



# New Year's Resolution Effect

## Secondary Missions & Challenge

### □ New Year's Resolutions effect

In **Final Fantasy X** the player has the opportunity to **carry out challenges** and **secondary missions** to **obtain rewards and insights** into the lore.

The game features **several different progression levels** that motivate the player to **deviate from the game path** and focus on **equipment, leveling** and the **composition** of his **team**. This directs the player to carry out **backtracking work** to search for *missions and challenges*, overcome them and obtain **rewards**.



## Rewards and Analyzed Aspects - Secondary Missions & Challenge

The proposed missions allow the player to obtain **collectible items, weapons and equipment** that lead to the **completion** of the game. Not all types of *secondary missions/challenges* are placed in a **specific gameplay moment**, but they can be carried out by the player **at any time**. The challenges have a **different level of difficulty and type**, the *characteristics analyzed* for each of them will be:

<b>Narrative Impact</b> and <b>Description</b> of the analyzed Challenge/Mission
<b>Aesthetics</b> delivered by the Nudge
<b>Stress</b> caused by the challenge (in relation to the <b>time taken to solve them</b> and the <b>gameplay moment</b> the player is in)
Mission <b>authority</b> (mission)



## Types

### Challenge (PvE)

#### Why does the player want to complete challenges?

This type of challenge allows the player to **abandon the main game mission and dedicate himself to challenges of greater difficulty against the game (PvE)**. There are challenges that require a **pre-established level of stats** to allow the player to overcome them (*Dark Eons, Capture Monsters, Monster Arena*), others require the player to **master skills** (*Chocobo Riders*).



## Narrative Impact

On a **narrative level**, the challenges provide further information on the **lore of the game** and the **composition of the world building** of the story. They allow the player to delve deeper into the **development of the characters** (*they involve NPCs and allow you to learn more about the **history, challenges** and **personalities** of the team*), **change the information received** from the NPCs (*narrative rewards, additional dialogues, cinematic sequences*) and **discover hidden areas**.

The player is motivated to **abandon the narrative line of the game** to **strengthen his team** and face the next challenge more efficiently, **complete the game** or **defeat enemies with higher stats**.



## Design Context (Why were challenges added to the game?)

The **challenges** were inserted by the designers to **provide increasingly greater game objectives** for the most **hardcore players** and to give **challenges** that are competitive even if the player spends a lot of time **grinding** to level up his team to the maximum. They have also been added to **increase the knowledge of the player** about the lore of the game, inserting **plot insights** and **hidden locations/monsters**.

## Gameplay Moment (Mission Stress)

The missions relating to the **interaction with the monsters** encountered during the story (*Capture - Arena*) and the **Trials** (*Chocobo Race*) can be tackled **at any time**, regardless of the **gameplay moment** the player is in. The **secret bosses** are **endgame challenges**, the main mission that marks the end of the story includes Sin's attack and presents the player with a **high level of stress** when he decides to take a secondary path.



## Player Stress given by the Missions

**Each secondary challenge** requires a **minimum build level for the player's team**, resulting in grinding and farming before fighting them. Some of them (like the *200 Lighting Bolts*) force the player to take a **long time** (6 seconds between each bolt) **before being resolved** and once they fail you have to **start over**.

The **level of stress** for the resolution caused to the player of the secondary Challenges is **very high**.

## Aesthetics Delivered by the Challenges

<b>Challenge (PvE)</b>	All the <b>secondary challenges</b> in this category place the player in front of <b>enemies or challenges</b> managed by the <b>AI</b> to be overcome ( <i>stronger enemies</i> )
<b>Logic</b>	The player must use <b>strategies to achieve victory</b> , farming is not enough
<b>Accomplishment</b>	The player has the <b>feeling of having advanced in the gameplay</b> and being more prepared for the <b>next mission</b>
<b>Completion</b>	The player wants to <b>complete the game 100%</b> by carrying out the challenges
<b>Fiero</b>	The challenges can last a <b>long time</b> (player <b>satisfied and proud</b> to overcome them)
<b>Excitement</b>	The challenges against the secret bosses have an <b>unchanged pace</b> compared to the standard combat system, while the <b>time trials</b> have a <b>greater pace</b>
<b>Sensation</b>	Each hidden boss has <b>unique abilities, animations</b> and <b>sound effects</b>
<b>Fear</b>	If the player decides to face the secondary challenges without equipment and a suitable team, he can <b>suffer immediate defeat even after the boss's first attack</b>

### Authority of the Challenge

Side challenges in FFX have **implicit authority**. The game does not indicate a **minimum recommended level for the team** to face the challenge, but the **statistics of the enemies** faced or the enemy AI (*Trials*) are tuned to **prevent the player from overcoming them without suitable equipment**. Hidden bosses have statistics that prevent the player from being able to overcome them **even if the team is leveled to the maximum**, forcing the player to **adapt custom combat strategies for the enemy in question**.



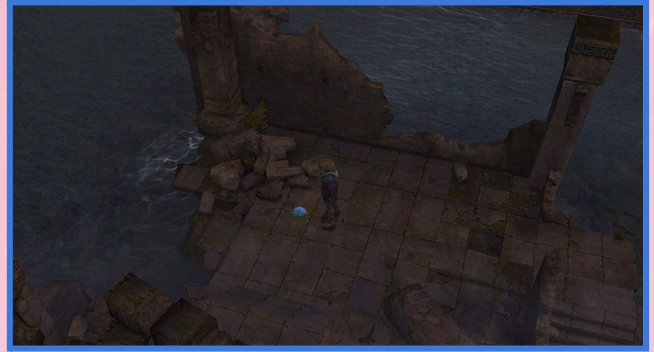
### Challenges in the game ( [Secondary Missions & Challenges - Description](#) )

<b>Dark Aeons (&amp; Der Richter)</b>	<b>200 Lighting Strikes</b>
<i>The Dark Aeons are creatures linked to magic and mystery, and were created in a dark and corrupt way. Very High combat stats.</i>	<i>The player can try to dodge 200 Lighting Bolts to obtain the Seal of the Twelfth, which can be used to customize characters' weapons and make them more powerful (No AP ability).</i>
<b>Monster Arena</b>	<b>Chocobo Riders</b>
<i>In the Monster Arena the player faces captured monsters. Part of the challenges involves capturing and defeating unique monsters. These unique monsters may be tied to particular elements of Spira's history or culture.</i>	<i>The player can capture a Chocobo, reach a plain and explore the area with the monster to search for rare objects (missions, no gameplay lore impact)</i>

## Exploration

### Narrative Impact (Why does the player want to complete them?)

Side quests allow the player to **obtain unique items and equipment** for the team's characters. At a narrative level they allow the player to **increase his knowledge of the game world** by offering **reflections on the themes of the main plot** (*forbidden magic, religion and the responsibilities of the characters*), **information about the individual characters**, vary the **interactions with the NPCs** and learn about the **history of the explorable environments**.



The player decides to **undertake a secondary path** and carry out these missions to **complete the game, strengthen his team before the main mission** (*weapons, equipable objects*), **explore the game world**.

### Design Context (Why were exploration missions added to the game?)

Through the secondary missions, the designers were able to **insert new hidden places** to increase the feeling of **mystery** given by the game and provide **Explorers players** with new **points of interest** separated from the main story.



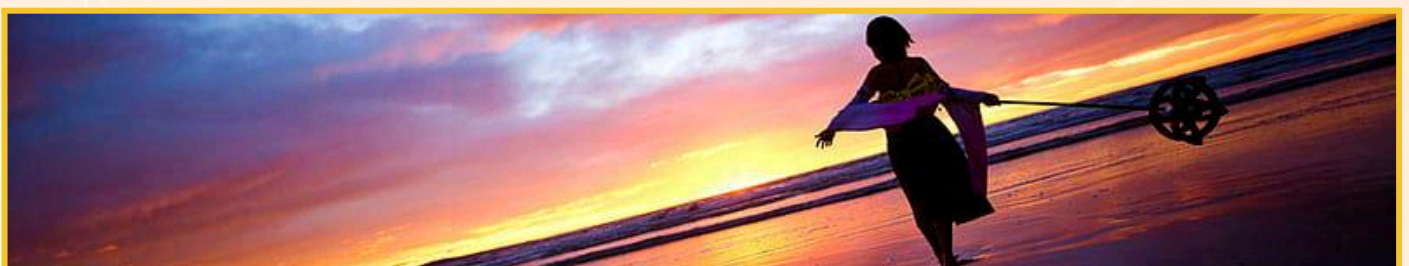
### Gameplay Moment (Mission Stress)

Secondary quests can be carried out at **certain moments of the gameplay** by the player, providing **limitations** in the **vehicles used to reach the areas** (the area must be reachable by airship and the latter must be unlocked by the player).

The **airship** is obtained in the **early game**, the player is still *traveling in the game world to find out where it is and how to defeat Sin*, the **stress caused by abandoning the main quest** is **not high** for the player.

### Player Stress given by the Missions

The missions to **obtain rare objects** lead the player to **meticulously explore each location** in order to **find hidden entrances or rare monsters** to beat and obtain the relevant reward. This forces the player to spend part of the time **overcoming frequent random encounters** or **repeating the exploration of an area several times**, causing a **high level of stress**




## Aesthetics Delivered by the Secondary Missions

<b>Exploration</b>	The player explores the game world looking for <b>hidden locations or alternative paths</b>
<b>Accomplishment</b>	By obtaining the reward the player completes the mission, being able to <b>continue the gameplay or unlock new secondary missions to follow</b>
<b>Completion</b>	The player wants to <b>complete the game 100%</b> by carrying out the missions

## Authority of the Challenge & Examples ( [Secondary Missions & Challenges - Description](#) )

**No authority assigned to these missions** (No player levels, builds or skills are required to complete them).

Treasure Search	Celestial Weapons
<i>Rare hidden items in the game can be a side quest requirement and can lead to a subsequent reward</i>	<i>More powerful weapons in terms of character statistics. They can be obtained as rewards for side quests</i>
Templar missions	
<i>The Templars are part of a religious organization that plays an important role in the world of FFX. They assign missions to the team because they recognize the importance of the members in the world of Spira</i>	



## Sport (Blitzball)

### Narrative Impact (Why does the player want to complete them?)

**Blitzball** has a **strong narrative impact**. It is the **main sport of the game world** and allows the player to **deepen the characterization of the team** (*Tidus and Wakka*), discover the **links** between the various **communities** present and is used by the inhabitants of the game as a **distraction from the devastation of their world**. The player decides to separate from the main path and play Blitzball to **break up the gameplay, obtain weapons and rewards** for the games won, **and complete the game**.



## Design Context (Why was Blitzball added to the game?)

Blitzball was added by the developers to **expand the gameplay** and **break the monotony** given by the main **story**, it also allows **Achiever players** to obtain **new objects to complete the game** and different **challenges** that require new types of **Logic and strategies** for the battles with the monsters.



## Gameplay Moment (Mission Stress)

Blitzball is **completely independent** of the **level of the team characters** and their **equipment within the story**. It provides a **separate gameplay** that requires a different type of **skills** from the player, the gameplay moment in which he decides to **face the matches** and the **tournament is irrelevant**. The player's stress depends exclusively on **when he decides to carry out the challenge (gameplay moment)**.

## Player Stress given by the Missions

A Blitzball game lasts an average of **5 minutes** and depends on the **actions taken by the player and CPU** during the game. If the player's team **fails to win**, the match must be **replayed again** and this applies to **every match in the tournament**. The **level of stress** caused to the player is **high**.

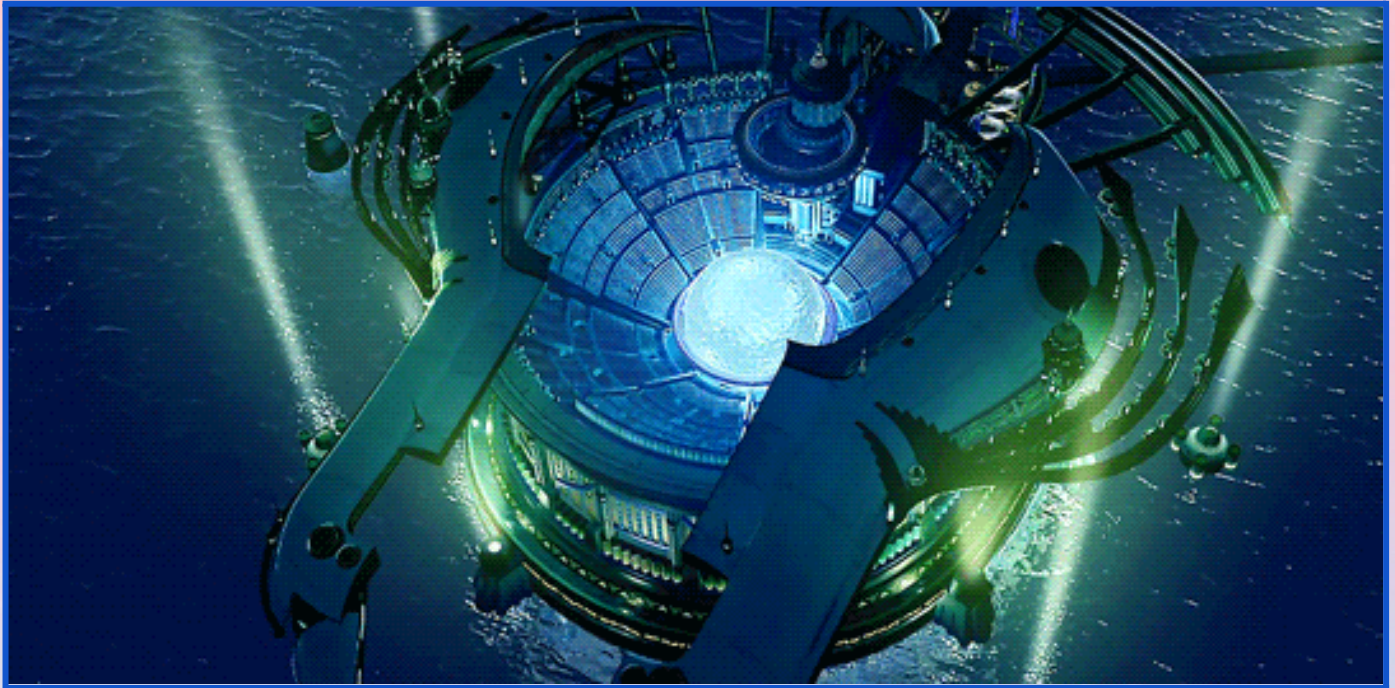


## Aesthetics Delivered by Blitzball

<b>Logic</b>	The way Blitzball works is <b>turn-based</b> , similar to the <b>game's combat system</b> .
<b>Completion</b>	The player wants to get win the tournament for <b>completing the game 100%</b>
<b>Fiero</b>	The player wins the tournament after <b>facing numerous teams of players</b> with <b>incremental difficulty</b> ( <i>independent of the player's level in the gameplay</i> )
<b>Excitement</b>	The <b>Action phase</b> ( <i>when the player is in possession of the ball</i> ) and the <b>RNG generated</b> by the game in the phases of contrast between two players from different teams or during a save creates <b>tension</b> for the player
<b>Sensation</b>	Blitzball features <b>unique shot animations</b> and <b>sound effects</b> ( <i>crowd and players</i> ).

## Authority of the Challenge

The authority of each Blitzball game is **given by the level of the opposing team members**, information available **immediately before starting the match**.



## Conclusions

The **New Year Revolution Effect** is managed using **secondary missions and challenges** that the player can face **during the main gameplay**. The **difficulty** of the challenges is **incremental** to be able to divide them into **various moments of the gameplay** (*not all missions can be tackled in the end or at the start of the game*), it is necessary for the player to **stop and carry out missions to strengthen his team**.

The challenges and missions deliver **different aesthetics** and present **levels of stress for the player** that depend both on his **level** and on his **logical ability** as well as the **moment of the gameplay** in which he decides to face them.

The main motivation that pushes the player to **detach himself from the pre-set path** of the game are the **rewards** that are provided by overcoming the challenges, **objects and weapons** that allow him to **strengthen the team and continue more easily**, or the **in-depth knowledge** of the game world.

