Resarch Notes

# Changing variables

The changing variable through out the deliverable will be the reward system. This will be modified to encourage more difficult gameplay. Potential options are:

* Lock difficulty for next two games, 2nd game is a blind pick.
* Increased reward for harder difficulty
* No Increased reward for harder difficulty

These will work alongside the life system which will give the player 3 chances to fail, though also serves as a factor for the player to consider if they are deciding upon a harder difficulty.

# minigames – How to test a variety of skills

**Read: The Art of Game Design – Ch 12**

# Maslow’s heirarchy of needs

Core concept is that “people are not motivated to pursue the higher level needs on the list until the lower needs are satisfied” (from Art of Game Design – Ch11)

# Self determination theory

# Rewards

Overjustification Effect occurs when an expected extrinsic reward lowers a players motivation in a game.

Players carried through a game through a game by a system of rewards (such as leveling, gear) and when that system stops the players motivation is also stopped, unless the system is replaced by other rewards.

# Questionnaire – keep it ethical

# Referance list

The Art of Game Design: A Book of Lenses (Jesse Schell)