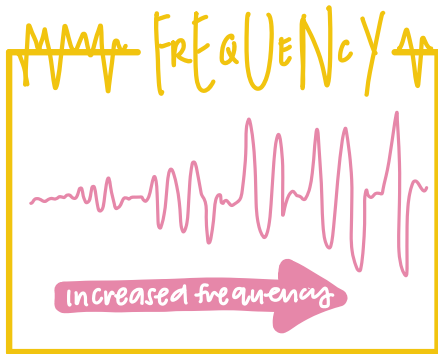
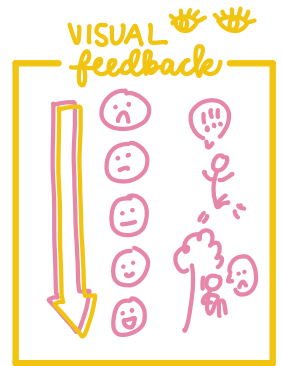
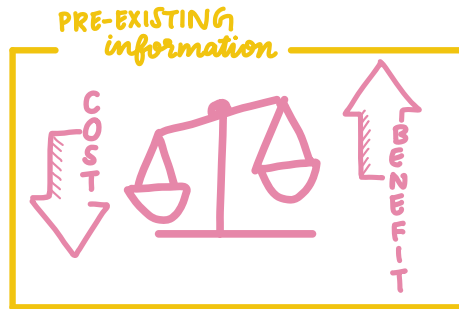
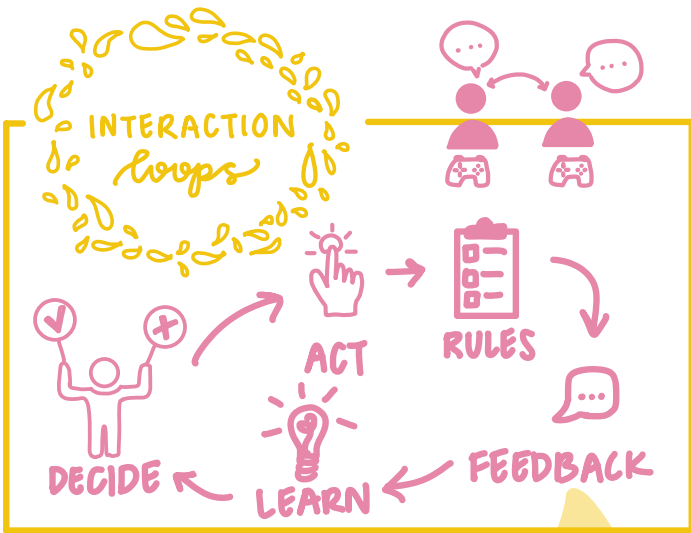
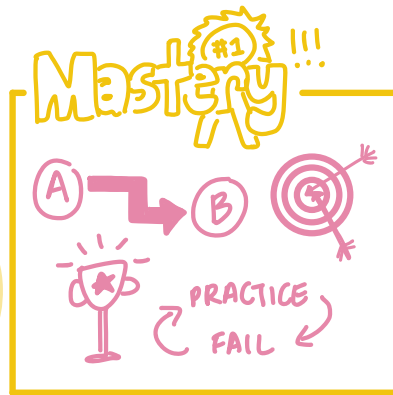


LOOPS ≠ ARCS

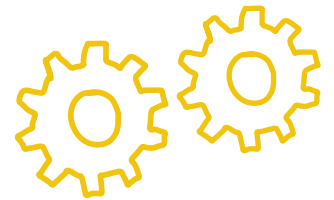
AMANDA HUYNH



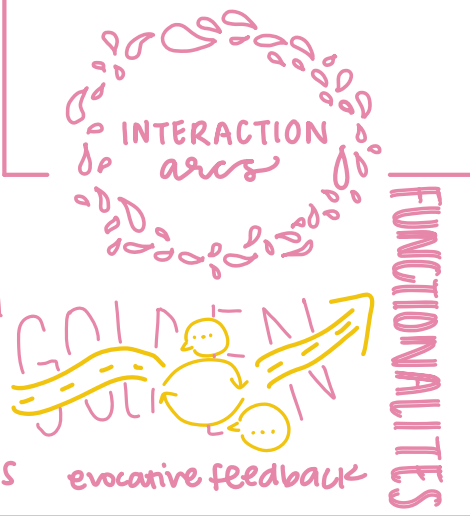
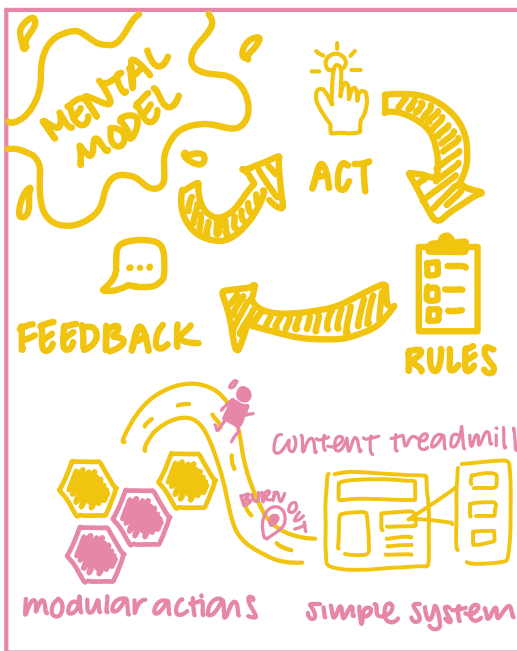
MENTAL MODEL



LOOPS develop skills



ARCS develop evocative content & deliver success stories



~~CONTENT payloads~~

~~GAME architecture~~

= FUNCTIONAL



1. RULES ADDRESS HOLES
2. FAIR & ⚖️
3. FUN & CHALLENGING & 🏆



Internally Complete