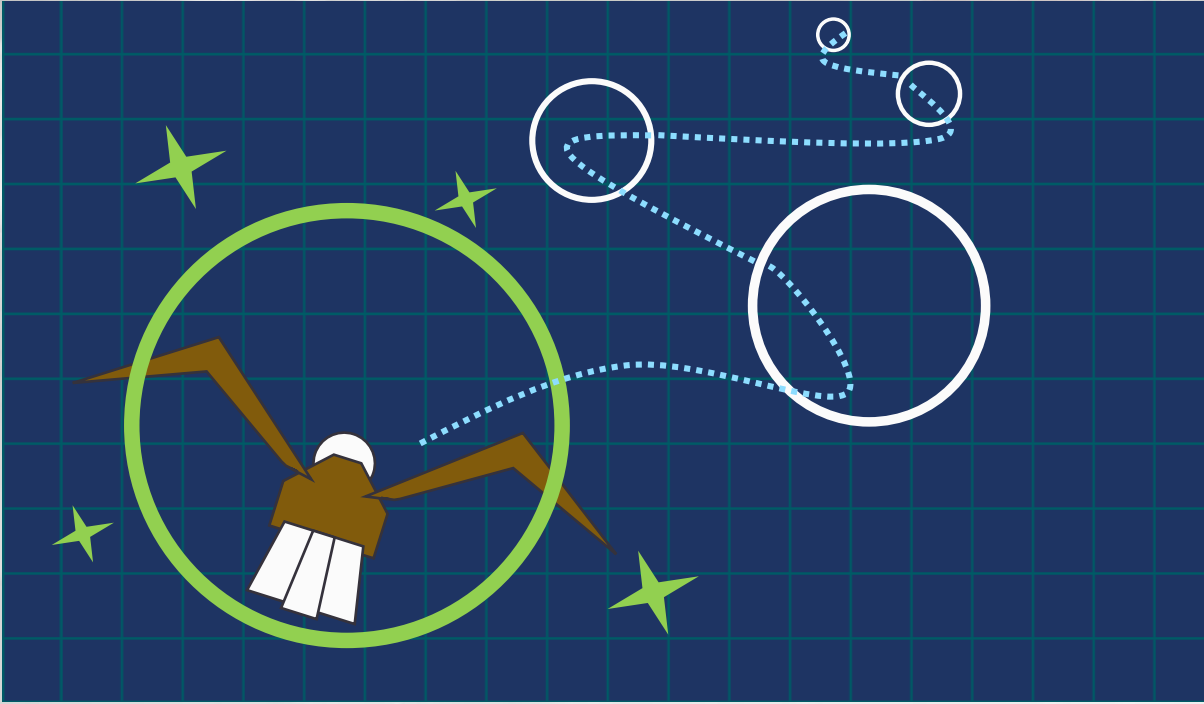


# DYNAMIC SYSTEMS EXAMPLE



The player must guide the eagle they control through the white hoops to increase their score and finish the race.

## VIRTUOUS CIRCLE

After going through 3 consecutive hoops, the invisible collision box of the hoop gradually widens so that the player can more easily maintain their successes.

## INPUT RHYTHM



## POSITIVE FEEDBACK

Every time the player goes through the hoop, the hoop turns green and explodes with green sparks + upbeat sound effect

# ◆ DYNAMIC SYSTEMS ◆

## VIRTUOUS CIRCLE

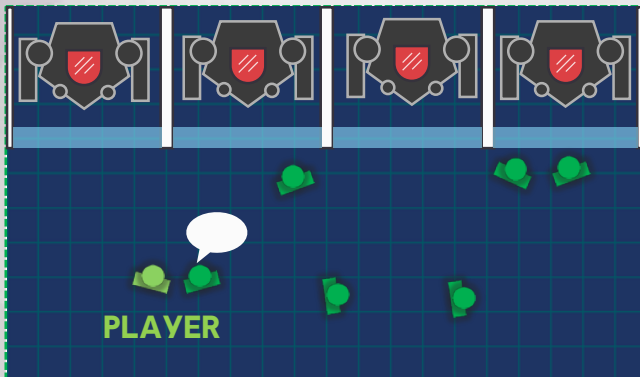
## INPUT RHYTHM

## POSITIVE FEEDBACK

# LEARNING BY PLAYING EXAMPLE


## GAME MECHANIC

### BATTLE ROBOT COMBAT




**1 TEASE**

The player is walking along a hallway and sees battle robots in storage behind the display glass. The player learns about the robot's capabilities from friendly NPCs but cannot pilot the robot.



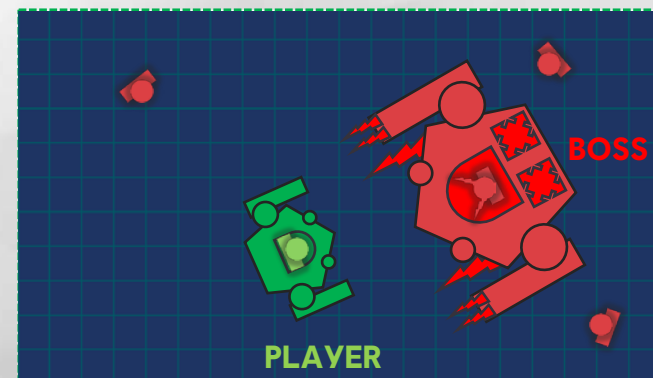
**2 LEARN**

The player is forced to pilot one of the robots to fight off two enemies in order to help civilians escape. The player learns how to use the robot and easily defeats the enemies.



**3 PRACTICE**

The player needs to fight off multiple regular enemies and an enemy battle robot.



**4 MASTER**

The player must defeat the enemy boss, who pilots a much larger and more dangerous battle robot. The player must use everything they've learned to achieve victory.

# LEARNING BY PLAYING

## GAME MECHANIC

	<b>① TEASE</b>

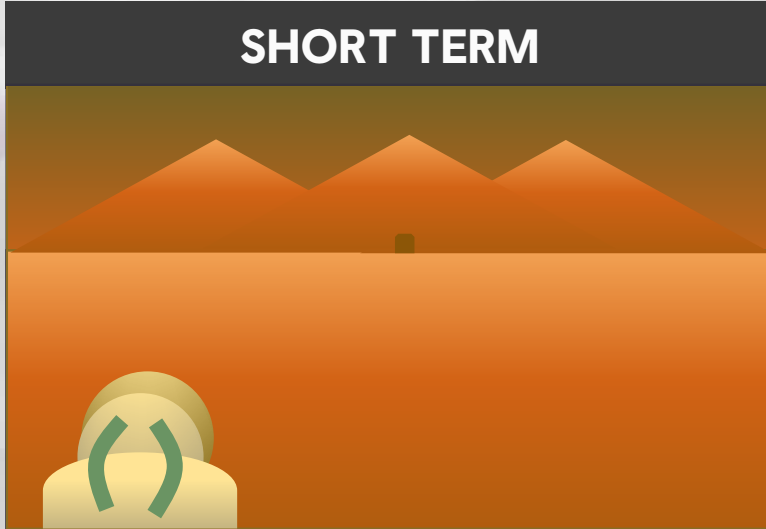
	<b>② LEARN</b>

	<b>③ PRACTICE</b>

	<b>④ MASTER</b>

# MOTIVATION STRATEGY EXAMPLE

## SHORT TERM



After landing, the player must seek immediate shelter from the solar storm in order to survive.

O

The player must reach the nearby cave.

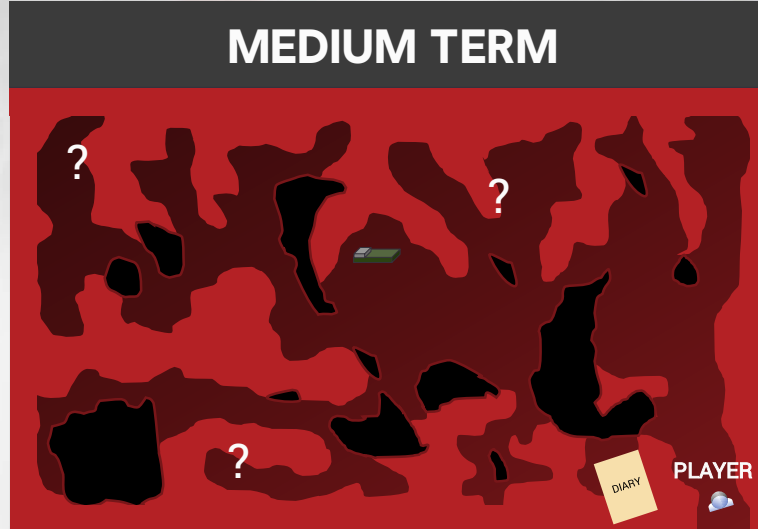
C

Navigate the terrain and avoid pockets of quicksand.

R

The player finds a flashlight at the cave entrance.

## MEDIUM TERM



After finding a diary page, the player must explore the cave complex to find all the remaining diary entries.

O

Navigate through the cave to find all the diary entries.

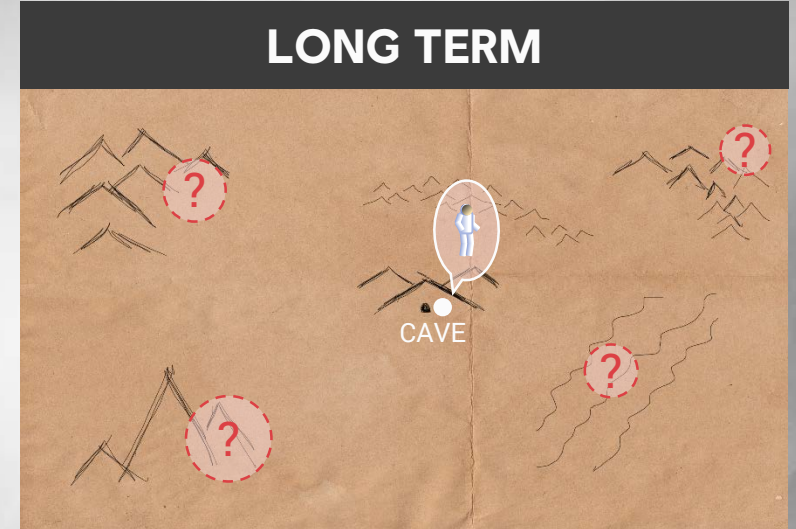
C

Don't get lost and avoid dangerous holes in the ground.

R

The locations of the other shelters on the map.

## LONG TERM



Based on information found at the shelter, the player must investigate 4 nearby locations to find out what happened to the survivors of the shelter.

O

Investigate the 4 sites nearby.

C

Collect and manage resources to survive the trips.

R

The player will find out what happened to the survivors.

# MOTIVATION STRATEGY

## SHORT TERM

O

C

R

## MEDIUM TERM

O

C

R

## LONG TERM

O

C

R

# VARIETY MATRIX EXAMPLE

	ABILITIES				GAME MECHANIC				ACTIVITIES					UI		
	Attack	Run	Jump	Shield	Driving	Airplane	Building	AI team	Escort	Defend	Chase	Search	Infiltrate	Map	Health	Radar
COMBINATION 1	X	0	X	0	X	X	X	0	X	X	0	X	0	X	0	X
COMBINATION 2	0	X	0	0	0	0	0	X	0	X	X	0	X	0	0	0
COMBINATION 3	0	0	0	X	X	X	0	0	X	0	X	0	0	X	X	0
COMBINATION 4	0	X	X	0	0	X	X	X	X	X	X	X	X	X	X	X
COMBINATION 5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
COMBINATION 6	0	0	X	X	X	0	X	X	X	X	0	0	X	0	X	X
COMBINATION 7	X	X	0	X	0	X	X	0	0	X	X	X	X	X	0	X

## VARIETY MATRIX

[illegible]



## RLD CHART EXAMPLE

[illegible]

# RICHARD

You can find a larger scale version of the RLD chart in Excel format in the **Extras > Docs section** of the portal!

[illegible]