

Capybara Go!

Comments on its Economy Design

Shortfalls

- While taps and sinks for energy and gold are easy to catch-on to, the other resources are be obtained from various different sources.

Why is this a shortfall?

- Items such as gems and power stones require the player to browse through various screens and menu hubs in the game.
 - This feels counter-productive towards the core principals of the game: idling and gratification through minimum engagement.
- Since resource taps are so wide-spread among different menus and limited-time events, tasks and more, the player is less likely to understand how important a particular resource is and therefore is less likely to feel frustrated for having a dearth of it.

Frustration Points

- More time spent hunting resources than adventuring.

This point flows from the previous heading

- While each of the core resources (energy, gold, gems, pet eggs etc) serve a specific purpose, the time spent hunting them down from the many-many menus takes longer than adventuring or travelling with the capybara.
- This issue emerges after chapter 3. The player unlocks the “travel” mode - making the base adventure mode practically redundant. Gold taps suddenly become plentiful removing the any fun from the build-making grind of the base adventure mode.
- This is counter-productive. The player has less reason to even engagement with the game.

Possible Improvements

- Remove resources that seem redundant - even if they aren't. I never felt like I needed gems because these resources gave me too many things to do in a single play session.
 - Specific keys for gold, silver, “...” chests especially.
- Try and incorporate AFK Rewards in other limited-time events and tasks.
 - Limited-time events and tasks felt like fluff, and browsing through them was tedious.
 - Whereas AFK Rewards were genuinely satisfying and worth checking out as it pools multiple resources rewards together.
- Tie collectible chests to adventuring to appreciate their value and gacha pulls that can otherwise be skipped with the help of gems.
 - This would promote the value of gems and create more frustration points for the player to buy them as a result of difficulty spikes in the adventure mode.