

Are **You** Ready to Meet **Them**?

Design New OP Items II

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Project overview

I want to introduce a new type of item that is called **Octalysians**. Every day the user logs in, a visual feedback suggests to visit the Octalysians section in the Companion dashboard.

The section shows a random variety of island *characters*. Every character can make events to happen if the user performs a Desired Action or spends Chou Coins.

The user can decide to meet ***just one*** of the available characters. Once the user decides the one to speak with, the others *fade* until a new day begins.

Project overview

The characters available for meeting in Octalysians section changes every day.

New characters become available as the user journey goes on.

Octalysians item type goals

- Increase strategy (user can choose the power to activate each day)
- Increase curiosity
- Solve items abundance problem in scaffolding game phase
- Introduce more ways to spend (a lot) of Chou Coins
- Combine existing items in different ways to get Chou Coins, get XP, learn tips and tricks to tackle Certification program and challenge submission
- Increase Daily Quests engagement (completing the quests list allows users to meet one more Octalysians in a day)
- Increase engagement in the end game phase

The Octalysians item type




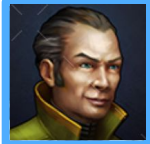

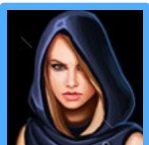
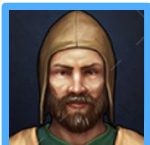
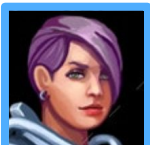
The screenshot displays the 'OCTALYSIS COMPANION' interface. At the top, there are navigation tabs: 'News', 'Stats', 'Items' (which is underlined), 'Social', and 'Profile'. Below these, there are two main sections: 'INVENTORY' and 'STORE'. The 'STORE' section is currently active and contains a 'Categories' row with five items: 'Geomon Traps' (a birdcage), 'Potions' (a pink bottle), 'Magic Items' (a glowing book), 'Downloadables' (a blue hexagonal icon), and 'Octalysians' (a silhouette of a person). A large yellow arrow points to the 'Octalysians' category. Below the categories is a 'Geomon Album' section with a 'View' button. At the bottom, there are four item cards, each with a question mark icon in the top right corner. The first card shows a green orb, the second a blue sphere, the third a green bottle, and the fourth an orange bottle.

Octalysians section (all characters available scenario)

OCTALYSIS COMPANION

News Stats Items Social Profile

OCTALYSIANS STORE






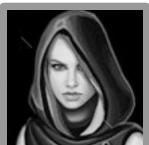
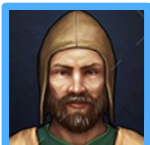
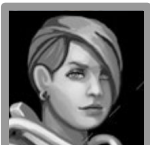
 <p>Shaman</p> <p>MEET</p>	 <p>Librarian</p> <p>MEET</p>	 <p>Hunter</p> <p>MEET</p>	 <p>Merchant</p> <p>MEET</p>
 <p>Droid</p>	 <p>Geomaster</p>	 <p>Blacksmith</p>	 <p>Alchemist</p>

Octalysians section (few and random characters available scenario)

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 <p>Shaman</p> <p>MEET</p>	 <p>Librarian</p> <p>...ZZZ</p>	 <p>Hunter</p> <p>MEET</p>	 <p>Merchant</p> <p>...ZZZ</p>
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Octalysis Detail (Shaman character sample)

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Shaman

The Shaman is the wisest island inhabitant. He will share Octalysis **tips and tricks** with you.


He can **predict** when an Octalysisian of your choice will be round here.

- “Tips and tricks” 300
- “Prophecy” 5.000




Librarian

...ZZZ




Hunter

MEET




Merchant


...ZZZ




Droid



Geomaster





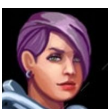


Blacksmith







Alchemist

Octalysians starting set

Octalysian	Other items affected	Low Budget Power (<500 CC)	High Budget Power (1.000 to 30.000 CC)	Notes
 Shaman		Tips and tricks (tips about Certification program and Island strategy)	Prophecy (can say to user when an Octalysians of his choice will be available for meeting)	The Shaman will meet each user at least once per month
 Merchant	Items in inventory	Buy from the user up to 3 inventory items (half price)	Buy from the user up to 10 inventory items (half price)	
 Geomaster	Geomons captured	Merge 3 common or rare different Geomons to get 1 rarer	Merge 3 epic different Geomons to get 1 mystical	Alternate ability: decide the Geomon while merging 3 Geomons of the same type
 Blacksmith	Geomon traps	Merge 3 bronze and silver traps to get 1 gold trap	Merge 10 gold traps to get 1 diamond trap	
 Alchemist	Potions, XP	Merge 3 potions to get another one of your choice	Merge 30 potions to get 500 XP in a CD of your choice	

Octalysians, other samples

Octalysian	Other items affected	Low Budget Power (<500 CC)	High Budget Power (1.000 to 30.000 CC)	Notes
 Librarian	(Learning)	Buy downloadable items created by certified members from the Island Library	Sell a downloadable item (link, tools, docs, ...) and publish it in the Island Library	Focus on learning; items can be approved or not by TOG
 Hunter	Geomons	Double the probability to find an epic Geomon of your choice	Double the probability to find a mystical Geomon of your choice	
 Droid	Upvotes in Challenge area	A pop-up window will appear after login to the next 5 users and suggest to upvote your submission	A pop-up window will appear after login to the next 50 users and suggest to upvote your submission	
 Trainer	XP	For the next 3 videos you will gain double XP in each CD	For the next 5 videos you will gain double XP in each CD	

Octalysians and limits based on users ranks

User level	Number of random available Octalysians per session (day)	Max number of Octalysians user can meet per day	If the user also complete the Daily Quests
Blue	2	1	
Orange	3	1	
Purple	4	1	+ 1 meeting
Silver	5	1	+ 2 meeting
Gold	6	3	
God	<i>...to be continued</i>		

Thank You

By me and all the Octalysians