Gamification Concept

Design Document

What part is gamification:

Players will first take part in a daily quiz. Depending on the difficulty of the question players gain a certain amount of points. These points will be then used to spin a gacha machine. On the gacha machine there are 3 different options that the player can get. The first option being spin again, essentially the player has wasted their points spinning and has to use more points to spin again. Another option would be the player earning points however the points they would earn back is lesser than the number of points required for 1 spin. The last option is a figurine of the main protagonist of the game.

Player Types

Willing

Achiever

Socialiser

Philanthropist

Not Willing

Exploiter

Consumers

Self-Seeker

Why we target these players

Achievers will be attracted to our game as they will try their best to get the most difficult prize being the keychain figurine. As for socialisers they would encourage their friends to try and see who will be able to spin and get the keychain figurine first. Self Seekers are the types of people who relate themselves to the community by creating forums for answers for our quiz. With Self Seekers creating forums Philanthropists.

Exploiters will realise that some of the questions repeat overtime and they can use the same correct answer over and over again to gain points from those questions. Consumers are perfect for us as we have multiple extrinsic gifts to attract these type of players.

Website Features

Daily Quiz. This attracts Achievers, Socialisers, Self-Seekers, Philanthropists, Exploiters. The Daily Quiz is for players who want to achieve mastery on the questions as they would compile correct answers. When a forum is created for the answers Self-Seekers will be the people who help other community members gaining an online status which people can refer to them if they have questions. Philanthropists are similar in a way they can chip in and help others who have trouble getting the quiz correct. Thus Socialisers can use these online platforms to connect with others. Exploiters who find out what the answers are to the quiz will also find similarity with the daily quizzes as the questions asked can be repeated hence these type of players will exploit that question to get the question correct everytime.

Gacha Machine. This attracts Consumers. Since Consumers act on the system for extrinsic rewards such as our steam gift cards and the elusive naru and ori figurines.

Ramp Model

Reward Type: Extrinsic

We have gift cards for steam. Since these are rewards that players will claim or use, these do not have long lasting effects on a player however we think that these rewards will entice players to keep playing. Steam gift cards can be used on any item on steam from games to buying other items of the community board on steam. This entices any type of steam user as they have a chance to earn steam gift cards that they can use in steams store.

Reward Type: Intrinsic

The figurines that people can get are made of plastic and are the models of the two protagonists of the game naru and ori. This will help players feel a sense of belonging. What this means is that players who get the figurines not only feel a sense of achievement since it’s a small chance to get the figure but also since the figure is so exclusive players that it feels personal.

Players relatability will come in play when they come together to discuss the questions in the quiz. This helps to create a community which will create a bigger player base so that they can solve the questions quicker and get more points and spin the machine enforcing the reward loop.

Autonomy which would need creativity and freedom of choice, players can choose what to do with their steam gift cards. When they claim steam gift cards there is no expiration date to use them so they can use them whenever they want on what ever they want on steam.

When players take our quiz to earn points however the questions in the quiz are different every time they take the quiz. Hence trying to master our quiz o that they get every question correct is definitely a challenge. However once players start to see that some of the questions are repeated sometimes they can start to form a list of answers that will satisfy these questions that are thrown at them.

The purpose of the quiz is truly for people to test their knowledge on the game ori and the blind forest. Hence for our user base who has interest in the story or lore of the game they would find purpose to test their knowledge and they are rewarded with points to earn prizes.

Reward System

|  |  |  |
| --- | --- | --- |
| Type of Question | Points Given | Evaluation |
| Multiple Choice | 100 | Instant ( there is only 1 type of right answer) |
| Short open ended | 300 | Slow (manual reviewers are needed to check for syntax or wording error) |
| One word open ended | 200 | Normal (one word answers need syntax checks) |

With the types of questions stated with the points allocated players will save up these points and use them on a gacha machine. When they get the spin again outcome players will have to use more points to spin again. Hence players will have to keep doing the daily quiz in order to earn more points to get more spins on the gacha machine.

A diagram of a diagram

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