

Wanderfall - An Economy Mod

Devin Murray - April 27th, 2018

Proposal

I will be adding a resource called crystals. These crystals can only be obtained from completing time attacks and collecting all of the levels secret collectables. The crystals obtainable from the secret collectables is limited but rewards a lot, while the time attack crystal rewards can be repeated. For time attack there will be 3 tiers (easy, medium and hard) rewarding a number of crystals relative to the tier your time falls into.

With those crystals there will be an in game store where you can exchange those crystals for character skins and new particle effects (strictly visual). On how to exchange the crystals I have two variations:

- A) The player rolls for their reward. Similar to Dragon Ball Dokkan Battle, a mobile game where “summoning” rewards the player with new cards. This provides reason to play as there is a chance that even if you have summoned over 100 times, you won’t have 100 different cards.
- B) Everything has a price and the player can purchase what they want. This is similar to Guacamelee as it is also a single player (co-op too) experience, and they have an in game shop where you can purchase skins using silver which is a currency rewarded for completing challenges in game.

Types of rewards you could expect may be confetti particle effects, and the chance to play as Marty McFly!

Research

As I’ve mentioned before Guacamelee features a shop where the player can purchase skins using silver. They also added a steam community page where the community can create skins and import them into the game, adding their skin to the in game shop for others players to purchase and use.

Dragon Ball Dokkan Battle provides randomness with summoning cards. This costs “dragon stones” which are obtainable from either completing in game content or purchase with real money. This is for a different type of game however, seeing as summoning the cards is for creating the strongest deck of cards and Wanderfall would be for looking good. The application of having a strong deck of cards provides more incentive to roll for rewards.

Destiny 2 is another game featuring a source for random rewards. They have faction rewards built in as random engrams which the player is rewarded with a random item for either armour, weapons or something else. There’s a lot of negative feedback and positive feedback from the community on this subject, but it comes down to one main concern. Events like Iron Banner provide the player with a limited amount of time to obtain a set of armour and weapons specific to Iron Banner but the rewards are random. So players usually end the event with half the armour set complete, unlike in Destiny 1 they provided the means to purchase each armour piece separately which felt more rewarding.

Design

Virtual Goods

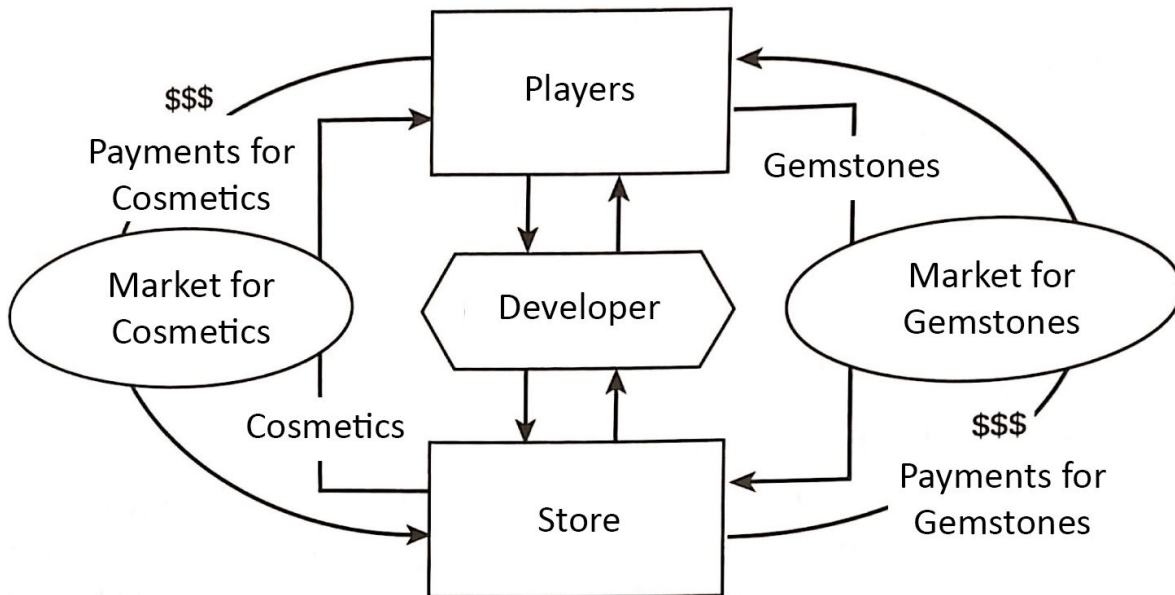
The goods purchasable in this economy are **social** and **hedonic** only. Cosmetic items such as skins for the main player and new particle effects for the board provide no functional purpose other than making the player feel more engaged with customization. Some items may stand out to different types of players such as movie buffs wanting a Marty Mcfly skin. The social aspect can come into play when a streamer or a friend is playing the game with a skin someone else doesn’t have, creating want or demand for that skin.

Virtual Currency Sources of Value

The gem stones are a **commodity** in which the player can collect from completing time trials and completing missions.

The gem shards are a **representative** currency in which players collect from breaking down duplicate items received from the eShop. With 10 gem shards, the player can combine them into 1 gem stone.

Macroeconomic Design



The wheel of wealth begins with the player wanting cosmetics from the store, to which they trade gemstones. The store provides the cosmetics through loot crates and takes the gemstones from the player.

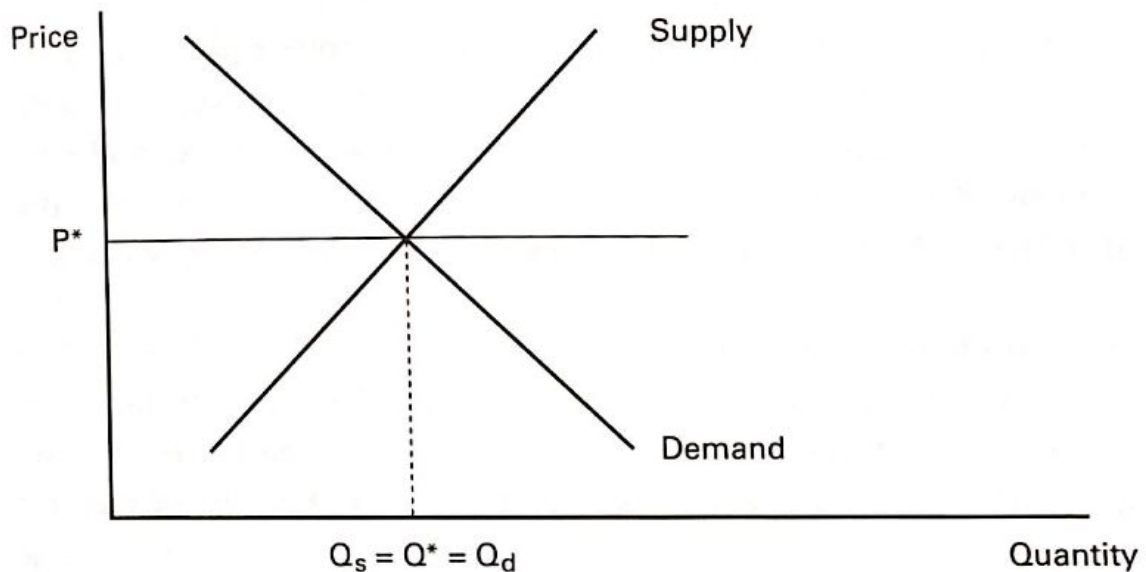
	Gemstones	Gemstone Shards
Faucets	Completing time trials	Scrapping duplicate cosmetics
Sinks	Buying loot bags from the store	Crafting a number of shards into full gemstones

Currency Attributes

Gemstones prove to be good money because they fall in line with many of the attributes good money refers to. Gemstones are **valuable** in game because they allow the player to buy items from the eShop. They are **fungible** in that every gemstone is as good as the other. Gem shards however are not equal in value but are a source of **division** for gemstones. The quantity is **verifiable** by a UI on the main menu pause screen. It is **recognizable** and **durable** as well as having **constant value** because it is monetized by the developers and created specifically for

Wanderfall. Since it is a virtual currency it automatically checks off **transportable, low demurrage, protectable, anti-counterfeiting, private, flauntable**, and **accountable**. The last five are only if Wanderfall provides a secure and private system to which it should.

Supply and demand



The **supply** of gemstones comes from completing time trials and completing missions, but they can only be acquired once from each. Therefore the demand for gemstones increases the more a player completes the game, because in the beginning they will have a lot but at the end they won't have anywhere to acquire more gemstones. If players demand more gemstones they need to pay real money and buy gemstones from the eShop. From there they can collect gem shards from duplicate items.

Creating more **demand** for gemstones can come from additional content added to the game. With every new skin added to the store, new missions can be added providing new gem stones to obtain.

Pricing Methods

The cost of loot bags come in a variety from single loot bag to multiple. 5 gemstones for one loot bag, and 10 gemstones for 3 loot bags. This **bundling** creates want for the second package because you receive 1 free loot bag if you spend the 10 gemstones.

With players running out of ways to obtain gemstones near 100 percenting the game, adding a price **discrimination** for them shows more reward. Players with many hours and many achievements will have discounted prices every week.

Costs (sunk, shadow, opportunity)

Wanderfall will maintain the free to play model, only making revenue through in game purchases. This provides no up front **sunk** cost, however paying for gemstones adds to the **sunk** cost.

There will be **opportunity** costs for seasonal and special event sales, providing discounts on buying multiple loot bags for cheaper value.

Market Structures

Wanderfall's economy would be a **monopoly** because the publisher sells to the playerbase. The player doesn't have any selling authority, and can only act as a buyer.

In the future, it could be possible to add a feature like Guacamelee's steam community support where players are sellers which would create the need for a **price ceiling**. For example, 5 gemstones per cosmetic would be the minimum trade value.

Sources of Market Power

This economy runs on a **monopolistic power** where developers dictate the pricing of goods. To entice players sales and special events will occur where seasonal skins or special skins go on sale.

Wanderfall will transfer gemstones connecting to a user's account to any platform they move to, rather than other games making players start from fresh. This will help with **switching costs** providing compensation if a player ever change platforms.

Methods of Exchange

The in game eShop will act as a **retail store**, hosted by the publisher providing a fixed location and fixed prices. If the publisher ever wants to change those prices for sales or for any other reason they have the power to.



Wanderfall with and Economy

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Proposal



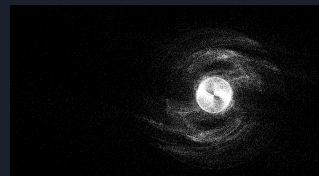
E-shop with purchasable loot bags

Spend a certain number of “Gemstones” on buying loot bags which have a chance to drop virtual goods

Duplicates of virtual goods are broken down into “Gemstone Shards” which can be crafted into full “Gemstones”

Obtain Gemstones by completing time trials throughout the game

Virtual Goods



Hedonic and Social value

Macroeconomics

