Game EconomyThe Secret Museum

**Overview**

The game economy presented is an example in case for how the level difficulty can be adjusted and how the puzzles could be designed based on time for solution observation (whereby through playtesting we can observe how long it takes the player to solve the puzzle and adjust accordingly)  
  
This approach can be observed through two methods, Logarithmic or Exponential to see which is best suited for player challenge and overall feel to the game, taking into account that it does not sacrifice the core narrative of the game.  
This is done through timing/pacing and asking the question, will the player focus on how long the puzzle is taking to solve, or is it too fast to solve based on the level? What will be their focus and how important is the narrative at that point? (Logarithmic may be the best approach to this for a slow approach that eventually increases in difficulty rapidly towards the last two levels)  
  
**The Economy Relationship**

Each level (5 in total) has a key character in which the player can interact, the difficulty can be adjusted with the type of puzzle;  
  
In the instance of the first level with Johnny Appleseed, the player can talk to Johnny, and Johnny charges the player to just plant a certain amount of seeds to grow in tilled soiled with easily accessible seeds and water, the trees will grow fast while the player is in the level to see their progress, and in turn they are rewarded with Johnny’s Seed Bag for The Secret Museum display and apples (the apples will be used for the next puzzle)  
This first puzzle is designed to be straightforward with all the tools available readily for the player to interact.

The 2nd example is the 2nd level with Tom Sawyer, whereby the player is charged with painting several fences in a set period of time, but as the player cannot achieve this by themselves they can encourage other characters (Tom’s friends) to help you paint and if you have the apples from the previous level, you can entice them with apples as a reward/payment, this puzzle should take a little longer and can be adjusted through dialogue to guide the player to the desired amount of play time in this 2nd level puzzle.

**Addendum**

If in proving that the puzzles take a short or longer amount of time we can lengthen/shorten the dialogue if puzzle implementation proves to be difficult as a last resort to stick within the timing expectations of play, if this is the case, we may need to adjust the economy to take dialogue into account as a variable.