



The Slumbering Village

Front End & Companion App Concept Deck

Core Experience Statement

Incentivise cooperation between a parent and child through **entertaining** games for mutual **reward** and promote a **conversation** around the child's **storytelling education**.

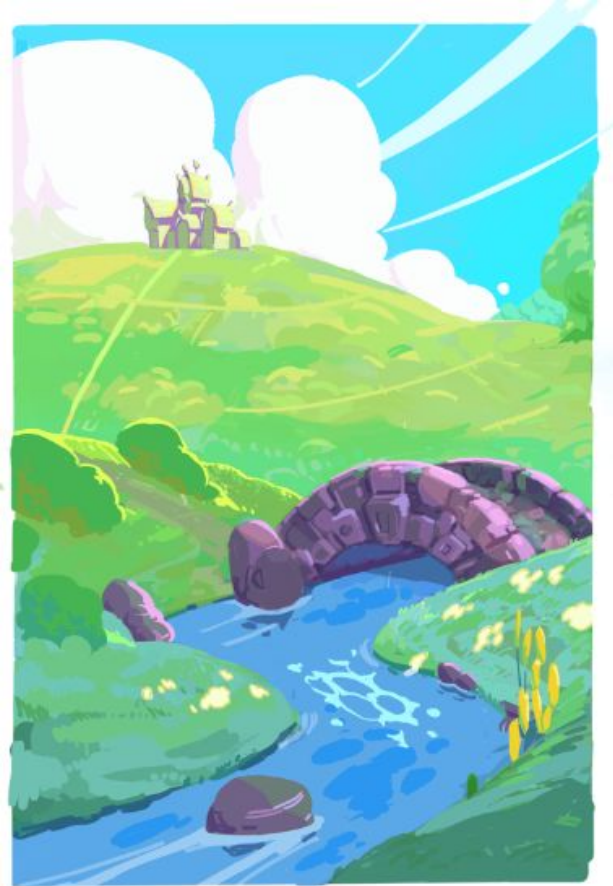
Feature Map:

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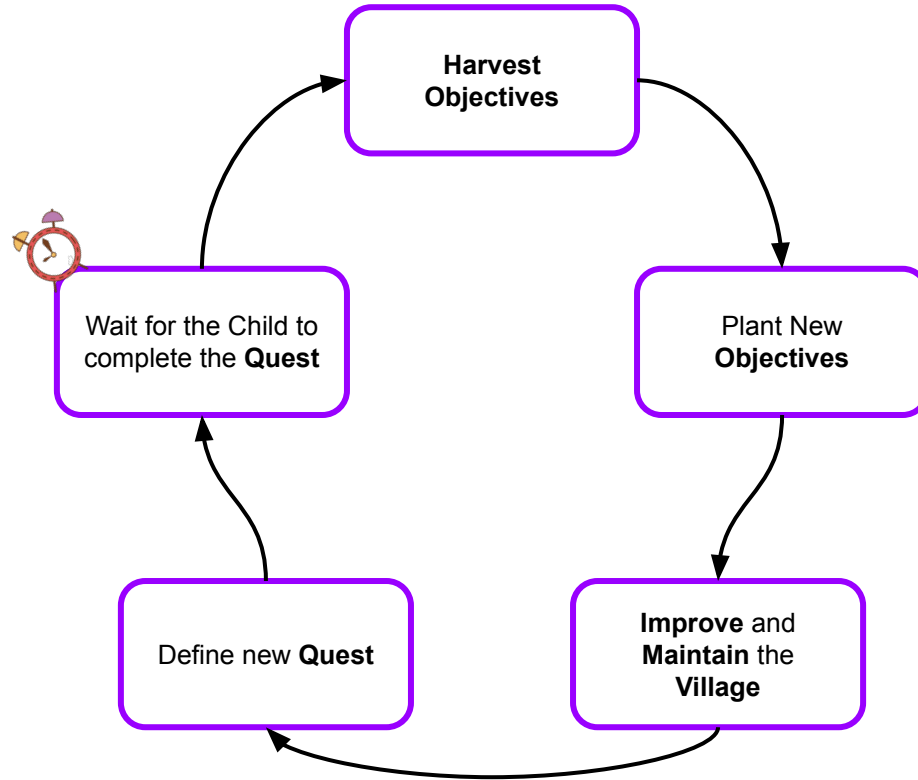
Overview

The Slumbering Village is an interactive app, where parents can develop, grow, and improve their Village through collaboration with their children, using Quests to target key educational areas for their child's language development, guiding the learning process while creating a visual representation of their child's success that they can share with other users.

Collaboration is key, and the Slumbering Village encourages parents to work with their children through collaborative goals to receive rewards that benefit both parties, making parents a part of the Educational process, and not just observers.



Core Loop



The Village

A sleepy little village on the verge of something great, the Slumbering Village is the core play-space for a parent using the Companion App, providing them with the challenge of maintaining a thriving Village, and the thrill of displaying their child's achievements and watching them develop.

Using tools through tap and drag motions parents will maintain the Village, earning coins to spend on upgrading their Villages resources as they work collaboratively with their child to discover and develop Objectives centered around specific educational virtues.

As the Child advances through their education and increases in level, further ways to improve the Village will become available to the Parent, allowing them to transform an quaint settlement into a vibrant showcase of their child's educational story.

Features: *Collaborative Goal, Game Based Growth, Plant Maintenance, Virtue Based Plant Growth, Gain / Spend Coins*



Unbloomed
Seed

Damaged
Building

Blocked Land
Plots

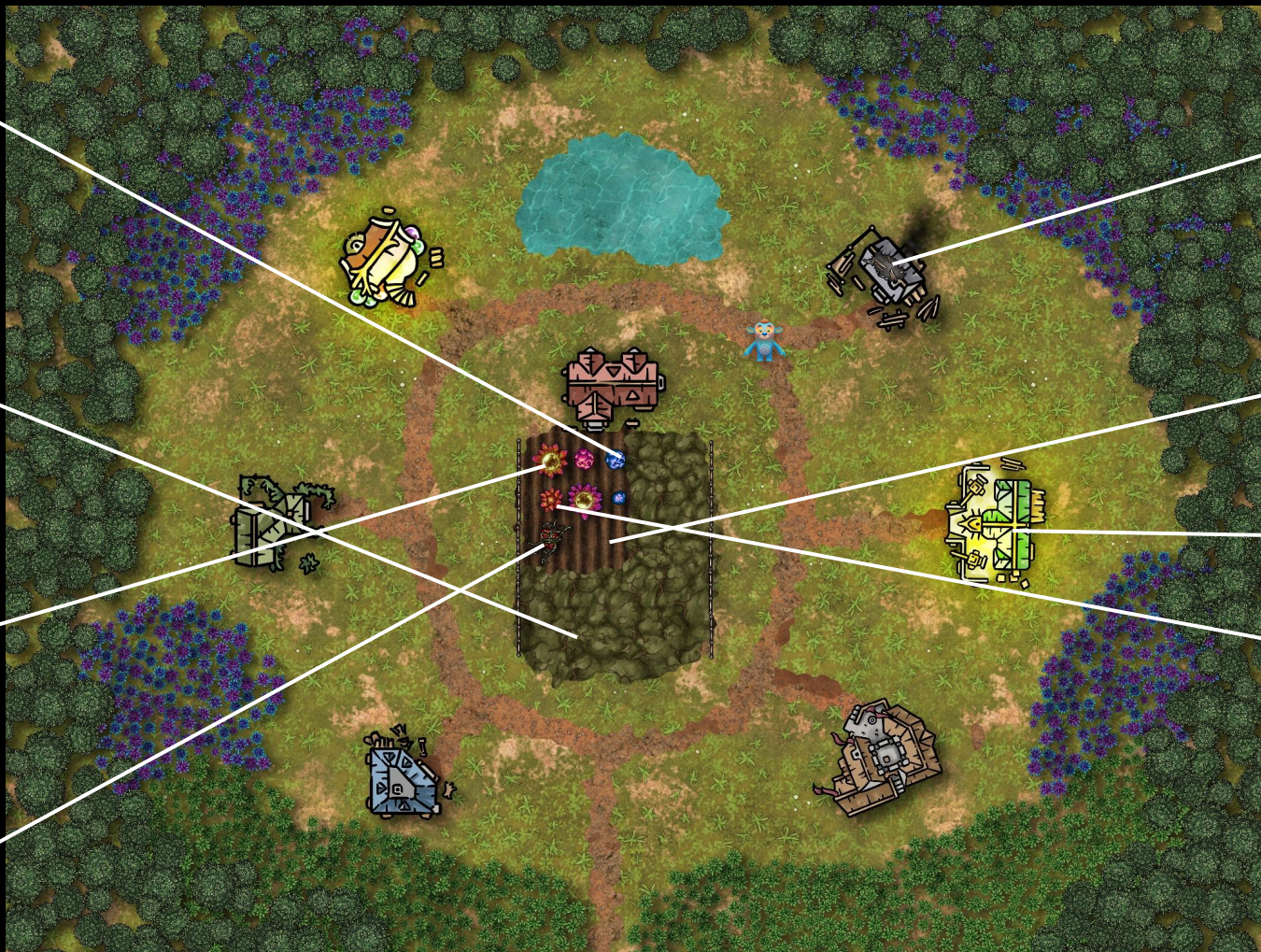
Empty Land
Plot

Harvestable
Reward

Active Virtue
Building

Overgrown
Seed

Bloomed Seed



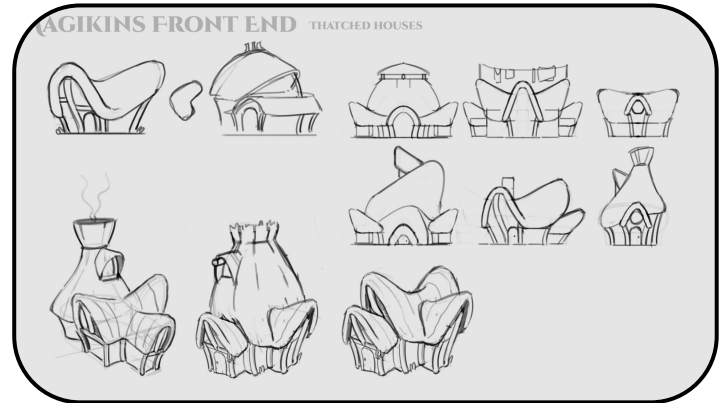
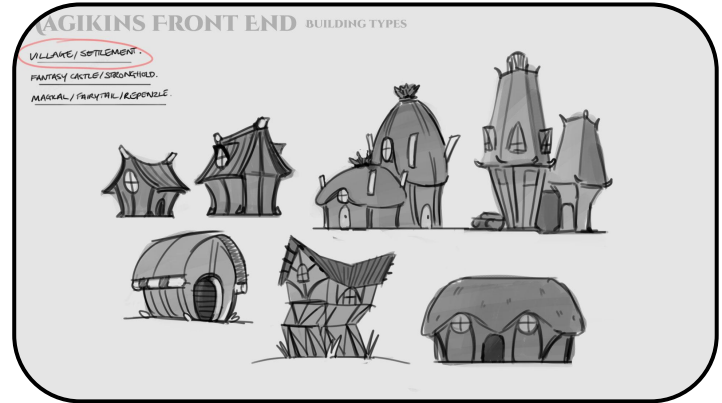
Objectives

Objectives are the focus of both the Quest System and the Village System, and are divided into two subsets, Buildings and Seeds:

7 Buildings are present in the Village from the start of the game, with each representing a different Virtue. By Tapping a Building the Parent makes that Virtue active, with the Building lighting up to indicate its selection.

Seeds are discovered by the child as they explore the overworld, and can be planted in plots at the Farm by the Parent. Seeds are impermanent Objectives, one of which will bloom when a Quest is completed, then remain as decoration until it is replaced.

Features: *Defining Quests, Quest Rewards, Collaborative Goal, Goal Trees*



Quests

Quests are the core mechanic for Parents to improve the Buildings in the Slumbering Village, and require collaboration between the Parent and Child.

Once a Parent has activated one or several Buildings in the Village, the system will add those Virtues to the pool from which it generates Quests for the child, with the game content they will experience defined by the Virtue selected for the Quest.

For example:

- The Parent activates the Honesty Hut.
- The child receives a quest to “Visit Honesty Village to learn about Honesty”, where they will play through games from the Honesty virtue category, gathering Supplies to help the Honesty Hut reach its next Development Milestone.

Features: *Defining Quests, Quest Rewards, Collaborative Goal, Virtue Based Plant Growth*



Development

Objectives develop through Collaborative efforts by both the Parent and the Child:

- When the Child completes games or finishes a Quest from the same virtue category as a Building, the Building will grow and develop through the Supplies gained, eventually reaching a point where it is regarded as reaching a Development Milestone, generating a reward.
- Seeds will begin as small unbloomed plants the Parent can fill plots at the Farm with. When the Child completes a Quest, the oldest Seed will bloom, providing a harvestable reward and a lingering decoration.

As Objectives grow and develop their visuals will update to reflect this advancement, providing both Parent and Child with a visual representation of their educational development.

Features: *Plant Maintenance, Game Based Growth, Collaborative Goal*



Rewards

When a child completes a Quest, or a Development Milestone is reached, both the parent and child are rewarded. These events will also be accompanied with a lot of fanfare and celebratory effects to instill a sense of pride in both parties as they reap the rewards of their cooperation.

When a Quest is completed, the oldest Seed at the Farm will bloom and provide a harvestable Temporary Cosmetic. Multiple Seeds can Bloom between Village visits, with the Child potentially earning various Temporary Cosmetics at once in a shower of rewards when they next return to Harvest them.

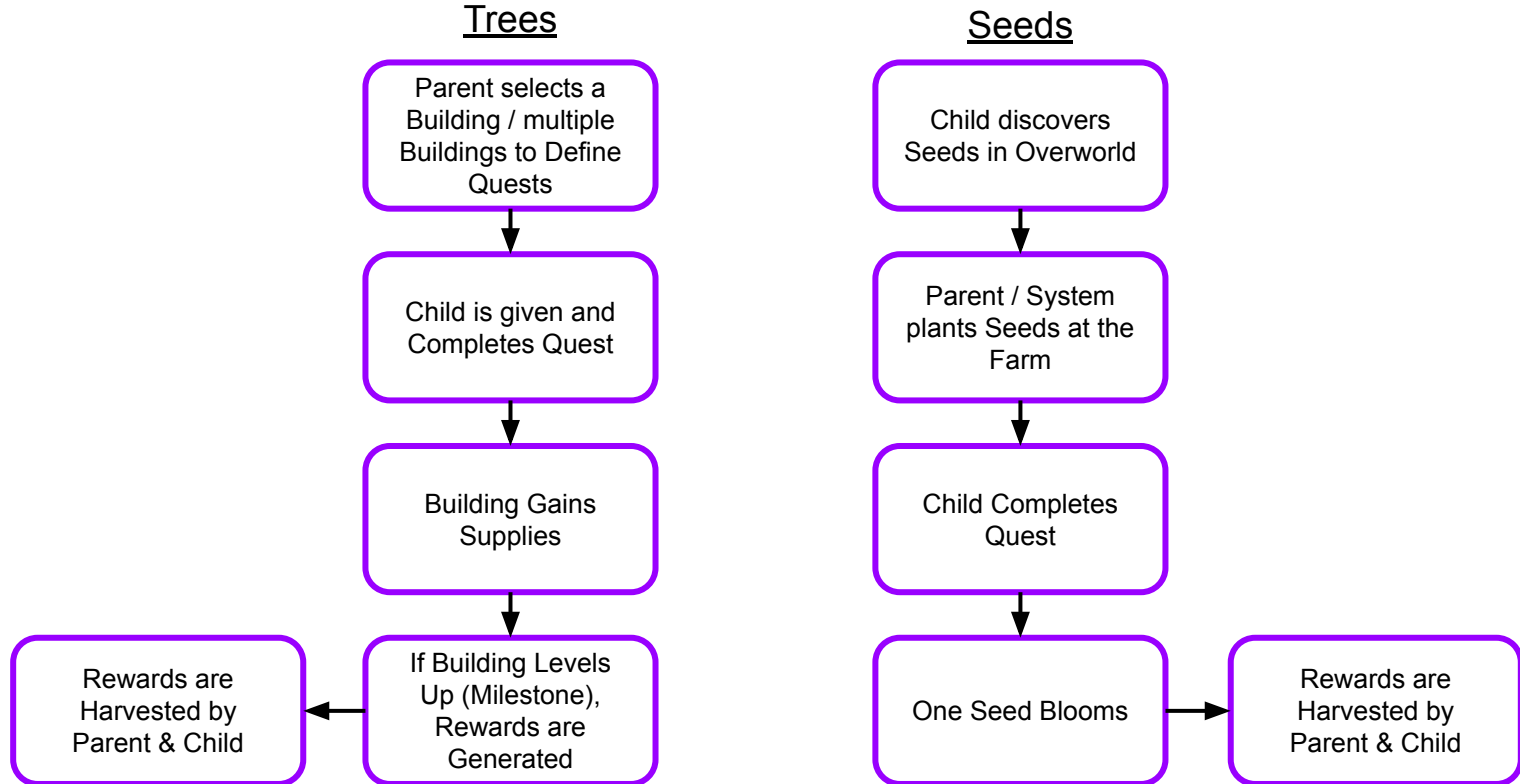
As Supplies are gained from Quests and Games, Buildings will reach Development Milestones that reward Permanent Cosmetics to the child, and are collected from the Building which has advanced. When each Milestone is reached the Building will visually develop and become more complex, with a small wrapped present appearing outside its doors as a thank you from the Residents

Parents will receive coins to spend on improving their Buildings, and Seeds to plant at the Farm by interacting with tappable bubbles on Objectives once they have Bloomed / reached a Milestone. When specific Milestones are met on each building, new Tools will be awarded to the Parent, allowing them to perform new Tasks.

Features: *Quest Rewards, Growth Rewards, Gain / Spend Coins, Collaborative Goal*



Growth / Reward Flow



Maintenance

The Parent is required to maintain the Objectives within the Village, planting the Seeds brought back by the Child, and preventing the Objectives from becoming damaged by the elements.

Seeds can be planted in plots of land at the Farm by tapping an available plot and selecting a seed from a pop-up menu. More plots will become available as the Child levels up.

As time progresses nature will start to damage the Village, with weeds growing over the Seeds, and Storms damaging the Buildings. If a Building becomes damaged it cannot continue to develop until it is repaired, and similarly a Seed cannot bloom while overgrown.

Parents will need to use tools and tap commands to clear away the overgrowth, repair the damage, and keep the Village pristine, with each maintenance task rewarding the Parent with Coins or Seeds.

Features: *Plant Maintenance, Growth Rewards, Gain / Spend Coins, Collaborative Goal*



Priority	Feature ID	Feature name	Feature description
A		Defining Quests	Parents can select a goal for the child to accomplish in their session with a specific virtue target.
A		Quest Rewards	Quests will reward a Goal Object for the Parent, and a Gatcha Token for the Child.
A		Collaborative Goal	Collaborative Goal to design quests and grow through the actions of parent and child.
A		Game Based Growth	Progress will be made towards secondary goals as the Child completes Games
A		Plant Maintenance	Plants need to be maintained by the Parent or they will stop Growing
A		Goal Trees	Goal Trees are permanent Goal Objects representative of each Virtue, through which the Parent can define Quests.
A		Growth Rewards	Generate Cosmetic Rewards for the Child and Coins for the parent through Plant Growth.
A		Gain / Spend Coins	The Parent can gain coins and spend them on upgrades.
A		Child Visiting Garden	The Child will be able to visit the Parents Garden and interact with it.
A		Virtue Based Plant Growth	Plants will grow only with each game of the corresponding virtue the child plays.
B		Land Plots	Grid Squares where Goals are placed in the Garden
B		Overgrowth / Upkeep System	Plants will become overgrown if not maintained, preventing them from growing.
B		Planting Seeds	Parents can select specific seeds to plant
B		Plant Growth Milestones	Create Milestones of Growth for each plant, causing them to change appearance and generate rewards when reached.
B		Virtue themed plants / seeds	Seeds and Plants will belong to a specific virtue, defining the content of the node they create for the child, and the games required to grow the seed.
B		Unlocking New Tools	New Tools will be unlocked for the Parent based on the Child's level.
B		Daily Quests	Daily Quests will be presented to the Parent with tasks to receive coin or seed rewards.
C		Tools	Tools will allow the Parent to perform specific maintenance actions for the Garden.
C		Upgrading Tools (Effect)	The ability to spend coins on a Tool to improve its effects.
C		Visit Other Gardens	Parents will be able to visit other Parents Gardens and interact with them.
C		Goal Visuals Updating	Goals will visually grow and change appearance as they grow.
C		Tool Specific Barriers	Barriers will block off parts of the Garden to start with, requiring specific tools to remove.
C		Goal Upgrading System	Goals can be upgraded when all milestones have been completed by combining X amount of the same seeds.
D		Selectable Land Plots	The Parent can select specific plots to put plants on.
D		Child / Visitor Interactables	Visiting a Garden will present interactable objects to either the Visitor or Child.
D		Village Node Spawning	Quests will spawn a village node with games relating to the quest's virtue for the Child.
D		Interactable Rewards	Visitor Interactables will reward coins / seeds to the Parent or Visitor.
D		Quest Playlist	Parents can queue 4-5 Quests for the child to play through.
E		Cross Pollination	Plants can cross pollinate when Growth Milestones are reached to create seeds that combine both virtues.
E		Clearing Initial Obstacles	Overgrown plot areas that require clearing at the start of the game.
E		Watch Adverts For Rewards	The Parent can watch adverts to receive Coin / Seed rewards, or reduce the length of timers.
E		Timers	Actions within the Dream Garden will have timers attached denoting how long they take to complete, which can be reduced by adverts or interactions from other players.
E		Draggable Tools	Parents can drag tools to perform specific actions, rather than just tap.
F		Upgrading Tools (Visual)	The ability to spend coins on a Tool to improve its appearance.
F		The Bee	A troupe member dressed as a Bee will perform a cross pollination animation when cross Pollination occurs.
F		Visitor Customisation	Visitors characters will take on the customisations the child has given the character.