**Rewards System Initial Research**

BF Skinner

Skinner found through experimenting with pigeons that the optimum schedule was that of a variable ratio reward. He found that the pigeons under study were most likely to press a lever when there was a 50% chance of receiving a reward, when compared to receiving a reward every time.

Reward Schedules

* Fixed ratio schedule: the player receives a reward after a fixed number of actions
* Variable ratio schedule: the player receives a reward after a random number of actions
* Fixed interval schedule: the player receives a reward after a fixed interval of time
* Variable interval schedule: the player receives a reward after a variable interval of time

What would best suit our game

A variable reward system to promote constant activity, since planting a seed or hatching an egg has the possibility of revealing a reward. This would consequently cause intrinsic motivation for the players because they are free to plant seeds and hatch eggs gaining rewards for fun instead of being asked to do so. But we want to also include fixed reward schedule to incorporate a needed break in the game for the player. This will then combat players burning out as they know if they do not receive a variable reward, they know they still have a guaranteed fixed reward to focus on, work towards and achieve.

We will want the first two initial variable rewards to be enough on their own to purchase for example a spin on a Gacha machine, however the first two spins guarantee a rare creature, but the player will not be informed of this. Similarly, to Crossy road which first two variable rewards are 3-minute wait, 110-coin reward, then a 6-minute wait, 120-coin reward (costs 100coins for 1 spin on the machine). After that the Crossy Road variable rewards are not higher enough to purchase 1spin on their own.

