



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:

Because Calcifer is a flame, we should use the fire triangle.

This triangle shows that a fire needs 3 things to stay lit, or be lit.

1. Oxygen
2. Heat
3. Fuel

These will be Calcifers vitals.

Very simple to understand, and not a lot to worry about, since it's only 3, which a lot of games have around 3 bars to worry about.

## How do the vitals work:

### *Dropping of vitals*

The vitals will drop over time, depending on the stream.

The main vitals will be heat, oxygen and fuel will control Heat.

But Calcifers fire will also react to different circumstances,

### *Vital drop consequences*

If you have more fuel than oxygen then using real life science we can see how Calcifer would react, using this as an example:

Calcifer would smother himself, he will become weak and smoky, and his flame unstable, he will produce soot and smoke, turning darker, eventually dying out.

For the vitals to fully deplete, it will take some time, but the vitals will react with each other, so if a vital drops, other vitals will drop faster for example.

### *Raising its vitals back*

To raise the vitals back up, it will be up to the viewers, the method is still to be discussed but we have different possibilities.

1. Viewers use twitch chat and its capabilities
2. A twitch extension overlay
3. Through a separate webpage

Each has their own pros and cons, so it is to be discussed.

The vitals will be fully up to the viewers, from them forgetting about him, to them ignoring it.

## 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.

### *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.

## 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.

## 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.