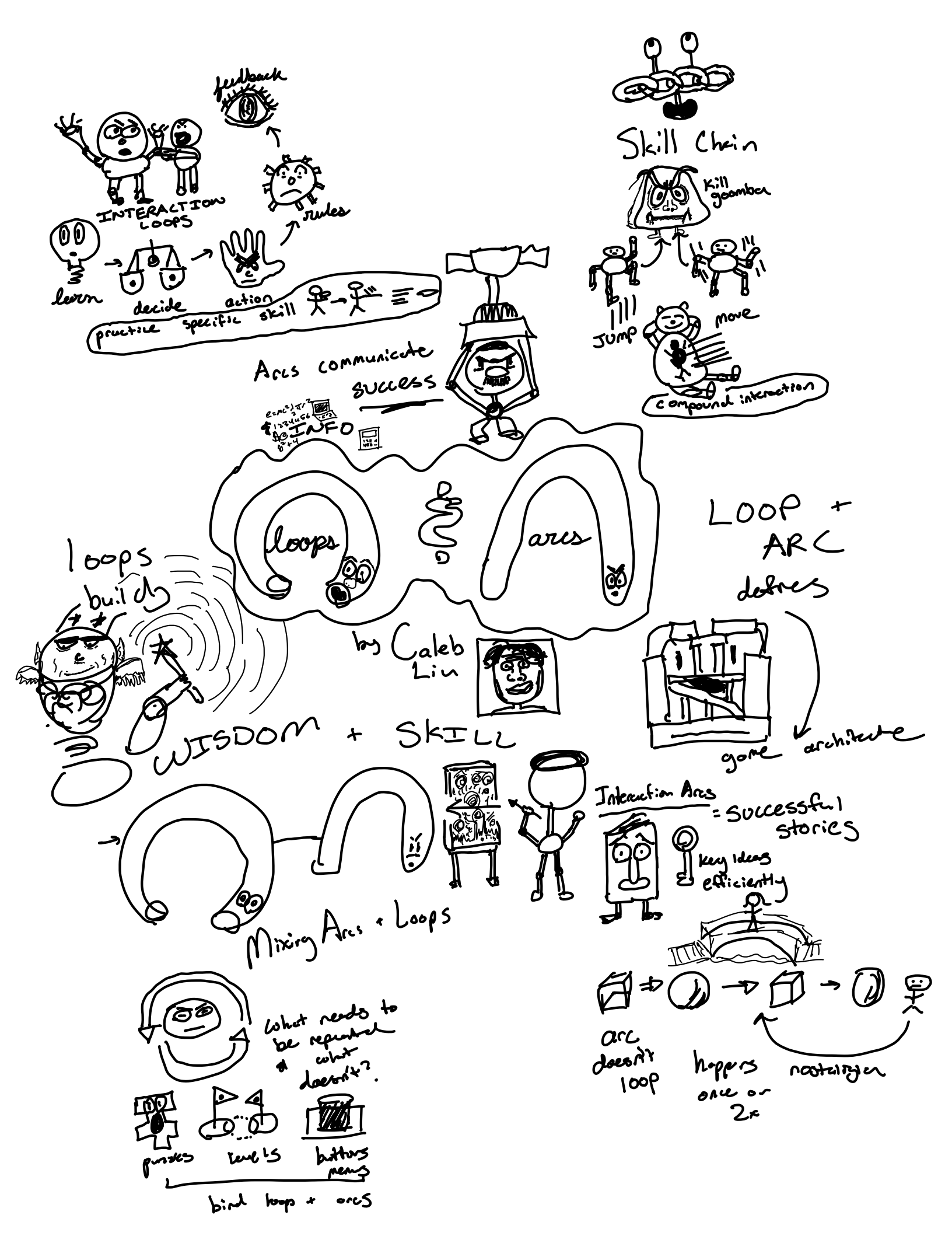
feedback
INTERACTION LOOPS
rules
learn
decide
action
practice specific skill
Skill Chain
kill goomba
jump
move
compound interaction
Arcs communicate success
INFO
loops
arcs
by Caleb Lin
loops build
WISDOM + SKILL
LOOP + ARC
defines
game architecture
Interaction Arcs
= successful stories
key ideas efficiently
Mixing Arcs + Loops
what needs to be repeated & what doesn't.
puzzles
levels
buttons menus
bind loop + arcs
arc doesn't loop
happens once or 2x
reorganizes