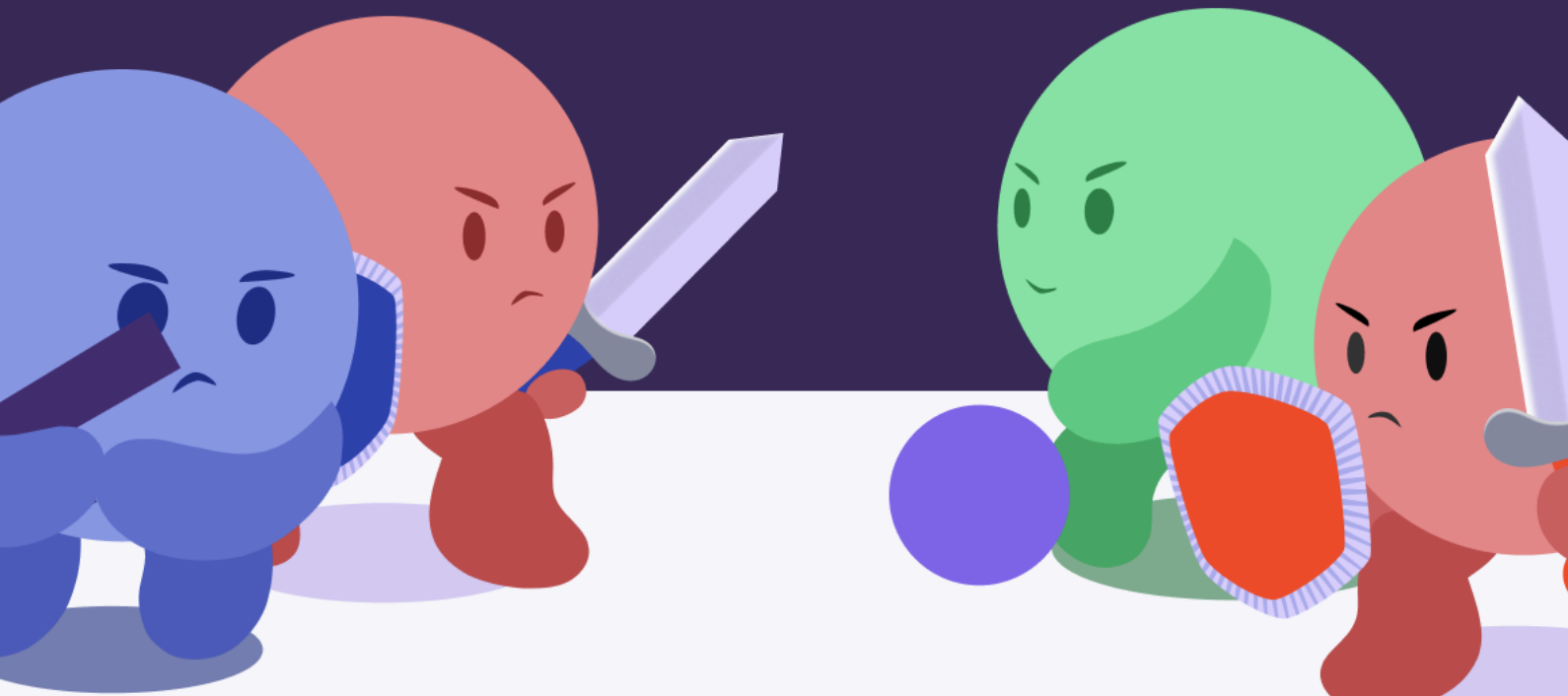




# Emotional Feedback





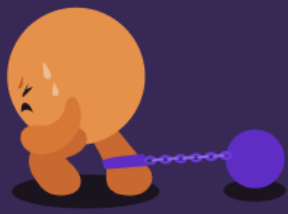






# Positive Consequences

Green



# Negative Consequences

Orange

<p><b>CONSEQUENCE</b></p> <p><b>ANXIETY</b></p>  <p>Players are following the game's schedule, not their own. They keep waiting for things, feeling anxious.</p>	<p><b>CONSEQUENCE</b></p> <p><b>FRUSTRATION</b></p>  <p>Players are spending on new items but getting frustrated with their poor quality.</p>	<p><b>CONSEQUENCE</b></p> <p><b>OBLIGATION</b></p>  <p>Players feel trapped and are spending more time playing out of obligation. The game is losing his fun.</p>
<p><b>CONSEQUENCE</b></p> <p><b>OBSESSION</b></p>  <p>The excess of collections and items is making players spend countless hours just to collect everything.</p>	<p><b>CONSEQUENCE</b></p> <p><b>BURNOUT</b></p>  <p>Playing for long hours is making players feel more tired and annoyed.</p>	<p><b>CONSEQUENCE</b></p> <p><b>GUILT</b></p>  <p>Frequent item drops are pushing players to play long hours, cause they'll feel guilty if they miss them.</p>
<p><b>CONSEQUENCE</b></p> <p><b>INABILITY</b></p>  <p>Advanced competition attracts new players, but the difficulty makes them feel powerless.</p>	<p><b>CONSEQUENCE</b></p> <p><b>BANKRUPT</b></p>  <p>You're making a lot of profit, but players are spending all their savings.</p>	<p><b>CONSEQUENCE</b></p> <p><b>REJECTION</b></p>  <p>Excessive sharing of your game made you well-known, but it's harming the friendships of those who share.</p>

