RPG-Progression

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RPG Progression systems

Progression system objective

- Make the player not detect the game loop
- Avoid the feeling of repetition
- Long-term decisions
- Balanced progression

RPG Progression systems

How does a bad progression system look like?

- Feeling of repetition
- Skinner box
- Grinding

RPG Progression systems

What is a progression system and why is it important?

- No progression = frustration
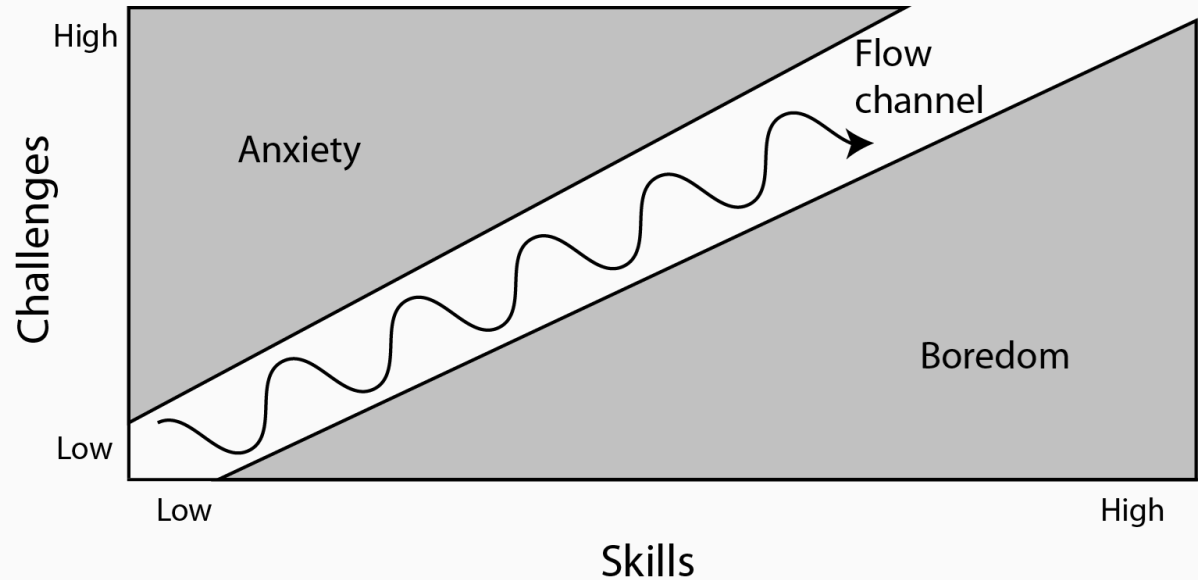- Good progression system means an enjoyable game

RPG Progression systems

What does progression apport?

- Feeling of having the game under control
    - Clear goals
    - Immediate and constant feedback
    - Balance between challange and skills

What makes a good progression system

- Mistery
- Mastery
- Mental challenge
- Narrative
- Novelty
- New content
- Flow

Types of progression system

- Level based progression
- Training/Playstyle progression
- Skill points progression

TO DO 1

- In groups, think in an RPG that you like and identify the progression elements

Mathematics in RPG Progression

- Progression is about numbers
- Most common system is "XP"
- There is no only formula
- Example:

$$points\_required\_to\_level\_up = (15 * level) + (9(level - 1))$$

Game examples

Runescape:

$$E(L) = floor\left(\frac{\sum_{n=1}^{L-1} floor\left(n + 300 \cdot 2^{\frac{n}{7}}\right)}{4}\right)$$

Wow

$$\Delta E(L) = ((8 \times L) + Diff(L)) \times MXP(L) \times RF(L)$$

Diablo:

$$y = \begin{cases} 150x^2 + 1050x, & 1 \leq x \leq 7 \\ 200x^2 + 1050x - 2450, & x \leq 7 \leq 11 \\ 50x^2 + 1750x + 9800, & 12 \leq x \leq 22 \\ 250x^2 - 1500x - 22750, & 23 \leq x \leq 30 \\ 500x^2 - 13500x + 88000, & 31 \leq x \leq 35 \\ 200x^2 + 1800x - 80000, & 35 \leq x \leq 50 \\ 2500x^2 - 145000x + 2102500, & 51 \leq x \leq 59 \end{cases}$$

Balancing issues

- A perfect balancing is almost impossible
- Start from pre production
- Strong testing
- Game tunning

TODO 2

- With your groups, discuss the progression that you would like to implement in your game

Thanks for your attention!