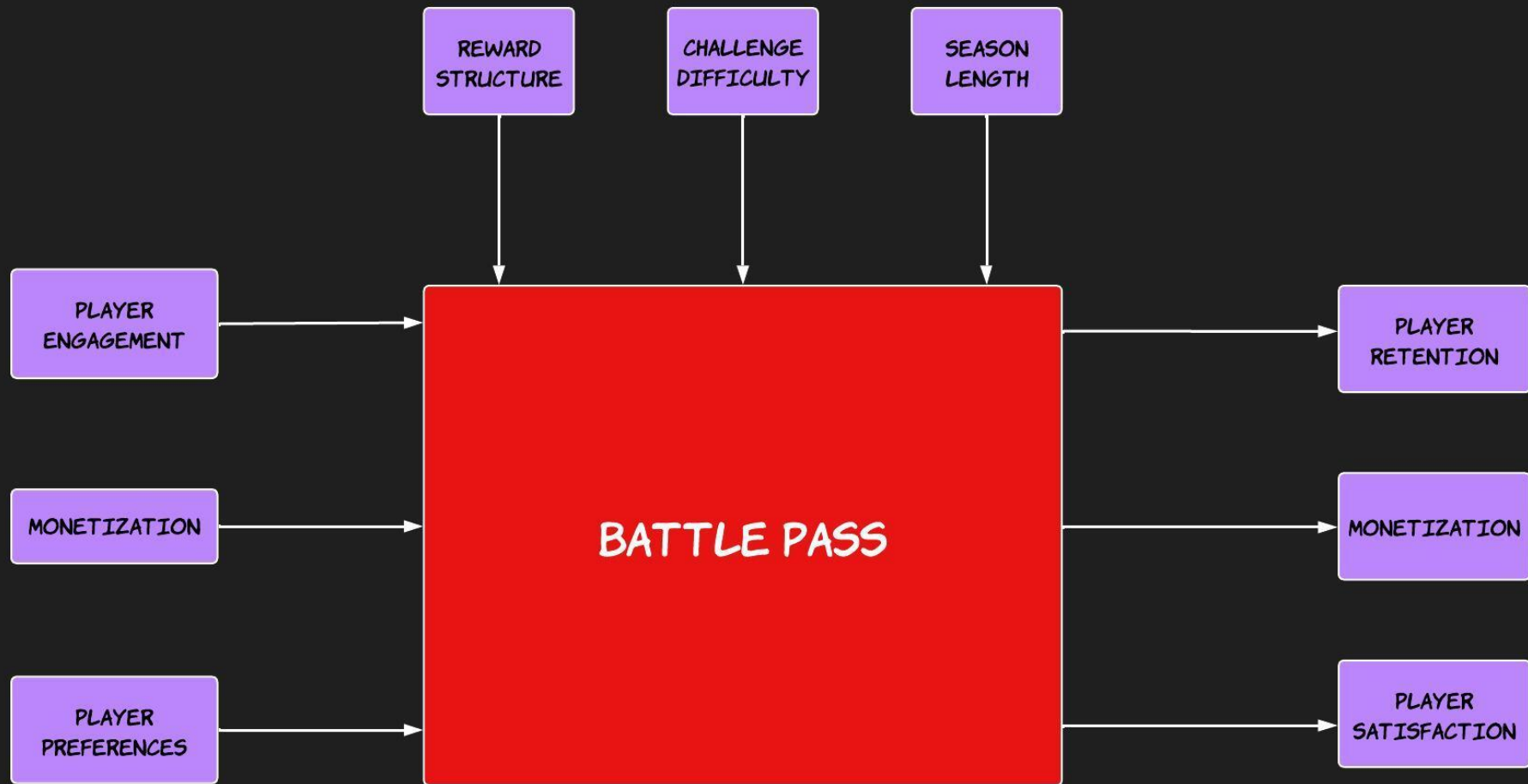




Inputs

1. Player engagement: The battle pass is designed to increase player engagement with the game by providing daily rewards and challenges.
2. Monetization: The battle pass is also intended to generate revenue for the game through the sale of battle pass subscriptions and the inclusion of hard currency items.
3. Player preferences: The content and rewards offered through the battle pass should align with player preferences and drive continued interest in the game.

Control Levers

1. Reward structure: The rewards offered through the battle pass, including cosmetic items and hard currency, can be adjusted to incentivize players to purchase and complete the pass.
2. Challenge difficulty: The difficulty level of the challenges can be adjusted to ensure that players feel challenged but not overwhelmed.
3. Season length: The length of each battle pass season can be adjusted to balance player engagement and monetization goals.

Outputs

1. Player retention: The battle pass system is intended to improve player retention by offering regular rewards and incentives to keep playing.
2. Monetization: The battle pass system should generate revenue through the sale of subscriptions and the inclusion of hard currency items.
3. Player satisfaction: The battle pass system should provide players with a sense of achievement and satisfaction through the completion of challenges and the acquisition of rewards.