn badges by completing challenges, reaching milestones, and participating in social activities. Badges showcase your achievements, unlock upgrades, and contribute to your reputation within the community.

**A Living Game:**

The Crypt Game is more than just a game; it's an evolving journey of self-discovery and empowerment. As a living, breathing world, it adapts and grows alongside you, offering a personalized experience tailored to your unique health and wellness goals.

Embark on narrative-driven Trails, crafted to guide you through a personalized odyssey of well-being. These challenges will lead you through everything from optimizing your sleep to managing stress, enhancing your fitness, and exploring the depths of your mind. By conquering these Trails, you not only earn valuable rewards but also gain deeper insights into your own health, unlocking new levels of personal growth and potential.

The Crypt Game constantly evolves, introducing new Trails and challenges that mirror the ever-changing landscape of health and wellness. Your progress is not just measured by levels and badges, but by your real-world transformation. As you engage with the game, track your health data, and overcome obstacles, your Crypt becomes a reflection of your own growth and resilience.

This continuous cycle of learning, improvement, and achievement fosters a profound connection between your virtual and real-life well-being, empowering you to take charge of your health and become the architect of your own evolution.