



HIVE

# Motivation

Dominic Fontaine  
Maxime Galarneau  
Samuel Deschênes



# MOTIVATION MAPPING

## Short Gameplay Loop

<b>Loop</b>	<b>Objective</b>	<b>Challenge</b>	<b>Abilities</b>	<b>Reward</b>	<b>Motivation type</b>	<b>Bartle</b>
Short Loop 1 - Combat	Kill all enemies	Survive the encounter	Physical & Mental	Progression	Physiologic <i>Safety/Security</i>	<i>Killer</i>
Short Loop 2 - Combat with <i>Timer</i>	Survive waves of enemies	Survive for a set period of time	Physical & Mental	Progression	Physiologic <i>Safety/Security</i>	<i>Killer</i>
Short Loop 3 - <i>Platforming</i>	Reach the safe zone at the end of the sequence	Avoid environmental dangers	Physical & Mental	Progression	<i>Safety/Security</i>	<i>Explorer</i>
Short Loop 4 - Collect minerals	Collect minerals(min. 80%)	Find the minerals	Physical & Mental	Acces the mineral terminal	<i>Safety/Security</i> <i>Self-Actualisation</i>	<i>Achiever</i> <i>Explorer</i>
Short Loop 5 - Resource Management	Optimize resource management	Use resources carefully	Mental	Keep the <i>flow</i>	<i>Safety/Security</i> Physiologic	<i>Achiever</i>



# MOTIVATION MAPPING

## Medium Gameplay Loop

Loop	Short Loop Inside	Abilities	Reward	Motivation type	Bartle
Med Loop 1 - Complete the level	SL 1-2-3-4 Optional: SL 5	Physical & Mental	Talent point	<i>Self-Actualisation</i> <i>Self-Esteem</i>	<i>Achiever</i> <i>Explorer</i> <i>Killer</i> <i>Socializer</i>
Med Loop 2 - Talent point management	N/A	Mental	Custom avatar abilities	<i>Security/Safety</i> <i>Self-Actualisation</i> <i>Self-Esteem</i>	<i>Achiever</i>
Med Loop 3 - Complete quest/objective	SL 1-2-3	Physical & Mental	Level Progress Lore discovery	<i>Security/Safety</i> <i>Self-Esteem</i>	<i>Achiever</i> <i>Explorer</i> <i>Killer</i>



# MOTIVATION MAPPING

## Long Gameplay Loop

<i>Loop</i>	<i>Short/Medium Loop Inside</i>	<i>Abilities</i>	<i>Reward</i>	<i>Motivation type</i>	<i>Bartle</i>
Long Loop 1 - Complete the game	ML 1-3 Optional: Med 2	Physical & Mental	Narrative conclusion	<i>Security/Safety</i> <i>Self-Esteem</i> <i>Social</i>	<i>Achiever</i> <i>Explorer</i> <i>Killer</i> <i>Socializer</i>
Long Loop 2 - Complete a branch of the talent tree	SL 4 ML 1-2	Mental	<i>Unlocked ultimate ability</i>	<i>Security/Safety</i> <i>Self-Actualisation</i> <i>Self-Esteem</i>	<i>Achiever</i> <i>Killer</i>



# Maslow Pyramid

## Self-Actualization

Short Loop 4 – Collect minerals

Long Loop 2 – Complete a talent tree branch

Med Loop 1 – Complete the level

Med Loop 2 – Talent point management

## Esteem

Med Loop 1 – Complete the level

Med Loop 2 – Talent point management

Med Loop 3 – Complete quests/objectives

Long Loop 1 – Complete the game

Long Loop 2 – Complete a talent tree branch

## Social

Long Loop 1 – Complete the game

## Safety / security

Short Loop 1 - Combat

Short Loop 2 - Combat with timer

Short Loop 3 - *Platforming*

Short Loop 4 – Collect minerals

Short Loop 5 – Ressource management

Med Loop 2 – Talent point management

Med Loop 3 – Complete quests/objectives

Long Loop 2 – Complete a talent tree branch

## Physiological

Short Loop 1 - Combat

Short Loop 2 - Combat with timer

Short Loop 5 – Ressource management