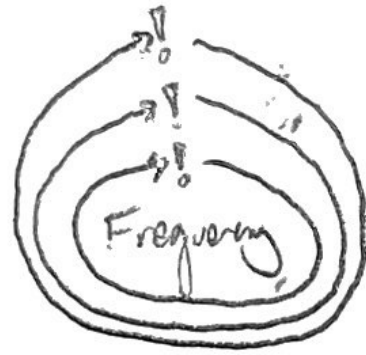


- X narrative
- art, music
- textures
- ✓ puzzles
- levels
- buttons



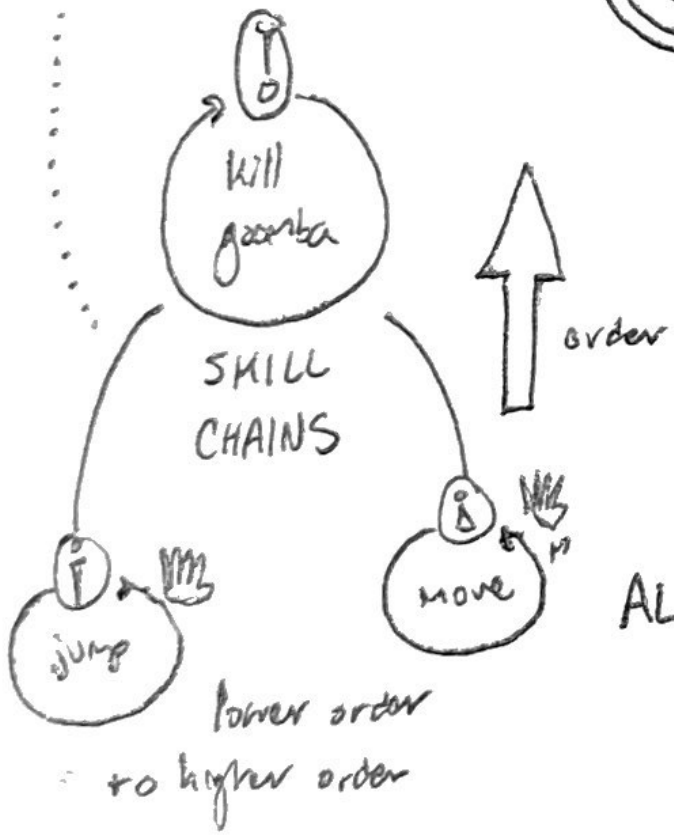
slow (weeks)  
different time scales  
fast (rooms)

game architecture



- parallel arcs
- levels
- microparallel arcs

compound interactions



# INTERACTION LOOPS AND ARCS

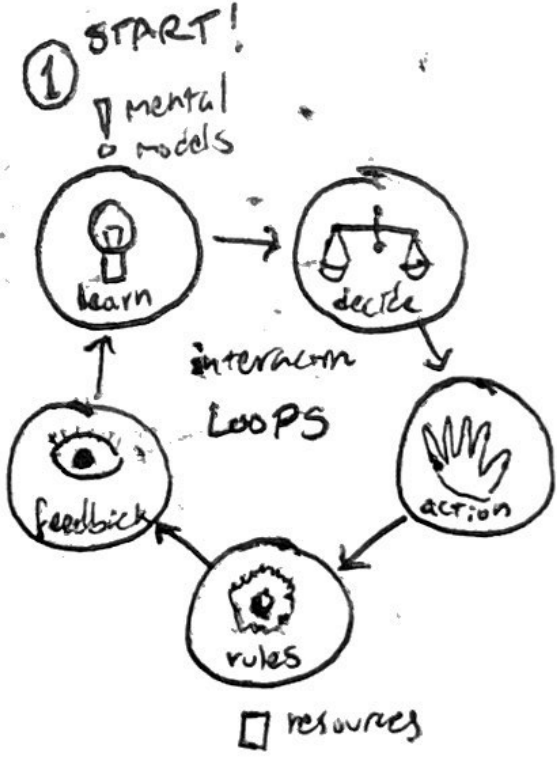
by Daniel Cook

ALL GAMES: "interaction loops"



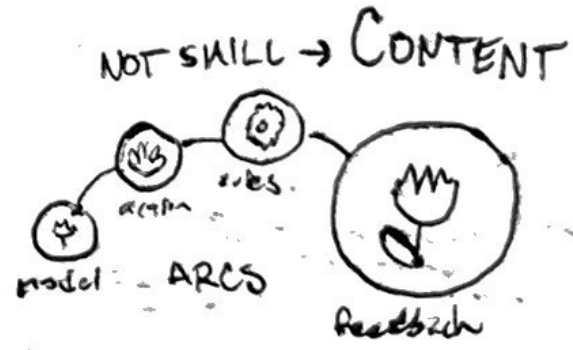
- how players learn
- skills acquired
- what's confusing?
- smallest ↔ complex

burn out? or content treadmill  
sequence of arcs



↑  
loop AND arc

ARCS deliver success stories



↑  
Narrative Payload