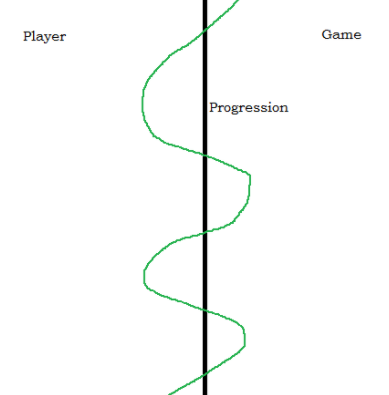
# Game Progression in Emergent Games

I read a few articles and tried out a few games to look for some approaches to our game progression.

## Approach

After reading an article by Jesper Juul titled “The Open and the Closed: Games of Emergence and Games of Progression.” (Juul, 2002). I realized the **importance of not limiting the player’s options by progression**. If we leave many of the games ‘tools’ locked behind a progress requirement many players may leave the game before they have the intended experience.

I next read a blog post by Josh Bycer on Gamasutra titled “The Procession of Progression in Game Design” (Bycer, 2013). Bycer talks about the **progression being split into two categories the player and the game**. The **player progression** outlines how the **player becomes more skillful** at the game where the **game progression** outlines how the game provides **better resources** for the player to use. The ideal experience would be to present the player with a **multi-system system progression** where both player progression and game progression interact. Bycer add a nice graph explain showing how the progress through a game can look.

(Bycer, 2012)

Above you can see the green representing the player progression. It both advanced by player progress on the left and game progress on the right. A good example of this multi-system progression is binding of Isaac whereby playing can unlocked additional items for the player to master. However, after completing the game a few times the difficulty of the game will ramp up. To sum up Bycer’s post he states, “games that feature different forms of progression can lead to richer gameplay experiences”. Which is something we should aim for in our game.

## Ideas & Examples

**Factorio (2016)**

Factorio is an industrial sandbox game where players are driven to setup a factory. This leads them to progress through the game by advancing their production and tehcnology.

(Wube Software, 2016)

Above shows two available ways of transporting goods. The first transport belt on the left takes less items to build but it slower, and on the right is more expensive but its faster. However to unlock the belt on the right you need to advance down a technology tree.

Technology advancement unlocks both additional buildings and upgrades to current **core** buildings. This is done by building and supplying research labs with materials. So, a ramp up on player skill is required to speed research as well as making use of the newly researched tech. This progression appears to be a multi-system progression using both the player skills and game advancement.

**Minecraft**

Minecraft is an open world sandbox game. Players here can have a variety of goals set by themselves making it a very good example of an emergent game. However Minecraft does have some progression to it.

(Minecraft gamepedia ”Ore”)

Players starting out will be unable to mine rocks, iron, or other higher tier resource. However, once they built a wooden pickaxe they are mine stone and coal. Above is the full chart of the resource progression in Minecraft. The progression tree is fairly short giving the players more control, but it is effective as it also gives the players a basic hierarchy of materials.

**Elder scrolls Online**

Elder scrolls online is a large mmo-rpg with a lot of different aspects of progression. I wanted to just focus in on the skills area of them game.

(Elder scrolls online 2016)

Skills are chosen by the player to give to their character enhanced abilities. By using the skills or having the skills select while the character levels up the unlocked skills will also increase in level. With each level the skills with increase in power giving more damage and upon reaching a max level it will add an additional enhancement.

# Bibliography

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