Dopamine kick Research pt2.

The Real Core Loop – What Every Game Has In Common – Extra Credits  
[https://www.youtube.com/watch?v=mGL5YgcAxEI](https://www.youtube.com/watch?v=mGL5YGcAxEI)

* Define your objective   
  Macro – simple, Intermediate goal – collect this or get through this level, micro goals = defeating enemy
* When the player starts feeling lost there is a break down and you don’t know what to do or missed to establish objectives
* Gather information   
  - telegraphing, giving the player the information, they need to know. Where to go & what to do.   
  - train the player to make the right hypothesis
* Form a hypothesis on how to achieve you goal
* Test it   
  - makes sure what the failure was
* Observe results   
  - player needs to know why they died   
  - do they need to be more skilled?
* Interpret data – if you fail go back to hypothesis, if you pass, go on
* What did the player learn?
* Why did the player fail?

Trying again should never feel like a chore.   
Simple non punishing methods to try again.

How to perfect your game’s core loop   
<https://gameanalytics.com/blog/how-to-perfect-your-games-core-loop.html>

* Take a rogue-like: the **core gameplay loop** might resemble something like walk, attack, collect. That’s what you keep doing from moment to moment.
* At the same time, the users have higher-level goals that build upon the lower-level ones. A higher-level **game loop** might be:

1. Enter a new room (discover its content)
2. Kill all the enemies
3. Get rewards

And start over, until you’ve reached the end of the stage.

* The more the player has to go through the loop, the more its quality will affect your game’s retention. On mobiles or on the web, if the main mechanics aren’t intuitive, the controls not polished, you’ll lose them within a minute or two. People will give you a single chance to entertain them.
* A good loop teaches the player about the game
* Give the player one main objective
* Keep it short and sweet – the core loops should ideally be intuitive, yet offer a lot of opportunity to expand the gameplay with new obstacles and level design patterns.
* We can safely say the target audience is people who already enjoy roguelikes and platformers; slightly experienced players.
* We are often aiming for an **easy to grasp and hard to master**core loop
* Build upon a strong theme – the concept or idea that unifies all your design choices into a coherent whole.   
  - As a professional, to build the framework for the specific experience you have in mind, you want to be in control of your design. You want to understand precisely what you want to deliver to the players.
* **Pick an idea**that has potential
* **Build a prototype** to test it out
* **Evaluate the depth** you can get off your implementation, the improvements and changes it requires
* **Iterate and analyse each iteration**
* Don’t add too many features and superfluous elements as the game grows
* Give the players feedback on what they do or how they performed
* Make it satisfying – dust that appears when the player character runs, or a screen shake when the player falls
* Visual Feedback
* Give the players subtle feedback
* Juicing out

What is the compulsion loop?

<https://gameanalytics.com/blog/the-compulsion-loop-explained.html>

* Compulsion Loop: A habitual, designed chain of activities that will be repeated to gain a neurochemical reward: a feeling of pleasure and/or a relief from pain
* **Habitual**: The purpose of the loop is to create a long lasting and constantly repeated habit;
* **Designed Chain of Activities**: The compulsion loops should consist of a set of specifically designed activities within each step in the chain;
* **Neurochemical Reward**: Compulsion loop theorists believe that human free will does not exist and that the creation of habitual behaviours can be instituted and programmed.
* **Ratio**: How much of a reward to give based on an activity?
* **Interval**: How long to wait between giving rewards for an activity

