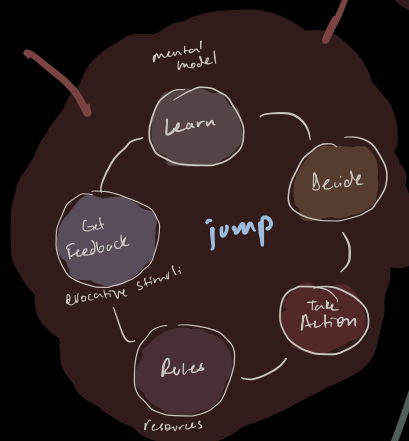


Loops and Arcs

Loops



Slow, infrequent



fast, frequent loops

when to use
- to give player wisdom

Arcs



- Simple modular actions
- Simple systems
- Proactive feedback

'Ideal golden path'



Mixing loops and arcs

