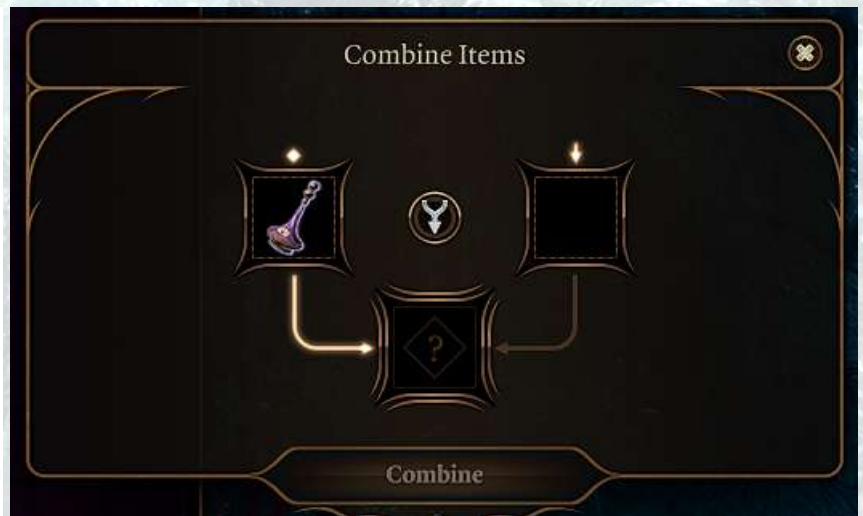
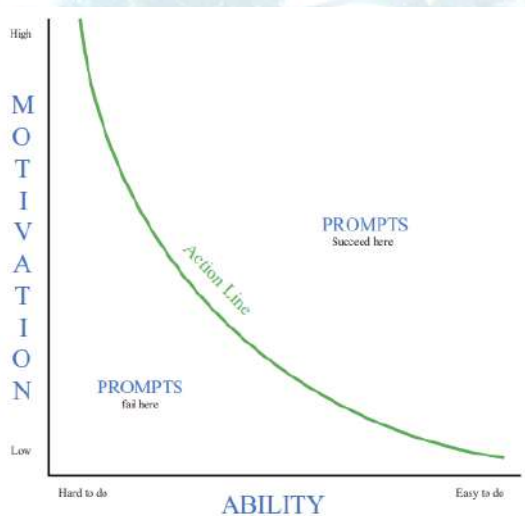


Baldur's Gate

Bmap - crafting



Through the **BMAP** it is possible to **obtain prompts** to be used to **increase the players' motivation** to use the **crafting mechanics** or to increase their ability to use them. Each **Player Type** will behave differently and **Motivation** and **Ability** also depend on the *gameplay moment analyzed*.

By tuning the crafting aspects, the player could have a **different impression of the mechanics**, increasing his interest in it and its **perceived usefulness**.

Motivation - Definition & Values

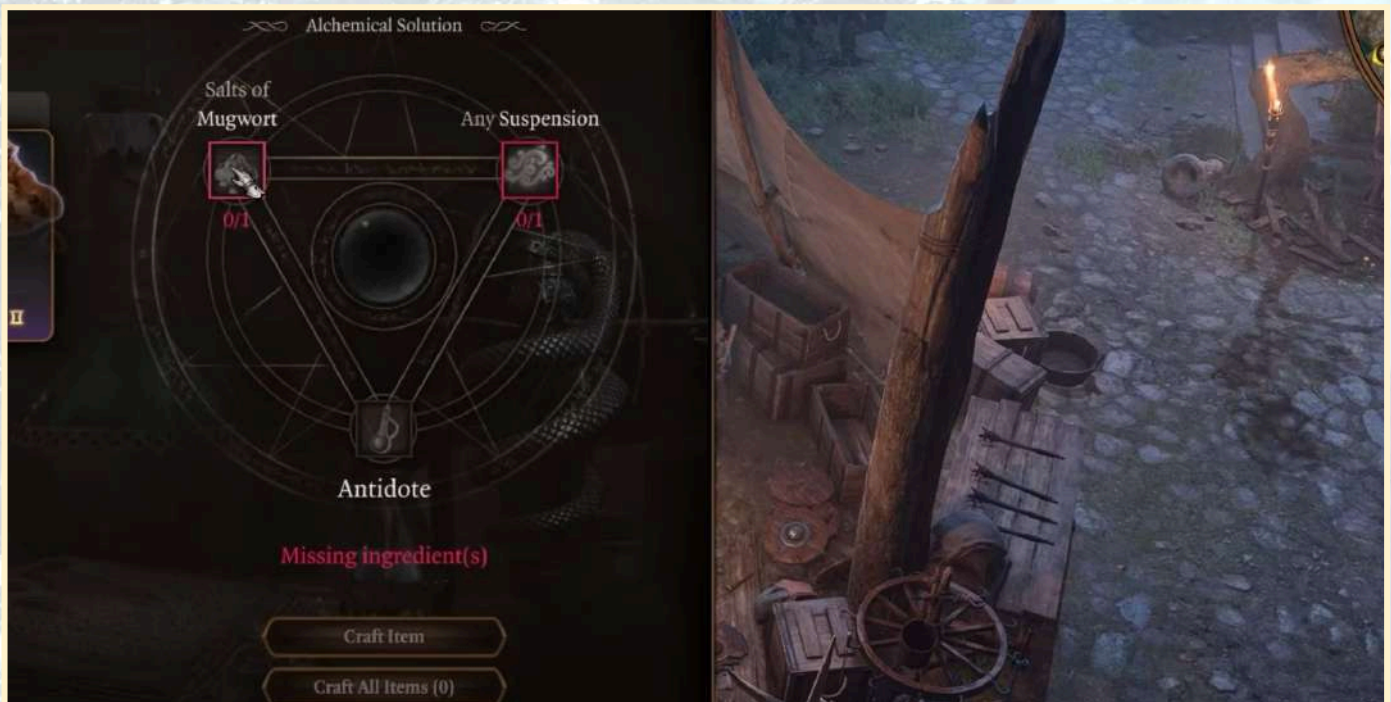
Physical Level - Sensation

Physical Motivation is perceived by the player when he finds himself facing a battle against higher level enemies or against whom he is unable to obtain a victory. **Humans seek pleasure and avoid pain**, the player wants to **defeat their enemies** to obtain **satisfaction (Fiero)** from the battle and **avoid losing**, an increased effect if it is not the first time the player has faced the challenge. Giving craftable objects **greater usefulness** in combat and increasing the number of available objects can lead the player to **obtain a victory** (pleasure in the **accomplishment** obtained and in the excitement of the battle), to try **new builds** (pleasure in looking for the **best combat strategy** using potions, grenades and other craftable objects) and to **explore new game areas** by carrying out secondary missions (pleasure in **discovering the secrets of each game area**).



Emotional Level

Humans are motivated by either the **hope for the reward** or the **fear of the punishment**. In the case of **crafting**, the main cause of the poor use of the mechanic by the community lies precisely in the **lack of usefulness of the Craftables** that can be created using the *materials collected during the gameplay*. The hope of **obtaining a useful reward** is thus diminished in the player, who will tend **not to use Craftables** in battles. Hope is also linked to being able to **use Craftables both outside of combat** (**exploration, dice roll modifiers**) and in an alternative way to **create combos and overcome battles**. The **fear** of punishment is not associated with crafting, there are **no negative effects** if the player decides not to use it.



Social Level

Humans are driven by the **social acceptance** of an **action** and the **resulting status**. The judgment and opinion of players on social media **greatly influences the player**. **Crafting** is very often ignored as a mechanic (see [Feedback & Reviews](#)), this leads to players **losing the motivation to collect materials** and build Craftables. By **tuning the functioning of the mechanics** based on the feedback received, it is possible that players will begin to benefit from its use.

Ability - Definition & Values

Time (see also [TMT](#))

The **time** taken to **collect the elements** necessary for crafting Items greatly influences the player's motivation towards the mechanics. **Baldur's Gate is a game that offers different possibilities and interactions during gameplay**, the player must feel that he is not wasting time with crafting, **time** that could be used more efficiently by carrying out different activities.



Resources

The resources available to the player must allow him to **use crafting at all times (where possible)**. The **difficulty** in obtaining a recipe for a position, the **time** necessary to obtain it, the **physical and mental effort** required and the **risk** given by the dice roll **must always make it possible to obtain the ingredients**.

Physical Effort

Physical effort required of the player to **obtain the resources necessary for crafting**. The only physical efforts necessary to collect resources are **movement** and the **active phases of combat**.

Mental BandWidth

The **repetition of the activities** to be carried out to obtain the same resource, the **time** taken to reach a specific place or to carry out a secondary mission, **how many times a Craftable is crafted and used**, how **long the fights** faced last, how much **strategic depth** they require are all factors which influence the player's perception of the usefulness of crafting. The more **time** and **repetitiveness** of the actions increase, the **less the player will be encouraged to use the mechanics**.

Social Deviance

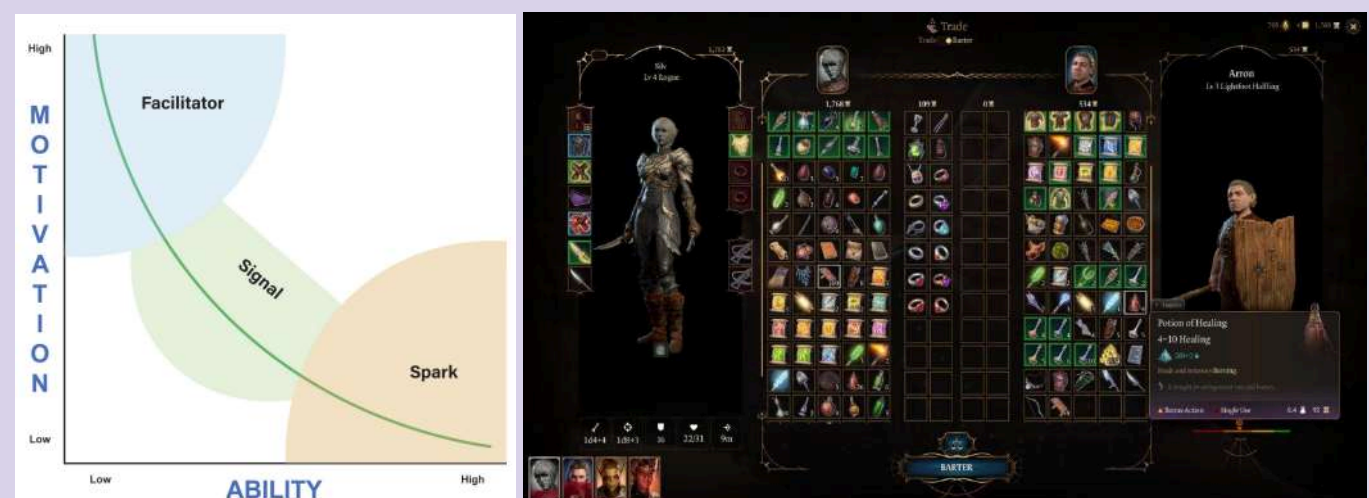
Baldur's Gate 3 is a game that aims to **avoid placing barriers** on the player to allow him to have maximum agency in his gaming adventure. Crafting is a mechanic that **can be used at any time outside of fights and dialogues**, this leaves the player with **almost total freedom of use**.



Habit

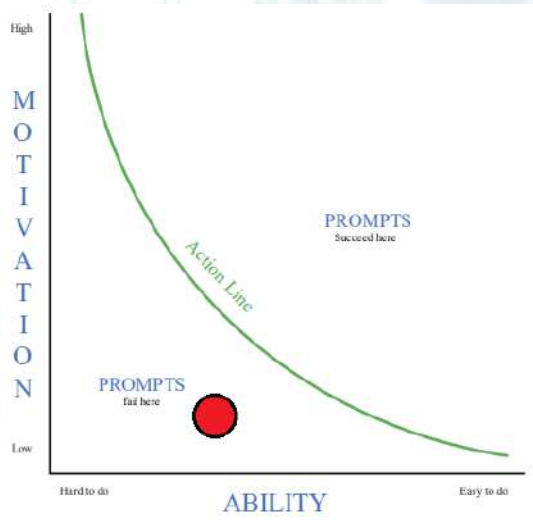
Player Habits also depend on **how they have been used to using mechanics in other games**. Based on the player type taken into consideration, through the analyzes of the main Baldur's Gate competitors who **use crafting to generate certain aesthetics**. It is possible to define **how much the operation in other games differs from BG3**.

Prompt



Depending on the **Player Type**, different **Prompt** will be inserted to direct the player's behavior and **motivate him** to use crafting during gameplay. Each analysis will provide **different results** (and consequently different prompts).

BMAP - Player Type: Killer



MOTIVATION	
Physical Level	The player feels pleasure in using the objects crafted in combat to generate explosions, effects on the entire team, VFX and SFX that make him more immersed in the battle (Excitement, Sensation).
Emotional Level	The player hopes to use Craftables outside of combat to increase the pace of the game , win more difficult battles and find combos that satisfy him (Sensation).
Social Level	The player wants to use the crafted Craftables to tell other players that he has beaten more powerful monsters thanks to his strategies
ABILITY	
Time	The player does not want to use his time to collect resources around the game world, he does not want to slow down the pace of the game
Resources	The player has the resources necessary for crafting, he does not have the mental skills necessary to study the mechanics and use it in the best possible way.
Physical Effort	The player has no difficulty in withstanding the physical effort to obtain the resources.
Mental BandWidth	The player has little intention of slowing down the pace of the game to think about the Craftables to build, he does not want to face the mental stress of carrying out secondary missions to obtain resources
Social Deviance	The player has no difficulty in the mental skills required for crafting . The time used in reasoning causes a slowdown in the pace of the game , if repeated too much it could decrease motivation.
Habits	The player is used to using crafting to obtain skills, weapons and upgrades. He is disappointed by the limited amount of items he can craft.

Conclusions - Prompt: Signals & Sparks

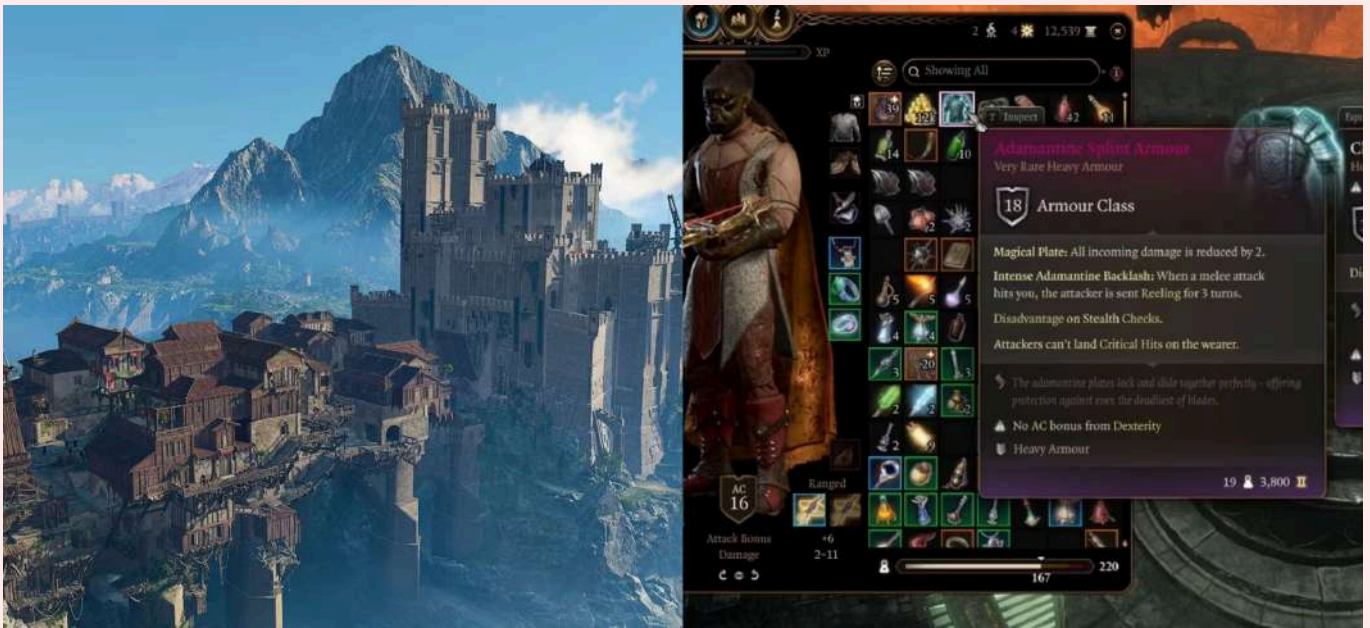
Signals

Button next to the minimap

Insertion of a button near the minimap that **allows access to the crafting interface**. This addition allows access to the menu **more quickly** and allows Crafting to be a game element **always present in the main interface**. It is used to **signal to the player the presence of the mechanic** and its possible use in any moment of gameplay (*external to dialogues and combat*). The **Killer player** does not want to **slow down the pace of the game**, with an icon instantly available he can use the mechanics faster and subsequently return to the gameplay.

Glow Effect on the best recipes

Depending on the gameplay moment the player is in, in the Recipes menu the **ones most suitable by the game for tackling the next battle or mission will be illuminated (via a Glow Effect)**. The entered prompt is used to **signal to the player when to use the mechanic** (*combined with the glowing of the crafting icon*) and **which Recipe he must create at that moment of the game**, useful for helping the player speed up the choice and continue with the gameplay (*reduction of Logic and increase in sensation due to the Spark of the animation and the visual effect of the glowing*).



HUD: New Craftable ready to craft!

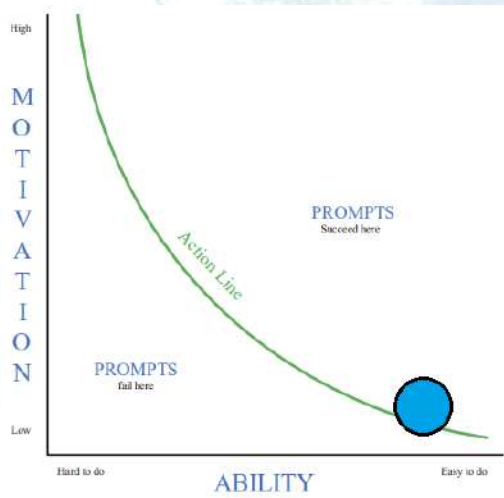
When the player **collects a material**, a HUD screen is shown in which **all the Recipes are reported which, thanks to the obtaining of that object, can be crafted from that specific moment**. The game already provides a screen where the player is notified when he collects a material that provides him with a new Recipe, but this does not mean that it is **ready to be crafted**. In this way it is possible to **signal to the player the correct use of the mechanics and when to do it**.

Sparks

Crafting Animation

To increase the player's sensory reward, an **animation is inserted when a Recipe is crafted**. Light rays emerge from the ingredients which **illuminate the path towards the object that the player will obtain**, thus increasing the sensation perceived by the player. It works very well to increase the **Motivation of Killer players**.

BMAP - Player Type: Achiever



MOTIVATION	
Physical Level	The player wants to use Craftables to overcome difficult challenges (Fiero) and continue with the gameplay (Accomplishment)
Emotional Level	The player is driven by the fear of failure in a fight and by the hope of using the Craftables to develop a strategy that will lead him to win. He hopes that outside of the game they can allow him to progress through the gameplay more quickly .
Social Level	The player is influenced by the opinion of other players on social media and tries to optimize his strategy also based on the solutions of others.
ABILITY	
Time	The player is not motivated by the time needed to grind and obtain the resources needed to craft items . He wants to continue the gameplay and reach completion as quickly as possible and then face the challenges offered by the game .
Resources	The player has all the necessary resources and is willing to use part of his time to think about the logical use of Craftables in combat .
Physical Effort	If the physical effort required to search for resources is too high, the player loses motivation to continue .
Mental BandWidth	The player has no difficulty in the mental skills required for crafting .
Social Deviance	The player has no difficulty in the mental skills required for crafting . The time used in reasoning causes a slowdown in the pace of the game , if repeated too much it could decrease motivation .
Habits	In crafting games similar to BG3 (competitor analysis), the player has different types of objects and equipment that he can craft in order to find his most efficient strategy . Furthermore, it has items available that significantly change the type of combat and provide boosts to relevant statistics.

Conclusions - Prompt: Sparks

New Craftables and Talents implemented

The new **Recipes** and the new **Talents** included allow the **Achiever player** to **increase the number of possible strategies to defeat the enemies** imposed by the game world (**Challenge**) and use **Logic** to inflict the greatest amount of damage or continue the gameplay (**Accomplishment**). A more detailed description of the new **Talents** and **Craftables** can be viewed here: [📄 Prompt](#)

Talents

Implemented to focus the gameplay and possible player choices on the crafting system.

Talent Name	Description
Talent 1	Doubles the radius of effect of potions, grenades and poisons when thrown
Talent 2	To create any consumable it is necessary to use one less material

Recipes

Additional recipes to entice player types to take advantage of the crafting system.

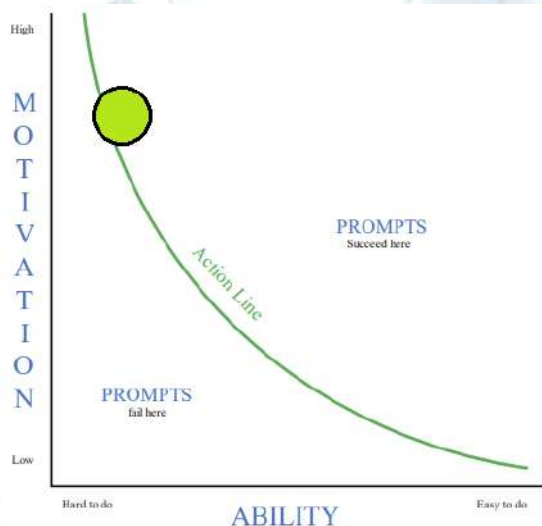
Recipe Name	Description
Recipe 1	Creation of an Elixir that allows you to increase the approval of NPCs and the attitude of merchants
Recipe 2	Creating an Elixir that causes enemies to attack the character who used the elixir less frequently
Recipe 3	Creates a grenade that causes enemies hit to attack each other
Recipe 4	Crafting a grenade that stuns enemies, blinds them, and deals damage (like fireworks)
Recipe 5	Crafting a potion that regenerates once per short rest
Recipe 6	Creation of a potion that allows you to use concentration on 2 spells at the same time
Recipe 7	Create a potion/elixir with double positive effect + negative effect
Recipe 8	Only being able to access certain locations if you use a specific consumable

Consumables

Consumables that modify the balance of the game, introducing new nudges into the game, which can be crafted with the crafting system by using rare materials scattered throughout all 3 acts of the game.

Consumable Name	Description
Potion of Elemental Control	Allows you to summon a myrmidon elemental under the user's control until the next long rest
Potion of Invulnerability	The player becomes invulnerable for 3 turns
Dragon Breath Potion	Once cast, it deals massive damage in a large area

BMAP - Player Type: Explorer



MOTIVATION	
Physical Level	The player wants to explore the different game environments to obtain Craftable's ingredients . He also wants to discover all the effects that Craftables have on the game world and all the possible dynamics that can be created with interactions .
Emotional Level	The player is guided by the hope of being able to discover more information about the game world and the environments that compose it . He is afraid that by limiting the mechanics he could lose relevant interactions and dynamics .
Social Level	The player pays attention to the comments of online players , but wants to use his gaming experience to apply the systems as he prefers.
ABILITY	
Time	The player is willing to slow down the pace of the game and carry out long and repetitive tasks to obtain new resources and ingredients .
Resources	The player has at his disposal all the resources and knowledge he needs to use crafting .
Physical Effort	The player loses motivation if subjected to excessive physical effort while collecting ingredients and studying everything that is possible to do with mechanics.
Mental BandWidth	The player is motivated to think and discover how crafting works with all the benefits it can bring in and out of battle.
Social Deviance	The player has no difficulty in the mental skills required for crafting . The time used in reasoning causes a slowdown in the pace of the game , in this way he can delve deeper into everything he wants to discover about the game .
Habits	In the competitors, the crafting preferred by PT Explorers provides a large variety of craftable objects , giving the player the opportunity to completely customize their build and experiment with different combinations of equipment .

Conclusions - Prompt: Facilitator

Button next to the minimap

The prompt is also used as a **Facilitator** for quick access to the mechanics, removing the **operations necessary to access the crafting menu**.

Crafting tutorial

With the introduction of **Astarion** within the group, the game offers **the crafting tutorial**. In this way the player is **introduced to the mechanics in a more in-depth way**, *observing all the Recipes he can obtain and everything he has to do to produce them*. To prevent the player from obtaining **Astarion** without having previously collected crafting materials, **the new team member will be equipped with all the materials necessary to create a Healing Potion, the most common potion in the game**.

Glow Effect on the best recipes

The prompt is not only used as a signal to indicate to the player when to use crafting but **also as a Facilitator**, immediately indicating the **best choice to make based on the gameplay moment he is in** (*the object that provides the greatest combat boosts lights up to the team based on the fight to be faced*).

Reset of the key used



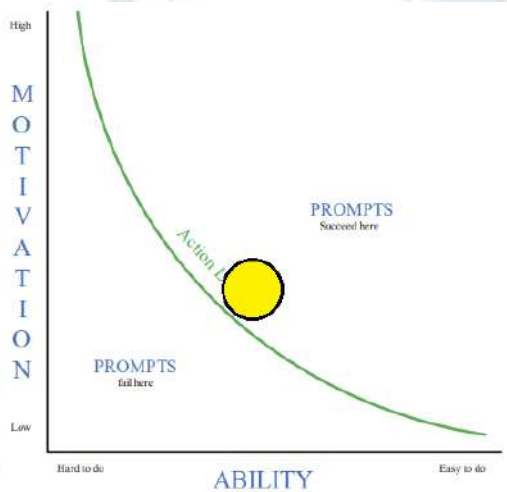
The **key** used in the **PC version of the game** is **H**, a key which, according to the **correct use of a QWERTY keyboard**, must be pressed with the right hand, used to control the mouse. In terms of **skill metrics**, using this button for an **action that is used frequently in the game** can be **frustrating for the player**. Using the **R or F keys** (*respectively used for ACTION 1 and ACTION 2*) makes it much **easier for the player to use the mechanics**.

Bag & Alchemy Pouch

This **Facilitator** is inserted to **provide the player with a space to keep all the materials** useful for the production of Craftables. In this way the **inventory is lightened** and a space is **created** in which the player can **dedicate his attention only to the objects useful for the mechanics**, creating more order and reducing the player's confusion regarding crafting.



BMAP - Player Type: Socializer



MOTIVATION	
Physical Level	The player hopes to be able to communicate to other users via social media all the combinations of dynamics he has generated with the crafted objects. He wants to get as many customization elements as possible for his character and his gameplay adventure.
Emotional Level	The player is afraid that by not taking advantage of crafting he might miss out on ways to customize his character or the way he fights. He hopes to use the Craftables to socialize with the NPCs in the game to further increase the customization of the game adventure
Social Level	The player is very focused on what is said by other online players and actively participates in discussions with the aim of joining a community with the same passion for the game.
ABILITY	
Time	The time spent collecting resources is indifferent to the player, his goal focuses on the gaming experience and customization, and not on progress.
Resources	The player has all the resources to use crafting, knowledge is acquired by communicating online with other players regarding which are the best objects to craft.
Physical Effort	The player risks losing motivation if subjected to prolonged and repetitive physical efforts.
Mental BandWidth	The player risks losing motivation if subjected to mental efforts and reasoning that consider all aspects of the Craftables and all the ways to use them in battle.
Social Deviance	The player is indifferent to the pace of the game, his experience is dictated by social media (user comments) and by customization (skins for the character, builds consistent with his lore, Craftables that allow him to actively vary the combat and make it more suitable for the character)
Habits	Competitors have player discussion threads on the best items to craft and how crafting is actually relevant to the game. In competitors, crafting provides Equipment, a characteristic that the player seeks for character customization.

Conclusions - Prompt: Signals

The **signals** used for **Socializer players** are the same as those used for **Killer players**. However, the **objective** of the signals is **different**, on the Killers the objective is to **continue to maintain high game pace without interrupting the gameplay**. For **Socializer players**, methods are included to suggest the correct timing for using the **mechanics, time and pace** are not incisive factors in evaluating the player's motivation. They must be signals that allow the player to **understand when and what to craft**, without ever making him think he is getting a "**hint**" to avoid affecting the customization of the game for the player.

BMAP - Checklist: Conclusions

Motivation

Is the TA motivated by something visceral and automatic? I.e. pain?

With the addition of the **new Items in crafting, gore elements** are added that create a contrast with the mood imposed in the game.

Is the TA motivated by fear or hope?

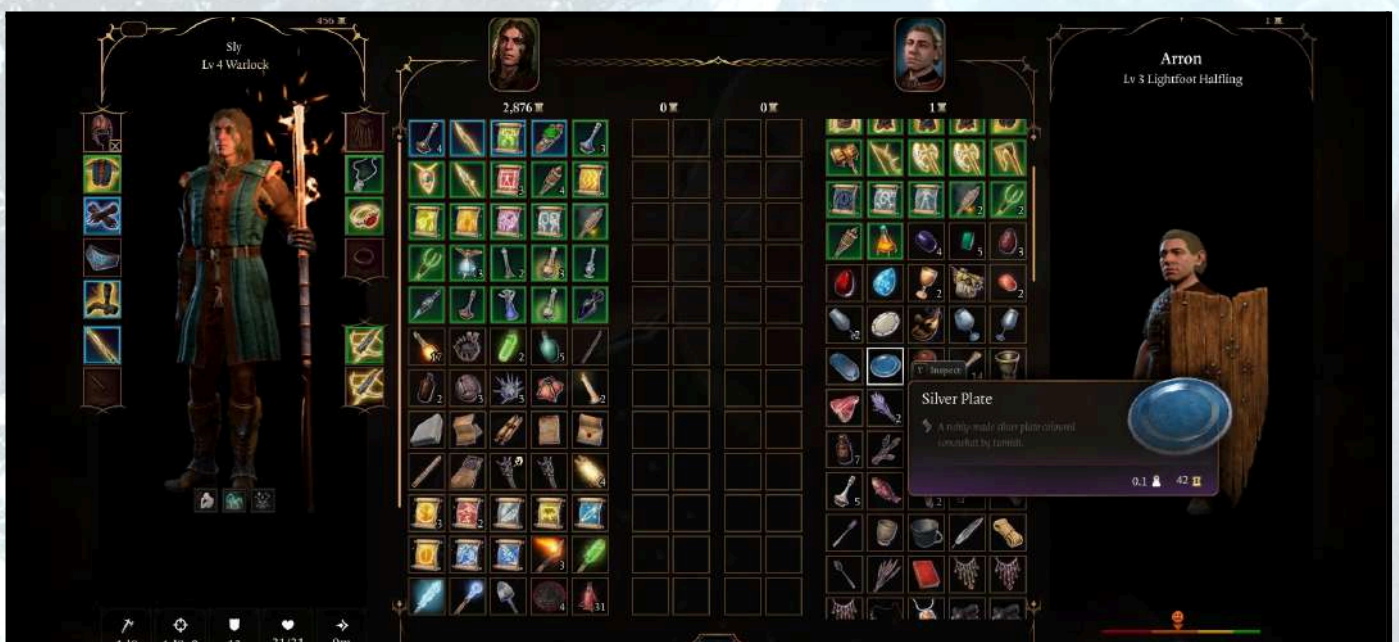
The hope of what the player can get from crafting is the **main indicator that leads him to use the mechanic**. For each reference **Player Type, Craftables have been added** that aim to strengthen and represent their ideal reward.

Are people TA for a desire to belong?

Players need to feel like they **belong to a community of users who play the same game as them**, by inserting the proposed prompts it will be possible to **create more social dynamics** regarding crafting which will lead to an **even more active community** (*currently crafting and It's a mechanic used by a small percentage of players compared to the amount of users the game has*).

Is the TA motivated by avoiding rejection by peers?

The **TA analyzed** refers a lot to **what other players say on a social level**. The inclusion of **prompts** takes into account **user feedback** and attempts to **increase the efficiency of the mechanic and its presentation within the game**.



Ability

Does the TA have the time?

Different PTs react differently to **spending time collecting useful resources for crafting**. Craftable Items with **fewer elements** or **Craftables** that can be crafted using other Items as **ingredients** are included.

Does the TA feel like they have the time?

All the **alternative activities** to the golden path that the player can carry out in **BG3** lead to a **decrease in the motivation dedicated to crafting**, the **new Craftables** added offer a valid alternative to these activities, trying to offer greater rewards to the player.

Does the TA feel it's worth it?

To prevent players from perceiving crafting Items as useless, **others have been inserted to increase the dynamics and interactions generated to provide the player with sensation, logic and discovery** to fully **personalize** the benefits offered by **crafting**.

Does the TA know others also do it?

Players rely heavily on the **judgment of other online players on BG3**. By implementing the proposed **Prompts**, the aim is to **improve the idea that players have towards Crafting** and to make the mechanic a way for players to express themselves with **others**.



Prompt

Does the TA need a motivation boost?

PT Killers, and **Achievers** need a **Spark** to help them **focus on crafting as well**. Regardless of the player's skills, focusing attention on **how the mechanic is presented and what rewards it offers** (*inversely proportional to time and repetitions*) **increases players' attention**. New **Talents** and new **Craftables** are added to **increase the reward provided to players for using the mechanics**, while at the same time providing them with new elements to build strategies and tactics for **combat** and **exploration**.

Does the TA need it to be easier?

Several facilitators have been added with the aim of **making the mechanic as visible and accessible as possible to players**. Inserting a **crafting icon** in the **game's main HUD** allows easy access to the crafting menu and constantly **shows the player that the mechanic exists and is usable**. The **banners** shown when an ingredient for a craftable recipe is obtained, the added **Glow effects and the Bag** help the player to **have all the elements in order and immediately understand which is the best choice** in the moment of gameplay in which he finds himself.

Does the TA have the resources to act?

Players have the **physical and mental skills** necessary to use the mechanics. The **remap** of the menu open button **helps the player to have more convenient access and avoids frustration** on his part in the case of high use of **crafting**.

Does the TA need an in-context cue?

Cues are added to the game that **increase players' motivation** to craft by showing them the exact time to do so. The glows and the Banner **signal to the player that using the mechanic** at that moment is correct and get him used to using it in situations similar to the current one.

