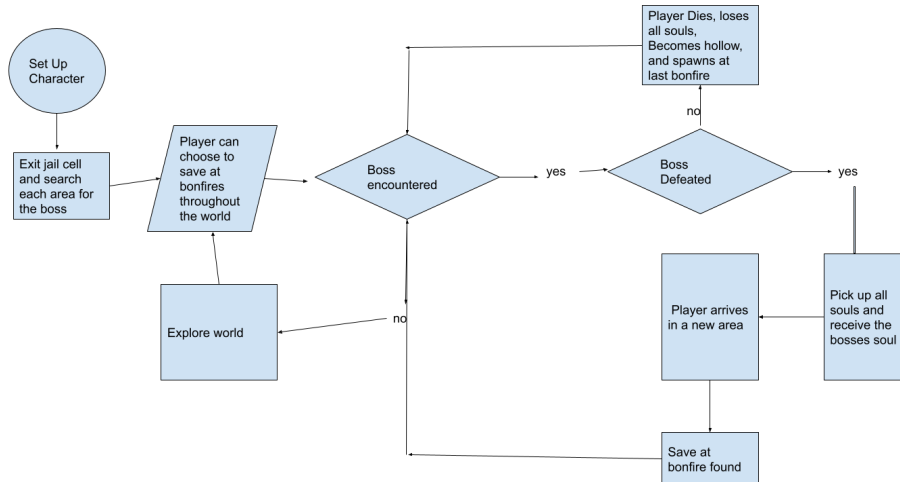


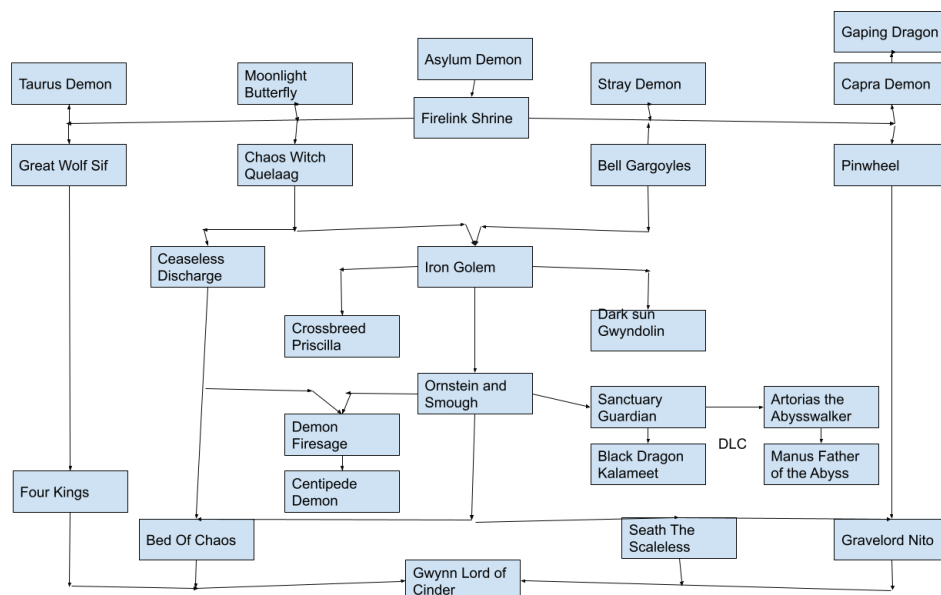
HECTOR BERMUDEZ

Dark souls Flow Chart and Feedback Loop

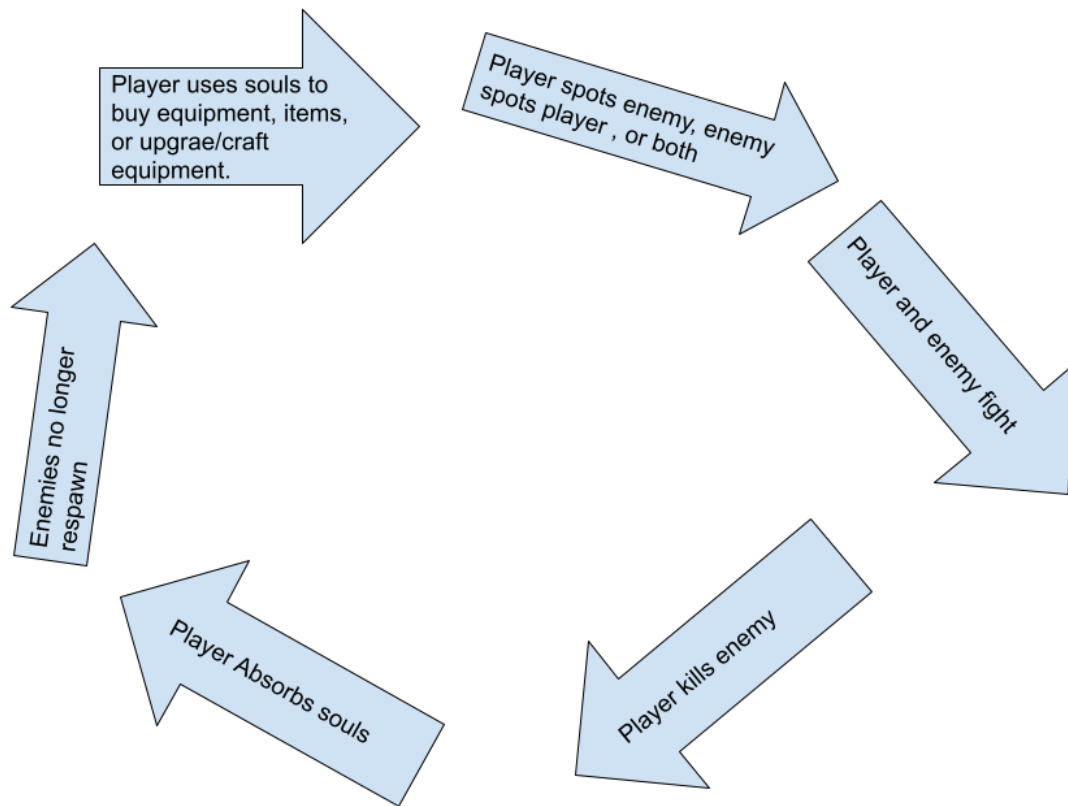
Dark Souls progression loop



Dark Souls Boss Requirements



Combat Feedback Loop



This is an example of a feedback loop concerning the game's currency. This loop is in fact a negative feedback loop. If a player stays in one area for too long farming enemies, the enemies no longer respawn. The player would then have to beat the next boss and move to a new area, or if the player beats the final boss they would have to start a new playthrough. The determinability types in the game are deterministic, strategy, and player skill. The game is deterministic because no matter the game state the events are all static and will always act the same. The game is strategic because every boss encounter requires some form of strategy. Whether it's hugging the right side of a boss or throwing firebombs to a boss weak to fire, all of this is a form of strategy required by the player. The game is wholly dictated by a player's skill, a player is forced to become better through numerous deaths. Some strategies also require a high skill ceiling. For example, the final boss Gwynn can be challenging for most players, however, if a player is skilled enough they can parry him to death effectively trivializing the fight. This game runs on an emergent narrative. The story unfolds based on players' actions. One type of player can choose to just go through the whole game fight every boss and never find out anything more to the story than just link the fire. Players who are more inclined to learn the story can find it through items and scenery.

