

# Loukouumi



**Make A Difference Game**

# Agenda

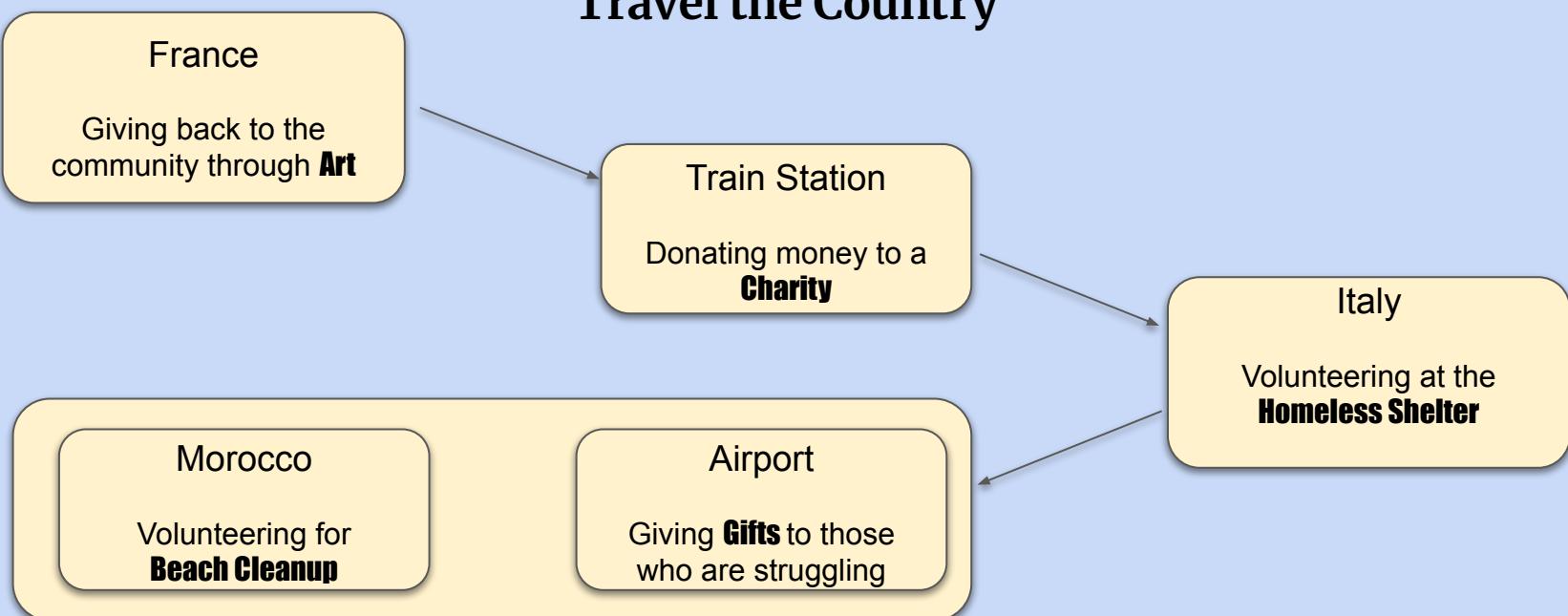
1. Review video games I have designed
  - a. 2D-Game.
  - b. Text-based game.
2. Discuss the marketing to kids internationally aspect
  - a. How is it going to be marketed? In real life Loukoumi events?
  - b. Different in other countries.
  - c. Is it going to be marketed to kids in countries that the foundation is not yet in?
  - d. Do we need to get permission from someone over the age of 18 or parents?
3. Discuss the storyline
  - a. Loukoumi is traveling the world again, this time it's not an accident, with one of his friends that he met in the first book and they find someone else that joins them and end up teaching that one how to give back to the community.
4. Discuss the tools needed to build the game
  - a. Coding language.

# Fundamentals

1. Mechanics of the game
  - a. Every time the user does something that is good or gives back to the community they get extra points, but they are not told what will give them points and it will be subtle when they do get points.
  - b. At the end of each stage the user gets a ranking based on the number of points they got like P, S, A, B, C, and D.
2. Progression
  - a. The game can be two acts, each with four stages
3. Donations
  - a. If user wants to donate to another foundation through Loukoumi in the game, can the Loukoumi foundation do that?
  - b. After each stage except the first stage, because Loukoumi wont get to explaining donations until the second stage, the user will be brought to a page asking if they want to donate. Loukoumi can guide people as like an assistant through the donation process explaining everything.
4. Leaderboards
  - a. Recognition for top donators and top scorers
5. Art style - use, replicate scenes from the book
6. Music - gentle, happy and heartwarming copyright-free music

# **Storyline**

# Act 1: Loukoumi & Fistiki Travel the Country



## **Act 1, Stage 1: France**

The game starts out with Loukoumi looking at art in a museum in France. As Loukoumi is walking through the museum, she bumps into a cat named Fistiki. Fistiki and Loukoumi quickly become friends and share thoughts about the artwork. As they walk through and explore the museum, there are small good deeds they will be able to partake in (example: someone drops money the user can click on it and return the money to that person).

### Museum Mini-Theatre: Film about giving back to the community through Art

As they go through the museum, they eventually reach the bottom floor, which has a mini-theater that has a video about giving back to the community through artwork and other creative hands-on activities. Loukoumi and Fistiki go to watch the video, but shortly after Fistiki says he wants to go because he is bored saying "I don't think it's really that important". Loukoumi convinces him to stay and encourages him to actually pay attention to the video, explaining the true importance of what they are doing.

### All-you-can-eat buffet

After the Museum they are hungry and look for a place to eat. They find an all-you-can-eat buffet, where they overhear a woman explaining to the owner that she did not have enough money to pay for her food. Fistiki, despite his initial skepticism, remembers what Loukoumi said about the importance of giving back to those in need and suggests that they do something to help. Loukoumi agrees and they decide that if they both chip in the woman would have enough. They give the money to their waiter to gift anonymously. The woman, not knowing who payed for her food, left behind a note to express her gratitude.

As Loukoumi and Fistiki leave, Fistiki admits that there was more than just what he saw in the museum and that helping that woman made him feel happy. Fistiki tells Loukoumi that she made a simple day into an adventure and Loukoumi asks Fistiki to come along with her around the world.

## Act 1, Stage 2: Train Station

This stage starts out with Loukoumi reminding Fistiki that there is still plenty of good deeds to be done and there is never not a time to do a good deed. Loukoumi catches a glimpse of the train they need to catch that is about to leave from inside the train station, so they make a run for it.

### Doing a good deed

As they are about to catch up to it and board, Fistiki notices someone left their briefcase behind a few train cars down. Now the user switches to control Fistiki. Fistiki runs to go get the briefcase and gets inside the train to find who left it behind. He finds the dog that left it and the dog's name is Dean. He is so happy that he decides to reward Fistiki with a hundred dollar bill from his briefcase. At first Fistiki declines it saying that he doesn't want the money. He just did it because it makes him happy; a happiness that Fistiki knew not before he met Loukoumi. But Dean insisted and before Fistiki could refuse again, Loukoumi catches up and chimes in saying "wait, Fistiki, you could donate that money to a good cause." Fistiki responds asking "What does that mean?" Loukoumi explains that you could use the money to give to a non-profit organisation or charity out of the goodness of your heart in order to help someone that is in need, someone who can't afford the necessities, someone who is sick. Fistiki says that's a great idea and then Dean agreeingly hands Fistiki the money.

Right as Loukoumi and Fistiki turn and begin to go back to the front of the train, Dean stops them to tell them of an organisation he knows that helps people in need and tells them all about the *Loukoumi foundation*. Feeling inspired, Fistiki and Loukoumi make a plan to go help anyone they can that needs help once they get to their destination, Italy.

## **Act 1, Stage 3: Italy**

### The Soup Kitchen

When Loukoumi and Fistiki make it to Italy, they decide to go to a soup kitchen to help others that can't afford to buy their own food. In the soup kitchen they see a lot of kids and adults helping serve the others who are hungry. Fistiki asks Loukoumi "How should we help?" Loukoumi says "Any way we can!". Loukoumi goes over to one of the stations and starts serving the food. Fistiki follows. They can both see the happiness in eachothers faces, which makes Loukoumi and Fistiki feel good about themselves.

### Donating Money to Foundations and Charities

Loukoumi and Fistiki decide to head out because they are very tired. Fistiki remembers the hundred dollar bill he has and reminds Loukoumi that he has to donate it. They go through the donation process together and give 100 dollars to the Loukoumi foundation. When they were donating to the *Loukoumi foundation*, they saw many other organizations as well that looked awesome.

### Volunteering at the Homeless Shelter

On the way back to their hotel Loukoumi and Fistiki notice a line in front of a building. They are intrigued to figure out what is going on. As they get closer, they realize that it is a homeless shelter. They go and volunteer to help the people managing the homeless shelter. Loukoumi and Fistiki see that the families are waiting to get in and the kids look really exhausted, so they decide to go cheer them up and entertain them. Loukoumi tells Fistiki that it would be a good idea to read the kids a book, but Fistiki replies that he doesn't know how to read. While reading a book to the kids, Loukoumi is also trying to teach Fistiki how to read. In the book there is mention of a kid wearing his "pajamas". One kid raises his hand yelling out "what are pajamas?" Loukoumi quickly realizes that some of these kids have never worn pajamas before and have never heard of them. Loukoumi calls the pajama program and asks if they can bring pajamas over to the kids at the homeless shelter tonight. It ends with all the kids getting their own set of pajamas and being so happy and excited. Loukoumi and Fistiki have to go soon after, but Fistiki promises that he will come back to visit them the next morning before he and Loukoumi leave Italy. Loukoumi agrees thinking it is a great idea.

## **Act 1, Stage 4: Morocco**

### Putting a Smile on the Face of a Homeless Moose

Loukoumi and Fistiki head to the airport to go to Morocco. Loukoumi wants to stop buy a shop to get a postcard for her family. Fistiki sees a homeless moose outside the airport doors, which motivates him to get a postcard for the moose. He asks Loukoumi to give him a few bucks for a postcard. Fistiki goes outside and as the moose receives the postcard his face lights up with a big smile. He was very thankful because he doesn't get many gifts. Loukoumi watched from inside the airport as Fistiki approached the homeless moose. She smiled, touched by Fistiki's kind gesture.

### Helping an Elderly

After leaving the airport, Loukoumi and Fistiki head to the streets of Morocco, where they noticed an elderly cat struggling with several heavy grocery bags. Loukoumi immediately pointed out that they must go help her, so they run across the street when it is safe to do so. The cat thanks them and says that it has become quite hard to bring back her groceries recently, since her back surgery. Loukoumi and Fistiki help her walk back to her apartment a few blocks away but they realize that she is going to need help the next time and the time after that. However, they won't be there to help her in the future. Loukoumi asks Fistiki if they can find someone to help her and together they come up with the idea of getting someone from a senior citizen care service to assist her with her errands every day. The cat is super thankful and informs them about an awesome event at the beach in which kids are going to be picking up trash and giving away free stuff on the boardwalk.

### Beach Cleaning Event

Loukoumi and Fistiki are super excited about this beach event. They go to the beach and discover that it is not starting until tomorrow. Loukoumi reminds Fistiki that there is no point in waiting. They might as well just start now. First Loukoumi helps kids on the beach build sand castles and Fistiki picks up trash, and then they switch. Early next morning, they get breakfast and rush to the beach, where they see a bunch of kids helping out others. They both begin with cleaning up the trash, and then they go to the ice box to get ice creams. As they head to the boardwalk to start handing them out to people, they could already see that everyone is so much happier.

## **Act 2, Stage 1:**