**Badge Titles possibilities (Need to show progression)**

1. Badges

Drop<Ripple<Wave

Pebble<Rock<Gem



1. Physical characters/items/things?

Fill up a fish tank- earn water through time participating (say five logins)

buy supplies/fish through points accumulated



1. Creating a path of pebbles to something- have opportunity to unlock different areas

- some kind of intrinsic prize

- levels ranking

- story-driven

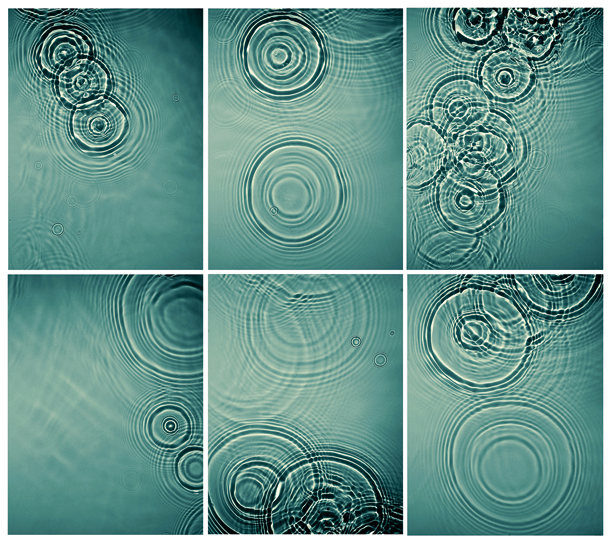


1. Measure influence- ripple growing larger/expanding

Interactive social media element allowing users to see other participants and growing influence

New project means new start to new ripple

Visual showing progression



**Progression**

Shows transparency and gives player meaning in work.

