**\*no direct PEOPLE FUN – unable to implement well in allowed development time**

**HARD FUN**

*ACTIONS: Goals, Obstacles, Strategy*

*EMOTIONS: Frustration, Fiero, Relief*

*MORE: Amass points, Strategy has benefits*

*LESS: add fun failure stress*

Customising player action: different weapon pick ups, fire rate, range, damage.

**SERIOUS FUN**

*ACTIONS: Collection, Rhythm, Repetition*

*Emotions: Excitement, Zen focus, Relaxation*

*MORE: tangible and meaningful rewards*

*LESS: allow for experimentation*

Game story: immersive story, influenced by action.

Side Objectives: collect memory fragments, time dependant.

**EASY FUN**

*ACTIONS: Exploration, Fantasy, Creativity*

*EMOTIONS: Curiosity, Surprise, Wonder, Awe*

*MORE: off-track play*

*LESS: rewards/achievement unlocks*

Twitch based

Puzzles - Mechanic to uncover hidden map parts

* Gravestones (or other) open locked doors in sequence (pokemon style)
* Pokemon ice cave ‘navigate route through’
* Matching game
* Lock pick

Choice of route through selection screen (countdown timer forces choice between memory) – illusion of choice at least

