

ARCADIA METAGAME Co-creation Workshop Pre-reading Package



WHY?

The intention behind this co-creation workshop is to:

1. Gather each stakeholder's input of what our metagame should be,
2. Open our ideas up to the floor; to be discussed and built upon,
3. To reach a consensus as to the different elements of an interesting, playable metagame

The UI Team is currently working on building an overarching flow for our users which entails outlining on a tutorial question.

This includes completing quests like learning about the UI, playing their first game, joining our discord, connecting their wallet, etc.

Basically a way for us to guide the onboarding process as well as to fully integrate and orientating our users via 1) a completed profile 2) connecting them for their efforts

WHAT'S GOING ON CURRENTLY...



Some new users have been onboarded, this pop-up will become a dashboard for existing users (check progress of meta/metagame, see economy, see level, etc.)

It can also be a space to update players on news (e.g. new economy), milestones (e.g. when's a discount, special your economy), and so on.

LEADING UP TO THE WORKSHOP...

- At this point, the team has only managed to get on 2m as there are still some unanswered questions as to the metagame - including, but not limited to:
1. How are we structuring the metagame?
 2. How will we reward users for completing both individual quests and questions?
 3. What are the groups of questions we want to ask concurrently [i.e. daily, pop, etc.]?

Essence, to get us all in the right frame of mind.....

HOMEWORK!!!!!!

Step 1: Choose a frame on the right that's not already filled, and lay claim by writing down your name, as well as by posting your answer (no favorite game answer).

Step 2: Follow the instructions on the second step and fill out the Take-It-Or-Leave-It for the metagame.

Step 3: Think about what would be the ideal state of our metagame and come prepared for our session!



AN EXAMPLE

Step 1: Make your choice!

Step 2: Take-It-Or-Leave-It

Step 3: Think about your ideal state and see you next week!

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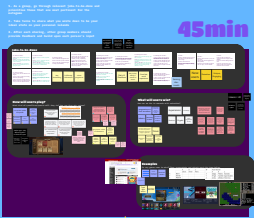
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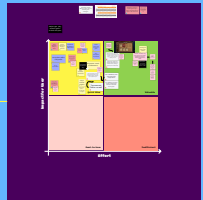
15min



45min



15min



What will users win?

How can we tie in rewards with retention?

event invite
(physical or digital)

whitelist spots

Achievement Flex: See Steam Profile Page

achievements as NFTs that they can showcase on Arcadia

Achievement NFTs

Usable web3 items

progression on their arcadians

Game NFT from various games in the platform

NFTs (Significant items)

Design items that support the desire to 'flex' these would be items in the game

nfts that can be turned into physical items (burn NFT)

Token

Rewards are in the form of level unlocks, true game style. Monetary rewards are at the end.

Token

Crypto

tokens

tokens / nft

Web2 Items - Consumables, Aesthetics, etc.

in game resources, i.e. forging of stones

Earn web 2 items that can be used in the platform. Final check in gives them a badge or a game NFT

Cosmetics / Emotes / Stickers

Free Tourney Entry Passes

consumables - Free Tournament pass

Free turns, waive the entry fee (for you or gift to else)

tourney tickets

Entry into game tournaments or just entries into sweep stake

Prize Mechanics:

Points can be awarded for tasks that support our mission of community building i.e. add one friend. i.e. 2x help a friend complete a level. 3x challenge a friend to a duel

Monthly top prize. Projects that gave away BAYC got me interested and following along.

to support community building you are given passes that have to be handed to others

Have the armory to convert tokens open at certain time of the week, when one door is open the prior one is locked.

Prize Mechanics:

Giving prizes in a Loot Box

loot box, they are given a box that will open at certain time of the game. it could be useful item to be used in the game or not.

Experiences

Friendships

Rivalries

How will users play?

HMW integrate the "LAND" element into a platform like steam

La. Users have their own space in a specific universe, Devs have like "workshops"

Land Logic discussion - scarcity vs. free land + add-ons

set up their wallet and profile

achieve certain level or score in a game

incentivize interactions with friends

set up tournaments

win / participate in tournaments

We need to provide different "ways to play" for different gamer archetypes.

PLAYER SEGMENTS SUMMARY

	Amateur	Survivor	Slayer	Strategist	Collector
Motiv.	Thrill of Action	Self-Respect and Honor	Strategic Mastery	Control of the Game	Collecting and Hoarding
Play Style	Chaos & Intuition	Consistent	Exploits & Tricks	Methodical	Deliberate
Play Goals	Survival, Control, Self-Respect	Self-Respect, Honor, Consistency	Strategic, Domination	Control, Domination	Collecting, Hoarding

	Hero	Event Hunter	Architect	Slayer
Motiv.	Self-Respect	Self-Respect, Honor, Consistency	Strategic Mastery	Control of the Game
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Achievement: Longer-terms things like play each game on Arcadia 10 times, "beating" it each time (win condition TBD).

Daily: Play the games on Arcadia. Each game is tagged like a "boss". Beat the bosses, complete the quest, maybe win a prize.

The Storyline Quest: Players find a "quest item" and it leads them on a sequence of "things to do" and "puzzles to solve" on the way to completing the quest.

PvP : Individual, team and community competitions

PvP : Multiple tournament modes, including game selection as the "meta tourney layer"

Everything should be lore-based

FACTIONS - like WoW, a way to play against other people, and blend with the Lore - REWARD SERVER BASED EVENS

Navigate to a point in a map and go through a portal to find out what the quest is. Like a boss level

Quest is more than a daily challenge, if time bound then part of the map can be revealed at a time

Each quest is a plate in a map. Places in a map are worlds. These are not more than treasure islands. This ties in with the art work we have.

User is in charge of their adventure. We have a boardgame, snake and ladders style where they either come up or down

We should start by stating this is season 1, season 2, this way users will know that the story is evolving, each season could be a different world

Element of choice -> Play either this or that - accommodates diff prefs

Genshin Impact - universe explorer - this portal to the next, etc.

Gather type - play different games to finish the quest

World Quest - set a world goal, shared prizes / raffle

of games played per day



Daily Quest - Check in/ Attendance

Referral Rewards for bringing in new users

Play X amount of game

Play x amount of tournament

choosing and joining guild factions

Milestone or "Guild" rewards - reward everyone for big tasks

Different factions can battle to occupy spaces

Great utility to push Arcadia's agenda. If a new game, new feature like tourneys, joining a guild

Examples

Do any games come to mind? Drop screenshots and attach post-its down below.



<https://www.fanca.de.com/>

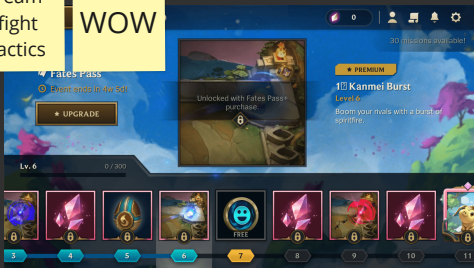
Dreams / LittleBigPlanet / Mario Maker

Minecraft / Roblox

Kongregate.com

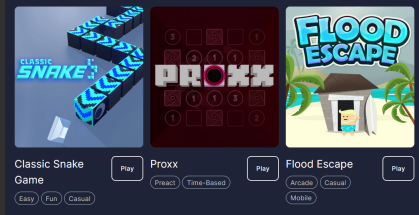
Team fight tactics

WOW



		A	B	C
X	Board	Classic	Action	Music
Y	Shooter			
Z	Platform			

BY	Action Shooter		
	A	B	C
X	Galaga	Phoenix	Asteroids
Y	R-Type	Twin Bee	Space Invaders
Z	Contra	Afterburn	Time Crisis



Jobs-to-be-Done

As a New User on Arcadia...

I want to easily onboard and earn my first badge/taken

So that I can quickly start participating and be able to visualize what prizes I have a shot at obtaining

I know I'm done when I see my total score pop from zero and understand the ease of getting more points

As a New User on Arcadia...

I want to see what is on offer (try before I buy)

So that I can make a calculation how much I can possibly win by partaking

I know I'm done when I had made up my mind if it is worth partaking and gave it a shot by entering into a calculated choice

As a New User on Arcadia...

I want to understand how progression works

So that I can win max my avatars & resources

I know I'm done when my progression engine is running at peak efficiency

As a New User on Arcadia...

I want to find, play and create games that fully utilizes web 2's superpowers (community, currency, interoperability)

So that new game genres and virtual economies come up that we haven't seen before

I know I'm done when I've played a few games and set up my profile, ready to be shared with my friends

As a Returning User on Arcadia...

I want to have a good overview of all the tasks and quests that I can or have to complete in the metagame...

So that I am able to maximize the rewards and prizes that I can receive...

I know I'm done when I can track the metagame on a robust dashboard in an accessible location.

As a Returning User on Arcadia...

I want to pick up where I left off easily - UI should remind me of what I was doing, and of any new opportunities to explore

So that I use my time efficiently

I know I'm done when I complete all my tasks planned for the day

As a Returning User on Arcadia...

I want to pick up and resume playing a game from a save point

So that keep chipping away and have a shot at reclaiming the top spot or prize on the leaderboard

I know I'm done when I have used up all my daily allotted tries and can visually see my progress and next challenge waiting (unlocked in a hour)

As a Returning User on Arcadia...

I want to be able to learn and discover more about Arcadia and see if there are other features I have not explored yet

So that I can fully understand how I want to participate in the metagame long term

I know I'm done when I can see progress and how I can improve it the next time in back.

As Arcadia...

We want to continually engage our users in a fun manner and keep them informed of cool new things...

So that we retain these users

We know we're done when users continually return and find our metagame interesting and rewarding.

As Arcadia...

We want to notice new users to join up and log in daily

So that we have constant engagement and a sticky community

We know we're done when DAU and retention rates are "high" / meet our benchmark

As Arcadia...

We want to create an elevated user experience that does not happen in other platforms

So that we can offer something unique and novel

We know we're done when users start looking to enhance their experience of Arcadia and ask for new content

As a New User on Arcadia...

I want to easily learn the mechanics of the metagame...

So that I am able to quickly start earning rewards and participating...

I know I'm done when I am aware of all the different elements of the metagame and find it easy to return and complete them daily.

As a New User on Arcadia...

I want to search for games that I might enjoy playing constantly including tournaments to participate in

So that I can stay long enough in Arcadia and discover more mechanics that could keep me invested

I know I'm done when I've completed all the things I needed to do as a first time user

Easy Onboarding

Sufficiently Informative

Shows progression

As a Returning User on Arcadia...

I want to review what movements have taken place while I was offline

So that I can see others around me earning/unlocking rewards

I know I'm done when I had made up my mind and either returned in or declined a challenge

Daily UI Overview

Easy replayability; a reason to return

Gamified, social experience

As a Returning User on Arcadia...

I want to keep discovering new games and learn how to build web 2 games

So that I can share my creations with more people and continue building

I know I'm done when I've built a game on Arcadia and people are playing them

Serving dev-needs

New users

Retention

Unique, Engaging

ARCADIA METAGAME

Co-creation Workshop



NEW GAME

WELCOME TO THE METAGAME WORKSHOP'S
GAME ABOUT THE METAGAME

We've got a bunch of really smart
players with really great ideas
but we've gotta try and arrive at
some common ground

I'VE DISGUISED PRETTY BORING
WORKSHOP ACTIVITIES IN THE FORM
OF AN ISLAND HOPPING ADVENTURE

This game is CO-OP. We only win
TOGETHER by reaching the final
island

COMPLETE SOLO AND GROUP QUESTS
WITHIN THE TIME FRAME TO SET
SAIL AND RESCUE PRINCESS
PEACH... OR SOMETHING LIKE THAT

Avast ye and all hands on deck!