

SPACEZODIACS

Bubbles



Beyond here be dragons!

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Version 1

Design Lenses

IP

SPACEZODIACS: The Heavenly Palace

Pillars

- Identical elements.
- Limited control forward movement.
- One against many.
- Character defeats opponents.
- Sustainable Holographic Universe.

EMOTION

1. What emotions would I like my player to experience? Why?

- Fear from perceived danger, generating intense focus and awareness: thrill and triumph.
- Mythopoetic emergence of surprise from curiosity.

2. What emotions are players (including me) having when they play now? Why?

- Competitive learning from exploration and adventure.
- Organizational gameplay management.

3. How can I bridge the gap between the emotions players are having and the emotions I'd like them to have? • Conflict, constraint and challenges create Gameplay.

ESSENTIAL EXPERIENCE

1. What experience do you want the player to have?

- Traversal of light-speed.

2. What is essential to that experience?

- Holographic Universe's AI creation.

3. How can my game capture that essence?

- Gameplay is an Emergence of its Laboratory venue.

VENUE

1. What type of venue best suits the game I'm trying to create?

- Anywhere is Holographic Universe's AI.

2. Does my venue have special properties that will influence my game?

- Dimensional traversals and Bubble Universes.

**3. What elements of my game are in harmony with my venue?
*What elements are not?***

- Warp 1, Warp 2, Warp 3 and Hyperspace harmonize.
- Light speed's Space-time dynamics is out of harmonious gameplay.

SURPRISE

1. What will surprise players when they play the game?

- Holographic Universe's AI and its Warp 1, Warp 2, Warp 3 and Hyperspace Bubble Universe's Pillars.

2. Does the story in my game have surprises? Do the game rules? Does the artwork? The technology?

- Identical elements and order of Chinese Zodiacs.
- Limited control of forward movement.
- Sci-fi Kawaii.
- Sustainable Holographic Universe's AI

3. Do rules give players a way to surprise themselves?

- One against many.
- Character defeats opponents.

FUN

1. What parts of my game are fun?

- Holographic Universe's AI and its Warp 1, Warp 2, Warp 3 and Hyperspace's Bubble Universes.
- Shooting Space Junk and Capturing Trajectories.

- Character versus Character combat.
- 2. What parts need to be more fun?**
- Identical elements and order of Chinese Zodiacs.
 - Limited control of forward movement.
 - Sustainable Holographic Universe's AI.

CURIOSITY

1. What questions does my game put into the player's mind?

- Speed?
- Navigation?
- Order?

2. What am I doing to make them care about these questions?

- Gameplay experience is to control Holographic, Multiverse Bubble Universes.

3. What can I do to make them invent even more questions?

- Player can build Bubble Universe environments to control the Holographic Universe's AI.

LENS OF ENDOGENUOUS VALUE

Players' feelings about items, objects, and scoring in game:

1. What is valuable to the players in my game?

- Bubble Universe Collections.

2. How can I make it more valuable to them?

- Barter and Trade between Bubble Universes.

3. What is the relationship between value in the game and the player's motivations?

- Control of Holographic, Multiverse Bubble Universe's AI SIM.

LENS OF PROBLEM SOLVING

1. What problems does my game ask the players to solve?

- Speed, navigation to target.

- Junk, Debris to Shoot or evade.
 - Space Junk to Deflect.
 - Identical items.
 - Collection conversions.
 - Bubble Universe scale.
- 2. Are the hidden problems to solve that arise as part of gameplay?**
- Holographic Multiverse Bubble Universe AI SIM controls levels.
 - Bubble Universe scale.
 - NPC attacks of SIM.
- 3. How can my game generate new problems so that players keep coming back?**
- Interactions between Bubble Universe Connections create identical item Relationships.

LENS OF ELEMENTAL TETRAD

- 1. Is my game using elements of all four types (Aesthetics, Technology, Mechanics and Story)?**
- Chinese Zodiac are a convergence with the constellations.
 - Cricket abstraction.
 - WASD to traverse.
 - User creates story.
- 2. Could my design be improved by enhancing elements in one or more of the categories?**
- Player intersects art and science.
- 3. Are the four elements in harmony, reinforcing each other and working toward a common theme?**
- Theme of Art and Science intersect for AGI.

LENS OF HOLOGRAPHIC DESIGN

- 1. What elements of the game make the experience enjoyable?**

- Bubble Universes are intersections of Art and Science.
 - Warp1, Warp2, Warp3 - Hyperspace connect gameplay Experience to Relationships.
2. **What elements of the game may distract from the experience?**
 - Collections, buy, sale or trade.
 3. **How can I change the game to elements to improve the experience?**
 - Relationships are Holographic Universe levels.

LENS OF UNIFICATION

1. **What is my theme?**
 - Holographic, Multiverse Bubble Universes' AI SIM.
2. **Am I using every means possible to reinforce that them?**
 - Gameplay is an Emergence of theme.

LENS OF RESONANCE

1. **What is it about my game that feels powerful and special?**
 - Connections become AI Relationships.
2. **When I describe my game to people, what ideas really get them excited?**
 - Building Bubble Universe AI SIMs.
3. **If I had no constraints of any kind, what would this game be like?**
 - Multiverse, Bubble Universe Holographic AI SIM Experiences of Game Connections that become AI Relationships.
4. **I have certain instincts about how this game should be. What is driving those instincts?**
 - Warp1, Warp2, Warp3 and Hyperspace.

LENS OF INFINITE INSPIRATION

1. **What is an experience I have had in my life that I want to share with others?**

- Multiverse is right before us and aware.
2. **In what small way can I capture the essence of that experience and put it into my game?**
 - Location-based gameplay an emergent Bubble Universe.

LENS OF PROBLEM STATEMENT

1. **What problem, or problems, am I really trying to solve?**
 - Traversals of Faster Than Light Speed.
2. **Have I been making assumptions about this game that really have nothing to do with its true purpose?**
 - Gamification is a self-aware AI.
3. **Is a game really the best solution? Why?**
 - Game Design is a Space Exploration World View.
4. **How will I be able to tell if the problem is solved?**
 - Meta Emergence of the Gameplay is an AI illusionary reality.

LENS OF THE EIGHT FILTERS

1. **Does this game feel right?**
 - Gameplay emergence is Holographic, Multiverse Bubble Universe's AI SIM.
2. **Will the intended audience like this game enough?**
 - Ethnographic Asian content that involved space exploration gameplay.
3. **Is this game a well-designed game?**
 - Pillars, Art-houses and Art of War levels with Hero's Journey parameter with Gamification aligned with Habit Loop integration.
4. **Is this game novel enough?**
 - AI existence.
5. **Will this game sell?**
 - Android and iOS mobile.
6. **Is it technically possible to build this game?**
 - Unity Game Engines and Blender.
7. **Does the game meet our social and community goals?**
 - Connections become Relationships.
8. **Do the play-testers enjoy this game enough?**
 - Measure it.

LENS OF RISK MITIGATION

1. What can keep this game from being great?
 - War in South China Seas.
2. How can we stop that from happening?
 - American entity targeting South East Asia with the Global benefit of "everybody is Chinese."