

Nurturing Birds Lite

Eggs, Camera, Action!

1. Summary

- Requirement: Player must get to gold friendship with a bird and build a house for it.
- After house is built, the bird talks to player (via a hidden goal may be best): The bird and its mate are starting a family. There'll be an egg tomorrow (we'll actually a 22 hour countdown). Come back then and help us hatch it.



Thanks for building me a house. My mate and I are starting a family. We'll have an egg tomorrow. Come back then and help us hatch it!

OK

- This timing is the same for all birds and cannot be speeded up, so that players have a clear reason to come back the next day.
 - There is no penalty if the player takes longer to come back.
- Residency bird houses currently are harvestable like other bird houses. We will need to meld this with nurturing: We use custom icons and mouseover text for nurturing in place of the regular ones. Harvest rewards will be triggered at certain points:
 - When the player clicks the house the first time to start egg hatching and the last time to end egg hatching. Intermediate egg hatching clicks do not give rewards.
 - When the player clicks the house the first time to start raising hatchling and the last time to cause the hatchling to grow up. Intermediate raise-hatchling clicks do not give rewards.

2. Nuturing States

- Egg not yet laid:
 - House State: Egg Laying Waiting
Harvest Icon during countdown: None
Mouseover Text:
 <house name> for <bird name>
 Egg will be laid in <time>
- Egg is ready! The player can click it to speed things up (and harvest the house's rewards). The egg will next hatch in some amount of time, which the player can speed up by clicking or instantly hatch by paying.
 - House State: Egg Hatching Clickable
Harvest Icon: Egg
Mouseover Text/Graphics:
 <house name> for <bird name>
 Click to help hatch the egg (<#>/<#>)
 [button:] Hatch immediately for <#> [BB icon]
 - Notes:
 <#>/<#> is the number of clicks done/number of clicks required to hatch

the egg.

<#> [BB icon] is the number of bird bucks to hatch immediately and the BB icon. This needs to be inversely proportional to the number of clicks done (so that the price goes down as the player makes more clicks).

Functionality:

1) When clicked, increment the <#>/<#> by one (e.g., 0/7 to 1/7), reset the countdown, and go the Egg Hatching Waiting state if there are still clicks left to do, or go to the Egg Hatching Done state if this was the last click. Note that no rewards are given out for incremental clicks.

2) If the Hatch Immediately button is used successfully (the transaction clears), go to the Egg Hatched Done state.

- House State: Egg Hatching Waiting

Harvest Icon: None

Mouseover Text/Graphics:

<house name> for <bird name>

Help hatch the egg in <time>

[button:] Hatch immediately for <#> [BB icon]

Functionality: If the Hatch Immediately button is used successfully (the transaction clears), go to the Egg Hatched Clickable state.

- House State: Egg Hatching Done

Functionality: Open a Egg Hatched dialog and give out the house rewards. The dialog will congratulate the player on hatching the egg, show a hatchling graphic, and tell the player about helping to raise the hatchling. When the dialog is closed, go to the Raise Hatchling Clickable state.

- Hatchling needs raising! Works like the egg hatching, but with a different graphic.

- House State: Hatchling Clickable

Harvest Icon: Hatchling

Mouseover Text/Graphics:

<house name> for <bird name>

Click to feed the new chick and help it grow (<#>/<#>)

[button:] Grow up immediately for <#> [BB icon]

Notes:

<#>/<#> is the number of clicks done/number of clicks required to raise the hatchling.

<#> [BB icon] is the number of bird bucks to grow up immediately and the BB icon. This needs to be inversely proportional to the number of clicks done (so that the price goes down as the player makes more clicks).

Functionality:

1) When clicked, increment the <#>/<#> by one (e.g., 0/7 to 1/7), reset the countdown, and go the Hatchling Waiting state if there are still clicks left to do, or go to the Hatchling Done state if this was the last click. Note that no rewards are given out for incremental clicks.

2) If the Grow Up Immediately button is used successfully (the transaction clears), go to the Hatchling Done state.

- House State: Hatchling Waiting

Harvest Icon: None

Mouseover Text/Graphics:

<house name> for <bird name>

Help the hatchling grow in <time>

[button:] Grow up immediately for <#> [BB icon]

Functionality: If the Grow Up Immediately button is used successfully (the transaction clears), go to the Hatchling Done state.

- House State: Hatchling Done
Functionality: Open a Hatchling Grown dialog and give out the house rewards. The dialog will congratulate the player on helping the hatchling grow up, and tell the player about a new egg being ready the next day. When the dialog is closed, go to the Egg Laying Waiting state (which restarts the cycle).

Egg Hatching Waiting Times & Number of Clicks

Bird Rarity	Number of Clicks to Hatch Egg	Waiting Time Between Clicks
Common	3	2 hours
Uncommon	5	2 hours
Rare	7	2 hours
Super-Rare	9	2 hours

Hatchling Waiting Times & Number of Clicks

Bird Rarity	Number of Clicks to Grow Hatchling	Waiting Time Between Clicks
Common	6	2 hours
Uncommon	9	2 hours
Rare	12	2 hours
Super-Rare	15	2 hours