



ZeroSum

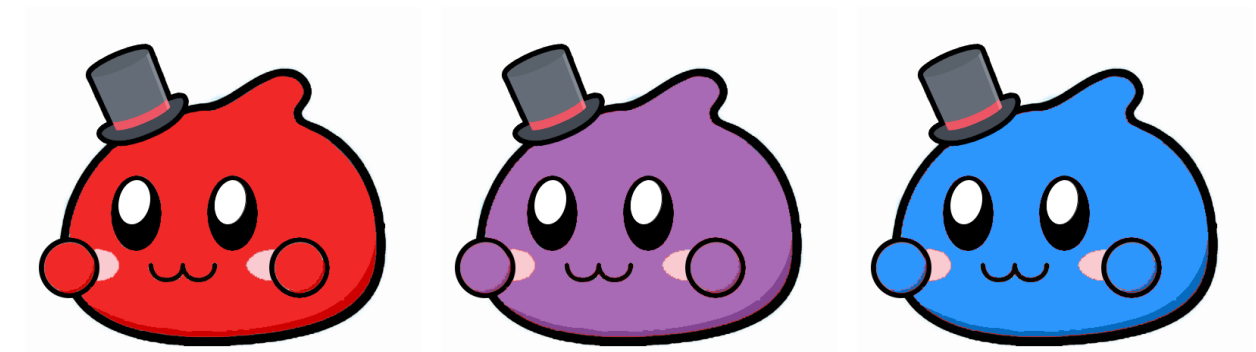
ZeroSum is a **social experiment game** that pits players against each other in a winners-take-all fashion. The core concept is a question-and-answer system where players post questions and vote on answers to win in-game currency (HattleCoins) from one another, and hence the name. Players can configure these games by setting game modes and stakes. We offer two game modes: Majority and Minority, which determines whether the majority or minority of votes become the winner. Furthermore, players can choose whether to play with Fixed Stakes or in a No Limit game where they can bet all their HattleCoins. This serves as a social experiment because we will be able to observe if people start to work together to achieve collective good or choose instead to play against each other.

Furthermore, Zerosum is **heavily gamified** to provide players with a more immersive experience. Players are presented with a storyline where they are assigned the mission to collect all of the King's lost hats. There are also **character designs** for the player's persona, the king (aka Hatperor) and the tutorial guide (Hattorial). Some of the designs are shown below.



To generate more fun and make it more than just a question-and-answer game, ZeroSum encourages players to collect hats and this will in turn pique

the interest of gamers/collectors who would be more interested to play this game. Other than beautiful game assets, ZeroSum also boasts of a **sophisticated game design**, where there is extensive planning done for the levelling curve for players. This ensures that the right amount of experience points and currency is allocated to players so that they will be able to continue gaining rewards at a comfortable rate and be hooked to ZeroSum. In addition, ZeroSum also features a leaderboard to allow players to compete with friends. This allows players to compare their own win rates with their friends, and therefore incentivizing them to play more games to beat their friends.



To enable the social aspect of ZeroSum, we chose to work with **Facebook authentication** as we wanted to tap on the players' Facebook friend lists so they could directly view their Facebook friends on our leaderboard. However, due to limitations by Facebook (as they require an app review before we are allowed to access friend lists), our friend leaderboard is still in progress. Nevertheless, players are still able to compete on the global leaderboard.

Another cool feature that Zerosum possesses is **push notifications**. Players are notified when the games that they have participated in ends and also when they earn achievements for various reasons such as reaching a certain level and winning 10 games in a row.