

Level Progression

Each level includes multiple enclosure sets. When failing a level rather than having to replay the exact thing again, they move to a different enclosure set to try again. Having more accurate notes will help players pass report-backs sooner and therefore move onto the next level sooner (similar to having XP, doing well on report back gives player more XP and certain amount XP is needed to move on). When moving onto a new level, collectibles and narrative are unlocked as an incentive.

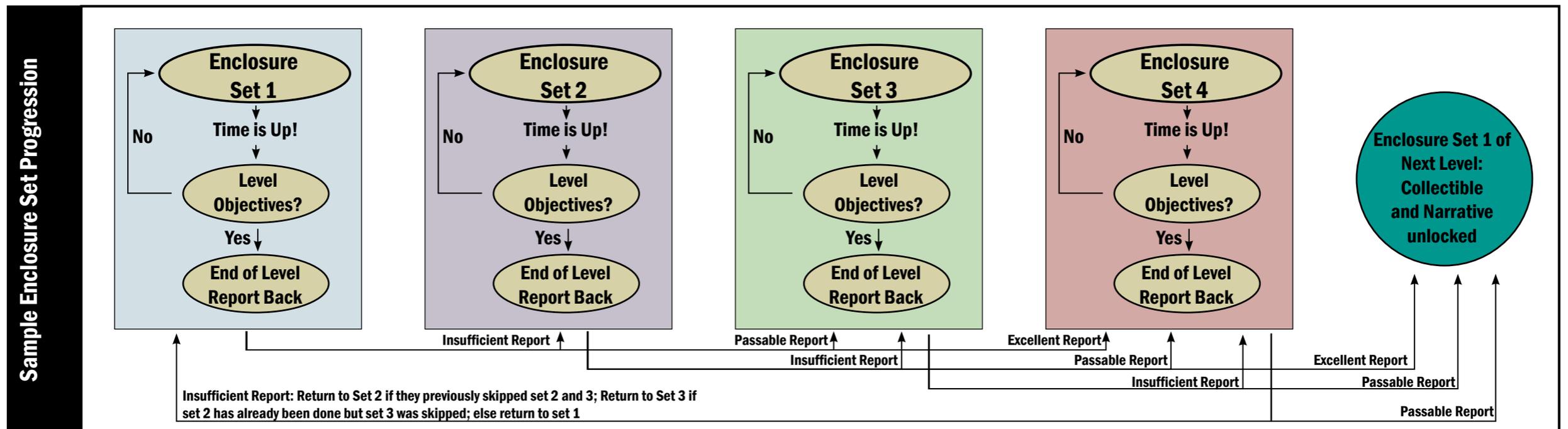
Intent of End of Level Report Back

Rather than having AI check journal notes, we can check what info the player gathered with an end of level “quiz” framed as a report back. Player will be prompted to use notes and if they have too few notes to pass the report back, they will know in the future to take more. Not passing the report back should be framed as the players report (answers to questions) are inconsistent with other researchers results and need to be tested further. This is why they move on to another enclosure set to gather more research.

Are collectibles and unlocking narrative enough incentive to take notes?

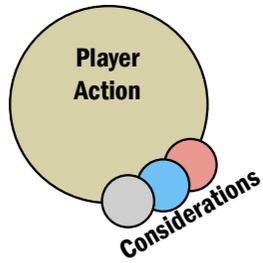
Need to playtest but theoretically yes because our target audience are people who already play games and these elements as rewards will be familiar. Include a progress tracker that allows player to see what future rewards will be.

Tutorial: 1 species, 1 food source	Level 1: 1 species, 3 food sources	Level 2: 2 species, 5 food sources	Level 3: 3 species, 5 food sources	Level 4: 3 species, 7 food sources	Level 5: 5 species, 7 food sources
<ul style="list-style-type: none"> Level of Scaffolding in encyclopedias resources: High Level of Scaffolding for Journal Notes: High Need to Take Notes: Very Low Need to Use Past Notes: NA Number of Enclosure Sets: 1 Level report-back questions: Very Easy Link to useful notes for level report-back 	<ul style="list-style-type: none"> Level of Scaffolding in encyclopedias resources: Medium Level of Scaffolding for Journal Notes: High Need to Take Notes: Low Need to Use Past Notes: Low Number of Enclosure Sets: 3 Level report-back questions: Easy Link to useful notes for level report-back 	<ul style="list-style-type: none"> Level of Scaffolding in encyclopedias resources: Medium Level of Scaffolding for Journal Notes: Medium Need to Take Notes: Medium Need to Use Past Notes: Med-Low Number of Enclosure Sets: 4 Level report-back questions: Med-Easy Link to useful notes for level report-back 	<ul style="list-style-type: none"> Level of Scaffolding in encyclopedias resources: Low Level of Scaffolding for Journal Notes: Low Need to Take Notes: High Need to Use Past Notes: Medium Number of Enclosure Sets: 4 Level report-back questions: Medium Link to useful notes for level report-back 	<ul style="list-style-type: none"> Level of Scaffolding in encyclopedias resources: None Level of Scaffolding for Journal Notes: None Need to Take Notes: Very High Need to Use Past Notes: High Number of Enclosure Sets: 5 Level report-back questions: Med-Hard Link to useful notes for level report-back 	<ul style="list-style-type: none"> Level of Scaffolding in encyclopedias resources: None Level of Scaffolding for Journal Notes: None Need to Take Notes: Low Need to Use Past Notes: Very High Number of Enclosure Sets: 5 Level report-back questions: Hard Link to useful notes for level report-back



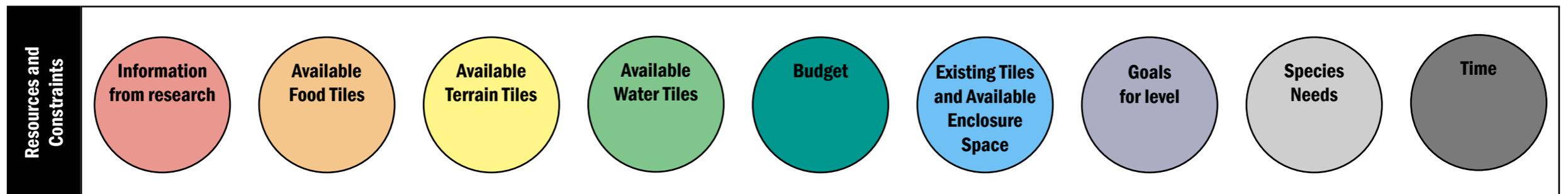
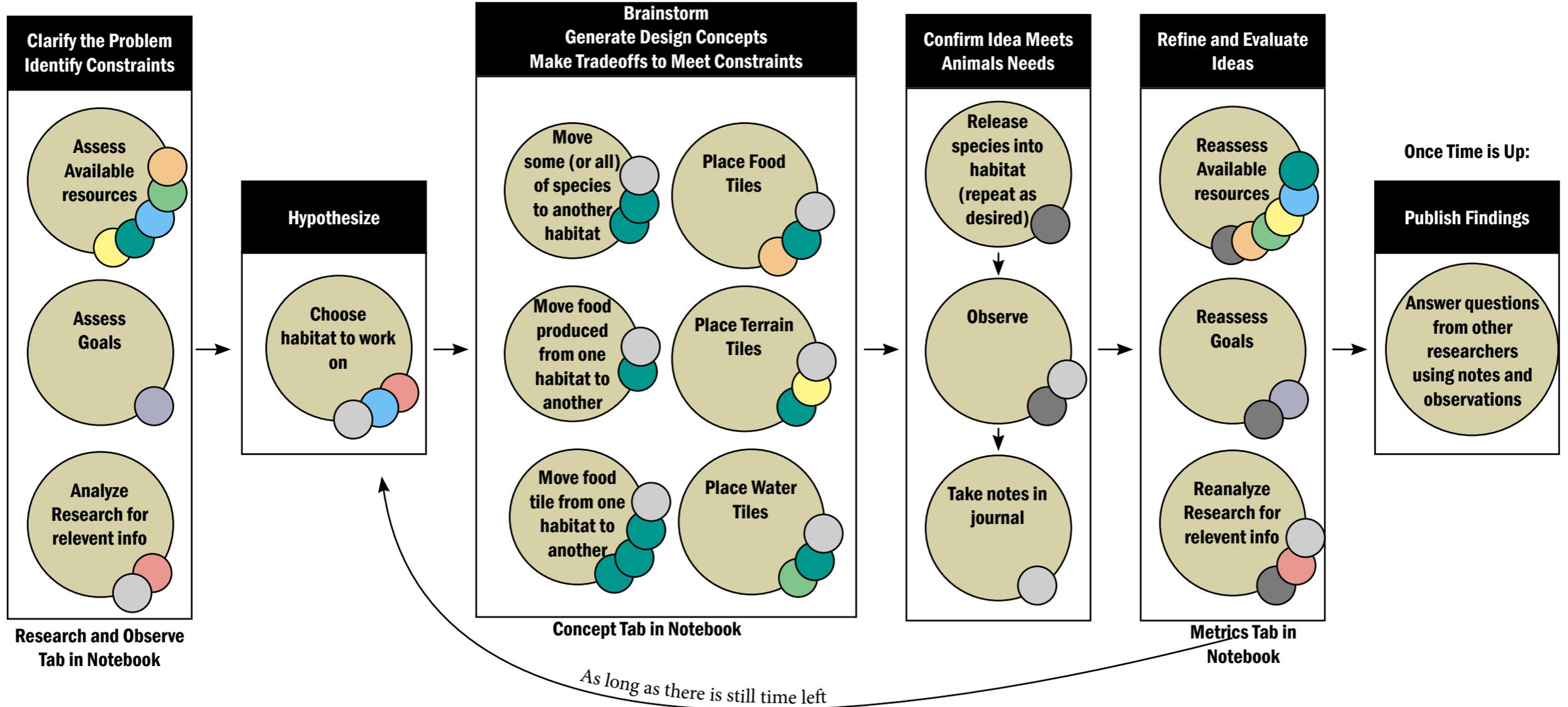
Core Gameplay Loop for Each Enclosure Set

KEY



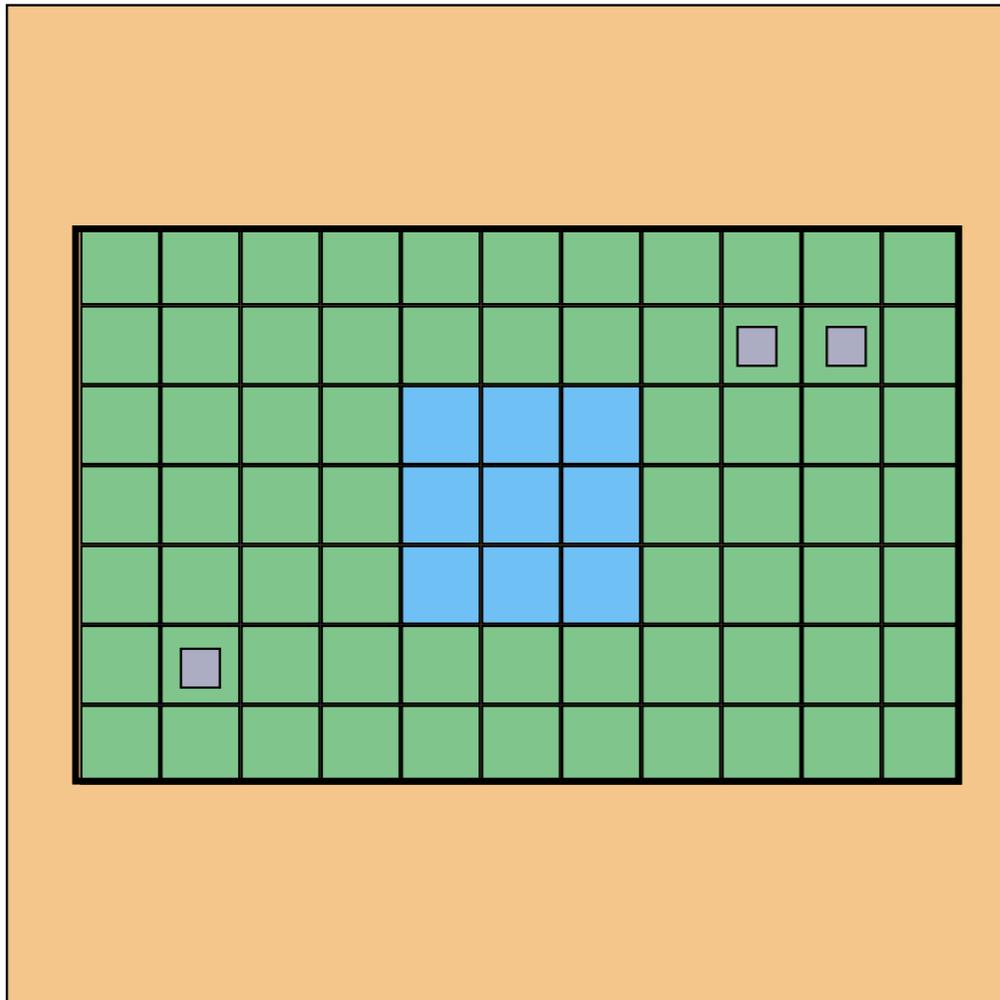
At the start of each “Enclosure Set”, the player will be given an area of land with multiple enclosures, a budget, food, terrain, water and goals to increase species populations to a certain amount in a given number of days. The player will need to use research from the encyclopedia as well as notes from previous levels to hypothesize the the best habitat to start with and design a layout to test while considering limited resources and constraints. Not all of the habitats need to be used as long the goals are met in the time limit.

To help grow the player’s confidence with problem solving, if they start to run out of a resource or time, there should be ways for them to replenish that resource. Resources and budget can be replenished by revisiting previous levels and completing additional goals (fulfilling contracts). However, this will take time. Time will end up being the least flexible constraint and the most likely reason a player would need to restart a level. If a player shows significant progress but is running out of time, there is a chance an NPC will offer more time.



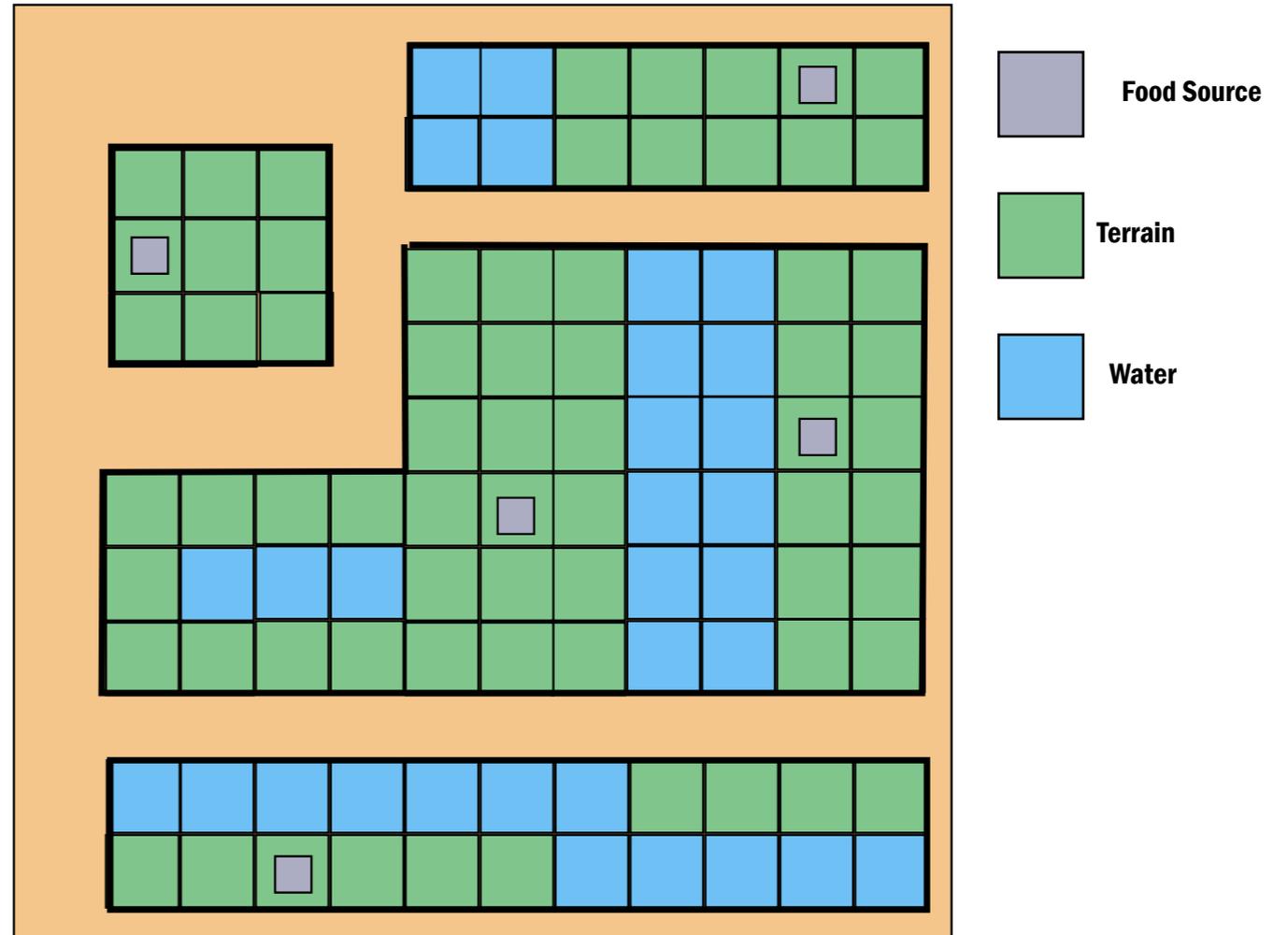
Sample Enclosure Set Layout

Example 1: Early Levels



A simple enclosure set may only have one or two enclosures, simplifying the player's choice of which habitat to put each species in. These would be more frequent toward the beginning of the game. There is existing terrain in each habitat that the player will be modifying to suit the needs of the species being released into the enclosure. Species that are prey should not be placed in the same enclosure as their predator.

Example 2: Later Levels



Later levels become more complex by giving the player multiple habitats to choose from and fill. The player will need to consider how best to use the existing terrain, water, and food to their advantage so that they don't run out of supplies. Depending on the population goals and species needs, some habitats will already be better suited to certain species and combinations of species. The size and geometry of the habitat will affect how many continuous tiles of the same type can be placed together.

Creative Mode

Any unused resources from the main game go to the player's personal reserve, a "creative mode". This area lets the player place any extra species above the goal for a level and any leftover resources. All of the systems work the same but there is no goal that they are trying to reach. The notebook should still be accessible so that the player can add to their notes if desired.