Major Elements of a Roguelike Game

Permadeath

Death from which a player cannot return, Perma(nent)death, is one of the required elements of a roguelike game. It seeks to combat checkpoint/savepoint abuse, where a player can simply save before doing an action they are unsure of the outcome for, and reload their save if the action pans out negatively. Each playthrough of 'run' of a roguelike game is entirely a new character, in general. There are various inheritance mechanisms that allow a new character to be influenced by a previous character or run, as well as unlockables within runs to give new characters some advantage over the starting state of the previous character made. This ensures that players are constantly engaging with the game, as if a player simply dies over and over without learning and adapting, or without the capability to do so, they will not find the game fun, and refuse to play it.

Randomisation

References

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