Combinatorial Explosion Research and Implementation.

Combinatorial Explosion refers to an accumulative curve of content gating, where to reach new content requires different moderations of previous content blended together in various ways.

Idle Heroes does this with its character collection Gachapon Mechanics. To earn a high level character, one might need to have multiple different characters which are then exchanged for that character. In multi-character packs, players may receive a character that they already own. In this case, those characters can be exchanged to increase the level of that character, allowing progression and still rewarding the player.

In Sword Art Online: Memory Defrag by Bandai Namco, players are able to purchase the chance to earn a character. Players can select a single character purchase or an 11-pull which nets them 11 random characters (each character has its own weighting with rarer characters being harder to obtain). If a player receives a character that they already own however, they are replaced with a crystal currency that can be used to increase the current stats of characters in the player’s possession (the amount of upgrade crystals gained changes depending on the rarity of the duplicate player).

This kind of system could be employed by Gaia. For example, by mixing together different creatures, players could increase their stats, change their colour or learn a new behaviour. The trees could also level up by adding additional seeds or maybe even learn to grow multiple fruits. The fruits themselves may even become more powerful and create a positive feedback loop, allowing players to massively grow their creatures over time.