# Flight of the Majestic Emotion Map

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| Pleasure/Happiness | **Short Term:** Instant success through easy swipe and tap controls. Immediate arcade action with fantastic mobile visuals delivered through UDK. |
| **Long Term:** Completing the story, achievements and ship upgrades. Dominate other players by submitting best times and scores to the leader board. |
| Stress | **Levels –** Levels begin easy and advance to almost impossible. The player will need to advance their craft through successful play to enable them to be victorious moving forwards. |
| **Rewards –** At the start of each level the player is shown a list of three achievements that are attainable within the level. These function like multipliers for score and bonuses for advancement points. By failing to attain them the level of grinding will increase. |
| **Advancement –** Each level requires the player to meet certain criteria to be successful. This requires the player to grind previous levels for more advancement points or short cut via micro transactions. |
| Strategy | **Reactions –** The game requires swift reactions to succeed initially but through repetition the player can learn layouts and spawns. This gives a sense of visual progression for the player enabling them to challenge for the top scores and 100% completion. |
| **Intelligent Advancement –** By focusing on the weaknesses of a players game and enhancing it via the advancement system a player can become more competitive to challenge on the leader board, complete achievements and reduce grinding for progress. |
| **Monetization –** The easiest solution is to purchase advancement points via MTX. Cheat purchase god mode. This effectively cuts out the gratification of earning everything but some gamers prefer to be the best without effort. |
| Social | **Leader Boards-** The game will loop into a collection of leader boards that factor best times for game completion, level completions and highest score. |
| **Social Networks-** The player will be able to Like the game on Facebook. They will also be rewarded for doing so. |
| Trophies | Players are given achievements for a host of actions. Some actions can be simple, time consuming or outright challenging. Achievements are shown as a simple visual list. Achievements will give score multipliers and bonus advancement points when completed. |
| By advancing the game story you unlock new achievements and access to more level based leader boards. |