

# GDC Talk Review

**Session Name:** Level UP your Game: The Untapped Potential of Roguelies  
**Speaker(s):** Tom Cadwell  
**Company Name(s):** Riot Games

## Summarize:

In this 2015 GDC session, Riot Games' Tom Cadwell explains What game mechanics drive the depth that keep a game fun for a long time?. At Riot Games, they work to understand this question in order to improve League of Legends and projects currently in R&D. This talk focuses on the Roguelike genre and how it has incredibly strong long-term replayability driven by the pursuit of mastery. It will discuss how the Roguelike approach to designing for mastery can cross-pollinate other game genres and drive innovation.

## Questions:

1. You mention that it is important for developer to make broad experience, when your company looking for hiring, how do you think there is a person who very professional just one game?
2. I have developed 'rogue-like' game in the last project. But, I had a lot of trouble making design patterns. For example, I've seen a lot of people stop playing game before they even finish. What strategies and design patterns can be used to make people feel a little bit more patient and more excited at the end?
3. Similar to the previous question, I've created a game based on rogue-like by adding a lot of random elements. I was surprised to hear that you were talking about reducing random elements. In the lecture, you mentions that we have to reduce random elements and develop a variety of tools. I would really appreciate it if you could explain this a little bit more.