



DIVERCITY

GAME PROPOSAL

Tagline: A City for All

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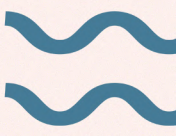


PROLOGUE

DiverCity is an edutainment multiplayer interactional digital game that allows players to engage in an experiential learning journey, exploring their own emotions and perceptions while interacting with a cross-cultural in-game community. The interactions within the game take the shape of various challenges revolving around collaborative gameplay, collective problem solving, intercultural dialogue, conflict resolution and exploration, which promote a culture of peace through holistic social emotional learning, that simulates their cognitive, socio-emotional and behavioural patterns. The players get the opportunity to explore their own perspectives, ideas and biases as well as the similarities and differences they might have as compared to those players with a very limited disclosed identity. Through this digital playground, the players then develop their own world narratives based on the intercultural and inter-religious understanding they receive through in-game interactions, and develop their own city full of diversity that fosters respect for various identities and differences in opinion and belief.

CONTEXT & STORYLINE

The prologue context and storyline will be delivered as a digital comic script with dedicated panels for each component and attribute of the gameplay. This will include explanatory dialogues and single-point storytelling which will simulate a real-life interaction of an induction session. The player will be playing the role of a 'city builder', assigned to the design/renovation of DiverCity, a place where many people from different parts of the world live in peace, celebrating their own cultural, religious and social identities freely. Therefore, the role of the city builder (player) revolves around exploring these differing identities and designing a city that everyone can feel is a home they belong to, as part of one peaceful community.

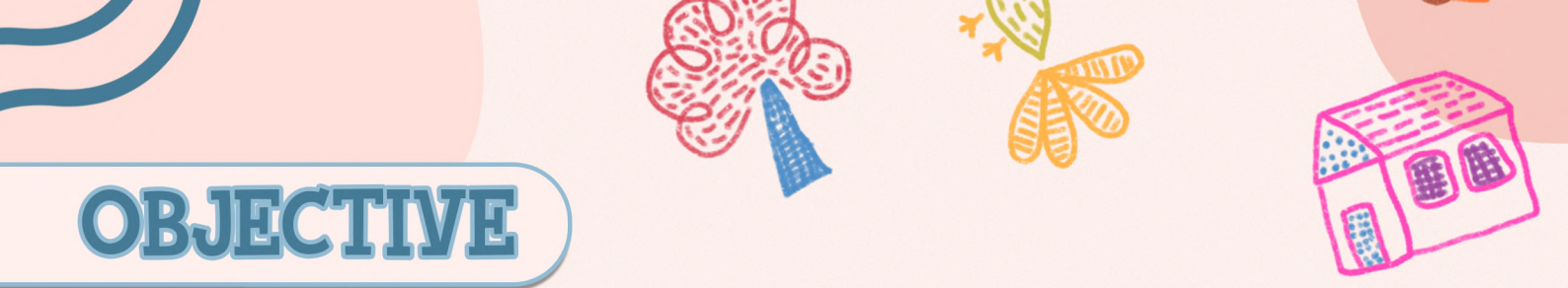


CONTEXT & STORYLINE

Sample dialogue lines:

- > DiverCity is a peaceful city with a group of diverse people who get to know each other and build a city together.
- > We need each one of YOU to build it! You are our city planner and your identity and who you are, are important for this city! Bring your experiences and personal vibes to this city.
- > DiverCity is about living together and sharing what it offers with others – and hence the building blocks of this city are not bricks or cement but your skills of sharing with and knowing the other city folk!
- > There is a lot that goes into building a city – you need a sun to light it up, along with stars, a body of water, fish, trees, offices and other buildings, etc.
- > So, once you've chosen a theme/topic that you're going to build, you will be interacting with another DiverCity member about it. You will understand what they think about it and share your own perspective as well. At the end of this interaction, you will have built a crucial and unique part of the city together!
- > This will be someone from a completely different part of the world, culture and background, and together you will create a unique element for the city. It is exciting...
- > For each player, DiverCity will offer something different, depending on their experiences and interactions. While your sun may be yellow, god-like and made of paper, another city member's might be red, heroic and made of stone.
- > DiverCity has been created so that different opinions and views can truly live among each other, with all feeling at home – so that no one is left behind!





OBJECTIVE

The objectives that can be achieved through the game's prologue are multi-faceted. The prologue provides first-time players with an idea of what the game is about, their role within it and what they are supposed to do – basically, an induction into the purpose of the game itself, through:

- > Explaining the current context and the end goal for players;
- > Introducing the player's role and setting up the game environment;
- > Laying out the major plot-lines, story setting and tone of the game;
- > Creating a logical entry point where the player can jump into the game flow that makes sense to them and feels natural.

FORMAT

The prologue takes the form of an unfolding animated story. It will be narrated from a first-person perspective in order to ensure a participatory dialogue simulation. Players will be able to navigate through the prologue narrative as they are advancing through a digital comic. Each panel will explain a single component, a piece of information about the game and how it is played, so that players will be able to easily follow through. Navigation controls will be available throughout the prologue which can be used to advance or to go back in order to re-watch any part that the players might want to focus on.

- > Technology: a digital comic with animated elements and audio
 - > Length: 60 seconds
 - > Associated interactions: graphics, text and sound effects
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OVERVIEW

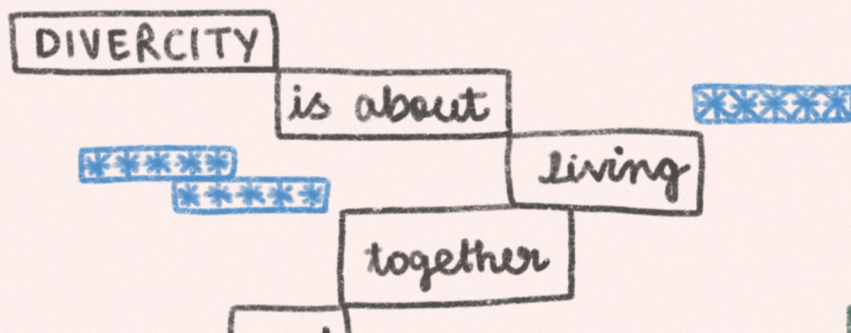
BACKGROUND

The inspiration for DiverCity was to create a game-based learning space where people from different cultures, origins and beliefs can come together and get to know each other through secure and controlled communication and interactive activities. (See Appendix A for the initial pitch and idea behind the game.)

CONCEPT

DiverCity is a game allowing players to get to know each other through learning about the perspectives of others on different themes. This takes place on a platform where two individuals from different parts of the globe are connected based on their similarities and differences in opinion about different elements of the city that they are building. The end-to-end communication is guided by mini-games and the players are engaged in activities to build a city together. In this process, they become familiar with each other's views on common issues.

- > Target Audience: 15+
- > Platform: smartphone
- > Genre: casual, social
- > Type: multiplayer



MODE

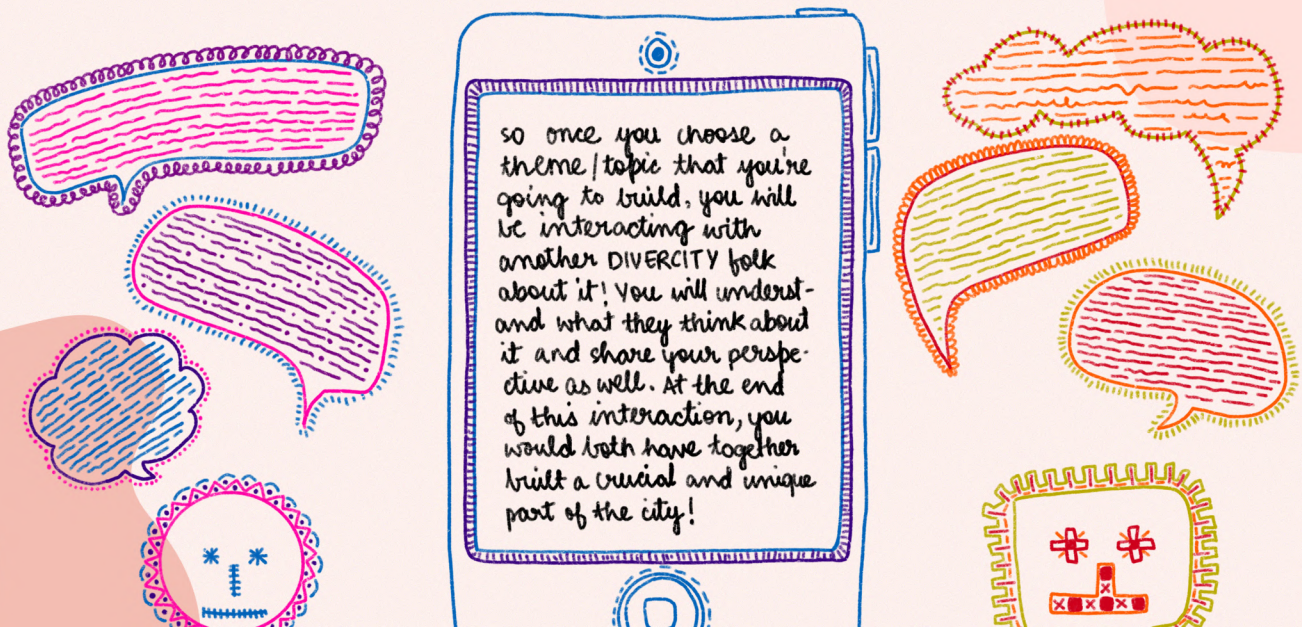
The game is meant to be played synchronously by two players. They can be located anywhere in the world. The game requires an active internet connection. 'Play by location' mode can also be used to play with other players who are using the game in the local vicinity.



STORY

NARRATIVE

DIVERCITY does not have a pre-created story or narrative. As a social media-based game, it aims to bring people together by engaging them in mini-games around different themes, and provides a space for them to get to know each other at a deeper level and understand the perspective of the other on the theme of choice.





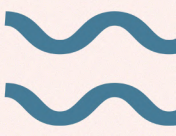
GAMEPLAY

PLAYER OBJECTIVES

The objective for the player is to get to know another player at a deeper level within the constrained environment of the game. Players can only interact with each other through the in-game tasks in the form of puzzles, drawing and responding to closed multiple-choice questions on the theme of their choice. The objective is to co-create many features of their city with another player in order to complete and share it on other social media platforms. The virtual cities created by any pair of players will be unique to them. The responses given by the players around any theme will be used to fill in a pre-created template to create the virtual cities, much like videos we get to see on Facebook, but which are unique to each person on the platform. The player can visit another person's city or replay a particular level with the same person or a different person vice versa.

CHALLENGE

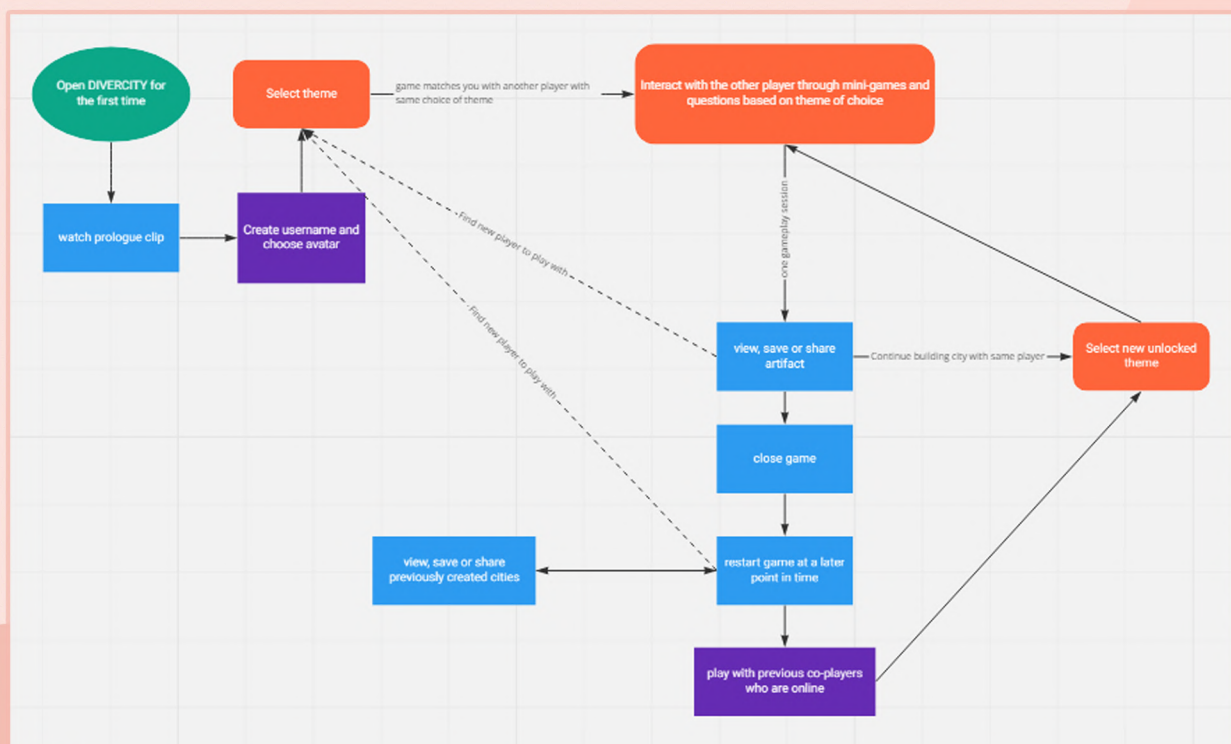
The core feature of the game, i.e. interacting with one other player, is also the challenge offered by the game. Since the interaction happens in a restricted setting and environment presented by the game, the challenge for the players is to understand each other, collaborate and co-create their city with limited communication opportunities. As the game progresses, the player would be required to discuss and come to a point of mutual agreement at instances of difference in opinion to move forward to other levels.



CORE EXPERIENCE

As players start the game for the first time, they are asked to choose a username and select an avatar from a list of pre-created avatars. After creating their avatar, they select a theme for their first level of gameplay. Only a few theme choices are available for them to choose from; others are locked. After selecting a theme, they are matched with another player who is online and who made the same theme choice. The two players are then sent to the same virtual game environment where they interact in mini-games and answer questions, all revolving around their theme of choice. After completing one 15-minute-long session of interaction, their responses are used to complete a pre-created template of an artifact which becomes a part of their city. Players can choose to share their creations on other social media platforms (e.g. Facebook, Instagram, Twitter). They can also opt to build more artifacts, which form a part of their 'city', with the same person or play different/same levels with other players on board.

The image below illustrates the primary gameplay loop of DiverCity:



GAME MECHANIC 1: CREATING ARTIFACTS FOR THE CITY

Details: As mentioned previously, the objective for the players in the game is to build virtual cities with different people they meet through the game. This is achieved by creating different parts of their cities (e.g. Sun, Fish, Tree) through collaborating with other players through activities and tasks around each theme. Each interactive gameplay session uses players' responses to create a unique artifact around the chosen theme, and contributes to their city.

How it works: After starting the game for the first time, choosing their in-game avatar, and selecting a theme of their choice, players are matched with other players from around the world with the same choice of theme. The two players then interact in mini-tasks, answer questions and submit responses around the theme. The type of interaction varies between the tasks. Sometimes players make decisions by tapping on options (e.g. sharing their choice on a multiple-choice question); at other times, they co-create a piece of visual art (e.g. creating the design of the Sun of their city by working together on a blank canvas); and at further times still, they interact with game objects by tapping and dragging on their screens (e.g. moving the mercury level on the thermometer to share the temperature at their location). (For further details, see Sample Level below.)

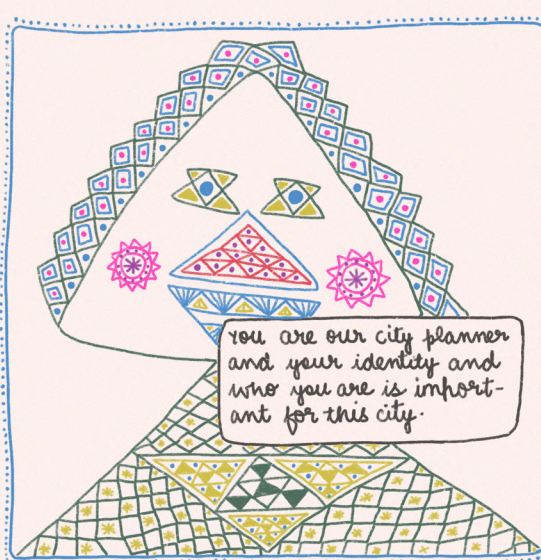


GAME MECHANIC 2: GETTING TO KNOW OTHER PLAYERS

Details: As players interact with each other and create artifacts that then form a part of their city, they get to know each other on a deeper level than at the usual superficial one. Through limited communication, they come to understand the perspective of the other player on different themes offered by the game. This mechanic is a latent feature of the game and not explicitly offered by the game.

How it works: Some tasks in the game force players to come to the same decision and to work with limited resources. Players respond to the questions and participate in tasks simultaneously and towards the common objective of creating an artifact for their city.

Progression: As players complete available themes with a single player, they then unlock other themes to explore. New themes can only be played with a player they have unlocked previous themes with. The game will offer topical themes as bonuses related to popular event days (e.g. a pumpkin theme on Halloween, a wheel theme on the International Day of Science) in the real world. These bonus themes will be designed to bring players back to the game. The nature of tasks and questions and the response type for players will vary depending on the question/task. The game will be designed in such a way that players will only be able to move forward after achieving consensus, as required. See Sample Level below for examples.



GAME ELEMENTS

CHARACTERS

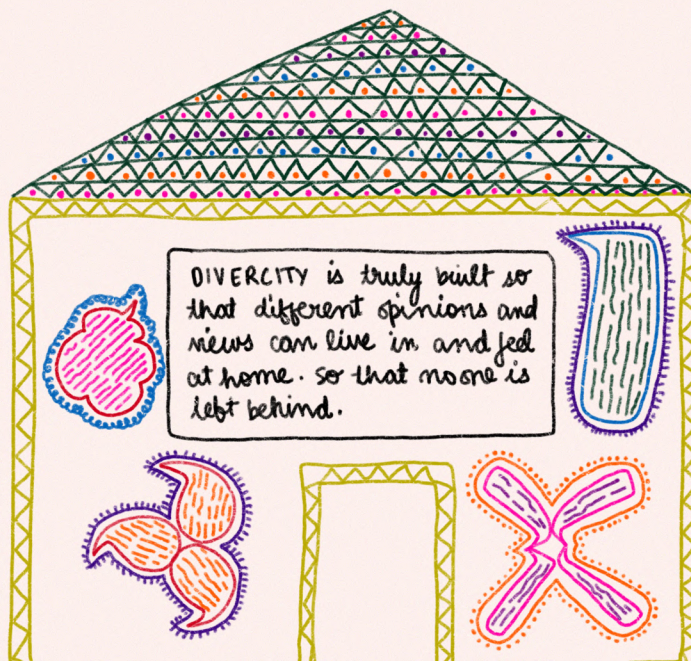
Players choose an avatar at the beginning of the game. With a layer of social media in the game and no pre-written game story, there are no non-playing characters.

LOCATIONS

Not applicable.

LEVELS/MISSIONS

As a player successfully completes a game session with another player on an available theme, they are able to unlock new themes to explore with that same player and build other parts of their city.



ASSETS

ART

Please refer to the Prologue for the art design and theme of the game.

SAMPLE LEVEL

The table below shows a step-by-step description of a level around the theme 'Sun' and how the interaction between two players around this theme might flow. Other possible themes include the Moon, Water, Fish and Plants.

S. No.	Item	Response Type	Player 1	Player 2
	Great! So you've selected to start building your city with 'the Sun'. The Sun is the fundamental source of all energy. We'll connect you with someone who's made the same choice and together you can build a part of DiverCity!			
1	<Match Found> The Sun in many ways determines the climate, the weather and the local temperature. Start by sharing the temperature at your place today.	Drag Mercury Level on Thermometer	18 degrees	40 degrees
	Your co-creator entered <See other's response>.			
2	And what time did the Sun set for you yesterday?	Drag the Hands of the Clock	3:00 PM	5:30 PM

Continued...

	Your co-creator entered <See other's response>. This can probably give you an idea about the location of your co-creator/citizen. As you answer more questions and engage in more tasks together, your responses will be used to create your city. Be as creative as possible.			
3	Earth has a spherical Sun, like a ball of fire. But yours could look different. Use the canvas on the next screen to draw out the Sun of your city. Work collaboratively with your co-creator. You have a fixed set of tools and will only be able to use them alternatively. All natural resources are limited, eh! Both players see the final image and have an option to try again or lock in the design.	Both players see a blank canvas. 5 tools only (Pencil, Brush, Fill, Mixer, Eraser). 5 primary colors only (Red, Blue, Yellow, Green, White). They take turns. One tool can be used only once (e.g. one stroke, one click).	Turn 1 - Player 1 draws a triangle; Turn 2 - Player 1 draws yellow spots Lock in the design	Turn 1 - Player 2 colours it violet; Turn 2 - Player 2 colours the spots with sky blue
4	Many cultures around the world have a special place for the Sun. In many religions, the Sun is worshipped as a god or respected as a deity/Supreme Being. What does the Sun represent to you? Enter three words (e.g. power, strength, hope).	3 text boxes, one word only, 10 characters max.	Power, strength, hope	Energy, creator, love
	For your co-creator, the Sun represents <See other's response>			
5	Now you know what the Sun means to your co-creator. Keeping that in mind, name your Sun god and give them a tagline (e.g. Shiva - The Destroyer of Evil). Remember that this city is what you create with your co-creator so you must agree on the final selection. Your co-creator named the Sun god as <See other's response>	1 text box for name, 1 word only, 10 characters max. Three options: 1. Yes! I like it better. Let's go with that. 2. I think we should stick to mine. 3. Give it another shot.	Fireball Player 1 chooses to finalise his option.	Superman /woman Option 2

6	Alright! Now that we have a name, let's choose its tag line. Good job! Agreeing with a stranger on a topic as important as the Sun can be quite difficult. After all, it's the centre of our Universe! On that note, let's talk about the physical features of the Sun in your City.	The _____ of _____. The blanks show options on a wheel which can be moved. Both players move their wheels at the same time. The moment they select the same option, it goes green.	Creator, eternity Both agree to option 1	Controller, life
7	Let's begin with its size. To put things in perspective, you will see a reference object while making the selection.	Players drag/ pinch to change the size of the Sun they created w.r.t. a reference object which also changes accordingly (e.g. a banana, a bed, the Taj Mahal, Sri Lanka, Saturn, the Milky Way).	Cauliflower	Bottle
8	And how about its 'rays'? What do they look like?	Both players see a blank canvas. 5 tools only (Pencil, Brush, Fill, Mixer, Eraser). 5 primary colors only (Red, Blue, Yellow, Green, White). They take turns. One tool can be used only once (e.g. one stroke, one click).	Straight lines	Semi triangle lines
9	We know that Earth and other planets in the Milky Way take an elliptical orbit around the Sun. Let's decide on how your city revolves around the Sun. The patterns that you and your co-creator choose will be merged into one.	They both see a list of 5 options (Ellipse, Rectangle, Triangle, Wave, Steps).	Rectangle	Triangle
10	Does the Sun in your city look the same on all days of the week? Or does it take different shapes as the Moon does for the Earth? Choose the form of the Sun for alternate days of the week with your co-creator.	Both players see the image of the Sun that they have created and get an option to select/crop its part for different days of the week.	10 percent reduction every day	10 percent reduction every day

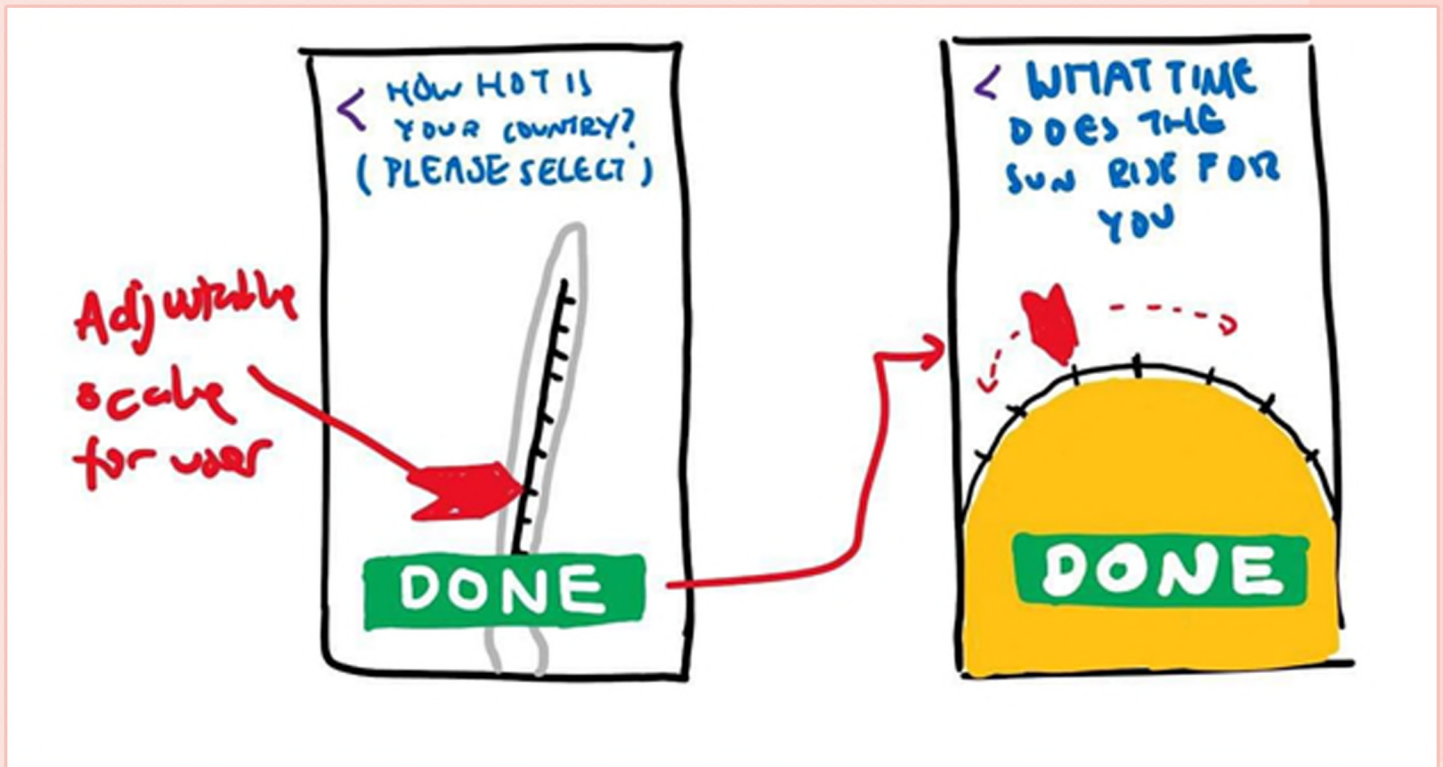
11	And how would the Sun be represented in your city? Make a choice. Both of you will have to agree on the decision.	Both players see the option of Museum and Temple on their screens. They tap on their choice; whoever taps first, their decision can be seen by the other person who can choose to agree or request that the first person change it.	Museum	Museum
12	Time for you to build your Sun Museum/Temple. On the next screen, you will see a set of blocks. Each one of you will be able to alternatively select a block and place it on the canvas. Again, remember your resources are limited.	This part works like the item 3 drawing.	Select from images	Select from images
13	That looks great! You're almost there finalizing how the Sun works and what it looks like in your city. What does it emit? Light and heat or something else.	Players see options and have to agree on a choice: Rain, Ice, etc.	Snow	Rain
14	Time to select the shades of the Sun at different times of the day.	Both players choose a color and they see the gradient for the combination of their choice. They also see a clock and choose parts of the day on it to select different shades of the Sun on each day.	Select from images	Select from images
15	Superb! Now let's decide how the citizens of your city perceive the Sun. Tap on the names of the emotions you want the citizens to feel.	Each player selects two emotions.	Calm and refreshed	Anxious and impatient
16	What is the story of the Sun in your city? Make your choices. Remember to work together to form a coherent and interesting story that you'd like to tell.	Fill in the Blanks, Limited options, 3-5 Lines		
	Our sun is the _____ _____ is its biggest virtue.	King, Princess, Hero, Monster, Spirit, Zombie Leadership, Generosity, Valour/Resilience,	Hero Resilience	Zombie Humour

Continued...

_____ is its biggest virtue.	Leadership, Generosity, Valour / Resilience, Humour	Resilience	Humour
Which makes it _____		Anything	Special

Based on the responses of players 1 and 2, the Sun is created with all the features that they wished to have. This is a reflection of their choices.

Reaching the end of the first theme, players 1 and 2 have co-created their artifact 'Sun' together. This will be common to both of their individual cities. This can be shared on their social media platforms to invite players and share updates on their progress in the game.





Contact UNESCO-MGIEP for more information