



This document explains the 1st idea for the game for Desca.

Overview: This idea is based on Tamagotchi, a game where you have a digital pet, so to say, that you must take care of, and not let it die.

Using this idea, using Descas “Mascot” Calcifer, the idea was made that the viewers would have to keep the fire contained/alive/happy, or bad things will happen.

The fire will have different “vitals” that need to be maintained so that the fire stays stable, the viewers will have all the power over this, which gives them a sort of responsibility, and have a better interaction with Desca mainly on just talking streams, or low intensity streams, where the vibe is chill, and not focused gaming on high intensity games.

Calcifers vitals:

What are its vitals:

We are keeping it simple and only using the vital: Fuel

Fuel can be called a couple ways for example:

- Essence
- Spirit Fuel

How do the vitals work:

Calcifer will be fed by the chat using command/prompts, etc.

Calcifer will feed on the “Magical Energy”, which is created by chat interaction in different ways.

Calcifers flame will change its behaviour based on the comments, where the program skims through the comments and the more positive the comments, the more flow the flame will have.

If Calcifers fuel becomes low, it will change its behaviour and outlook, where no fuel he is just an ember inside a coal, when high it is bright, and happy.

Consequences of low fuel:

- Calcifer’s color fades from bright orange to dull gray-blue (for example).
- He starts mumbling or jokingly complaining about hunger.
- The stream overlay dims slightly like the room’s energy fading.
- Small “smoke puffs” or candle flickers appear until viewers help him recover.
- If left too long, he turns into a small ember sleeping in ashes, waiting for revival.

How would the game be displayed:

Intro

For this part we had to consider the ways people would use twitch, since people use phones and some have only 1 screen for their setups to watch twitch, we can't have the game or view the game on another tab, so the main idea is as follows:

The game will be an overlay on Descas stream, where all the above-mentioned information will be shown.

Using overlay leads to more ways Calcifer would work:

The fire will directly affect how the user views the stream, so the stream will be a little dependent on them, this gives a bigger incentive to play the game and for the users to work together on it.

How the viewers would view the vitals

A small orb or bar would be present under or around calcifer, this will shows the "Fuel" level for all viewers to see.

When viewers interact with calcifer a small animation will appear around Cal or just on stream

The vitals

The vitals surround Calcifer just like in the fire triangle with each vital having a percentage, which slowly declines to 0%.

We could also add a timer for when it will reach 0 if users wish for it to be so.

Instead of percentage there are other ways to show how much of the vital is left, with just using a set amount of number, or just from 10 to 0, it all depends on the users.

To add an optional calm mode for Desca, that keeps all animation to a minimum or turn off.

Extras that don't have anything to do with keeping Calcifer alive

For the extras categories, there are a lot of options.

1. Seasonal moods (Temporary moods that only appear during festivities and seasons for a period)
2. Random events that occur from time to time, where viewers have a short amount of time, to stop Calcifer from causing a ruckus on stream.
3. Viewer made cosmetics/stuff for it.
4. It can change color, which people can pay for, which makes sense since different metal powders can cause a fire to change color, we can add a timer for this so it can't be spammed.
5. Funny animations that occur from time to time, for example due to a low vital Calcifer sneeze, but it's a rare occurrence since it's a fire.
6. Random events that affect the vitals, sometimes positive, sometimes negative for example, oxygen vital is low and a breeze comes in and increases the vitals, this can either be positive by raising the heat back up, and users only must raise fuel now.

But if too much oxygen is absorbed, heat will rise, fuel will deplete faster, which is a negative.

1. We could add a reward for the best caretaker
2. If users input commands in a combo, no matter the order, Calcifer performs tricks, or Desca can make a word of the day, and hide on stream for viewers to find.
3. Cal can have a text box appear on occasions that can reveal lore.
4. Calcifer will grow bigger, this effected by hype train, if someone feeds him a lot, a bigger donation.

5. Displays the viewer who bought the most cosmetics
6. Minimum 1 event per stream

What is in the GUI:

1. Control of all cosmetics (can change what he would wear)
 - a. The price aswell
2. Control of all events
3. How long it would take for calcifer to die
4. The cooldown of viewer bought cosmetics

Future mechanics:

If this idea is giving positive future ideas are as follows:

1. Leveling mechanics: The longer Calcifer survives; more features would be unlocked.
2. Specific twitch alerts that work with Calcifer.
3. A leaderboard that shows the person who worked most with Calcifer.
4. A window/GUI that lets Desca control everything.

1. Weather events
2. Seasonal events
- 3.