# LEVEL UP YOUR GAME: THE UNTAPPED POTENTIAL OF ROGUELIKES TOM CADWELL













AGENDA

WHAT IS A ROGUELIKE

**MASTERY LOOP** 

ROGUELIKE PATTERNS

APPLYING ROGUELIKES

Q&A

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### ROGUE



#### NETHACK



### RISK OF RHIN









#### STARCRAFT

#### **ANGBAND**





### WHY ARE ROGUELIKES INCREDIBLY **ENGAGING**



### FORMS OF MASTERY

Not limited to but including...

- Mechanical skill and dexterity
- Strategy and judgment
- Knowledge and understanding



### MECHANICAL SKILL & DEXTERITY



### STRATEGY & JUDGEMENT



### KNOWLEDGE & UNDERSTANDING

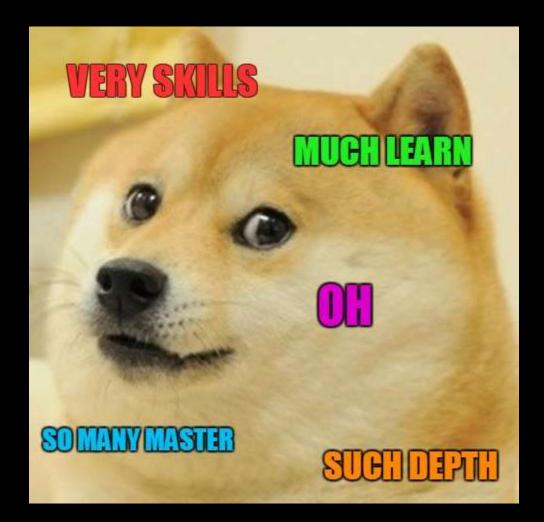


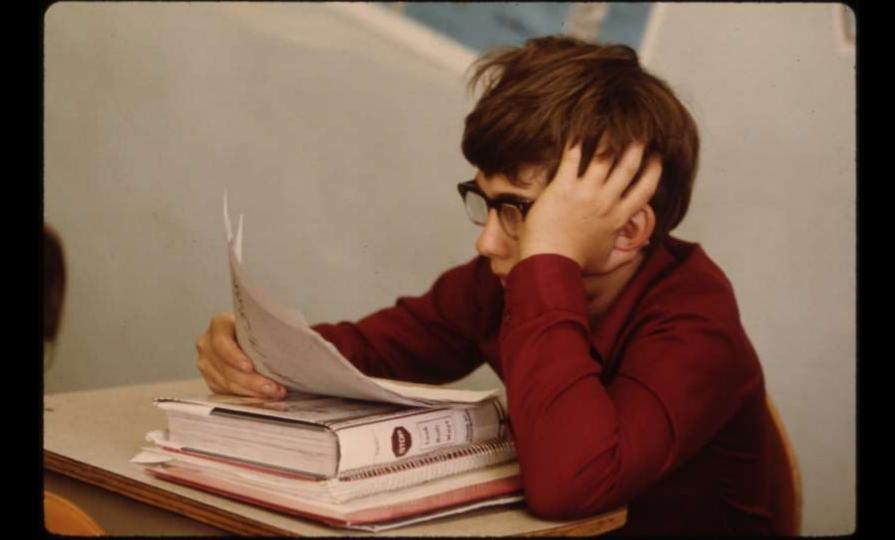
### FORMS OF MASTERY

- Mechanical skill and dexterity
- Strategy and judgment
- Knowledge and understanding
- NOT Teamwork









There used to be a video of LoL here, but was removed to limit size of download for the sharing of these slides.

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**ROGUELIKE PATTERNS** 

PATTERNS IN GAMES

Q&A

### HERO OR ZERO



### HERO OR ZERO





### HERO OR ZERO

- DO provide a "real ultimate power" fantasy
- DO add ceremony
- BE CAUTIOUS mixing in and out of session progression

### DIVERSE TOOLS & MAKING DO



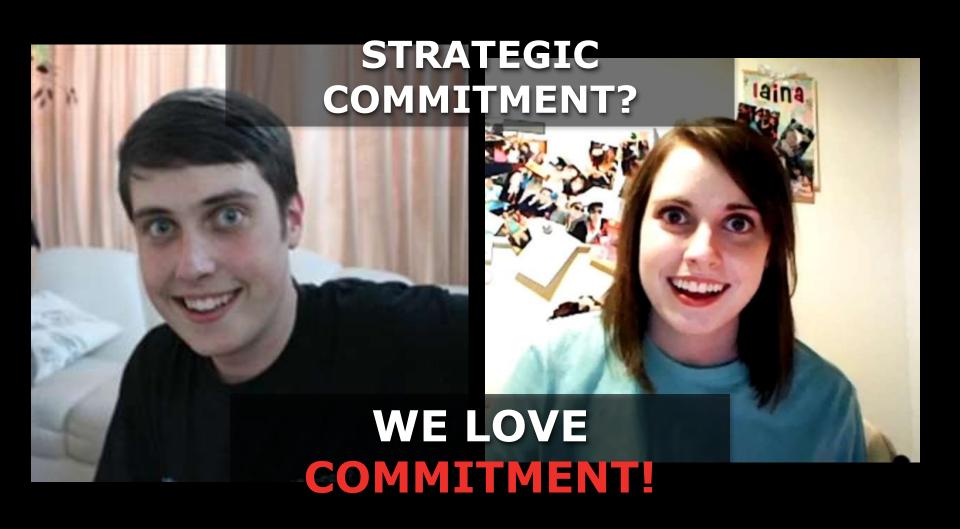
### **DIVERSE TOOLS & MAKING DO**



#### **DIVERSE TOOLS & MAKING DO**

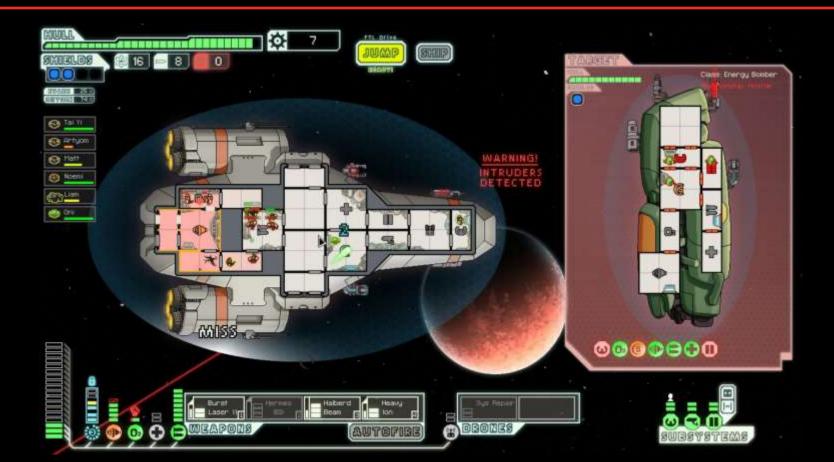
- DO ensure tool limitations
- DO provide some challenges with multiple solutions
- DO ensure tools are powerful

## COMPETING OBJECTIVES & STRATEGIC COMMITMENT





#### FIL



## BINDING OF ISAAC



## COMPETING OBJECTIVES & STRATEGIC COMMITMENT

- DO clarify tradeoffs
- DO ensure a balance of goals
- CONSIDER leveraging an 'ambiguous' future

## VARIETY NOT RANDOMNESS



### VARIETY, NOT RANDOMNESS



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#### RECAP ROGUELIKE PATTERNS

Random Parallel Learning Hero or Zero Diverse Tools & Making Do Competing Objectives & Strategic Commitment Variety not Random



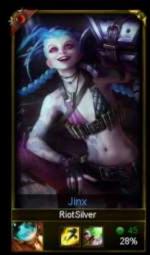




















VS













## LEAGUE OF LEGENDS





## CIVILIZATION







## CIVILIZATION





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