

RPG PROGRESSION

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QUESTION TIME

**HOW DO YOU FEEL
WHEN YOU GET
STUCK IN A VIDEO
GAME?**



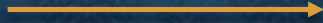
WHAT IS PROGRESSION?

Game design term that refers to video game mechanics in which the designers set the course of action that the player must complete to move forward in the game.

THREE DIFFERENT VARIETIES

- Player progression
- Character or Abstract progression
- Gameplay progression

PLAYER PROGRESSION





ABSTRACT PROGRESSION



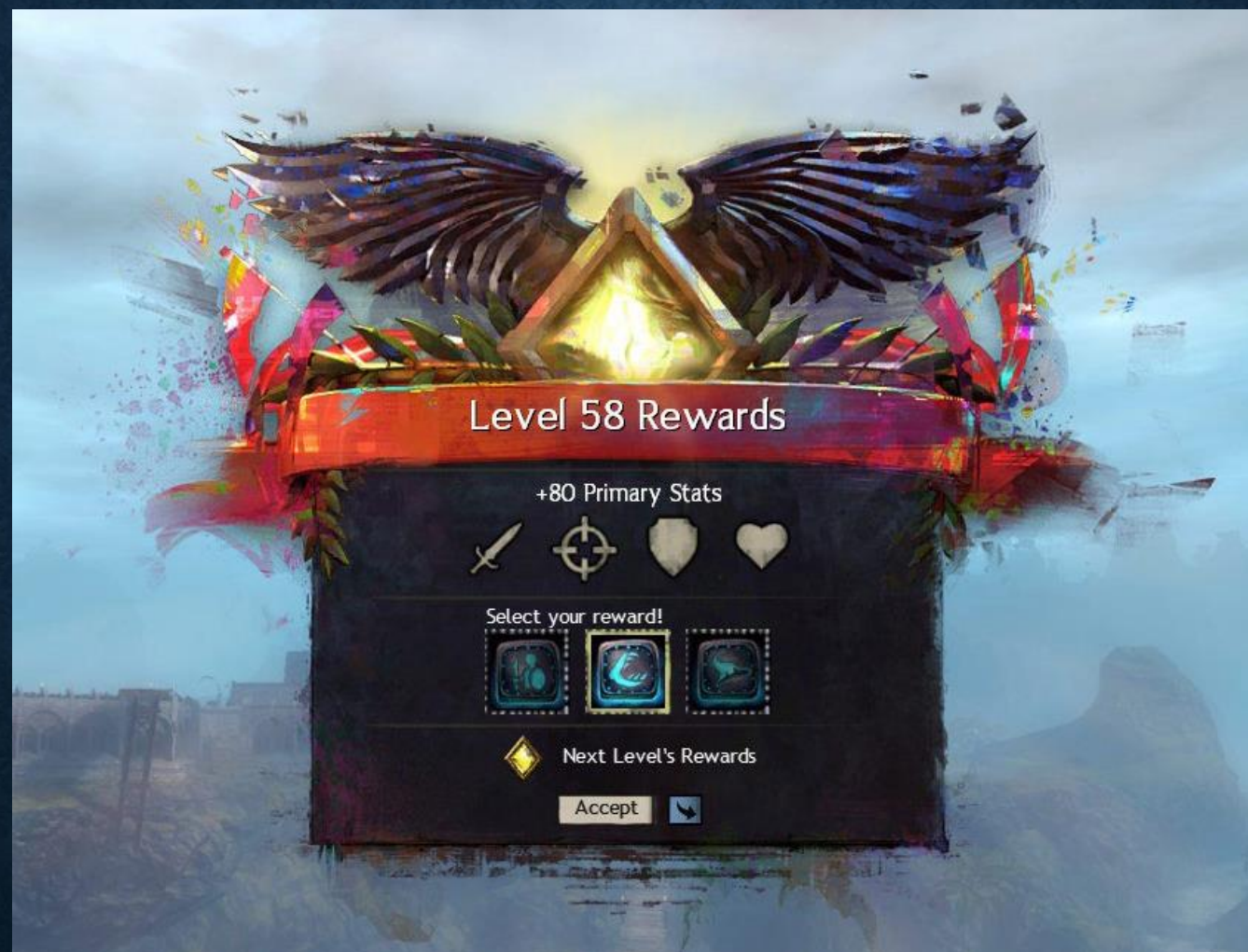
CAN BE EXPERIENCED IN TWO FORMS

Set progression



Random progression







GAMEPLAY PROGRESSION



KEY ELEMENTS OF GAMEPLAY PROGRESSION

Game mechanics

Experience duration

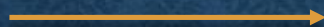
Ancillary rewards

Practical rewards

Difficulty



Level 3



Level 50

CONCLUSION



**THANK YOU FOR YOUR
ATTENTION!**

ANY QUESTIONS?