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# SED Reward System



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## ***Intro***

### Game's overview

#### **High concept**

In Cirrina, you and your friends incarnate a bunch of octopi in a fierce 3D hide and seek game where you'll use your octopus' blending capacity to mimic the background and hide from the seeker in daylight.

#### **Target Audience**

Children, Teens and young adults

Cirrina is a party game targeted at people who want to play with friends. Cirrina is not a hard game to learn and play so this game is for casual players as much as pro gamers, it is aimed at having fun and spending time with friends.

#### **Genre**

Multiplayer, asymmetrical, party

#### **Number of players**

2 to 6 players, online or local

## Reward system

### **Design Goals and Constraints**

We want to reward the player while playing so they have a feeling of accomplishment and satisfaction. We want to reward the players for winning and punish them for missing but we don't want that to discourage the player from playing again so a small reward for just playing is an idea.

As Cirrina is a hide and seek party game, we want the players to use their creativity to find the most interesting hiding spots. Thanks to the blending mechanic, Seekers will easily pass in front of Hiders without noticing them, thus making a fool of themselves which can be rewarding for Hiders.

At the same time, being a Seeker can be frustrating as you are the one people will make fun of, so, we want the Seeker to have some sort of power so that the role of Seeker doesn't become a drag, but, we don't want that power to be unbalanced and completely wipe out other players fun.

Finally, we want our players to have rewards for playing the game so that players who spent a lot of time playing can detach themselves from new players.

Cirrina hasn't got a lot of resources that we can reward players with as it is a small game meant for quick convivial gaming so this makes rewarding and punishing players limited

### **Intrinsic reward analysis**

the player will put in their skills of hide and seek and then finding players validates their skills and makes them feel like they are good at this thing.

When the seeker finds his friends he is filled with a sense of joy and power, especially when he finds the people who were really hard to find.

the hiders will be filled with joy and a sense of pride when they see the seeker walk straight past them without even knowing that they are there. knowing that they've found the perfect hiding spot.





## Player Compensation

For the seeker -

Whenever you find someone by shooting them with ink → you get an ink cartridge

Whenever you shoot ink into nothing → you use up your ink

Whenever you're out of ink shot → you lose

For the hider -

Whenever you're found by the Seeker → you can't play anymore

Whenever you collect hidden coins spread around the level → you increase your gold amount which can later be spent later into cosmetics.

Endgame

If you win → you get 3 coins (the coins can be used to buy cosmetics)

If you lose → you get 1 coin for trying

## Table of Compensation

Reward

Punishment

	Event	Schedule	Seeker reward	Hider reward
1	Win	End of game	3 coins	3 coins
2	Loose	End of game	1 coin	1 coin
3	Find	All game long	Ink cartridge	Can't play anymore
4	Collect	All game long	Get coins	Get coins
5	Shoot ink (no target)	All game long	Use up an ink	//
6	Out of ink	All game long	Loose	Win

## Potential impact of extrinsic rewards on intrinsic motivation

Concerning the seeker :

Winning gives a feeling of accomplishment. Even though there's no ranking system, winning is always a good feeling of satisfaction. In this game, with the fact that you have to search for the hiders, finding them is a fine flair.

To obtain coins as the seeker is satisfying as well, as you can spend them for customization, and gaining skins is always a good reward for the player. You have to search for coins during the game, and knowing you have to get x coins to obtain the skin you really want, added to the fact that the winning team has more coins will reward the player with intrinsic motivations.

Concerning the hidders :

Same as the seeker, if you win a game, you will feel rewarded. Also, seeing the seeker walking in front of you without noticing you can be seen as a good reward. Playing as a hider, trying not to be found by the opponent, and reaching the objective is in itself already a reward, thanks to the feeling of accomplishment and winning.

Concerning coins, this has the same feel as before, but the gameplay will change. As you are the hider, you have to avoid the seeker, but if you search for coins you have to move and take the risk to get caught by your opponent. This is a risk and reward system as you want to customize your skin, but need to win the game to have more coins.

## **Annex**

### **Reward System Design process + lessons learned**

We started out looking into the GDO and making sure we were all on the same page of the concept. we then started looking into different reward systems and choosing which system we wanted to use. We then adapted it for Cirrina and documented it here.

While designing this Reward system we learnt how to really look into how our favorite games reward us.

We learnt that rewards and balancing are also closely intertwined as too many rewards can unbalance the game in the same way that too many punishments can do the same thing.

