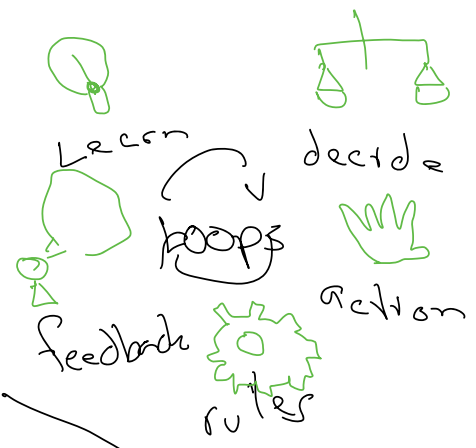
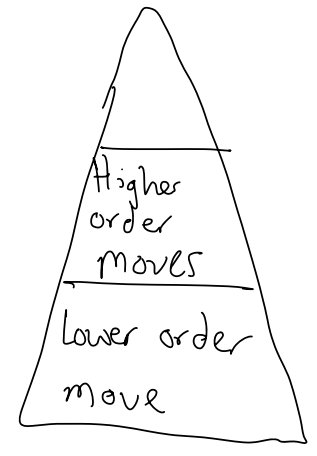
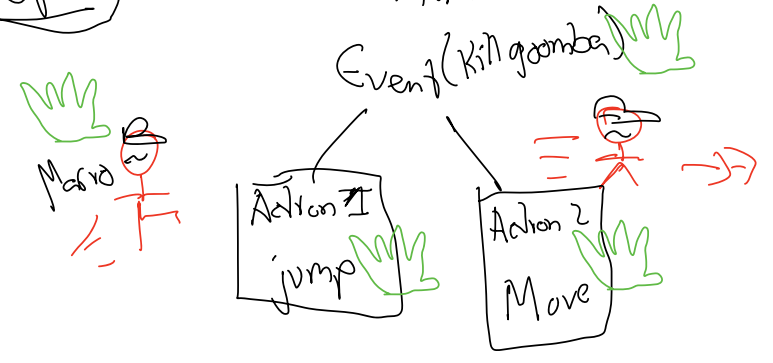


Loops

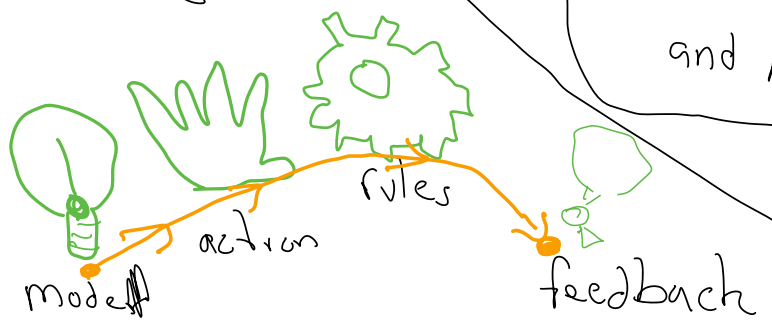


Skill Chain (Loops)

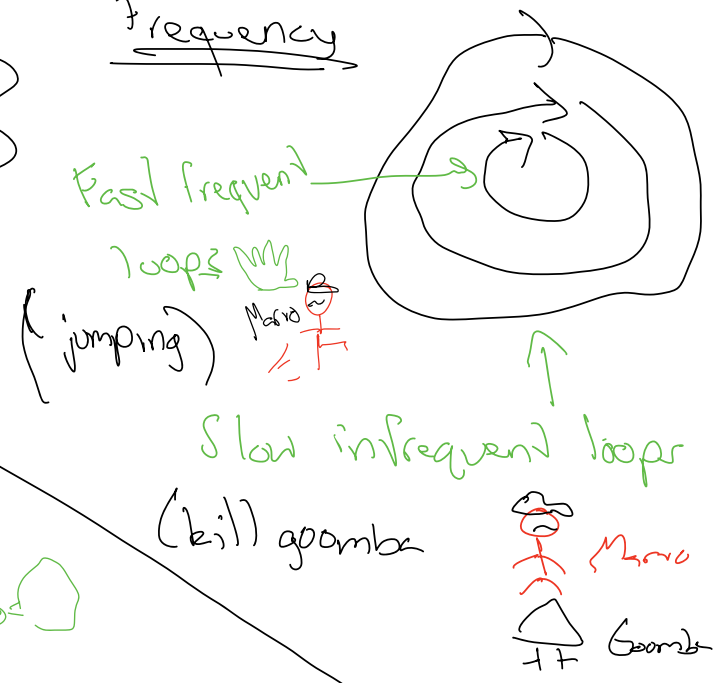


Arcs

Interaction Loops and Arcs

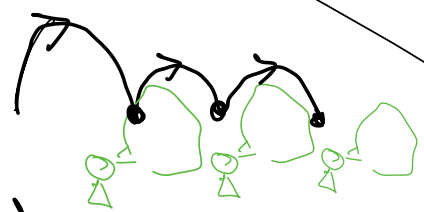


Frequency



learning from other games and best practices

Sequence (helps avoid player burn out)

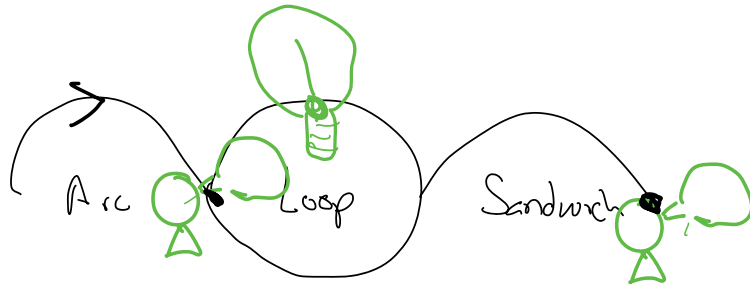


Content



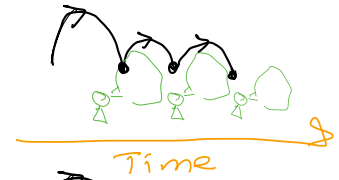
treadmill

Mixing Loops and Arcs!



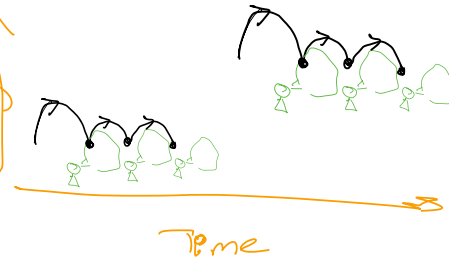
"What repeats and what doesn't?"

Parallel Arcs



Levels

Difficulty ↑



Micro Parallel Arcs

ex:

