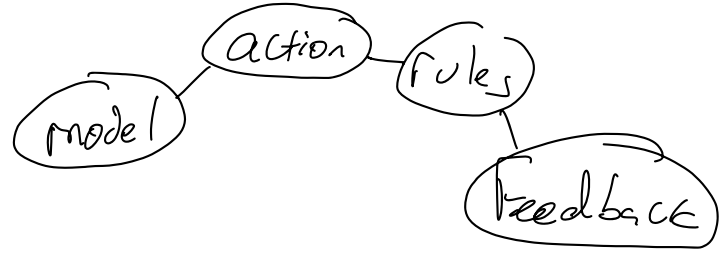


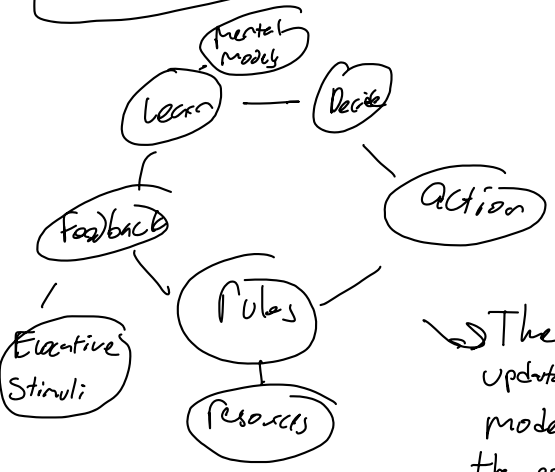
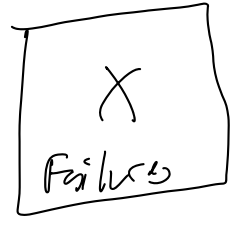
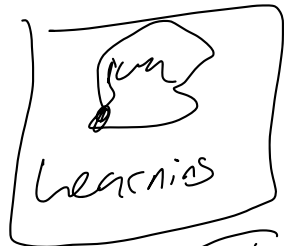
Peter Ling

Loops and Arcs

Interaction Arcs
more story like



Interaction loops show



Arcs can help to
deliver that "success"
story

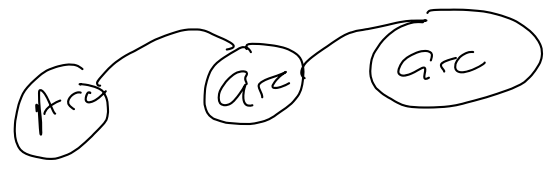
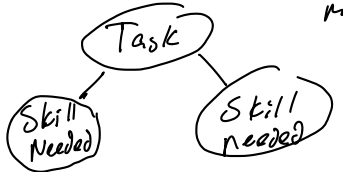
How can we avoid burnout
from puzzles?
Use a series of arcs

The feedback
updates mental
model and
the process continues

Skill Chain

↳ Compound interactions, task takes

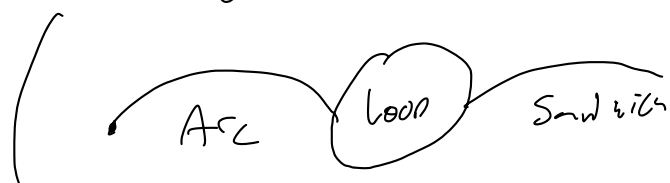
more than
one thing



Good games will **Mix** loops and arcs

Main/Chal → Order matters

Frequency loops



Helps to figure out what is repeating and
what is not

Testing

- Find / fix all dead ends
- Test for fairness
- Test for fun

Game I enjoy: GTA V Campaign
which is one
large arc