

Game Loops

Stardew Valley

The gameplay loop for Stardew Valley is to do one of the many activities you can do to increase your skills, sell what you find to make money, and use that money to buy things to either get better equipment or items to decorate the home and farm land. Increasing the skill level can also help the player get unique perks that will help them further. The skill progression and money earning appear to be one of the addictive parts of this game.

Pokemon

The loop for Pokemon is to catch and train different monsters on a team of six in order to earn badges and progress through the story. The gameplay appeal is monster designs, strategy, and progressing through fun stories. Earning badges gives a player a sense of accomplishment and helps the player earn various things like TMs (tutorial moves) and HMs (Hidden Machines) special moves that let the player progress through certain areas of the game in order to either find hidden items or progress through the story.