Emotional Goals Within our Game

What emotions are we trying to elicit from our players?

“Pleasure is defined as the enjoyment and entertainment, as opposed to necessity”. (Oxford N/A)

This relates into our game, when the player collects creatures for them to look after. The player is not required to collect many different variants of a coloured creature; however, players can choose to collect all the variants of the creature that are included in the game and this gives the player a sense of progression as they develop and gradually move towards an advanced state.

Another way of eliciting pleasure between players is by allowing players to collect the different variants of creatures in an unrestricted manner. This encourages people fun as players can show off their creatures that their friends might not have unlocked yet, and due to the players not requiring skill to unlock these creatures it elicits pleasure. “Malone has suggested three video game characteristics that effect the pleasure derived from playing: challenge (which is closely connected to competition that we have discussed in detail here), fantasy and curiosity.”

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The reason we are trying to elicit pleasure for our audience is because as designers our main goal to is to create great user experience for our players, so that they feel immersed and lose track of time whilst playing our game.

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