Game   Architecture

Interaction Loops

① Learn
Update — Decide
Feedback — Action
Rules
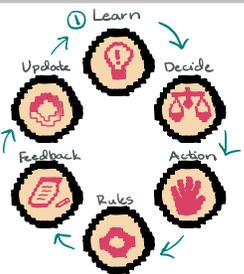
➡ Gain practice with specific **skill** ➡

🕐 a few times per level (killing goomba)

🕐 nearly every second (jumping)

Frequency

Skill Chains

in hierarchy

Compound interactions join skills

kill goomba

jump   move

✱ learn lower-level skills first
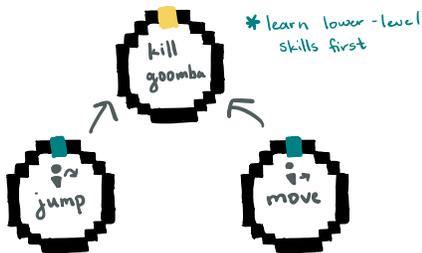
✱ build intuition

✱ help understand complex system

✱ create mental model

Interaction Arcs

Mental model

Action

Rules
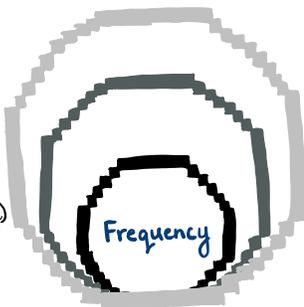
Arcs

Feedback

Communicate success stories with *golden paths*

You can say <u>loops</u> are a series of arcs, as in *expanded loops*

← ↻ →

Functionality

Simple modular actions

📖 turning a page   📺 watching a movie   walking right

Simple systems

📄 page of a book   💻 Simple display of content

Evocative feedback

🐢 → 1   link mental models in unique manner

To prevent burn out, create a sequence of arcs

❗ ➕ ❗ ➕ ❗

Mixing loops and arcs

arc   **loop**   Sandwich

what repeats and what doesn't?

parallel arcs: looping gameplay + game music arc   🎵↻ 🎮↻

levels: spatial arcs + gameplay loops   💾↻ 🎮↻

micro parallel arcs: levels + parallel arcs   🎵↻ 🎮↻

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