Theming Currency:

Most mobile games that rely on Microtransactions to make money use dual layered currency. Doing so stops users thinking about purchases as real money and so they are more likely to spend.

SEGA Heroes uses Gems and Gold

Clash of Clans uses Gems and Gold and Diamonds

Neko Atsume: Kitty Collector uses Silver Fish and Gold Fish

We could use Seeds as a form of currency as they are already valuable to our players. They produce the trees which produce the fruit as well as upgrade the trees. If we were to use them to trade for another kind of currency (a premium one that could also be bought with real money), it gives players the choice to grind or to spend. We already use Stars to represent value in Gaia (through the Creature’s overall score, and Tree Ratings), so it would make sense that Stars are valuable as a form of currency.

I propose that we trade seeds with the Giant to get pieces of a Star.

5 Seeds for a Star Piece and 4 Star Pieces make a Star, which will be tradeable in the shop.

We could also award Star Pieces alongside the achievements, creating Endowed Progress.

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