

Interaction loops



SKILL → climb
 COST-BENEFIT
 RULES
 FEEDBACK
 NEW

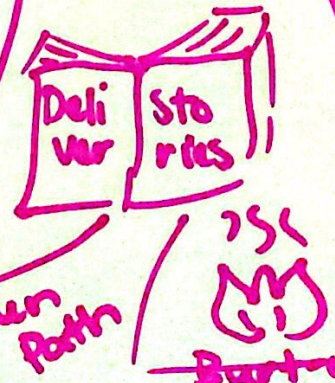
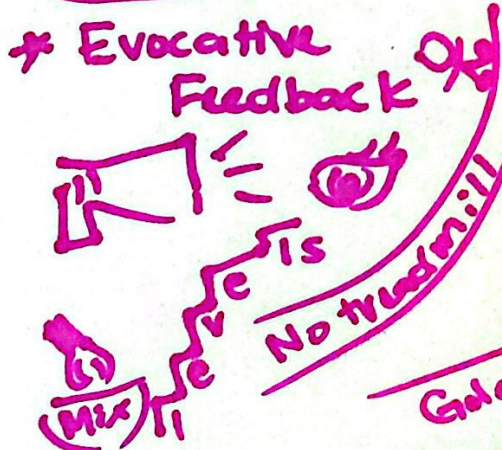
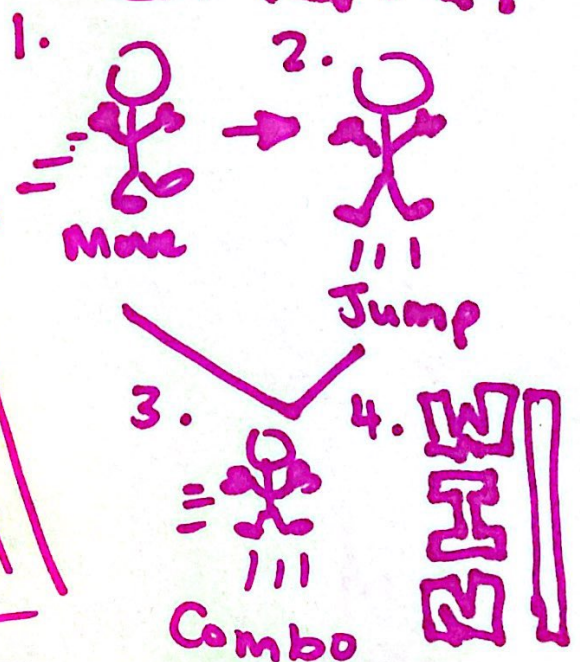
mental model
 Cause / effect
 mastery

Game = Architecture

- * Simple (v1.1) Modular
- * Easy Action
- * Simple System
- Instruction (i)



SKILL CHAIN



Golden Path