

1. Sully's Workshop

Sully's Workshop is a long-term appointment item that yields resources when harvested every 22 hours. The metaphor is that this is where Sully keeps his tools and works on his projects when he isn't helping the player build things. When the player harvests the workshop Sully will give the player some resources he is not using.

(We set its timing for 22 hours rather than 24 so that the harvest time doesn't "drift" for players who want/need to play at the same time each day. For example, a 9:00-9:15am player might get to harvest it at 9:05am one day, and 24 hours setting would mean the player wouldn't be able to harvest it earlier than 9:05 the next day. Eventually the harvest time would drift out of the player's preferred/only playing time.)

The resource reward is based on a 5-day consecutive-play cycle where the 5th day provides a highly desirable resource. Example: Day 1, 1 wood; Day 2, 1 wood, 1 set of nails; Day 3, 2 wood, 1 set of nails; Day 4, 2 wood, 2 sets of nails; Day 5, 2 wood, 2 sets of nails, 1 paint. Note that Day 5 gives a resource, paint, that otherwise cannot be obtained except through friend requests or purchase. A ticker will show the rewards and the progress the player has made towards Day 5.

The 5-day cycle with a good payout on the fifth day will encourage players to login in frequently. The cycle is 5 days as many peoples' real life schedules make it difficult for them to be sure that they can log in every day over the course of the week. (Some don't play on weekends or are discouraged/prohibited from playing on certain days for religious reasons, for example.)

The first time the player harvests the workshop, the Day 1 reward is given. Thereafter:

We will need to tune the exact amounts of resources, so ideally we should set up the CMS to handle this:

- Item Rewards, Event Drop-Down: Add day1Reward, day2Reward, day3Reward, day4Reward, day5Reward.
- Item Rewards, Reward Drop-Down: Add wood, nails, paint.

1.1. Sully's Workshop Art

We will need an isometric object to be Sully's Workshop. For rapid development and testing, we should make a quick mockup and upgrade to the final art later.

1.2. Sully's Workshop Dialog System

The Sully's Workshop dialog system is designed to show how the resource reward works and to encourage players to come back daily.

1.2.1. Day 1 Dialog

Sully's Workshop

X

TODAY	TOMORROW			
	[wood pic] <#> [nails pic] <#>	[wood pic] <#> [nails pic] <#>	[wood pic] <#> [nails pic] <#>	[wood pic] <#> [nails pic] <#> [paint pic] <#>
DAY 1	DAY 2	DAY 3	DAY 4	DAY 5

Get more resources each day in a row you play!

Today's Resources

[wood pic]

<#>

1.2.2. Day 2 Dialog

Sully's Workshop

X

TODAY	TOMORROW			
		[wood pic] <#> [nails pic] <#>	[wood pic] <#> [nails pic] <#>	[wood pic] <#> [nails pic] <#> [paint pic] <#>
DAY 1	DAY 2	DAY 3	DAY 4	DAY 5

Get more resources each day in a row you play!

Today's Resources

[wood pic]

<#>

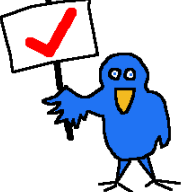
[nails pic]

<#>

1.2.3. Day 3 Dialog

Sully's Workshop

X

TODAY			TOMORROW	
 DAY 1	 DAY 2	 DAY 3	[wood pic] <#> [nails pic] <#> DAY 4	[wood pic] <#> [nails pic] <#> [paint pic] <#> DAY 5

Get more resources each day in a row you play!

Today's Resources

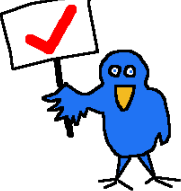
[wood
pic]
<#>

[nails
pic]
<#>

1.2.4. Day 4 Dialog

Sully's Workshop

X

			TODAY	TOMORROW
 DAY 1	 DAY 2	 DAY 3	 DAY 4	[wood pic] <#> [nails pic] <#> [paint pic] <#> DAY 5

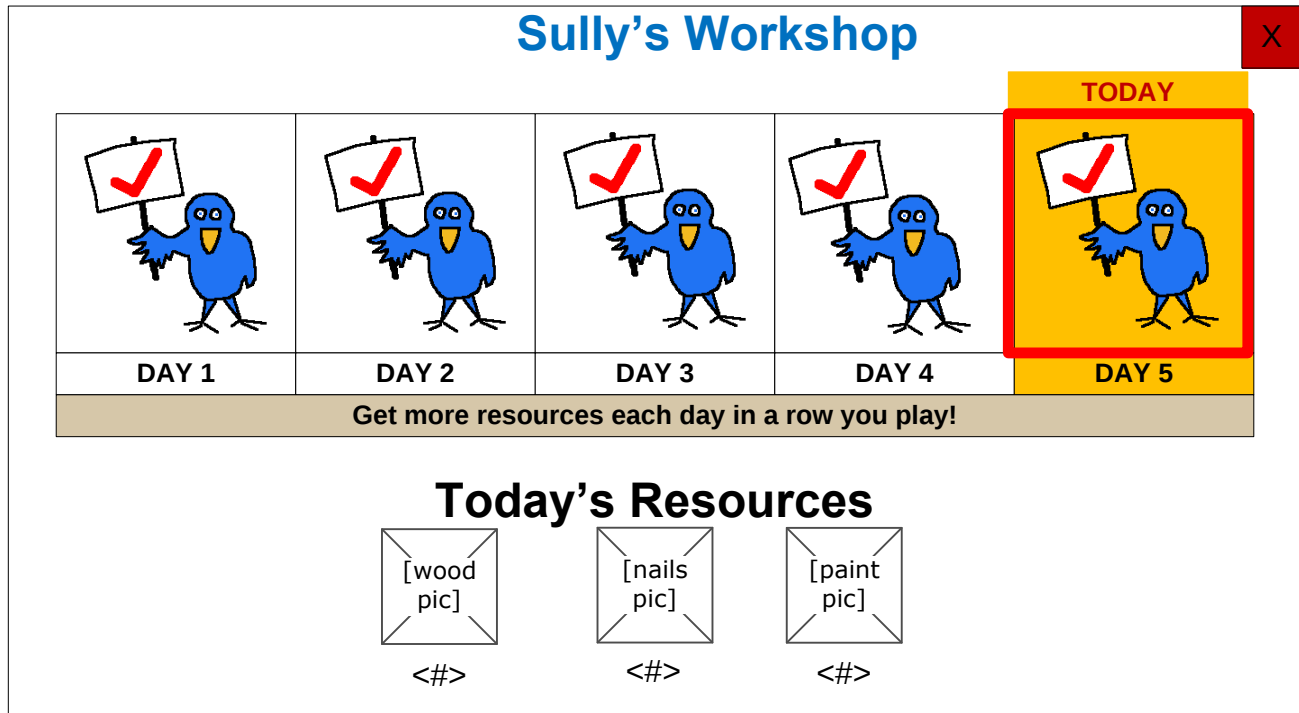
Get more resources each day in a row you play!

Today's Resources

[wood
pic]
<#>

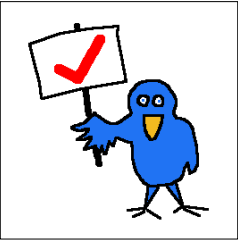
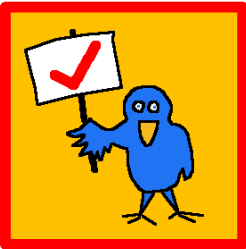
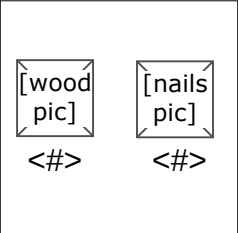
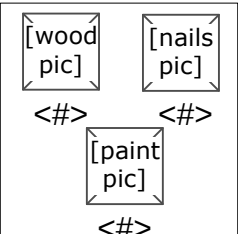
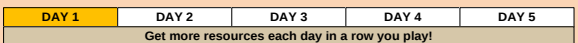
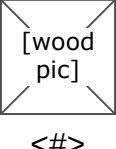
[nails
pic]
<#>

1.2.5. Day 5 Dialog



1.2.6. Dialog Elements

Element	Description	Functionality
Sully's Workshop	Dialog title.	None.
X	Close control.	None.
TODAY	Label above the reward box for the current day.	None.
TOMORROW	Label above the reward box for the next day.	None.

 Claimed in previous days  Claimed today	Days 1-5 Claimed Rewards Boxes. We show an amusing graphic of a bird holding a checkmark sign, indicating that those prizes have already been claimed. The prize box for the prize claimed today is highlighted/colored specially.	None.
	Days 2-4 Unclaimed Rewards Boxes. For days 2-4, the prize boxes show the resource icons plus a number showing the amount of the resources to be gained.	None.
	Day 5 Unclaimed Rewards Box. As Days 2-4 Unclaimed Rewards Boxes but with the third resource also shown.	None.
	Days display and a play-daily call to action. See next elements below	None.
 	Days display. The current day is highlighted.	None.
Get more resources each day in a row you play!	Play-daily call to action.	None.
Today's Resources	Label.	None.
	Resource Reward Icon <#>: Amount of resource.	Mouseover Text: <resource name>