**Player Progression in our group game**

Not long ago we had a group meeting with a lecturer, where we discussed how we could tackle forms of player progression within our group game without having to worry about an overwhelming narrative.

The solution that we came up with was to add additional challenges and objectives the player could chose to complete to unlock rewards to keep their attention on the game.

Below I have come up with eight ways that we can add to introduce progression and ways to indices the player to play our game.

**How can we implement this?**

* **Request:** The player could receive certain request from Mari (The Cat Companion) that need to be completed before the player can choose to move on to another island to paint. In short, a form of gating the player, requiring them to complete a set amount pre-generated tasks before being able to progress further.

The player could possible open another tab in the menu to check “Main line quests” to keep up to date with their requests, the player would be rewarded with not only progression but also new colours and possibly skyboxes. This could be one way to implement challenges.

* **Challenges:** This was a suggestion given to us by the lecturer within the meeting, but another way to tackle this issue is to implement challenges that can be completed at any time throughout the game. For example, colour an island that is certain time of year or one entire shade of green.

Again, like the requests this would be implemented by allowing the player could open another tab in the games menu to check up completed challenges. Like a bingo board, each challenge could be punched out to revel a reward for the player. These rewards again could be the same as request, minus the progression, although these rewards could tie in and help them with the requests.

* **In-Game time challenges:** For this one the player would be rewarded for completing challenges that require them to be playing the game for a set amount in-game minutes, hours and days.

Again, the rewards would be rather similar but might have be considered rarer than the others, as these rewards require the player to invest their own time into the game more so them the others. This would be implemented like how the regular challenges would be but rather making sure the player has completed a set task. It would check how long the player has a been playing for, using Unity’s built analytics function.

* **Daily Challenges:** Daily, every time the player opens the game they could possibly be introduced to a randomly generated challenge which changes daily. Which in return for complete said challenge the player would receive a unique reward for that daily challenge.

How could we implement this? We could have a notification system which would alert the player when they open the game to remind them to check the daily challenge and remind them that there is a unique reward for completing it.

* **Daily gifts:** When the player opens our game, they will receive a single free reward. Although unlike the other rewards, this free reward will be rather minimal. As its purpose is to indorse the player come back on daily to revive free reward.
* **First time players:** When a player plays our game for the very first time, will be rewarded a set of free gifts. Although unlike the daily gifts this one-time reward won’t be minimal at all, as it will be the equivalent of a regular challenge.

The would be implement rather like how daily challenges would, but just for the one time though. This would be done to indices the player to play the game and get stuck in.

* **Tutorial challenges/rewards:** Like how first-time players are rewarded for purchasing the game, they will also have to play a tutorial which could possibly require them to complete a set of tasks that teach the player the games mechanics and rewarding them for each task they complete.

Not only does this introduce the player to games possible challenge system works, but could possibly could indices the player more, getting them hooked onto wanting to unlock more rewards. This would be implemented by tying it in with the request option.

* **Late challenges/rewards shown early:** Within the challenges tab, possible challenges could be shown that require other challenges to be completed first.

This could be not only another way to indices players to play for longer but also add in another form of progression to the game, by making the player complete other challenges first, which then adds onto the timed challenges unlocking rewards that will be needed to complete these late challenges shown early.