

BEHAVIOUR EXPERIENCE FRAMEWORK (NON-TECHNICAL)

This framework defines an abstract cause-and-effect experience layer that reacts to player behaviour without using moral language or explicit karma systems. The goal is to make player actions *feel acknowledged* by the game world, reinforcing learning, intent, and consequence. This system is philosophical and emotional, not mechanical.

Design Principles

- No moral judgement (no good/bad labels)
- No real-world karma or IP references
- Feedback is neutral, abstract, and systemic
- Focus on *play quality*, not player identity
- Consequences teach, not punish

Behaviour Categories

1. Good Play

Definition: Player actions that match timing, intent, and system understanding.

Emotional Effect on Player:

- Confidence
- Clarity
- Momentum

World Response :

- Smoother feedback
- Clear cause-and-effect
- Reinforced rhythm

2. Unwise Play

Definition: Actions that show impatience, poor timing, or lack of awareness.

Emotional Effect on Player:

- Friction
- Tension
- Discomfort

World Response :

- Increased resistance
- Harsher feedback
- Loss of flow

3. Meaningful Consequences

Definition: Outcomes that clearly connect player decisions to results without explicit punishment.

Emotional Effect on Player:

- Reflection
- Learning
- Motivation to improve

World Response :

- Situations become harder or easier to read
- Pressure escalates or stabilizes
- Player feels responsible for outcomes

UI and narrative description

The Behaviour Experience Layer communicates cause and effect through subtle UI responses and neutral narrative cues, rather than explicit rules, scores, or moral judgement. The system reacts to player behaviour by shifting visual intensity, motion, audio texture, and language tone, allowing the player to *feel* alignment or misalignment through play.

UI & Narrative for *Good Play*

UI Response

- UI motion feels smooth and uninterrupted
- Transitions feel responsive and precise
- Visual clarity improves during action
- Audio feedback sounds clean, controlled, and confident

Narrative Tone

Calm, stable, observational

Example Narrative Cues

- “The pace holds.”
- “Momentum stabilizes.”
- “Control remains steady.”

Player Experience

The player feels **in sync with the system**. Their understanding is reinforced without praise or reward messaging. The game feels cooperative and readable.

UI & Narrative for *Unwise Play*

UI Response

- Motion feels sharper or slightly interrupted
- Feedback feels heavier or more abrupt
- Visual noise or pressure subtly increases
- Audio becomes harsher or less forgiving

Narrative Tone

Neutral but tense, never accusatory or instructional

Example Narrative Cues

- “The rhythm breaks.”
- “Pressure builds.”
- “Momentum slips.”

Player Experience

The player senses **friction and instability**. The game communicates that adjustment is needed without telling the player what to do.

UI & Narrative for Meaningful Consequences

UI Response

- Situations become harder or easier to read
- Timing windows feel tighter or more relaxed
- UI feedback reflects rising or easing pressure
- No explicit warnings or penalties are shown

Narrative Tone

Reflective and systemic, focused on consequence, not judgement

Example Narrative Cues

- “The arena responds.”
- “Balance shifts.”
- “The state changes.”

Player Experience

The player feels **responsible for outcomes**. Learning happens organically through interaction, not instruction. Consequences are understood through experience, not explanation.