

big field with purchase options: + speed or new respawn point.

Does presenting the player with collectible objects that can be spent for character skill upgrade motivate the player?

The answer is yes. When the player is presented with a clear and concise objective of collecting units, his gameplay is enhanced. The player becomes focused on collecting gold and becomes very conscientious of the game's setting to properly spend his gold in order to further increase his collecting output. This cycling process of (collecting, spending on upgrades, collecting faster and on and on) is, as observed, very motivating for the player and it increases his focus. For my build specifically, there was a complaint about the collection of gold. In fact, because there was a physical obstruction when collecting gold, the flow of collecting was not as smooth as it could of been. This slight interaction delay was displeasing to the users, especially when the speed of traveling was greatly increased. This tells me that the process of collecting itself must be reinforced both in visual and in audio, since the experience must remain satisfying across levels.