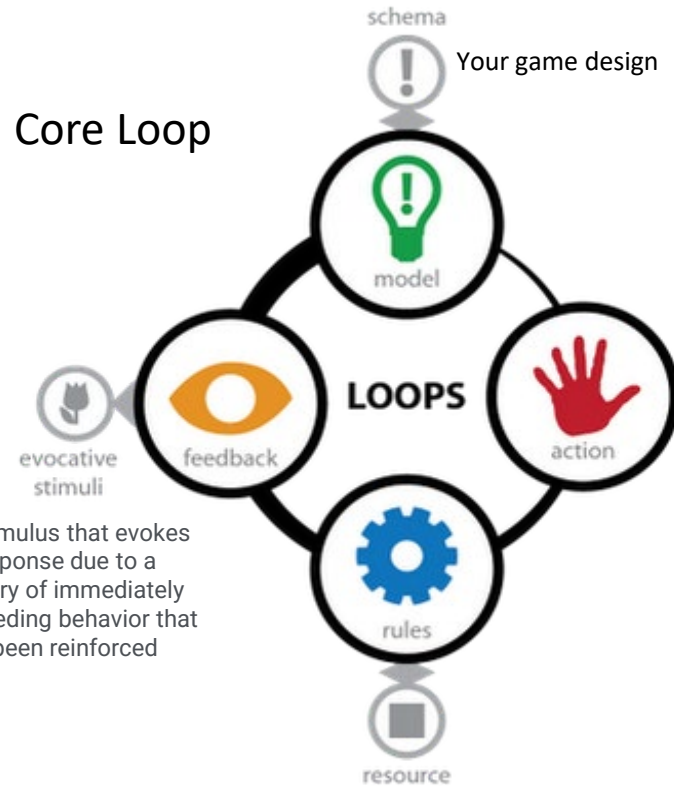


# Loops/Arcs & World Doc, High-Level Narrative

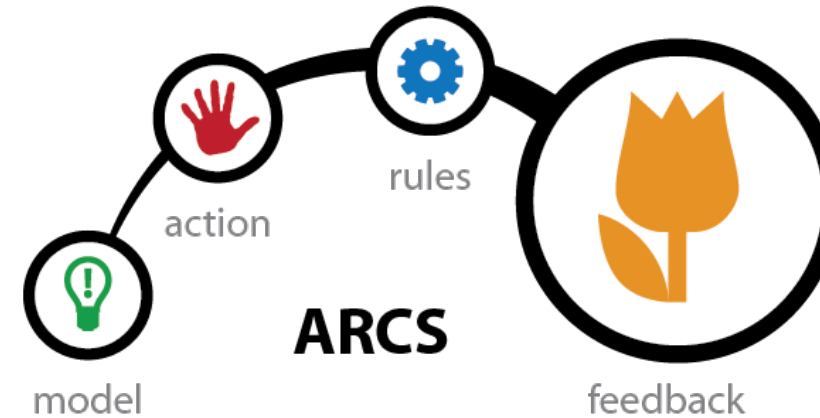


# Loops & Arcs: Foundations of game design & player interaction

Daniel Cook [Lostgarden.com](http://Lostgarden.com)



A stimulus that evokes a response due to a history of immediately preceding behavior that has been reinforced



‘Arcs’ have similar elements to a loop but are not built for repeated usage.

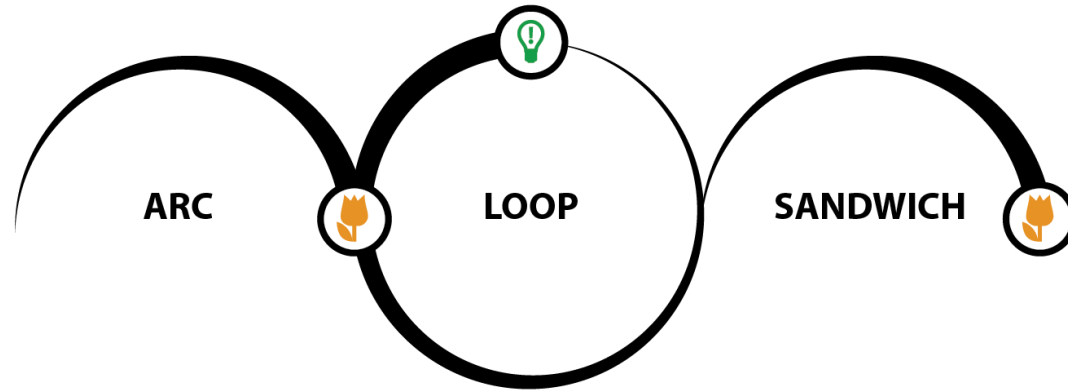
The player still starts with a mental model, they apply an action to a system and receive feedback. This arc of interaction could be reading a book or watching a movie. However, the mental model that is updated rarely results in the player returning to the same interaction. The movie is watched. The book consumed.

**An arc is a broken loop you exit immediately.**



# Loops & Arcs: Typical Narrative Driven Game Designs

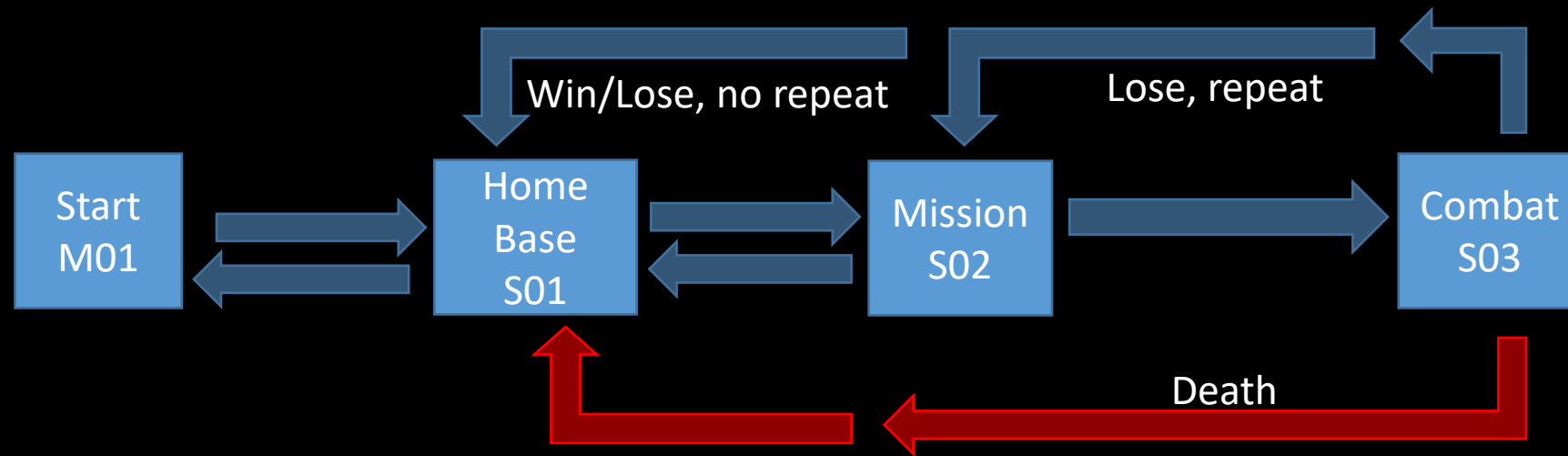
*Daniel Cook Lostgarden.com*



**The arc is a central rule book for a larger game consisting primarily of loops.**



# Loops & Arcs: Simple High-Level Game Loop



# Defining the World: the Environment

There is a template document for this on Compass

- **Art Style (stylized, photorealistic, mixed, etc.):** *One word or a short sentence to give a general idea. Your Art design doc will be more specific.*
- **Tone (dark, upbeat, humorous, etc.):** *A one word or short sentence to describe the overall tone, your tone target will be more specific.*
- **Environment:** *Where does the game take place? When? What is the player trying to overcome in the environment? Describe the forces that drive the player from an environmental aspect. Describe the environment clearly and in detail (enough for another person to have a good picture in their head).*
- **History & Culture of the World/Environment:** *Why is the world like it is, what is its backstory?*
- **Relation to the real world:** *Is it tied to the real world in any way? Which key elements are similar, and which are different (for a reason).*
- **Important audio elements of the Environment/World:** *Audio can help define a world or environment.*



# Defining the World: the Characters

## Main Character(s)

- Persona(s):
  - History
  - Reason for Conflict/Drive
  - Skills: *can be personal and/or combat (should tie into other parts of the design document).*
  - Relationships
- Strengths/Weaknesses
- Specials

## NPCs: (Non-Player Characters) Key characters in the world

- Simple Persona(s)
- What do they provide (information, skills, assets)?
- Any gameplay impact
- AI Description



Copyright: Sony Corporation



# Narrative



# Conclusion

