

Bachelor Party



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Elevator Pitch

A 30 year old starving artist must participate in a bachelor's show and/or find a job to prove to his parents that he is not a loser.

High Concept

Jun-Yi Wu is in his late 20s, and despite having a bachelor's degree in Fine Arts, he still had not found a stable job aside from the occasional commissions. Because of this, he depends on his parents to pay his rent, art supplies, and even videogames and other entertainment that has nothing to do with his work.

Desperate to get him out of their hair, Jun-Yi's parents met recently widowed Biyu Hou, who is secretly the murderer of her late husband. Impressed by her riches, they push Jun-Yi to start dating her, going as far as to close all his accounts to force him to stop depending on them. Jun-Yi and his father would then agree that he has one year to get his act together, and if he fails, he will have to get with Biyu for her money.

Distraught, Jun-Yi confides to his best friend, Yao Huang, only to be dragged into signing up for the new upcoming show, Bachelor's Party, participating in a matchmaking dating show, going on daily dates with contestants. By the end of each week, he will give a rose to each contestant he likes, eliminating one from the show.

Genre

Narrative Driven, Dating Sim, 3D top-down

Platform

Android, Steam

Demographic

17+

Game Hooks

Choose your dialogue carefully! Your choices affect the ending

Complete tasks in a 3D view

Pick between a unique group of girls and play their routes

Earn in-game money by playing minigames

Get to know a variety of different characters

Mechanics

Objectives

- Choose tasks for Jun Yi to complete.
- Complete all tasks in a level, listed.
- There is always a bonus and a secret task.
- Completing these tasks will do two things, affect Jun Yi's behavior and how others view Jun Yi.
- Ex. Let's say there's a work vs play dilemma. You would have to choose to either make Jun Yi work or to make him procrastinate.
- Making him work increases his funds, but decreases his relationship with characters that might want to interact with him during his work.
- Making him procrastinate by either hanging out with one of the dates he has to choose from or to take time for himself, it would increase his relationship with NPCs he chooses to spend time with, or it would increase his energy for the next day, but it would decrease his parents' trust in him.

Dating

- Jun Yi will participate in a dating show, revolving around an in-game schedule, Sunday-Friday.
- Each week, he will have mandatory days to spend with each girl. Ex. On Monday, he will go on a date with Catalina, on Tuesday, He'll go on a date with Ivanka, etc. On Friday, however, the player will get to choose who he could go on a date with.
- The player's goal is to not only get Jun Yi to like the girl, but to also get the girl to like him back. This is done through dialogue, gifts, and completing tasks that would impress the girl.
- To make sure Jun Yi likes the girl, the player will need to play around with his traits. The player needs to be able to focus on what the girl likes, ex, piano, video games, tennis. Jun Yi will have to practice those activities and develop a liking to them. If Jun Yi constantly fails, he will begin to hate the activity, and wouldn't be able to connect with the participant. If he is skilled, he will grow interest in the participant.
- There is a consequence to shaping Jun Yi completely to a participant's taste. If Jun Yi becomes the participant's dream guy, three things could happen: The participant will be creeped out and reject him at the end of the game, the participant won't like him because he's not being himself and reject him, or the participant would completely take advantage that the player is sucking up to them, leading to a bad ending. It all depends on the participant's personality.
- Jun Yi will be able to date outside of the game show, and will not have to try so hard with them. It involves getting into a lot of dialogue that would develop

into a relationship. Those NPCs will be giving gifts to Jun Yi, in which the player will have to either lie about liking the gift or be truthful.

- At the end of each week, Jun Yi will have to choose one participant to eliminate from the game show. The player does this by giving a rose to each participant until the last rose.
- If the participant had a good relationship with Jun Yi, she would be heartbroken, and Jun Yi would lose respect from the other participants (decreasing their relationships) and from the audience watching the show from home (decreasing his chances at finding work).
- If the participant had a neutral relationship with Jun Yi, she wouldn't care and accept her elimination from the show.
- If the participant had a terrible relationship with Jun Yi, she would gladly accept her elimination. Depending on the participant, drama can start, and could decrease his chances at finding work when the media blasts the drama in every direction.

Mini-games

- This is where the player could potentially get an ending without having to get Jun Yi a girlfriend.
- Jun Yi can prove to himself to his parents by getting a stable job and earning a certain amount of income.
- The game show will still be in effect, which is important for Jun Yi to retain a good reputation, as his audience could be potential clients, coworkers, employers, and bosses.
- When he gets to his freelancing job, the player will play mini-games. If they are successful, Jun Yi will earn a lot of money. If they aren't, Jun Yi will get a bad review from his client.
- The player will also have to help Jun Yi find a job by taking some of his free time into completing tasks based off of his portfolio, applying to different studios, and facing interviews.
- If Jun Yi gets a job, he will have to take plenty of spare time each day to complete work, or else he would be fired.
- If he has a terrible reputation on the game show, the backlash would get him fired. Finding a new job would also be hard if the reputation is devastatingly low.
- Jun Yi has a portfolio of his own. Players are able to practice mini games without getting into work, so that they could add to Jun Yi's Portfolio. The portfolio will go on his website and it will attract potential clients.

Overall Rewards and Flow

- Three of these mechanics have results that reward the players.
- Completing tasks rewards players based on what tasks the players choose to complete.
- Completing certain tasks that appeal to a NPC the player likes will reward the player relationship currency.
- Completing tasks that appeals to work brings the player financial currency.

- Successful Dates rewards players with relationship points, so that the Player can use them to go on another date. They can also reward the player by raising up Jun Yi's reputation, making it easier for Jun Yi to find work.
- The Flow circles around all three of these mechanics.
- Let's analyze our player.
- This particular player completed their tasks, and they are rewarded with relationship points.
- While on Friday, our player is free to choose the NPC they want to go on a date with, they can go on a weekend date with whoever they choose, but they will have to pay with relationship points. Of course, for NPCs outside of the dating show, the player will have to pay on Friday to unlock a date with them, but let's continue as though the player is going on a date on Saturday.
- Because the player had earned enough relationship points, they were able to pay for a Saturday date.
- The player could have just as easily waited for a randomized event by allowing one of the NPCs to call up Jun Yi and ask to spend time on Saturday, but the player just so happened to be too eager to raise up the love level.
- During this date, people were secretly taking pictures and videos of this encounter. The player managed to do just fine and had a splendid date with the NPC, giving Jun-Yi a positive reputation.
- The positive reputation gets the attention from a recent graduate student who's creating a game and needs a concept artist. The student will contact Jun Yi via email and propose a gig.
- The player accepts this gig and begins work. They play a mini-game to complete the proposed gig.
- The player is successful, so their reputation rises up because they did such a good job, the student wants to recommend Jun-Yi's work to his friends' start-up gaming company. The student happens to have wealthy parents, so they pay Jun-Yi a good amount of money.
- Sunday comes along, giving the player some time to think about what they can do. It just so happens that on Monday, the NPC they like will be the mandatory date of the day, so the player decides to go gift shopping with the money the player had earned. With it, they can finally afford the gift they want to give to the NPC.
- Monday, they go through the date, and the gift made the NPC so happy that they decided to gift the player in turn. It's a new tie the player can wear for their next date! This encounter was cute, so the reputation raises up, gaining more attention from potential employers.
- The cycle goes on from there.

Player Level-Up

Work Level

Every time the player decides to work, the finances they earn will determine their success rate, but will be fixed until their skills level up.

Working increases funds and experience points. The player could also practice. If the player succeeds in a practice round, the art piece will go into Jun Yi's portfolio, attracting clients.

Here's an example:

The player just started playing, and is very focused on gaining currency for customization and gifts. The player will start off picking up small gigs, which are relatively easy mini-games that pay little. Every failure pays less than what a success would pay.

The overall payment for this one gig is 200\$. If the player fails, the player would only receive 120\$ because the employer happened to be merciful. Now, if the employer is a stingy, perfectionist, the player would get nothing. If successful, the merciful employer would be so happy, they will give the player a 50\$ tip, giving the player 250. The perfectionist would only give 200.

The player will pick up practice mini-games, which will demonstrate challenges players would eventually face. The skills will increase, and the player can add this piece to Jun Yi's portfolio.

The player's skills have increased enough to unlock higher paying work, but they are just for Jun Yi to send applications, and because his experience level isn't high enough, some may reject him. But of course, there are still some that will accept him.

The player managed to increase their experience points high enough to level up! Now the player will be accepted more often, and their pay is increased. They have a long way to go before they can get to studio contracts, up to actual company contracts.

Each level up, a small event will occur. In this case, the player leveled up to Lvl II, which initiates a knock on the door. Jun Yi opens to see the maid, Mei Lien, come in. She couldn't help but notice how much of a hard worker he has been lately and wanted to give him a gift, presenting him new materials that would definitely improve the quality of his work. The player will always be rewarded each time they level up.

Romance Level

Unlike the work level, the romance level can decrease depending on the circumstances.

Let's say the player is fixated on Mei Lien, the main love protagonist but at the same time, not in the dating show.

In the beginning, Mei Lien is kind, and is a lot more present than other NPCs. The very first interaction they have together is when Mei Lien enters the home the first time, hired to clean his home. Dialogue options will determine how Mei Lien feels about Jun Yi.

If the player is consistently kind towards Mei Lien, she will develop a crush on him, starting the level-ups. At this point, the player reached Romance Lvl I with Mei Lien, titled, "Puppy Love." After the level-up, she will gift him some financial currency, worried that he didn't get anything to eat, and would like to pay for his meal. Rewards will randomize from then on, such as gifts that customize how Jun Yi looks, his apartment, or even a new pet.

Fast forward, the player is reaching boyfriend status when all of the sudden, the player picks a dialogue that is cruel towards Mei Lien. At first, she forgives, nothing happens, but if this is consistent, the level will drop to the previous level, and Mei Lien won't want to speak for some time, worried to upset Jun Yi more.

For Mei Lien, it's a little harder to get her to be upset with Jun Yi, but for some NPCs, that may be different.

Gifts, choices, and good dialogue are all necessary to increase romance levels. Gifting is very easy, but also has some consequences. For some NPCs, if the player gifts them too much, the player will lose Romance XP. For others, if the player consistently gifts an NPC, but all of the sudden, they don't have a gift for their current date, they will lose a lot of XP.

There will be spare time on an in-game day, so the player will be able to choose how they want Jun Yi to spend it, meaning Jun Yi could pick up some interests that would unlock dialogue. If they are successful at those minigames/tasks, the dialogue options will be positive, which would later on, increase romance XP. If they fail, the options will be negative, decreasing it.

Reputation Level

Reputation will determine the likelihood of Jun Yi receiving offers from clients and being accepted in contracts. Like Romance, this can drop during different circumstances.

Let's imagine our player once again. The player learns about this reputation once Jun Yi first finishes a day in the dating show. If the player picked good dialogue, and overall acted polite

towards the contestants, crew, and even that one janitor, they will receive a call from Jun Yi's best friend, who would inform him of the viral posts over Jun Yi, and the level is revealed. At this point, they will earn Lvl I Reputation (Likeable).

Later on, during elimination week, The player eliminates one of the contestants that actually really loves Jun Yi because the player was consistent in getting their romance level high. The girl is heart broken and breaks down in the middle of the elimination scene. The reputation furiously drops, and viral influencers will start trends known as #CancelJunYi.

Because of this, even if Jun Yi has a high Work Level, unless the player can manage to get rid of the hate and redeem Jun Yi, employers will be hesitant to hire Jun Yi for anything.

When the reputation levels up, the player will be rewarded with three gig offers. The offers will increase with each level.

Competitive Landscape

We will be competing with plenty of dating simulators, including visual novels. One of them includes Mystic Messenger, who has a unique system within itself, in terms of how they deal with different routes and endings.

This game stands out because we are playing with not just the visual novel aspect, but also 3D gameplay, a wide range of choices to make with unique good and bad endings, customization options for both Jun Yi and apartment, and a consequence system.

We want to take a step further to make our game stand out, that's why we chose to give a 3D perspective in a dating simulator, with the option to play an ending where the player can win without scoring a date.

Dual Currency

Financial Currency

Financial currency is what begins the flow of currency. This type of currency can be earned in work, gifts from NPCs, and payments.

An image of Paper money represents this currency. The money will be shown in the top left corner, with other symbols, in which if tapped or clicked, a wallet opens up to show the statistics

of how much currency had been earned within a in-game week, real-world week, current Work Level, and a prediction of how much they'd earn if they continue to earn the amount they are earning.

With this money, players can pay for customizations, both for Jun Yi and his apartment's look. If they have enough, they can even pay for a new apartment, or an entire home. They can also sell things they've already had, such as outfits they no longer want on Jun Yi, a couch they're sick of seeing, even the dog they've had for weeks but really need a new TV.

They can also pay for gifts to NPCs, which will help increase Romance Levels. To further the importance of this currency, the player can also pay NPCs to increase their reputation.

Romance-Currency

Romance Currency, also known as Relationship Points, are what drives the dating simulator gameplay. Players can earn these only within the dating part of the gameplay, and can also pay for more romance currency.

An image of a heart is the symbol of this currency. Each NPC has a different colored heart. Tapping or clicking on it will reveal each love interest, the romance levels, how much is needed for the next level, how they feel about the player, a forecast showing their likelihood of their relationship improving or not, and their current thoughts on the player.

The public have their own heart as well, determining how many fans and haters Jun Yi has.

These are what unlock dates with NPCs, both from the Game Show and outside of it. If the player made a bad choice in dialogue, they can use this currency to pay for "Smooth Recovery," which would have Jun Yi say something charming or defend what he just said to bring back up the Romance XP.

These can also pay to boost up Romance XP for an NPC. There are consequences in trying to use this consistently, as the price of boosting Romance XP will increase, enforcing the player to earn the XP rather than constantly paying their way to a good ending.

Jun Yi has fangirls. The player can use some hearts to get Jun Yi the courage to post something online that would woo the fan girls, increasing his reputation.

Players are able to pay real money to buy hearts for whichever route they want.

Reputation Currency

Reputation currency is what the player needs to submit applications to jobs. Each real-world day, the player can send five applications for free, but will need to pay to send more applications.

The symbol used for reputation currency is a briefcase, symbolizing professionalism. Tapping or Clicking on it will show the history of each job/gig the player has completed, the success/failure rate, reviews, the skillset, and the reputation level.

The player can earn reputation by going on good dates, interacting with NPCs positively, and making good online posts for Jun Yi.

They can use their currency to boost their Reputation XP

This currency is important, since there will be chances for Jun Yi to be canceled, and if the player does not have enough in-game money or the hearts to impress the fan girls, they will have this currency to increase reputation.

Retention

Our main retention is our storyline. We have a storyline with plenty of good, bad, and neutral endings. Competitive players will come back to try to earn every ending, and we will reward them through leaderboards, and during events, we will offer to send them merchandise.

Our other retention is our daily rewards. At the beginning of the day, Mei Lien will offer gifts, hidden under three silver cloches. The player will play this shell game, as the items rotate, until the player picks on one of the cloches and will be rewarded with different things such as a heart that appeals to an NPC, gift that appeals to an NPC, one of our currencies, Customizations, and more.

But that's not all, each day, the player is rewarded with five applications. The player will be able to send those applications to five different jobs/gigs for Jun Yi. Once they're up, they will have to pay to get another application.

During events such as cultural or holiday events, players will get to participate in different kinds of minigames. One of them might be during Venice's Carnival. During the carnival, there will be a customization event, where the players will get Jun Yi and his love interest to dress up together, players will vote for who looks the best/cutest, and whoever wins first place will be rewarded through our sponsors, a tour to Italy. Second place could earn money, and third could earn in-game rewards, so on and so forth. If we wanted to keep the scope small, because we probably

won't be able to throw away money as of now, rewards would be based on in-game cosmetics, currency.

Monetization

Our monetization is through our three currencies: Financial, Romance, and Reputation. These three are our main currencies that players will be paying for, should they need to. If not, they will be able to watch ads to earn what they need.

Social Features

While this game isn't a multiplayer game, we do offer chat rooms on mobile, and forums on pc. In our chat rooms, players can trade with each other. They can trade furniture, pets, gifts, and outfits. They can also send currency to each other.

In our forums, players can write posts when they have trouble with something, so other players can pitch in and give them advice on what they can do to progress in the game. Players could also write fan fiction (I'm dying inside over this idea), post fan art, and overall, make friends.

We want our players to be safe, and there are deep storylines in this game that doesn't appeal to young audiences. In the case that a minor comes across this game and begins chatting in these forums or chat rooms, we would have PSAs to inform our players that it is unacceptable to bully, harass, and overall, act inappropriately to other players, and such acts will cause an immediate termination, with no money back for anything they've bought, as we have no tolerance to inappropriate behavior, especially if a young player joins by lying about their age.

We will encourage blocking and reporting, but we will also warn about abusing our reporting system. We don't want to spam our players with this message, so, when they first begin posting or messaging, they will have to agree to our terms of services, which will clearly indicate that if they were to act inappropriately, they will be terminated and forfeit all their rewards and whatever they had paid for. We will establish clearly what counts for harassment, and will state that minor cases are suspendable or given warnings, but extreme cases are unforgivable and will result in an IP ban.

To report, there has to be evidence of the harassment or bullying, which is the transcript that they can pass over to us and highlight where it begins and where it ends. Posts are easy to report, as the public will look and report for our employees to review.

Gacha System

What form does the gacha take?

Considering the theme of Bachelor Party, we have plenty to work with in terms of a Gacha System. We have three currencies: Heart, Financial, and Reputation. We also have different types of customization: Home Improvement, Clothes, Hair, and Pets. We also need to implement a system where players can trade with one another if they didn't get the item they wanted.

We have our original shell game as a minor gacha minigame, but we also have a new gacha gameplay.

Depth of your gacha



What content does the gacha contain?

We have three different currencies:

- Heart - The currency that pays for extra dates and smooth recoveries if the player makes a mistake in the dialogue. The color of the hearts shows that the hearts are based on each love interest, and are not completely combined.
- Financial - The currency mainly used for customization, upgrades in work mechanic, and gift shop
- Reputation - The currency that pays for extra job application and small boosts for the Reputation level.

We also have customization such as:

- Clothes
- Hair
- Pets
- Pet accessories
- Pet necessities
- Furniture

If the player already meets the max amount of pets they're allowed to have in their home (their first apartment will only allow one pet while a mansion would allow up to five), then the system will only have accessories/necessities for pets to be in the gacha system, completely removing pets from the minigame. This is to prevent players from having too many pets in their home, and having to spend currency feeding them all, taking away the purpose of the game.

These are all separated into different categories, in which players have chances to play for free within a day, but once they no longer have chances, they will have to wait a few hours to play again or to pay a small fee with their in game currency to buy more tokens.

Players are provided five tokens and have five categories to choose from. Currency is grouped together, everything related to pets is grouped together, clothes and hair are separated, and furniture is its own gacha.

How are duplicates handled?



We have a social system that allows players to switch customization items with each other. They can also sell duplicates to earn financial currency.

Financial and reputation currencies are not tradeable, however, Hearts are. If the color of the hearts are red, but the player wants to attract a different love interest than the love interest that only accepts red hearts, the player can trade with another player that has the color of the hearts they wanted.

If not, hearts can be saved for later if the player decides to go for another route, or can be exchanged with financial or reputation currencies. If the player manages to collect each different color of hearts, they can combine them into a universal heart.

Universal Heart



The Universal Heart is exactly what it's titled. It's a new heart that can be universally used for any love interest the player wants.

Example: Let's say our player managed to gather all the colors of the heart currencies. They can divide them all to combine into one or several hearts.

How many hearts collected per love interest
1 per love interest
2 per love interest
3 per love interest
4 per love interest
5 per love interest

Example continued: The player has collected three hearts per love interest. The player will be able to divide each heart to combine all the pieces into three universal hearts. They would ideally keep the other half of their hearts, unless they'd like to combine them as well, creating another trio of universal hearts.

What rarity tiers do you have?



For currency, there will always be a randomized number. Sometimes, since all three are combined, there could be multiple currencies added.

IE. Player plays the Currency Gacha, earns 3 Gold Hearts, 12 Reputation, and 50 Financial.

Sometimes players will earn more of one currency than the others, but either way, what is rare is for all three of the numbers to be exactly the same. If that happens, the player gets a free token to play again.

For customization, there will be different sets of clothes and furniture each week. The player that manages to get most of the items or fills the outfit style completely by the end of the week will be rewarded the currency of their choosing. They don't get to choose the amount, but they can choose which type of currency they want more of.

For some outfits/room decor, they will be available in the store once the week is over. For other outfits/decor, they will not be available for either a certain amount of time, or at all, period.

An example of what this would look like:

Take the whole month of December. The first week is the week of the clothes/room styles that can be purchased in the store once the week ends. Since this is a seasonal month, those items will no longer be available once December is over. These items can be traded amongst players to fill their sets.

Mid December is where items will not be available until next year. These items can't be traded, but they can be sold if there are multiples.

The last week of December is where the rarest items will be placed. They can be sold, but they absolutely cannot be traded, will never show up in the store, and will never show up again, period.

December was chosen because that month is a very crucial month, but we would be less harsh on months that aren't so crucial worldwide.

How could you add pools of content?

We add content during crucial, cultural months. Whether it be Valentine's Day or the Venetian Carnival.

We can also start including outfit customization for the love interests of the player, so that the player will have more content and hype up different events such as outfit matching shows, so players could vote on the cutest couple paired with pets and room environment, and win different prizes for it.

Width of your gacha

What elements of width are you using?

The elements that are used for width are based on the cosmetics of the gameplay and currencies. Both will have a role in gameplay.

The variety it demands depends on the usefulness of the object. Although there are cosmetics, these things are useful in engaging players in events, in which they are rewarded for their participation, regardless on how much they actually do participate.

Some of these events will improve the relationship between the main character and the npc the player has been trying to get with. There are lots of opportunities here for players to level up and be able to unlock new tools for work, new places to go on dates, and cosmetic items.

Because we want to prevent players from being able to abuse the system, we won't allow these items to exceed its usefulness. It would be nice for Jun Yi to start wearing an outfit that one of the contestants might like on him, but it won't make her want to jump into his arms and marry him on the spot. More importantly, it won't make him fall madly in love with her.

They could be fitting all the marks on one love interest, but they still have to worry about making sure Jun Yi is compatible with her, and thus, they continue the gameplay. They could have the highest reputation, but with the rise of fans, the rise of haters will try to take the player down.

Besides that, our mechanics will continue to prevent the system from overriding the original system, so that we can make sure it is a balanced game, with the main character having to improve as a character and at the same time, develop feelings for a character.

Desire

Give the player a reason to care about your gacha

The fun events with rare items will give our players reason to play with our gacha system. These items will improve the gameplay, giving players a chance to improve their reputation, make smooth recoveries, and have cool looking homes.

The rare items during seasonal events will encourage players to play, but with our original mechanics in place, we've made sure that these items aren't going to immediately be the cure to all their problems.

Overall, this gacha makes our game more interesting and encourages players to interact with each other through the trading system.

Tie gacha to player progress in your game

While furniture and clothes make the player have the ability to make their place cool, and they can participate in events to see who's got the best looking apartment/house, these items will have a part to play in progression.

Besides tasks completion and gifts, players will have to develop a sense of style for their character. With that said, there are consequences with trying to completely copy the style of a love interest. It would be made clear if the main character invites the love interest into his home.

If the love interest has an interest in gothic themes and the player manages to complete sets for the kitchen, bedroom, as well as outfits and even the pet and its accessories, it could intrigue the love interest. However, if the player pays too much attention to decor and not enough attention to making sure Jun Yi actually does have an interest in gothic themes, and developing it through minigames, Jun Yi will not like his new room, express his lack of knowledge on the topic, and the love interest will see him as a desperate guy and the player will lose some relationship points.

Gacha Examples

These are some of the games that we can look at and gain inspiration from.



Categorizing: Seven Knights categorizes different types of objects in the way we plan on doing.

There's rare heroes, normal heroes, rare hero tickets, and others. Also, as you can see, above those cards, there are also more categories such as packages, items, rubies, etc. This is something we currently have in our game.



Time Based: Mystic Messenger has a unique gacha system that's available every four hours. Once the spaceship hits the Honey Buddha Chips, the player can tap on the chips, and will be rewarded by a random number of hearts and hourglasses, two different currencies. We implemented a similar type of method, except our gacha is coin based.



Randomized Reward:

CrossyRoad offers a chance for players to earn coins during the game, save up to a certain amount of coins, and buy a chance to win another character. We give our players multiple categories, rather than putting it all in one and having it be completely randomized, but we randomize the chances of earning rare items, how much currency, etc.



Recycle: Hotel Hideaway gives players the chance to sell their duplicates, and also allows players to combine items that have low star ratings to get higher quality items. Bachelor Party has a similar system, while players are allowed to sell their duplicates, they can combine hearts once the player reaches all the colors, being able to create the universal heart.

Complete Sets: Hotel Hideaway also has different sets of outfits that players are able to win when they play their gacha system. We also have different outfits for players, but also pet accessories and home decor. Hotel Hideaway does not reward the player for completing sets, however, we plan on setting a reward system, so players will be accomplished in completing sets.



Trade: Tibia has a system that allows players to trade items with each other. Unlike Tibia, Bachelor Party doesn't really allow players to hold prices and offers, all they really need to do is contact each other and trade.



Rewards: Game of Sultans provides rewards to players who participate in their gacha events. If they spend gems to play during events, the players get rewarded and move up the leaderboard. We also want to hold events so players can participate if they please, and be motivated enough to win items so rare that only they and several lucky players will have.