

Gamification proposal generated with ChatGPT

Content: History of World War II

1. Introduction: Welcome to "LivingTime", a world where history is an ever-changing canvas. In this universe, a temporal anomaly threatens to distort the events of World War II. LivingTime is a hybrid reality, fusing past and present into one epic challenge. The rules are simple: learn to advance, collaborate to win.

2. Routine: The "Chrononauts", fearless and curious young people, are called to explore the LivingTime. Each one brings with them their passion for sports, technology and games. Their routine changes when they become temporal heroes, facing the threat of the anomaly and unraveling the mysteries of the past

3. Event: An unknown force has instigated the anomaly, unbalancing LivingTime. It was not an ambush, but a plan designed to distort the events of World War II. History must be corrected, and the Chrononauts are the only ones capable of undertaking this journey. A mysterious "Custodian of Time" emerges as a guide, supporting the heroes in their mission.

4. Call to adventure: LivingTime is transformed, presenting Chrononauts with the challenge of reclaiming History. Their goal: to understand the events that triggered World War II by overcoming puzzles, quizzes and historical simulations. The journey is punctuated by rewards such as virtual medals, collectible items and public recognition.

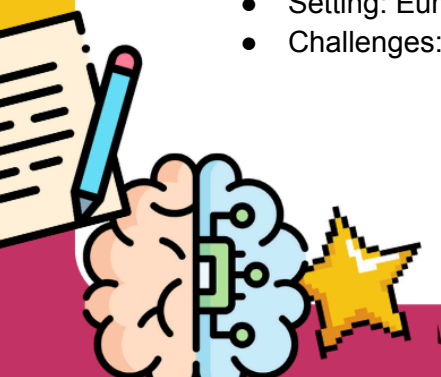
5. About punctuation:

- Scoring is a reflection of mission performance, accumulated earnings, and collaborative behavior.
- Badges such as "Architect of History" and "Temporal Strategist" are earned.
- A missed mission can be compensated for by completing alternative tasks, and attendance is crucial.
- The scoring formula is Missions Completed + Earnings + Attendance = Next XP Lvl.

6. Daily Journey

Mission 1:

- Title of the level: "Awakening in Time"
- Content: Events that started World War II.
- Setting: Europe in the 1930s.
- Challenges: Collaborative puzzles to unravel historical events.



- Objective: Simulations to understand political relations.
- Consequence: Partial rewards encourage active participation.

Mission 2:

- Title of the level: "German Trail"
- Content: The advance of the German Empire over Europe.
- Setting: Western Front in the 1940s.
- Challenges: Interactive quizzes and quick decision-making.
- Objective: Strategies in simulated situations.
- Consequence: Alternative missions to ensure everyone's participation.

Mission 3:

- Level Title: "Victory Revisited"
- Content: Allied Victory.
- Location: Post-war Europe.
- Challenges: Historical simulations, riddles, and puzzles.
- Goal: Practical tests on the Allied contribution.
- Consequence: Partial rewards highlight hands-on learning.

7. Final Challenge: The Chrononauts face the "Temporal Anomaly" in an epic battle, exploring the villain and connecting to the elements found along the way. Hints are given to use developed skills. The most complex lesson is presented, challenging players to apply their knowledge.

8. Analysis and Awards: The leaderboard reflects accumulated XP, badges, and attendance. Awards include public recognition, prominence in tech communities, and special celebration.

9. Finalization: By overcoming the "Temporal Anomaly," the Chrononauts restore order to LivingTime. History returns to its proper course, and the participants, now temporal heroes, leave the experience with a deep knowledge of World War II and the knowledge that they shaped the course of LivingTime.

