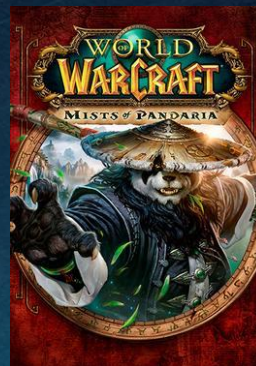
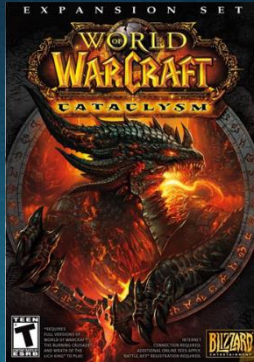
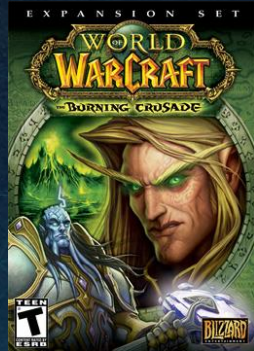


# Rewards In Video Games

Travis Day  
Senior Game Designer  
Blizzard Entertainment



# Who am I?





# Overview

Lessons I've learned from the mistakes I've made.

- 1 - Maintain established rewards
- 2 - Balance deterministic and random
- 3 - Make everything feel overpowered
- 4 - Be generous

# 1 - Maintain Established Rewards

Understanding the overjustification effect



# 1 - Maintain Established Rewards

- The overjustification effect



# 1 - Maintain Established Rewards

- Diablo 3 paragon levels





# 1 - Maintain Established Rewards

- Paragon 2.0



# 1 - Maintain Established Rewards

- WoW Legion Honor System





# 1 - Maintain Established Rewards

- Honor system revision



# 1 - Maintain Established Rewards

- Rewards can do as much harm as good, it's important to know when to use them and when not to. If you do use a reward system it's important to maintain them and not let them fall out from under the player.

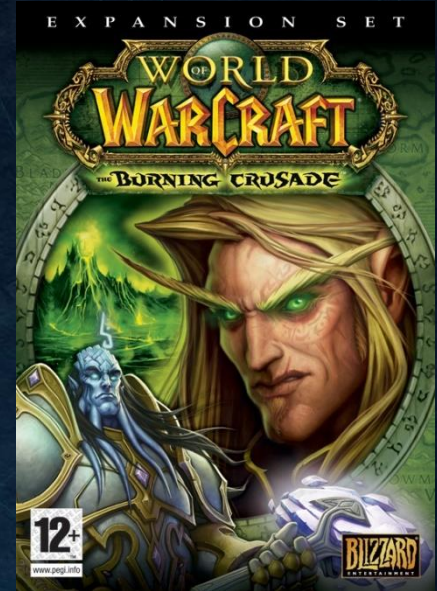


## 2 - Balance Deterministic and Random

That time we broke the WoW  
reward structure.

# 2 - Balance Deterministic and Random

- Badge of Justice

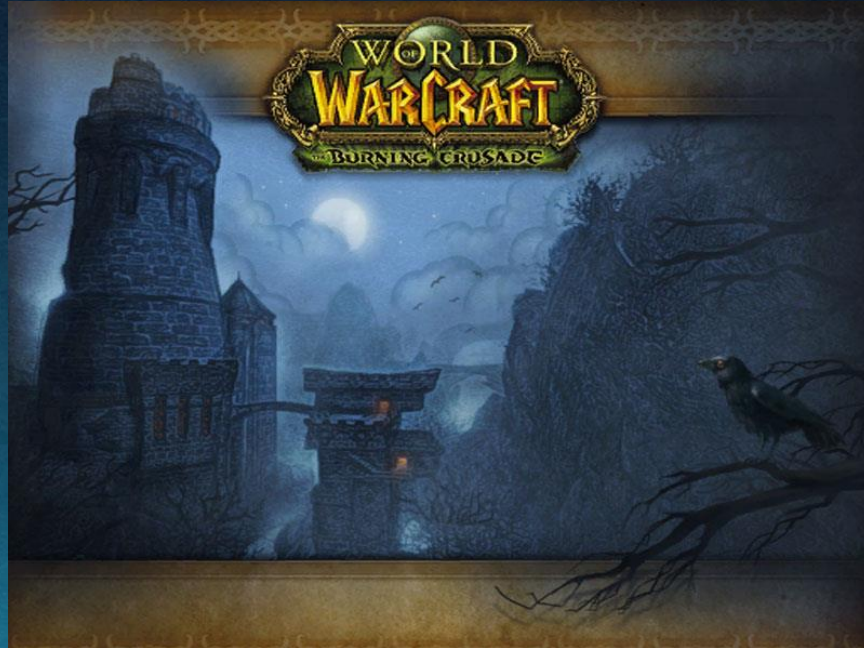


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## 2 - Balance Deterministic and Random

- Karazhan



## 2 - Balance Deterministic and Random

- Serpentshrine Cavern





## 2 - Balance Deterministic and Random

- Sunwell



## 2 - Balance Deterministic and Random

- Wrath of the Lich King



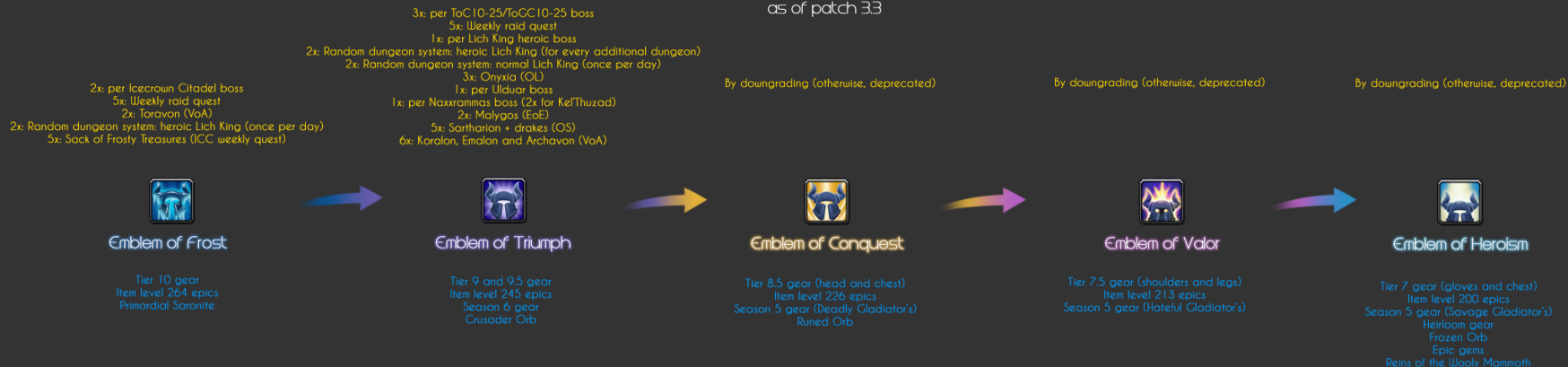


# 2 - Balance Deterministic and Random

## The Emblem System of World of Warcraft as of patch 3.3

CONTENT

CONTENTS



## 2 - Balance Deterministic and Random

- It would be cool if I could buy my sets from the vendor instead of waiting for rng.
  - Moved class sets, the most iconic and powerful items, to vendors.



# Balance Deterministic and Random



## 2 - Balance Deterministic and Random

- Bonus rolls
- Warforged items





## 2 - Balance Deterministic and Random



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## 2 - Balance Deterministic and Random

HELL YEAH!

WWW.OSKARPANNIER.COM

WEAPON VARIETY





## 2 - Balance Deterministic and Random

EQUIPMENT

Search Equipment For:

Gimmic (Barbarian)

Armor

Helm

Level Range & Rarity

-  All

Mempo of Twilight

Max Buyout

Preferred Stats:

Min Value:

Critical Hit Cha...

None

None

None

None

None

SEARCH

SEARCH RESULTS

Item	Critical Hit Chance	Armor	Bid	Buyout	Time Left
 MEMPO OF TWILIGHT	3.0	409	120,000,000	120,000,000	1d 4h
 MEMPO OF TWILIGHT	3.5	440	185,000,000	185,000,000	1d 10h
 MEMPO OF TWILIGHT	3.5	419	189,999,999	189,999,999	1d 6h
 MEMPO OF TWILIGHT	3.5	429	190,000,000	190,000,000	10h 57m
 MEMPO OF TWILIGHT	3.0	421	192,000,000	192,000,000	4h 6m
 MEMPO OF TWILIGHT	3.0	448	175,000,000	200,000,000	16h 22m
 MEMPO OF TWILIGHT	3.0	421	200,000,000	200,000,000	1d 7h
 MEMPO OF TWILIGHT	3.0	404	200,000,000	200,000,000	1d 9h
 MEMPO OF TWILIGHT	3.0	401	200,000,000	200,000,000	1d 9h
 MEMPO OF TWILIGHT	3.0	412	210,000,000	210,000,000	1d 3h
 MEMPO OF TWILIGHT	3.5	410	200,000,000	210,000,000	1d 9h

1 2 3 4 5

## 2 - Balance Deterministic and Random





# 2 - Balance Deterministic and Random



## 2 - Balance Deterministic and Random





## 2 - Balance Deterministic and Random

- Deterministic and random rewards both have different strengths and weaknesses. Know which one will deliver the player experience you want.

# 3 - Make Everything Feel Overpowered

How I learned to stop worrying about balance and start focusing on the fun.



# 3 - Make Everything Feel Overpowered

- WoW and the cost of balance

Ultra-Flash Shadow Reflector

Item Level 60

Binds when equipped

Trinket

+18 Shadow Resistance

Use: Reflects Shadow spells back at their caster for 5 sec. Chance to be resisted when used by players over level 60. (5 Min Cooldown)

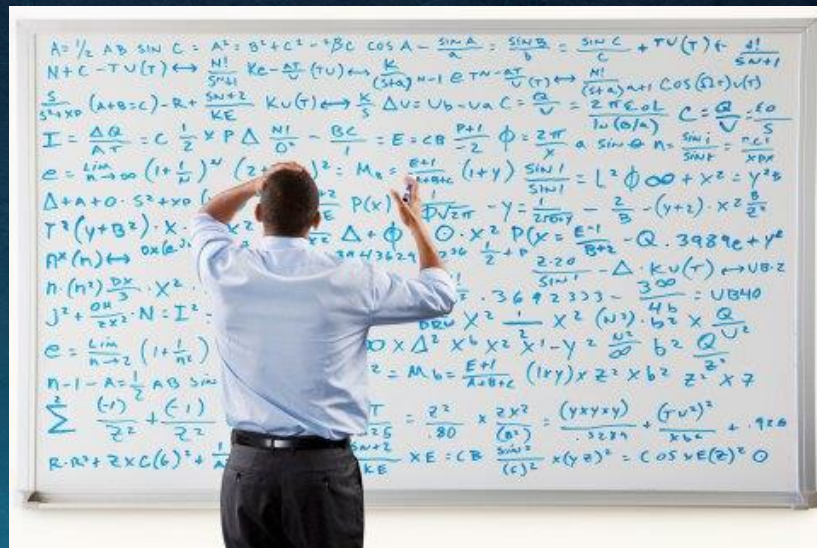
Requires Level 55

Requires Engineering (300)

Sell Price: 1 🟡 25 🟢

# 3 - Make Everything Feel Overpowered

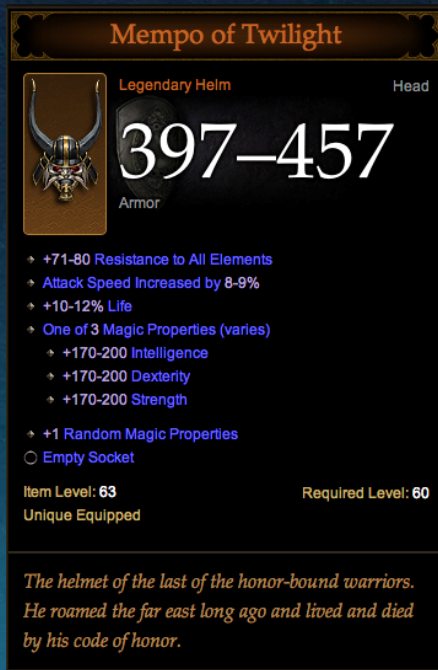
- Items became math problems





# 3 - Make Everything Feel Overpowered

- D3 item evolution



# 3 - Make Everything Feel Overpowered

- Reaper of Souls development





# 3 - Make Everything Feel Overpowered

- Brainstorms based on fantasy



# 3 - Make Everything Feel Overpowered

- Focus moved away from mathematically good to strong fantasy





# 3 - Make Everything Feel Overpowered

- Legion development



# 3 - Make Everything Feel Overpowered

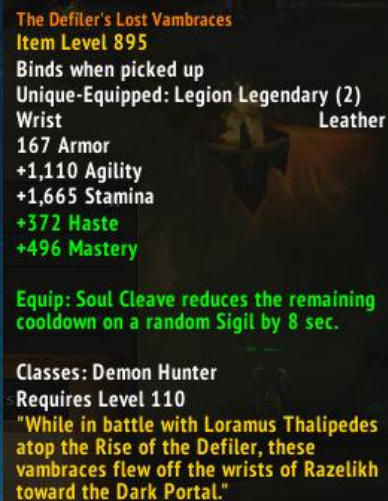
- Artifact weapons





# 3 - Make Everything Feel Overpowered

- Legendary items



The Defiler's Lost Vambraces  
Item Level 895  
Binds when picked up  
Unique-Equipped: Legion Legendary (2)  
Wrist Leather  
167 Armor  
+1,110 Agility  
+1,665 Stamina  
**+372 Haste**  
**+496 Mastery**  
  
**Equip: Soul Cleave reduces the remaining  
cooldown on a random Sigil by 8 sec.**  
  
Classes: Demon Hunter  
Requires Level 110  
"While in battle with Lorumus Thalipedes  
atop the Rise of the Defiler, these  
vambraces flew off the wrists of Razelikh  
toward the Dark Portal."

# 3 - Make Everything Feel Overpowered

- It is more important to players to feel awesome than for balance to be perfect.



# 4 - Be Generous

How I stopped worrying about giving players too much loot.

# 4 - Be Generous

- WoW 40 man raids





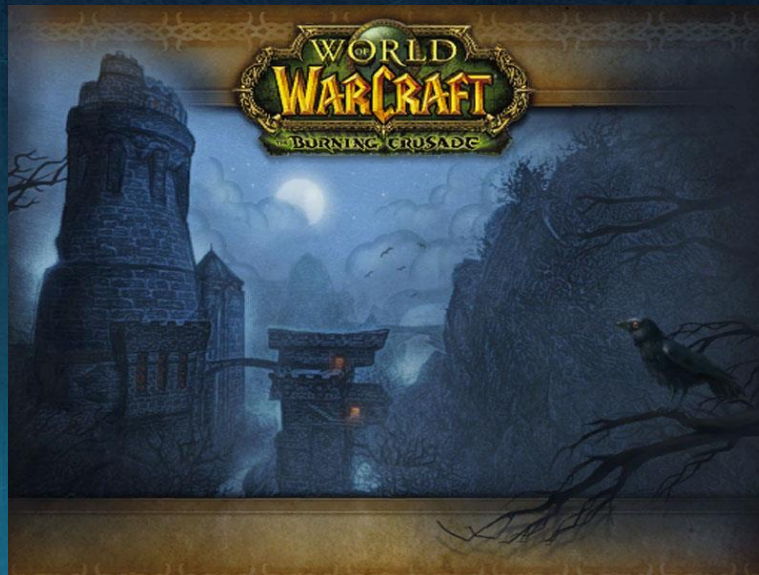
# 4 - Be Generous

- Burning Crusade raids



# 4 - Be Generous

- Karazhan 10 man raid





# 4 - Be Generous

- World quests



# 4 - Be Generous

- Mythic+ Dungeons





# 4 - Be generous

- Reaper of Souls beta



# 4 - Be Generous

- Reaper of Souls launch



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# 4 - Be Generous

- D3 anniversary event



# 4 - Be Generous

- Reaper of Souls
  - Stopped getting feedback about “Can’t find cool items”
  - Started getting feedback of “Trying to find better version of my cool item”

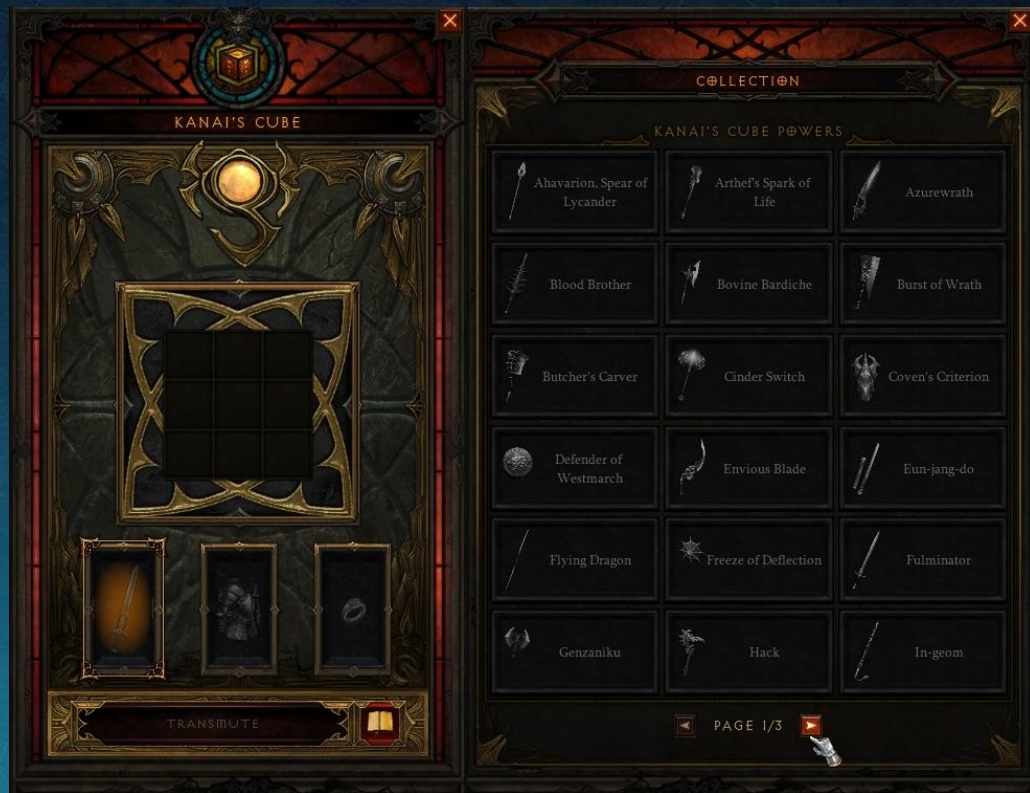


# 4 - Be Generous

- Added Ancient items



# 4 - Be Generous





# 4 - Be Generous

- Introduced Season



## 4 - Be Generous

- No design is perfect, you will always have problems to solve. We found it was better to solve the problems caused by players having everything they want, than to solve the problems of players being frustrated they couldn't find cool stuff.



# Thanks for coming

## Q&A



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