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 wheel. On the wheel there are 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 keychain figurine of the main protagonist of the game.

Player Types

Willing:

Achiever

explorers

Not willing:

Killers

Socialiser

Gamification Appeal

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.

Game loop

learn about the game from either the game itself or from the wiki -> do the quizzes -> go the gatcha ->win