LEVEL UP GAME MECHANICS

TABLE OF CONTENTS

INTRODUCTION

This document should serve as a primer for the partners to create the educational content for the Level Up game.

Since the game board has multiple methods for delivering the educational content, the type of content required and the format in which this format is created needs to be different.

GAME BOARD DEFINITIONS

The game board pieces are defined as:

- Questions for the player:
    - Question about Learning about a Career
    - Question about VET services
    - Question about Self Reflection or Assessment
- Jumping to another position on the career ladder
- Chance
- Making a Career Decision

Each of these game board pieces require some form of educational content to display to the user to determine a chance in their 3 resources. Money, Energy and Experience.

At the time of writing the GUI (Graphical User Interface) is still in early design stages, so images of what the game board pieces will look like are limited.

All content will need to be defined into JSON formatted files, Caped Koala are happy to work out with the content partners to determine the best way to get collate this information (there are several scripts we can generate to turn csv files into JSON etc.)

For each of the game board explanations I've included examples in the JSON format, this if for completeness sake more than anything. Please don't be deterred, it's a very readable format and can be useful for later conversations. Here's a link for those interested in it.

QUESTIONS FOR THE PLAYER

The following applies to game board pieces:

QUESTION ABOUT LEARNING ABOUT A CAREER
QUESTION ABOUT VET SERVICES
QUESTION ABOUT SELF REFLECTION OR ASSESSMENT

Each question will follow the same sequence of events.

1. Player lands on a question game board piece.
2. Player is shown educational content, either a video or slideshow.
3. Player opts to view the question after watching content
4. Player answers question with multiple choice question
5. Player is given feedback on answer and if correct, will receive the reward of resources.

All questions require the same types of format:

- Title of the Content: to be displayed when the player lands on the position.

- Education Content Type, this can be of two formats, video or a slideshow of 5 images.
- Educational Content, this will depend on the type, only one required per question:
  - Video:
    - Video Name
  - Slideshow:
    - A list of 5 images (in sequence)
- Question Content, the question text to be displayed to the user.
- Answers, each answer has multiple parts:
  - Answer Text, the text to be displayed on the button for each answer/
  - Answer Value, whether the answer is correct or not, either true or false.
  - Answer Feedback, this text which will be displayed to the player if this answer is selected.
    - An example for clarification, Question: "What's Matthew's favourite food?"
    - Answer1:
      - Text: Doughnuts
      - Value: true
      - Feedback: "You're absolutely right, he loves doughnuts"
    - Answer2:
      - Text: Turnips
      - Value: false
      - Feedback: "He hates turnips! Matthew's favourite food is doughnuts!"
- Resources, the numerical value which will be applied to the player if correct, can be positive of negative:
  - Money
  - Energy
  - Experience

JSON Format

```json
{
        "title": "Learn About A Career",
        "educationalContent": [
                "EducationalImages/slide1",
                "EducationalImages/slide2",
                "EducationalImages/slide3",
                "EducationalImages/slide4",
                "EducationalImages/slide5"
        ],
        "educationType": "slideshow",
        "content": "1) Question for the learn about career?",
        "answers": [
                {
                        "text": "answer number 1 correct",
                        "feedback": "correct answer",
                        "value": true
                },
                {
                        "text": "answer number 2 wrong",
                        "feedback": "wrong answer",
                        "value": false
                },
                {
                        "text": "answer number 3 wrong",
                        "feedback": "wrong answer",
                        "value": false
                },
                {
                        "text": "answer number 4 wrong",
                        "feedback": "wrong answer",
                        "value": false
                }
        ],
        "resources": {
```

```
            "money": 180,
            "energy": 150,
            "experience": 20
        }
}
```

JUMPING TO ANOTHER POSITION

There are 4 types of jumps we can apply to a player:

- Forced, they are going to be forced to a new position on the board
- Forced with Resources, they are going to be forced to a new position with resources
- Optional, they are going to be given the choice of moving to a new position
- Optional With Resources, they are given the choice to move to a new position with an incentive of resource changes.

The call flow for each of these jump types will vary:

FORCED JUMP

1. Player lands on the jump square, they're randomly selected to have a forced jump.
2. Player is shown a card with title and text explaining their situation.
3. Player confirms their understanding with button click
4. Player is moved to their new position on the board
5. They receive the challenge from that board piece as game play resumes as normal

Forced Jumps require the following pieces of information:

- Title, a greeting to explain that they're being moved.
- Text, to explain the context of their situation.
- Jump Type, in this case it will be "forced"
- New Board, they can be placed on any board from 1 – 4.
- New Position, they can be placed on any part of the designated board.
    - Please note that this position must exist and sizes of board will change

```
{
    "title": "Jump Up / Down",
    "content": "You're going to be made redundant!",
    "jumptype": "forced",
    "newboard": 1,
    "newposition": 0
}
```

FORCED JUMP WITH RESOURCES

The forced jump follows the game play as the forced jump, but this time, the resources are applied

1. Forced Jump is shown to the player.
2. Player confirms, resources are applied to player.
3. Game play resumes after player is moved.

The format for this jump type:

- Title, a greeting to explain that they're being moved.
- Text, to explain the context of their situation.
- Jump Type, in this case it will be "forcedWithResources"

- New Board, they can be placed on any board from 1 – 4.
- New Position, they can be placed on any part of the designated board.
- Resources (these can be positive or negative):
    - Money
    - Energy
    - Experiences

```json
{
    "title": "Jump Up / Down",
    "content": "You're going to be made redundant, but you will get £500 severance",
    "jumptype": "forcedWithResource",
    "newboard": 1,
    "newposition": 0,
    "resources": {
        "money": 500,
        "energy": 0,
        "experience": 0
    }
}
```

OPTIONAL

The optional jump gives players the option to accept or decline the move and has the following game play.

1. Player lands on the jump square and is randomly selected for an optional move.
2. Player accepts of declines the move.
    a. Accepting the move moves the player to their new position.
    b. Declining resumes normal gameplay.

Format of the optional jump type:

- Title, a greeting to explain that they're being moved.
- Text, to explain the context of their situation.
- Jump Type, in this case it will be "optional"
- New Board, they can be placed on any board from 1 – 4.
- New Position, they can be placed on any part of the designated board.

```json
{
    "title": "Jump Up / Down",
    "content": "You're being offered a new job!",
    "jumptype": "optional",
    "newboard": 1,
    "newposition": 0
}
```

OPTIONAL WITH RESOURCES

This jump type follows the same format as the optional jump but this time, the resources defined are applied to the player.

```json
{
    "title": "Jump Up / Down",
    "content": "You're being offered a new job!",
    "jumptype": "optionalWithResources",
    "newboard": 1,
    "newposition": 0,
    "resources": {
```

```
            "money": 500,
            "energy": 0,
            "experience": 0
        }
    }
}
```

Format of the optional jump type are as follows.

- Title, a greeting to explain that they're being moved.
- Text, to explain the context of their situation.
- Jump Type, in this case it will be "optional"
- New Board, they can be placed on any board from 1 – 4.
- New Position, they can be placed on any part of the designated board.
- Resources (these can be positive or negative):
  - Money
  - Energy
  - Experiences

CHANCE GAME BOARD PIECES

There are 3 types of chances the player can get in the game:

- Resource Change, their resources are changed either positively or negatively.
- Mini Game, a small side game will be loaded and their resources will be affected positively or negatively (depending on the outcome of the game)
- Career Decision, the player is given the chance of getting a new job.

Because these types of so varied, each will require their own format, detailed below.

RESOURCE CHANGE

The game play is simple here:

1. Player lands on Chance card
2. Player is shown a short explanation and the context of the chance
3. Player confirms the change in resources
4. Gameplay resumes

The format for the resource change is also quite simple:

- Title
- Content, some small description of the context of their situation
- Chance Type, this is a "resourcechange"
- Resources, can be positive or negative to suit the context of the chance:
  - Money
  - Energy
  - Experience

JSON FORMAT

```
{
    "title": "Chance!",
    "content": "Resource Change: You had a wild night with friends, you spent €100,
and you're tired today! Stay awake!",
    "chanceType": "resourceChange",
```

```
        "resources": {
                "money": -500,
                "energy": -100,
                "experience": 0
        }
}
```

MINI GAME

The game play isn't completely clear here, this is an idea that's still under development but at a high level.

1. Player opts into the Mini Game
2. Player is presented with instructions to that game
3. Player plays the game
4. Player returns to the board game with a change in resources
5. Game play resumes

The work in progress format

- Title, the name of the chance and or game
- Content, the context of the game to the larger board game
- Chance Type, "minigame"
- The Mini Game, the name of the game to be loaded by the application.

JSON FORMAT

```
{
        "title": "Chance!",
        "content": "Mini Game: You have a to hit a tight deadline, Go Go Go!",
        "chanceType": "minigame",
        "minigame": "trialMiniGame"
}
```

CHANCE TO MAKE CAREER DECISION

This provides the possibility of changing careers during the game and introduces the possibility of more options and potentially increases the speed of the game.

Game play:

1. Player is randomly selected this chance
2. Player us moved to the career decision block on the board
3. A new career option is presented.

Format for the content:

- Title, the name of the chance and or game
- Content, the context of the opportunity
- Chance Type: "chance_mcd"

JSON FORMAT

```
{
        "title": "Chance!",
        "content": "Move to Career Decision: You've been noticed by the bosses, you're up
for a promotion ",
        "chanceType": "chance_mcd"
}
```

MAKE CAREER DECISION

This provides the player with their chosen job career and will vary based on the level they're on.

LEVEL 1, WHERE JOB / CAREER HAS NOT BEEN SELECTED:
1. Player lands on the Make Career Decision Block
2. Based on the current experience, a chosen job specification will be selected at random. An example Job Specification can be seen below.
3. Player can confirm or decline the job.
    a. On confirmation, they will move to level 2, their job will be defined and future questions will be tailored to this job. Their resources will increase as they move around the board as per the job specification.
    b. Upon declining the job, they'll continue to play at level 1 to increase their experience.

The career decision will not require formatting but there will be a separate file, detailed below, for the job index.

LEVEL 2 ONWARD
This is to be determined / confirmed, this flow is still a work in progress.

1. Player lands on the Make Career Decision Block.
2. Based on their experience AND their current job, they will either get a promotion or get moved to a new department or get a raise.
3. Player can confirm or deny this career decision.
    a. On confirmation, their job will chance and the applied change in their resources will be made.
    b. If they refuse they will continue their game play.

JOB INDEX

When a player lands on a "Make Career Decision" game piece, they'll be served a job based on their experience. For example, if their experience is less than 100. They'll get a random job offer from the lowest section of the job index.

If a player remains on Game Board 1 and has experience > 10,000 they will get a job offer, from the highest tier of jobs, every time they roll the dice. This is to ensure that game play is not stalled and they progress through the game.

Please note these values are not indicative of the final experience level, they will be tweaked during testing phases for the game.

The format for a job will be as follows:

- Title of the Role
- Description of the role
- Resources, how much will be applied to the player each time they roll the dice.
    - Money
    - Energy
    - Experience

```json
{
        "title": "Shop Assistant 1",
        "description": "A shop assistant can have various responsibilities, but all have
the common goal of ensuring a customer leaves their shop happy with any purchases they
require.",
        "resources": {
                "money": 10,
                "energy": 20,
                "experience": 10
        }
}
```

SUMMARY

With all these game board pieces there is enough variety to allow a player to experience a new game or career path each time they play the game.

The variety in content will go a long way in differentiating how interactive the game will be. In addition, it will be important to keep the tone of the game in mind when phrasing the content hopefully striking a balance between being informative and hilarious.

A full copy of the JSON files can be made available if required.