Octalysis Prime Design Challenge

Design New OP Items II
February 2020
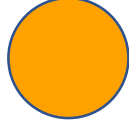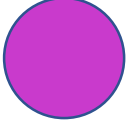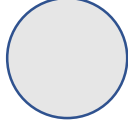
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Summary of current experiences

- Base learning (main function)
  - Choose a region on the Island
  - Choose a field of knowledge (if any)
  - Choose a video category
  - Choose a video topic
  - Watch a video topic
  - Comment and Answer quizz (or submit quizz)
- Learning with surprise (optionnal)
  - Daily quest log
- Optimize your plays (secondary or scaffolding)
  - Potions, Magical items, Daily chest, geomons (limited), powerups
- Prove & collect your knowledge (secondary or end-game)
  - Geomons, quizzes

Hypothesis

	BLUE	ORANGE	PURPLE	SILVER	GOLD
Number of users	100+	300+	100+	20+	2+
Duration in level	2 d	2w	2m	6m	12m
Average Chou Coins owned	1.000	5.000	25.000	100.000	200.000
Number of daily coins received	50	75	100	150	200
Most focus on	Video	Video, comments	Comments, quizzes, videos, geomons	Challenges, Geomons	Challenges

Choosing context and for whom to design

Some identified problems

- We don't see much of what is hapening on the Island, would be nice to have additional social touchpoints

- We can be stuck mid-game without too much video and CD EXPs to win

- The experience is somehow linear and limited watching the videos only

- Use of Geomon is more oriented towards collection than real usage, limiting its use/value, especially in onboarding/scaffolding

Brainstoming - objectives

- To get user started earlier with items -> accessible and usefull on users's primary activities (watching video and commenting)

- Reuse existing components and extend their usage

- Limit implementation difficulty to minimum

Spill filter / Spray

- Spill filter for potions onto a region

- Creates an attraction field of knowledge

- All EXP of the potion's CD won by other users with their own potion are given to the user

- Duration 1-4 h (depending on usage stats)

- Cost: 300 Chou Coins

- Name: KnowledgeRipper

- How it solves the problem:
  We have some chances to indorectly see how the community is progressing on its learning on specific area of the Island

- Improvement ideas:
  Aura effect if applied on other areas gets contagious, apply more potions to a same spill filter, combo booster on own potions

Bet/Wager on Quiz

- Before answering a quizz you can bet you'll answer right (unlimited in number)

- It is a prior self-evaluation of knowledge

- If answer provided is correct you double the CD EXP received

- If wrong reuse -1 unit (out of starting 5)

- Duration: 1 h

- Costs: 500 Chou coins

- Name: Wager Of Knowhow

- How it solves the problem:
  Allow extra opportunities to win specifc extra CD EXPs, extends the experience on the video watching side

- Improvements ideas:
  Quiz only reborn Pill, self evaluation scoreboard, add countdown timer during answer to have some black hat
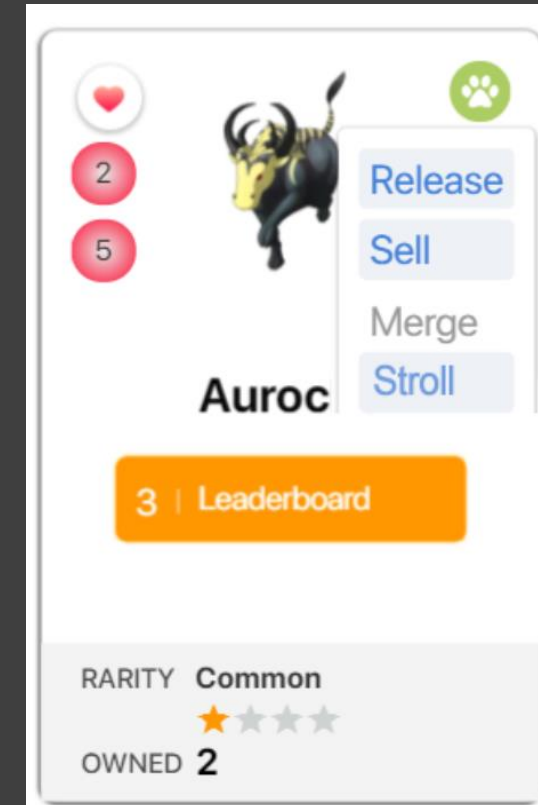
Geomons stroll

- Stroll geomons to get extra CD

- Defy other players on your prefered CD

- During a maximum of 3 days, the user can stroll his/her geomon

- It encourages learning its specific CDs by other users.

- Geomon can be captured in place of the system one

- if question answered correctly by other user, the initial owner wins 50% of its release value and 50% of the new owner CD EXP won in the last hour. Geomon is transfered to its new owner

- If not, it returns to initial owner, he gets 50% of its current selling price.

- Name: Freedom Geomon Stroll (trap)

- Duration : 3 days

- Costs : 500 Chou Coins

- How it solves the problem:
  Add some more productive use and tactical choice of geomon, making them more usefull through all game stages

Thank you