LEVEL UP

QUESTS, ACHIEVEMENTS & DAILIES
WORKSHOP
PART TWO: DESIGN

FARMIN' FUN!

Build your family farm into an epic agricultural empire!

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- Farming
  - livestock
  - crops
- Crafting
  - food
  - furniture
- Social
  - roleplay
  - trade

TEND CROPS
& LIVESTOCK

CRAFT FOOD
& FURNITURE

GO TO THE
MARKET

UPGRADE &
CUSTOMIZE

LEVEL UP

TASKS

Break your gameplay systems down into single actions to create tasks

- Touch every system
  - List every action that players can do in your game

TASKS

Break your gameplay systems down into single actions to create tasks

Farming

- Buy
- Plant
- Water
- Harvest

Crafting

- Unlock
- Gather
- Craft

Social

- Throw a party
- Trade
- Help

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- Touch all of your content
  - List all item types that players can use, build, collect etc.

TASKS

List all content within your systems

Farming

- Farm Plots
- Seeds
- Wheat Seeds
- Wheat (harvested)
- Eggs

Crafting

- Recipe
- Tool
- Hammer
- Bread recipe
- Bread

TASKS

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Don't forget generic versions!

TASKS

LEVEL UP

Break your gameplay systems down into single actions to create tasks

Farming

- Buy farm plots
- Plant wheat seeds
- Water crops
- Collect eggs

Crafting

- Unlock recipes
- Gather nails
- Craft a chair

Social

- Throw a picnic
- Trade apples
- Water a neighbor's crops

TASKS

Create variety in quest tasks by categorizing your systems

Variety is important because it:

- Reduces overcrowding in a single system/area of the world
- Gives players options
- Keeps sessions feeling fresh
- Reduces player burnout

TASKS

Create variety in quest tasks by categorizing your systems

Some common categories include:

- **Social**: Trading, throwing parties, joining groups
- **Combat**: PvP, PvE
- **Exploration**: Traveling, reaching points of interest, finding secrets
- **Customization**: Modifying avatar, decorating home
- **Collection**: Finding, unlocking, trading for, or buying new collectibles

TASKS

Beware of tasks that create a poor player experience by:

- Not respecting players' time
- Forcing irregular gameplay
- Requiring players to meet unlock requirements
- Requiring currency spend
- Wasting resources
- Creating social conflict

DIFFICULTY

Difficulty is an expression of player effort

- Inherent to the activity

- Increased by modifiers

INHERENT DIFFICULTY

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Social	Completing the task involves social interaction	Trading systems	Varies, but generally harder because the player is dependent on the presence or cooperation of other players

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Timers & cool-downs	Players must wait for a timer to expire before performing the action (once or consecutively)	Corn takes 60 seconds to grow before harvesting Cows can only be milked once every five minutes	Harder, because it will take longer to complete (or more investment)

DIFFICULTY

Excessive difficulty can be dangerous

- Quests pile up and overwhelm players
- Over time, players experience burnout
- Burned-out players leave your game
- Even the most casual players matter

DIFFICULTY

Players like to be challenged

- When it's fair
- When they know what to do
- When they're adequately rewarded
- When they've recovered from the last challenge

DIFFICULTY

Understand the effort you're requiring from players

- Who is the target player for this task?
- How long will it take that player to complete it?
- What are the blockers?
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Remember, you are an expert at your game -- your players aren't!

DIFFICULTY

Create rules to keep difficulty in bounds

- Limit quantities
- Establish time maximums
- Restrict some tasks to long-term Achievements

The Unsinkable

Congratulations! You own the sturdiest ship in the game! This badge is awarded to the SharkBiters who racked up enough Shark Teeth to purchase the Titanic.

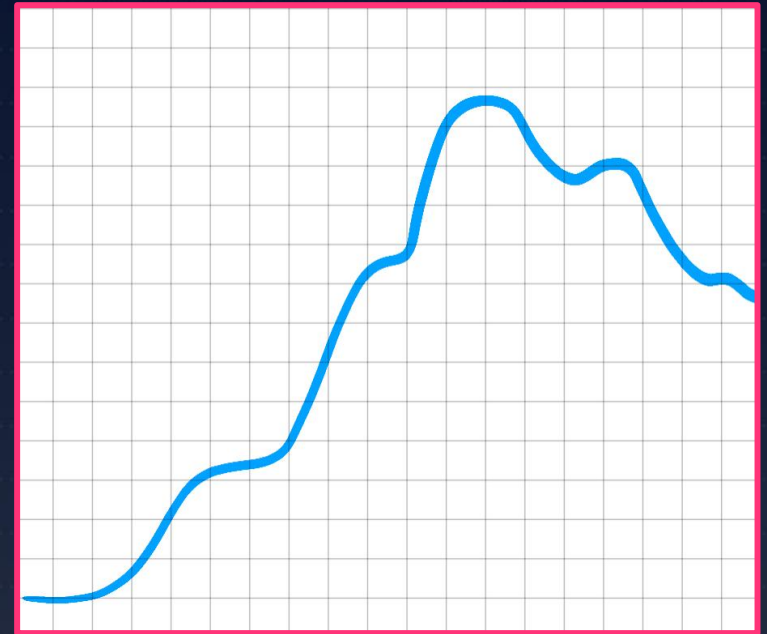| Rarity	Won Yesterday	Won Ever
0.0% (Impossible)	39	22892

DIFFICULTY

A sense of progress is important

- Especially early on
- Daily, even if small
- Short, medium and long-term goals
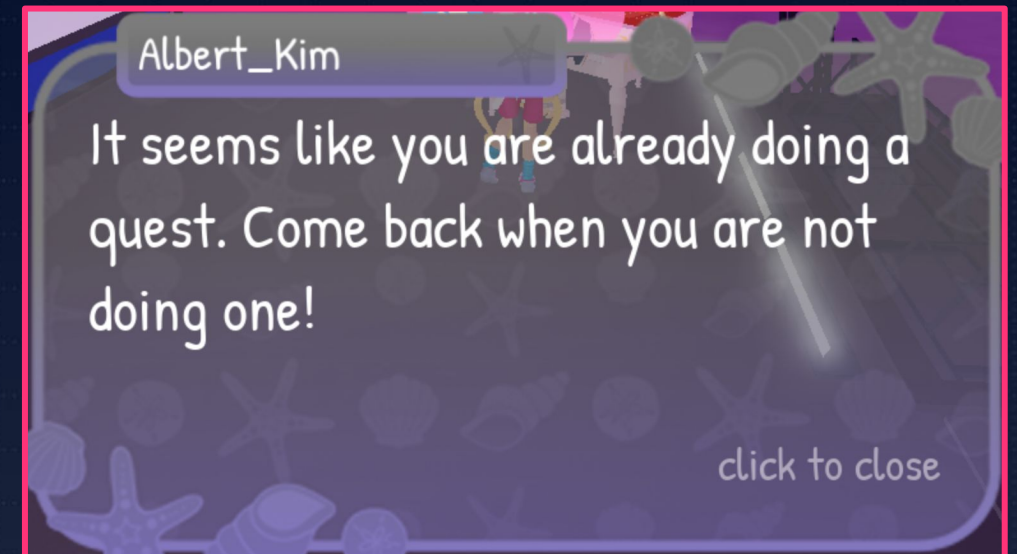
COMPLEXITY

When you create a set of quests:

- Balance difficulty for the experience as a whole
- Create a satisfying difficulty curve
- Keep it interesting with variety
- Allow for min-maxing

PACING

Protect your players from overload

- Limit number of active quests
- Allow for opting in
- Pace out quest-based events
- Consider providing quest management tools

Albert_Kim

It seems like you are already doing a quest. Come back when you are not doing one!

click to close

FUTURE SUPPORT

Keep your quest system alive

- New systems = new quests
- Swap out dailies
- Use quests to surface and promote
- Keep rewards relevant

CLOSING THOUGHTS

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- Be mindful of factors affecting difficulty and the amount of effort you're asking of your players

- Balance for the experience as a whole, not just individual tasks or quests

- Pace your quests carefully to avoid burnout

- Keep updating your quests when new systems and content are added to your game

KEY TERMS

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Achievements: Also known as Badges on Roblox, achievements use quest-like mechanics to create long-term player goals

Analytics: Metrics that track aggregate player behavior in a game, used to inform developers' decisions and identify bugs

Dailies: Quests that reset daily, whether the player completed them or not

Difficulty: A measurement of player effort, both inherent to the task and modified by factors like quantity, time limits, etc.

Engagement: An inference of player enjoyment derived from metrics like session length and number of sessions sessions per day

KEY TERMS

Hard Currency: Currency that is unique to a specific game and is primarily obtained by purchasing with real money

Progression: Players' advancement over time in a game, including content consumption and investment

Quest: A task or group of tasks that players complete to earn a reward

Retention: A metric representing the percentage of players who return to a game day over day. Commonly referenced metrics include Day 1, Day 7 and Day 30 (D1, D7, D30) which represent the number of players who play on their first day and return to play again a day, week or month later

KEY TERMS

Session: A length of time in which a player plays a specific game in a single sitting. Players may have multiple sessions in a day.

Soft Currency: Currency that is unique to a specific game and is primarily earned through gameplay

Surfacing: Also known as discoverability, the act of making a feature or information easy to for players to discover.

Task: An activity that the player is required to do in order to complete a quest. eg: Harvest 10 apples.

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