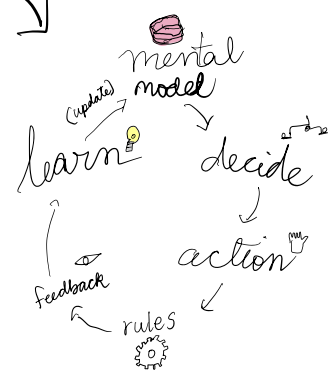
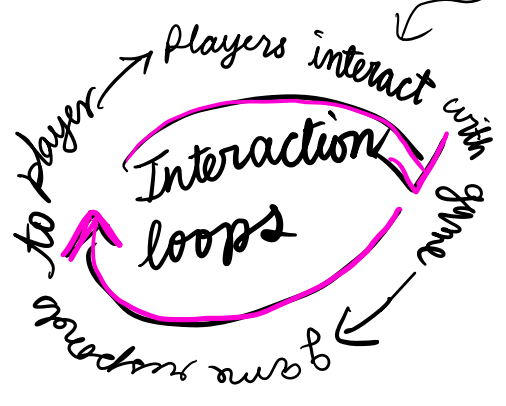


mostly loops are used to **develop skills**.



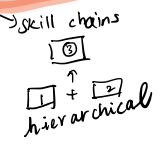
HELP YOU UNDERSTAND

HOW DO PLAYERS ACTUALLY PLAY THIS GAME?

WHAT SKILLS DO PLAYERS ACQUIRE? WHAT ORDER DO THEY ACQUIRE THEM? 1, 2, 3, ...

WHICH PARTS CAUSE CONFUSION? ? ?

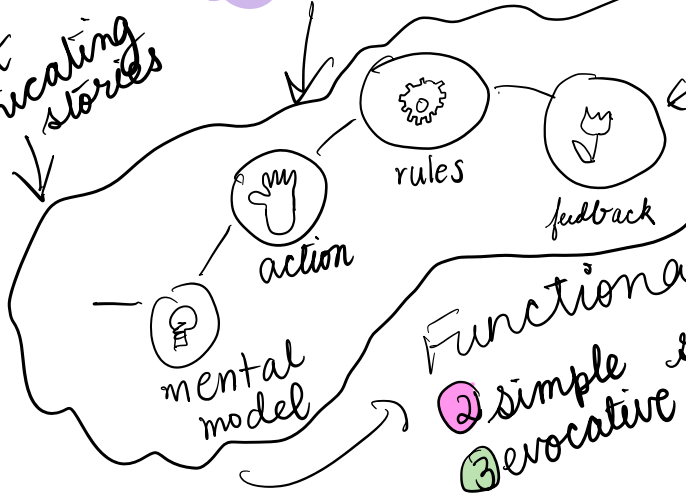
SMALLEST → MOST COMPLEX INTERACTIONS & WHY PLAYERS CARE! ❤️



MIXING interesting outcomes!  
untangling

**INTERACTION ARCS** are used to deliver evocative content

excel at communicating success stories



rich update of mental model

Functionality: ① simple modular actions  
② simple systems  
③ evocative feedback