**Potential Rewards and Gratification for the Player**

I have been given the task to research how our game could reward the player when playing our game.

To begin the research, I played and watched videos of the following games:

* Leap day
* One More Line
* Badland
* Toon Blast
* Tower of Babel
* Guitar Hero
* Nidhogg

From the research I gathered I began developing ideas of how our game could implement rewards to help keep the player engrossed and immersed.

**Powerups**

Our game could introduce powerups into play, this would ensure the player is being rewarding for playing well. Adding powerups will also give the player a sense of gratification because they’ll be achieving something throughout the gameplay.

Types of powerups to include:

* Double multiplier – When the player activates the double multiplier, then every node they tap for the duration of the powerup has a x2 effect on the score.
* Slow down – The slow down powerup basically slows down the speed of the QTE for the duration of the powerup.
* Take nodes away – This powerup will take nodes away from the QTE.
* Safety net – this power up will allow the player to miss one node and the node missed will count as a perfect node.
* Rewind – When rewind is played the player will effectively rewind back to certain part of the QTE and have a chance to play the sequence again.
* Invincibility – For a duration of time all nodes count as perfect taps, even if player doesn’t tap at the correct time.

We could also include powerups which allow the player to affect their opponents game. This could be a great way to allow a losing player to get back into the game and in turn create a fairer game. These powerups could include:

* Speed up – the player can speed up their opponents QTE, making it harder for the opponent to score points and get combos.
* Add more nodes – This powerup when played will increase the number of nodes on the opponents QTE.
* Splash – the player with this powerup can squirt their opponents QTE with tomato sauce. This will impair the opponent’s visibility of the QTE for a duration of time.

**Visuals/Animations**

I believe it’s critical to our game that we include various animations when the player has achieved something. By including animations, we can show the player when they are playing well and help the player to feel rewarded for their good play.

* Tapping the nodes – We could include an animation that happens when the player taps the node perfectly. The word “perfect” could appear, or the node could explode into stars.
* Combos – When the player begins to achieve a high combo, the visuals of the QTE could change. So, when the player hits a x5 combo the QTE visuals begin to change colour, stars start to appear around, the combo shown on screen becomes bigger.
* Playable character animation change – When the player does something good like a high combo or grabs a powerup, then the PC changes animation. The PC could perform a fist, backflip or a dance.
* Score – when the player starts to achieve a big score then the game shows the player visually. The score starts to pulsate, change colours, emit sparks/stars or words could appear near the score to show the player they are playing well.

**SFX**

Having SFX to work parallel with the visuals/animations would work well to help emphases rewarding the player. This could include having the words perfect or high combo spoken out when achieved. The playable characters could speak to the player telling them how well they are doing. When the player receives or uses a powerup, the game could include a SFX that emphasis the reward.