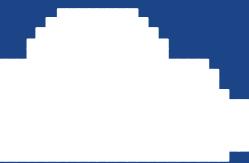
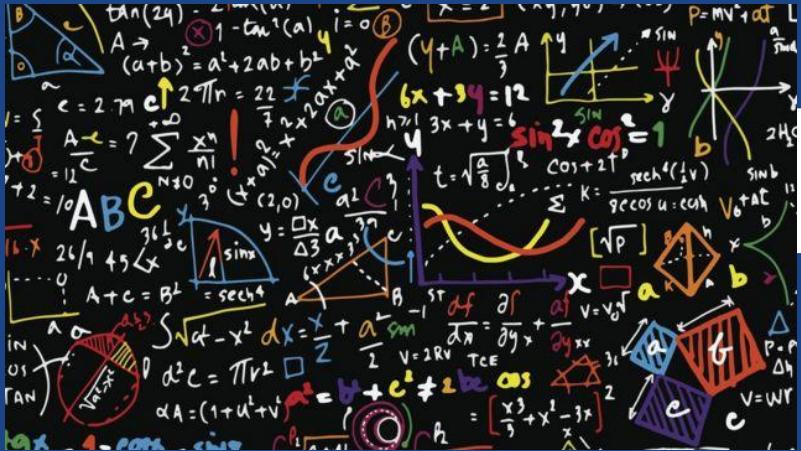
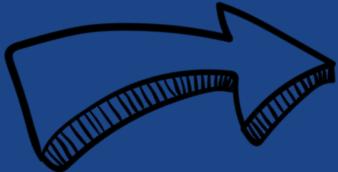


RPG Progression

Xavier Casadó Benítez



$1 + 1 = ?$



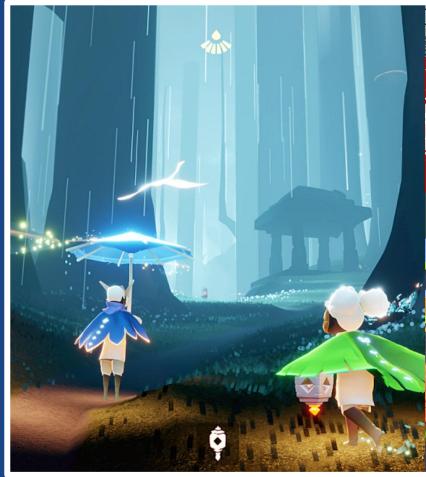


Adapt elements of
the game to the
player's capacity



Make the player
improve his
abilities





"Multiplayer Games"



"Genshin Impact"



“Final Fantasy VII”



Game's progression has to
foresee the player's capacities,
emotions and thoughts.



Learning Phase



"Ogre Battle 64"



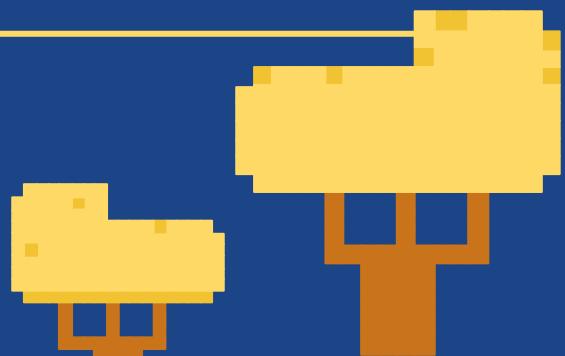
"Devil Stone"

Learning Phase

Complexity, target

Essential → Secondary

Brief explanation



Learning Phase



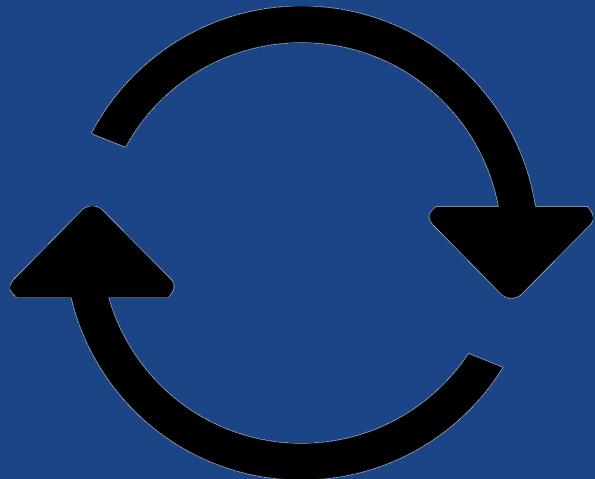
"RPG Maker VX"



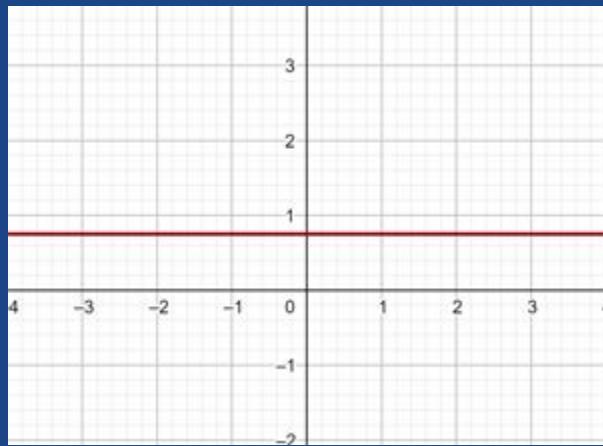
Eliteguias.com

"Tales of Arise"

Difficulty curve



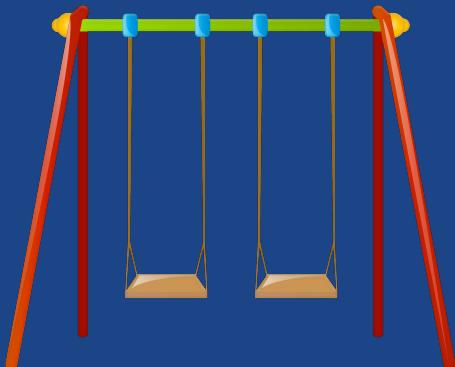
Difficulty curve



Difficulty curve



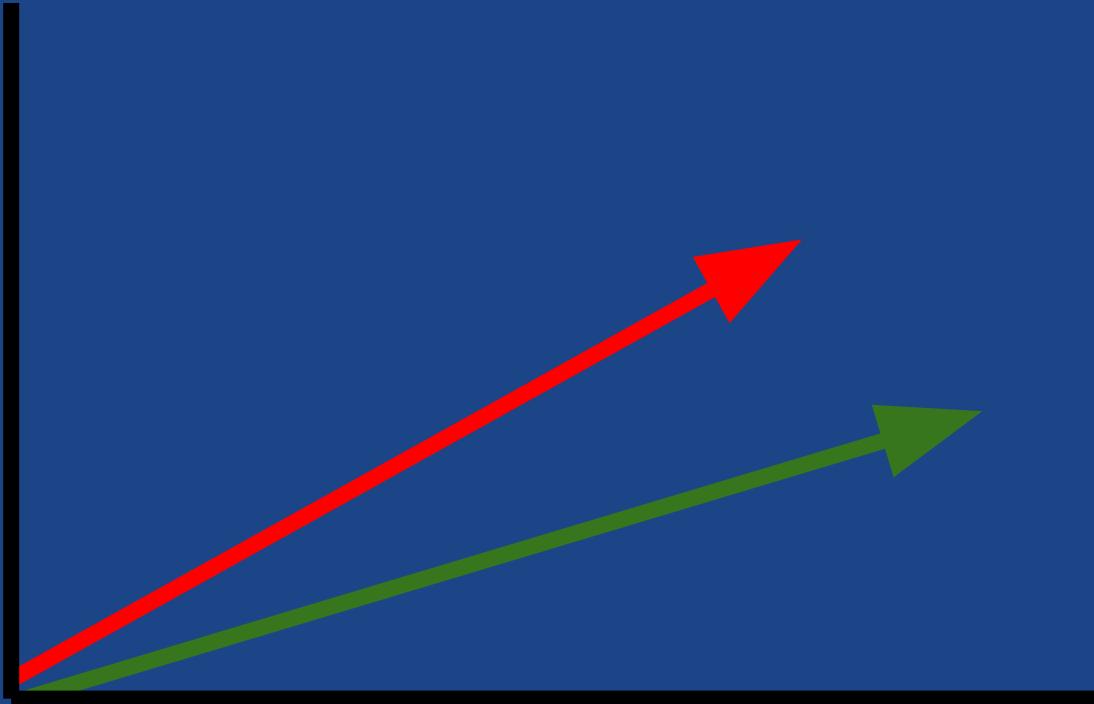
Difficulty curve



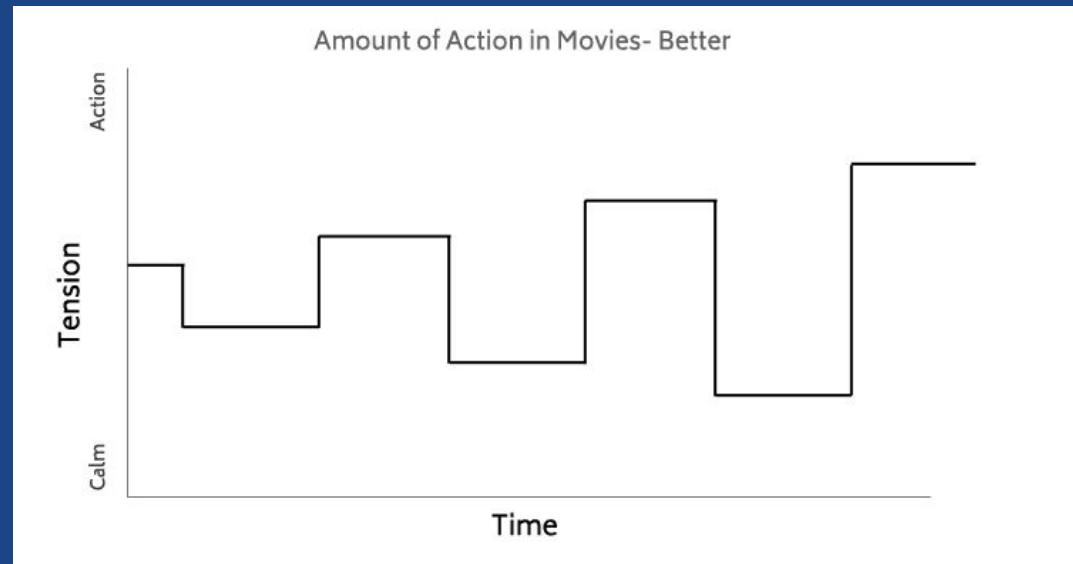
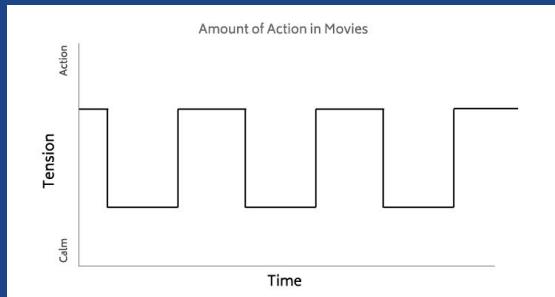
Difficulty curve



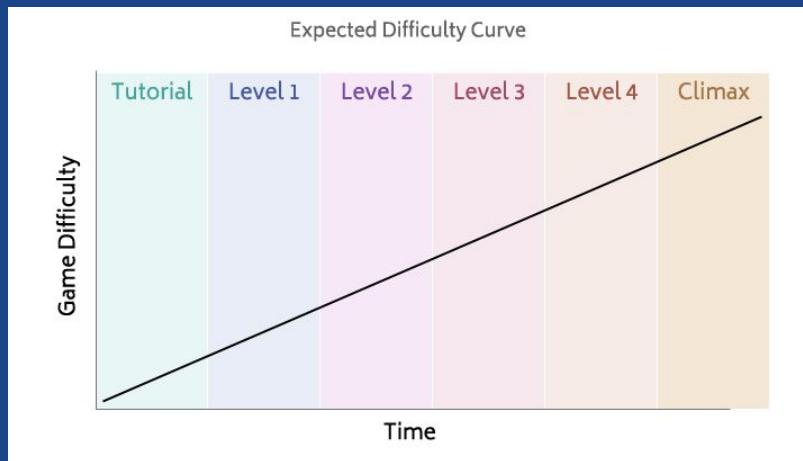
Difficulty curve



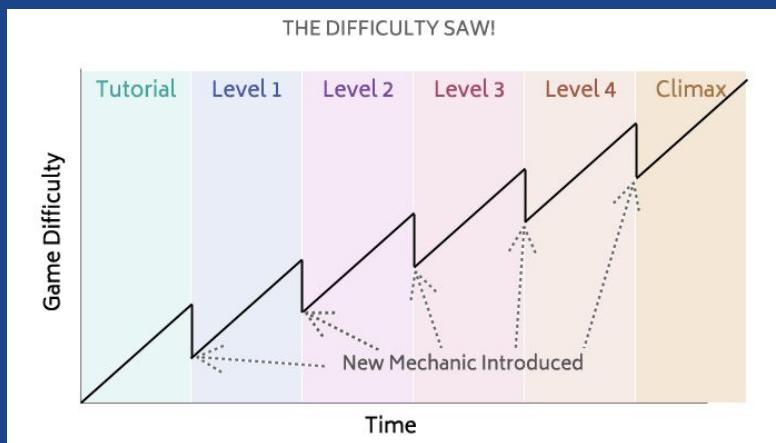
Difficulty curve



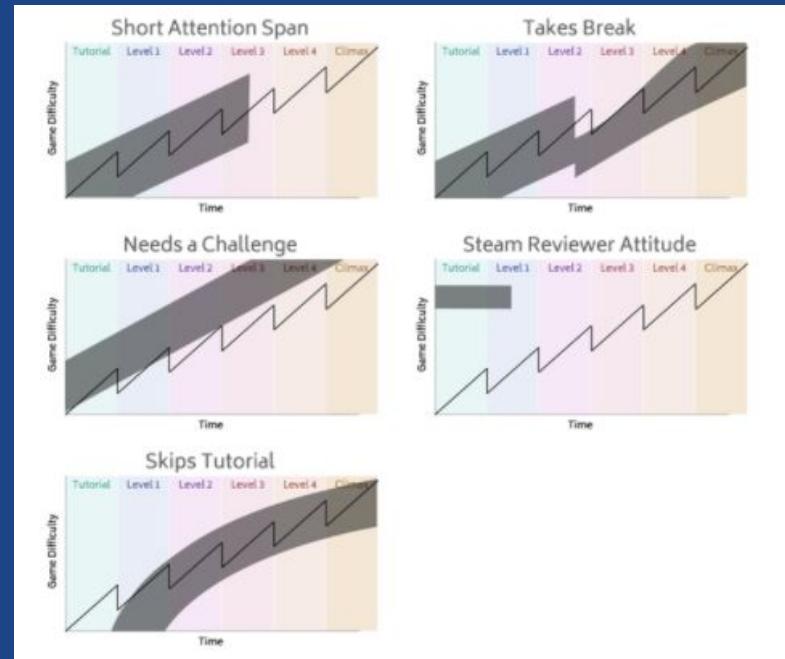
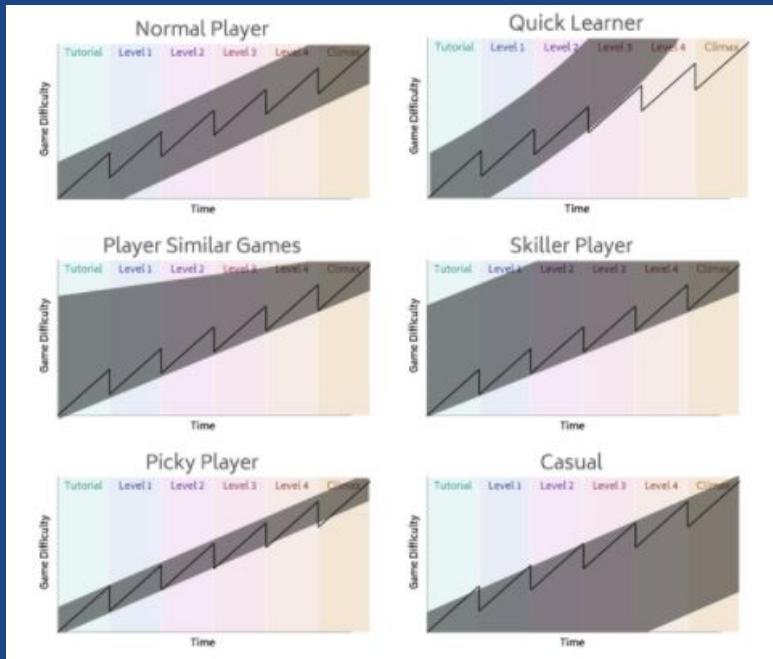
Difficulty curve



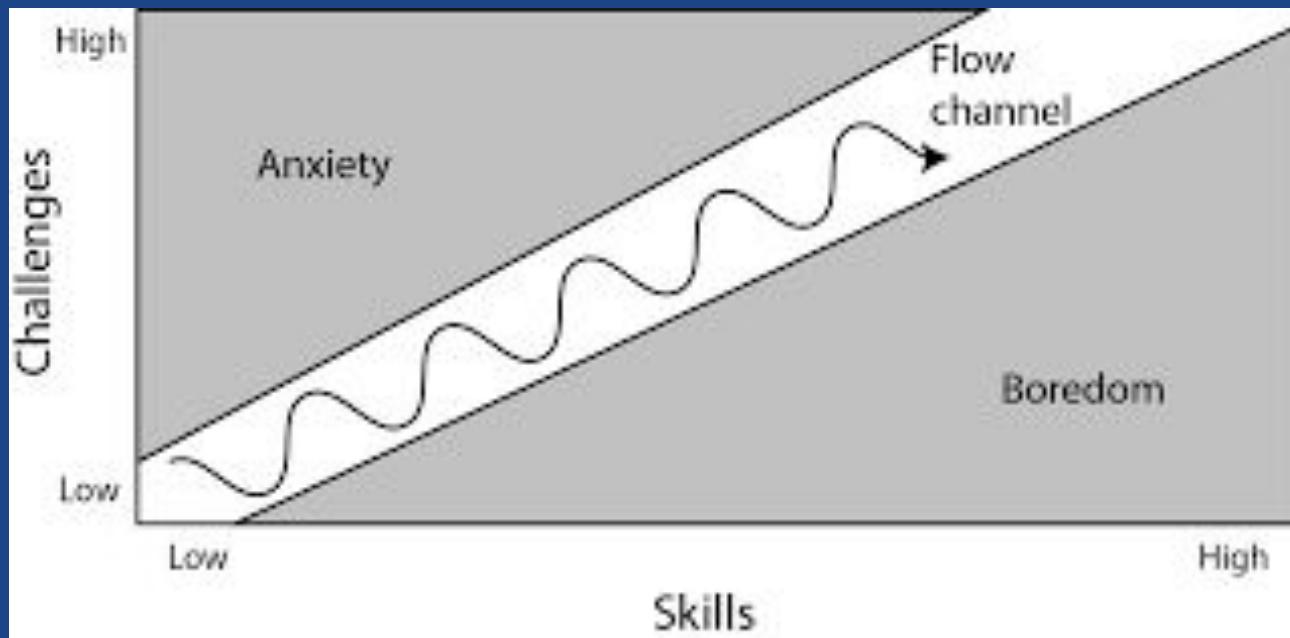
Difficulty curve



Difficulty curve



Difficulty curve



Boost flow



"Pokemon X/Y"



"Portal"

Boost flow



"Super Mario 3D Land"



"Team Fortress 2"

Boost flow

Efect.	PSICO	AGUA	TIERRA	DRAGÓN	FUEGO	FANT.	FUEGO	PSICO	AGUA	LUCHA	NORMA	PLANTA	PSICO	TIERRA	SINIEN	TIERRA	NORMA	PSICO
TIPO	-	x2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
DEBIL	x2	1/2	x2	1/2	-	-	1/2	-	x2	-	x2	1/2	-	-	-	-	-	-
ATAQUE	1/2	1/2	-	x2	-	-	1/2	1/2	-	x2	-	-	-	x2	1/2	-	-	-
DEFENSA	1/2	-	1/2	-	1/2	-	1/2	-	1/2	-	1/2	-	1/2	-	1/2	-	1/2	-
PROPIA	1/2	x2	1/2	1/2	-	1/2	-	-	1/2	-	1/2	-	x2	-	x2	1/2	-	x2
ROBUST	1/2	-	-	-	-	-	-	-	-	1/2	-	-	-	1/2	-	-	-	-
TIENE	-	-	-	-	x2	-	1/2	-	1/2	-	-	-	x2	-	1/2	-	-	-
ATACADA	x2	-	1/2	-	-	x0	-	1/2	x2	-	x2	-	1/2	-	1/2	x2	-	1/2
ESTRATEGIA	1/2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
TIPOS	1/2	-	1/2	1/2	-	-	1/2	-	-	1/2	-	1/2	-	1/2	-	1/2	-	1/2

"Pokemon types table"



"Fire Emblem: Awakening"

Errors

Exploit



"Super Mario 3D World"

Uncontrolled Power Spike



"League of Legends"

Errors



Progression types

Programmed



"Dragon Quest XI"

Progression types

Random



"Fire Emblem Fates: Birthright"

Tipus de progressió

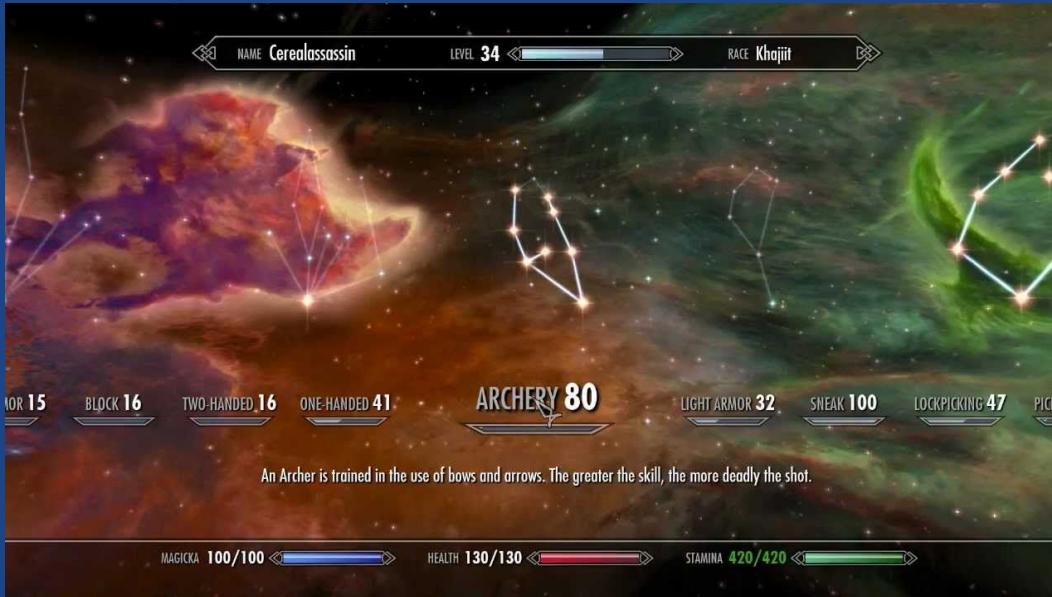
Personalized (choice)



"Aura Kingdom"

Progression types

Personalized (auto)



"The Elder Scrolls V: Skyrim"

Mathematical formulas

General Settings

Name: Goblin	Max HP: 1	Max MP: 0
Image: 	Attack: 1	Defense: 1
M.Attack: 1	M.Defense: 1	
Agility: 1	Luck: 1	

Rewards

EXP: 20	Gold: 5
------------	------------

Action Patterns

Skill	Condition	R
Attack	Always	5

Traits

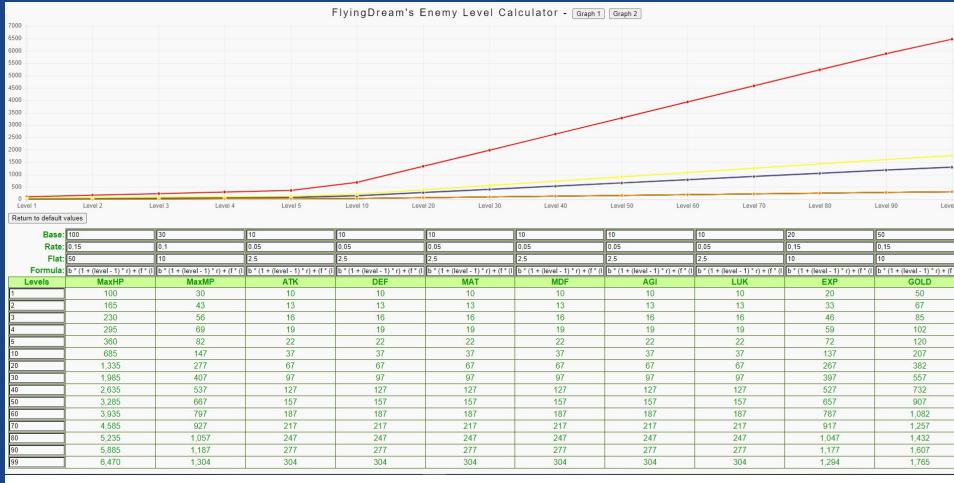
Type	Content
Attack Element	Physical
Parameter	Max HP * 65%
Parameter	Defense * 65%
Parameter	Agility * 65%
Parameter	Luck * 65%
Ex-Parameter	Hit Rate + 95%
Ex-Parameter	Evasion Rate + 5%
Ex-Parameter	Critical Rate + 4%
Element Rate	Ice * 150%
Element Rate	Water * 150%
State Rate	Poison * 150%
State Rate	Blind * 150%
State Rate	Silence * 150%
State Rate	Paralyze * 150%
State Rate	Fear * 150%
State Rate	Confusion * 150%
State Rate	Fascination * 150%

Note

```
<Scale Sprite: 60%>
<HP Gauge Width: 120>
<Attack Animation: 6>
<Default Row: 1>
<enemy class: 25 />
```

“RPG Maker”

Mathematical formulas



<http://yanfly.moe/tools/enemylevelcalculator/>

Interesting resources



"Magikarp and Gyarados, Pokemon"



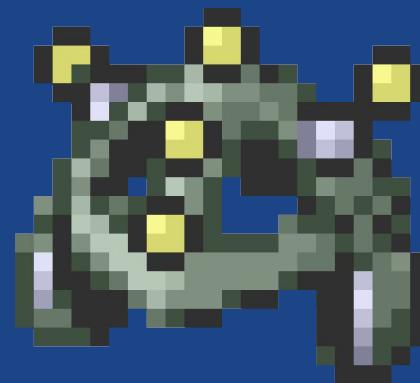
"Donnel, Fire Emblem Awakening"

Interesting resources



"Path of Exile"

Interesting resources



“Exp. Share item in Pokemon”

Interesting resources



"Dragon Quest XI"



Interesting resources



Interesting resources



"The Witness"

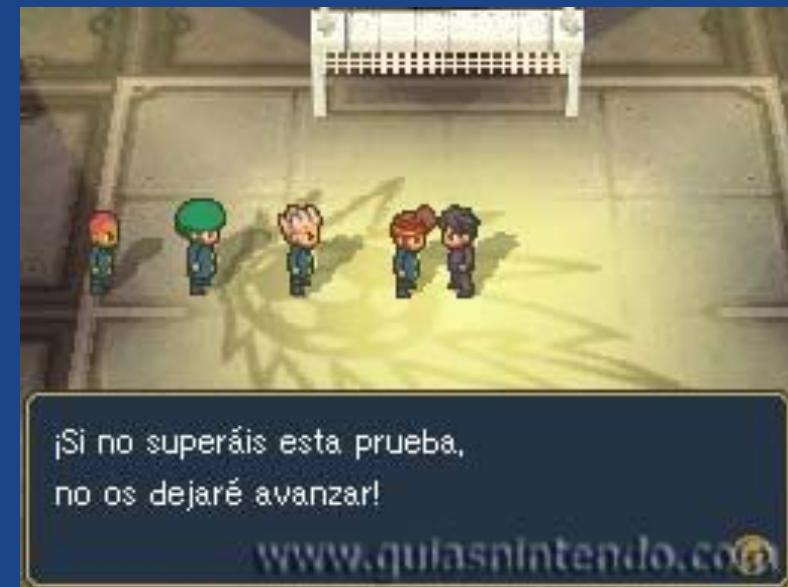


Estos puzzles van a parar a la casa de la yaya Enigmina, donde podrás resolverlos cuando quieras.

www.gamereading.com

"Professor Layton and Pandora's Box"

Interesting resources



"Inazuma Eleven"

Interesting resources



"Inazuma Eleven 3"

Interesting resources



“Inazuma Eleven 2”

Interesting resources



"Inazuma Eleven"



Thanks for you
attention!

