**A document on how to generate replay ability within our game.**

Factors that can influence replay value. (Some sourced from the Wikipedia about Replay value).

* Plot.
* Multiple classes.
* Multiple characters.
* Alternate paths/stories.
* Unlockable content.
* Alternate endings.
* Random generations of game environments.
* Challenge modes.
* Trophies.
* High Scores.

Video games generate replay ability differently depending on the way the game presents itself, whether it be through narrative, mechanic or any other means. Games such as RPG’s will usually create there replay value from having lots of options involving the player characters and their stories.

Other games such as super meat boy can create a strong replay value through the rewards and completions bonus you can receive if you complete every level, with later levels opening up challenging aspects of game play such as more levels or a “hard mode”. Borderlands 2 has its “ultimate vault hunter” mode and “true vault hunter” which increase the level of difficulty the game is and can influence players to play their game three times instead of just the one.

**How we can make a replay value in our game.**

Our game is based around a physics based mechanic using friction, because of it being fast passed levels based around mechanics and not narrative, this game would have to create a replay value using methods such as high scores and possible “hard modes” that spark competitively between the two players and hopefully increase the amount of times they would play the game.

**High Scores;**

The game will grade the players via score on how close they end up near the end goal, as the players will play under my planned five level structure they will have multiple chances to increase their score, and at the end the player with the highest score will have it displayed until it is beaten by any other player, this will create a replay value within the game as players will want to beat that score.

**Trophies;**

We will implement a small amount of trophies that can be earned by players depending on their scores, scores with certain player characters, playing the game for a certain amount of time, and even being bad at the game, this aspect of collecting all trophies will potentially generate more replay ability and hold a niche group of players.