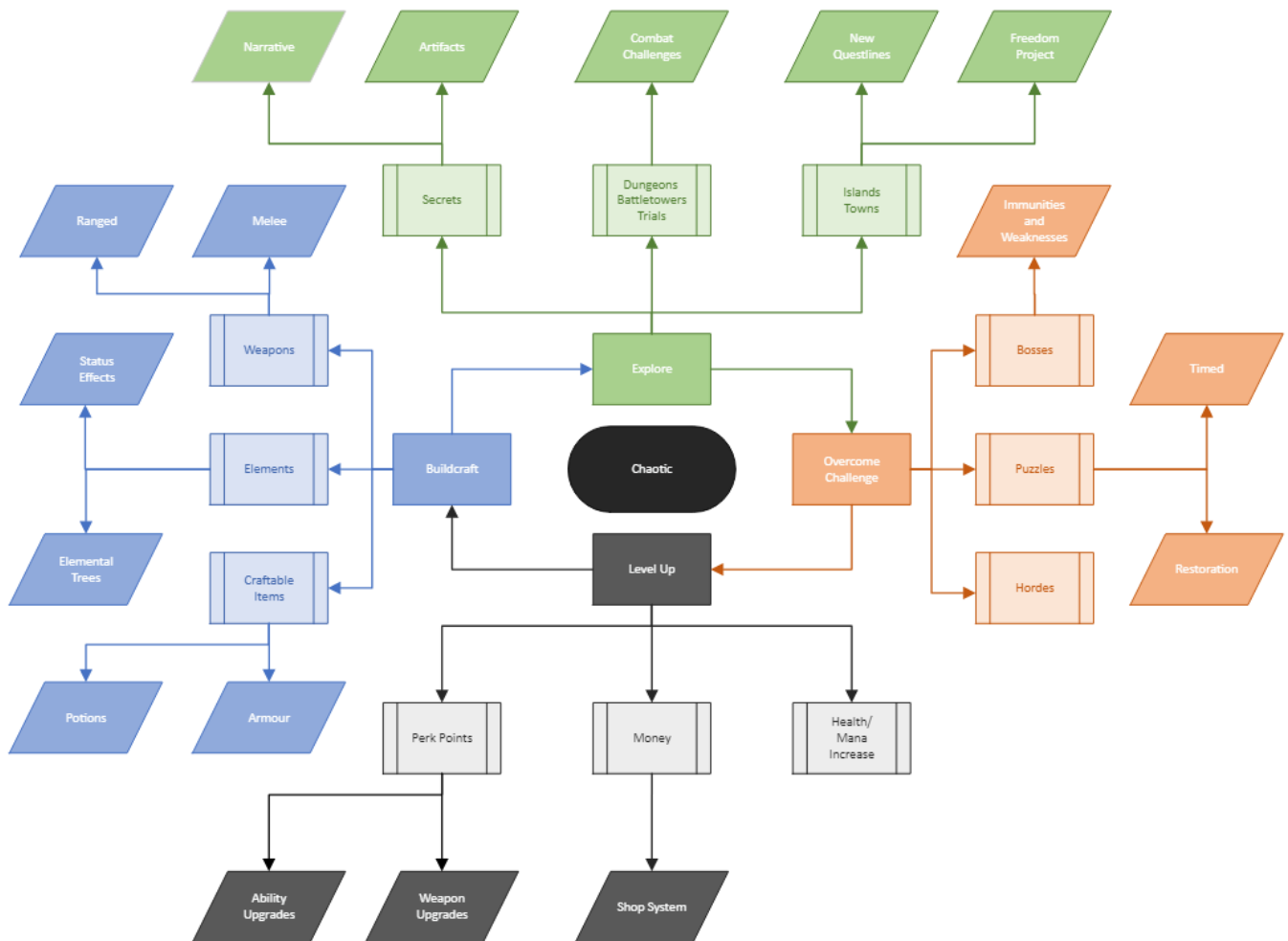


11 CORE LOOP

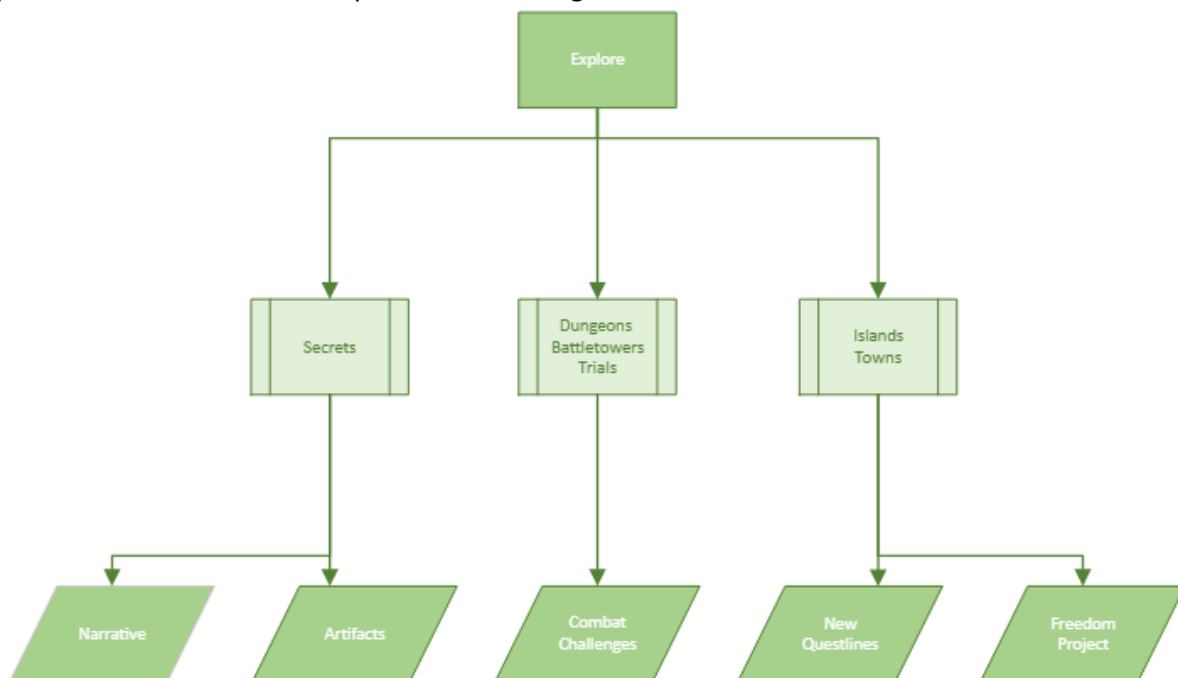


The primary core gameplay loop of *Chaotic* has four distinct stages to it, *explore*, *overcome challenge*, *level up* and *buildcraft*. Players are encouraged to explore and wander around in the world, eventually stumbling upon challenges which they may or may not be able to overcome due to their progression in the game. If overcome, the player will be rewarded with experience and money which can be used to level their character up, gradually getting access to more and more of the skill trees for their abilities, weapons and armour. Upon this, the player gets to explore once more and the loop repeats.

12 AN IN DEPTH LOOK AT EXPLORE

Explore - *Explore* in the gameplay loop of *Chaotic* is to give a sense of freedom to the player, the game is open world meaning that the player can go wherever they please, they'll have a main objective and side quests, but there is no pressure to do these unless the player wants to progress. Some parts of the world would be sectioned off, requiring certain abilities to get to, enemies in new areas may also be above the level that the player is at, to provide a general sense of when progression is a good idea.

Secrets - *Secrets* in the game can be showcased in two ways, they can come in environmental/narrative story telling in which the player is given small books or relics which tie to myths and stories which happened at the location where the player found the secret. They provide lore about the world as well as hints to the locations of *artifacts* which can be slotted into weapons to give additional benefits. The locations of these *artifacts* are usually obstructed or hidden by puzzles which need to be completed in order to gain access to them.



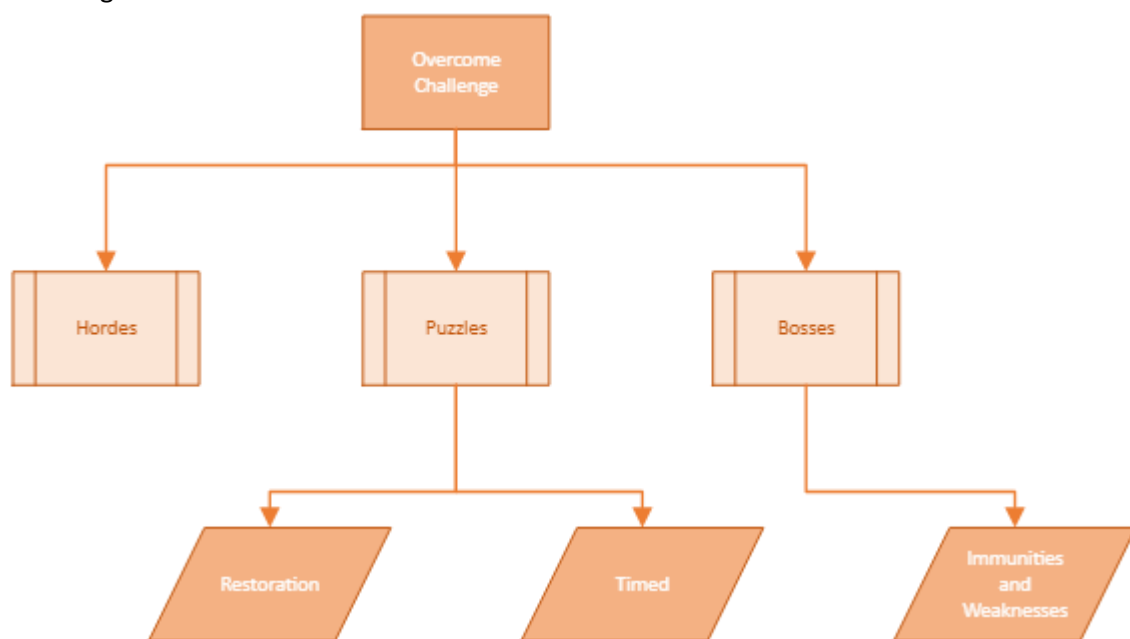
Dungeons/Battletowers/Trials - Scattered around the map are these different combat arenas, there are several different types including underground *dungeons*, overworld *battletowers* and *temples* containing trials. The dungeons and battletowers contain hordes of enemies coming in waves, in which the player is given experience and money for clearing out the infested structures. These are the main ways that players can gain experience and levels, as well as test out if their builds work and are fun to them. The temples' trials are these challenges in which ability cooldowns are greatly reduced, and they may only use their abilities to progress through the trial, this is the main progression of levelling up the player's elements and abilities.

Islands/Towns - There are several different *towns* which are situated on five *islands*, these *towns* have several different townspeople that have optional quests for small rewards which help builds the player's *reputation*, and is another source of experience, money and items needed for crafting. Completing these, then grants the player more quests with more influential people in the town, as which eventually leads to the freeing of the town from the influence of an enemy *faction* which in progresses the *Freedom Project*.

13 AN IN DEPTH LOOK AT OVERCOME CHALLENGE

Overcome Challenge – This part of the loop is to give the player something to level up for, it provides them a reason to keep levelling up since there are tougher enemies, different places to access and bosses that require progression to beat.

Hordes – These are waves of grouped enemies that spawn continuously, the frequency and density of the enemy spawns depends on how difficult the *dungeon/battletower/trial* is, which can be determined by where the structure is. A structure found in an area that is accessible early in the game, a starting town for example, will be much easier to complete compared to the structures found in the final area. This provides a good sense of progression as the player can gauge their strength from how easily they can overcome these challenges, if a player comes back to a *dungeon* they could not previously beat and overcome it easily, they can feel more inclined to progress to get even stronger and beat even harder structures.



Puzzles – There are two types of puzzles that the player may come across, these may be obvious or hidden and built into the world, *restoration puzzles* and *timed puzzles*. The former having missing pieces in the puzzle and you have to use the different elements and parts of the environment to fill in the gaps. The timed puzzles on the other hand, require the player to get to one place to another in a certain amount of time, whilst either carrying something heavy, which restricts their movement or in a specific order, connecting the dots for example by travelling through them. The player will then be rewarded by having a new area or a new *artifact* unlocked for them.

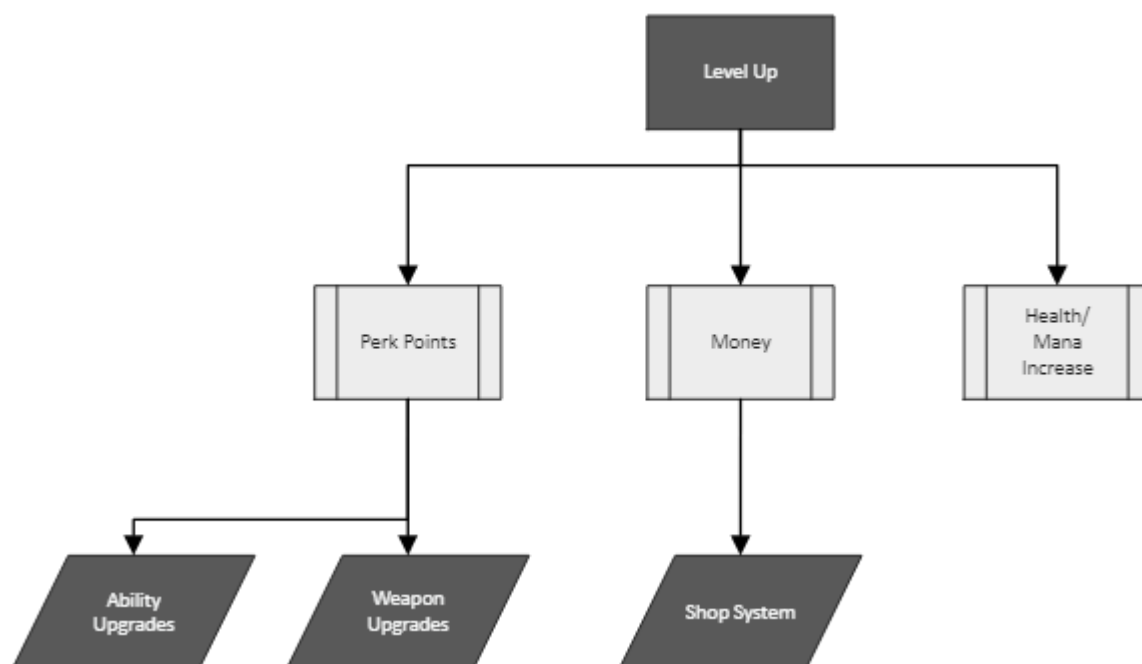
Bosses – *Chaotic* will have a variety of unique bosses, some of the *dungeons/battletowers/trials* will include these but there will also be compulsory bosses to progress the story. Each of these will be completely unique in terms of their aesthetic and will match the town or island's aesthetic. They will also have their own unique immunities and weakness, for example the boss in the fire trial will be immune to fire-based attacks and heavily resistant to ice and spark. This incentivises players whose builds are diverse and unique to deal with multiple situations, and bring a challenge to players who heavily stick to one element.

14 AN IN DEPTH LOOK AT LEVEL UP

Level Up – There are several different things that occurs when a player levels up, levelling is a vital part of the game, it allows the player to access and customize several different systems of the game which is a core element of the game. This part of the game is intricate to the buildcrafting design pillar since perks and traits are locked behind levels and upgrades. It's the part of the game from which the player sees the progression the most since it directly relates to their character.

Health/Mana Increase – The most basic part of levelling in terms of character progression, the health and mana of the player increases to accommodate for tougher bosses and more mana hungry abilities. If the player can withstand more damage than they could before and casts more spells in general, it provides a sense of character development as well as making the player feel like they're getting stronger and becoming a hero.

Money – Upon levelling up, the player gets access to some of the crafting materials in the shop, there are several different materials available on traders, some of which are level locked, so players might have to make their way back to shops from previous towns to gain access to materials found in those zones. The idea of making money doing quests, looting and clearing infested structures also facilitate a good foundation for heroism, they get a sense that they're providing for the world and are inclined to continue.

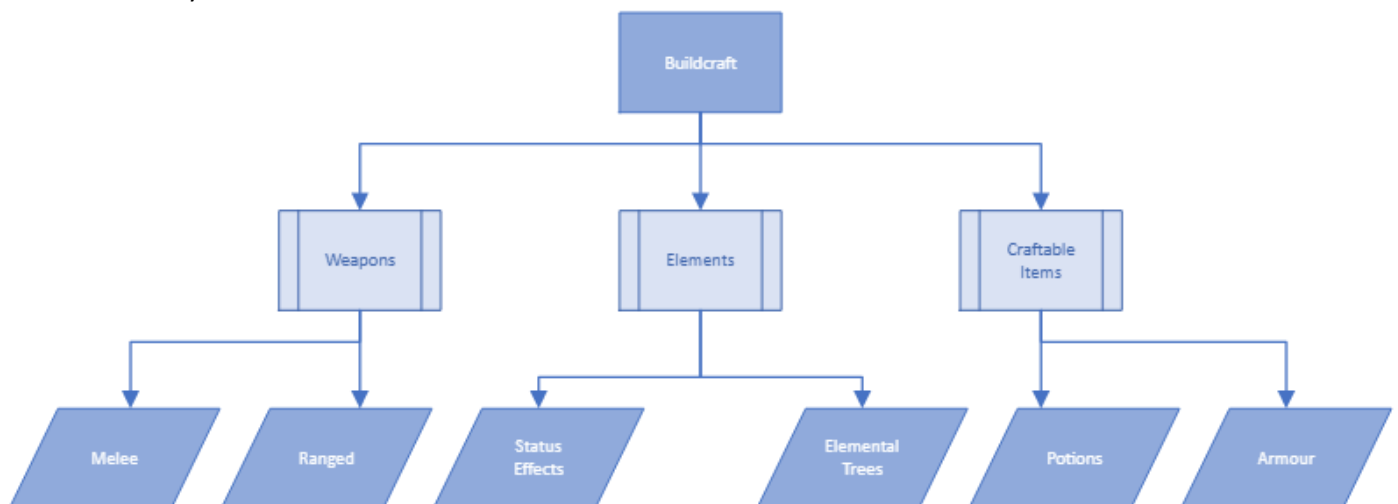


Perk Points – When a player levels up, they gain *perk points*, they get one ability point and one weapon point, this is essential to the progression of the game as this is how players make unique and diverse builds. Each *ability* and *weapon perk point* upgrades the player's elemental and physical prowess providing them with a better toolset to move around and traverse the landscape as well as combat enemies in new and fun ways. The fun also comes from finding out all the different possible element and weapon combination at their max potency and interactions they do with each other.

15 AN IN DEPTH LOOK AT BUILDCRAFT

Buildcraft – *Buildcrafting* is such an essential part of the core loop especially since it's also a design pillar of the game, it's part of the main progression in the game as it provides the player another reason to level and grind for. All the weapons and abilities in the game can have elements applied to them which enhance them further and create a unique interaction with the weapon/ability. It dictates how you move around, fight enemies and get to areas of the map you couldn't get to before.

Weapons – There are two types of weapons in the game, *melee* and *ranged*, melee weapons generally do more damage and knock back the enemy more providing more damage and crowd control, whereas ranged weapons do less damage and provide less crowd control but have the added security of dealing damage from afar. Each weapon also has a specific tree attached to it, where the adding points to the tree can unlock different moves and extra attributes to the weapon, as well as make the weapon suited to the player's need. For example, the player could have a giant axe but it's really light so they can attack with it very quickly which a traditional great axe can't. This level of customizability is key to the fluidity of buildcrafting and making sure the player really feels like they're in control.



Elements – Elements have a unique system combining with weapons as well as having their own *intrinsic style of play* and *status effects*. Each element has its own way of playing, the player can experiment with how each element plays and what effects it has on different weapons, combining this with the *status effects* of each element leaves the player to a vast array of combinations and effects they can create. A wind bow might create fast piercing shots whilst spinning a hammer around may create tornadoes, which all apply *blown* effect leaving them vulnerable to other elemental effects.

Craftable Items – On top of the elemental and weapons system, the player can also craft *armour* and *potions*, the whole *armour* system brings in more traits and additional perks to apply even more chaos onto the crazy arsenal of tools that players have at their disposal. Players must obtain materials found from slaying beasts, wandering traders and secret caves to craft these pieces of armour which provide different set bonuses for each piece from the same set equipped. These can make an element do more damage, or apply more ticks of damage to their status effects or even allow players to combine elements. *Potions* can also be crafted with similar resources but these effects only last whilst the potion is active, so players would have to smartly time their attacks to maximise efficiency.