

LOOP CANVAS

BLANK TEMPLATE

The core of your game on one page — before graphics, story or features

YOUR NAME

GAME (WORKING TITLE)

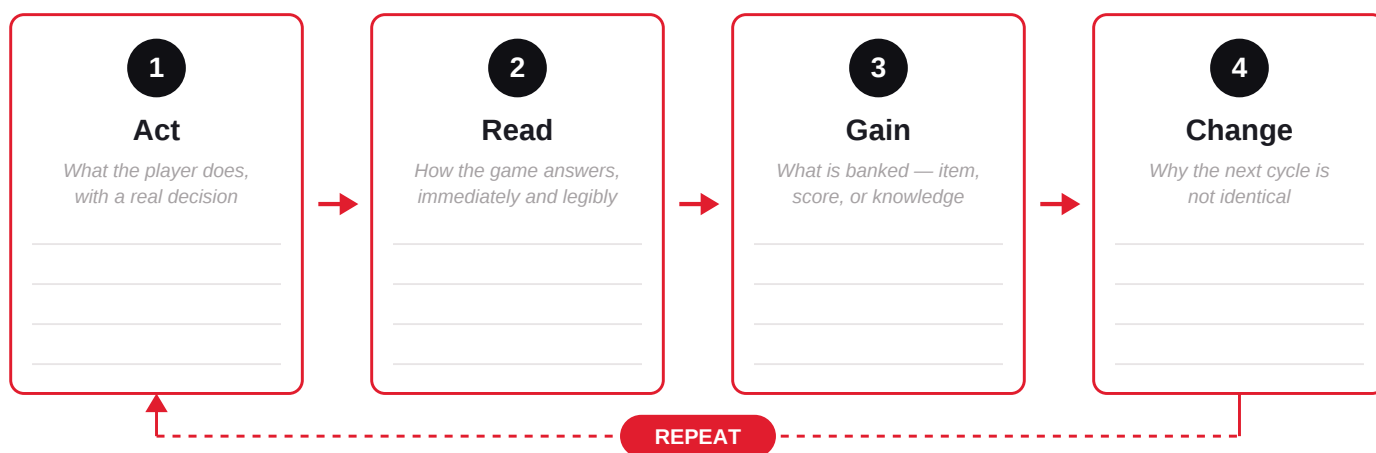
DATE

CORE VERB — ONE WORD, NEVER AN ADJECTIVE

ONE CYCLE OF THE LOOP TAKES ABOUT

seconds

THE LOOP — four steps, in the player's order *Step 4 is the one people forget: if nothing changes, the loop stops teaching.*



WHAT THE PLAYER DECIDES EVERY CYCLE

WHAT IS DIFFERENT IN THE NEXT CYCLE

THREE DESIGN PILLARS — EACH ONE MUST BE ABLE TO REJECT A FEATURE

1

2

3

ONE SENTENCE, IN YOUR PLAYER'S VOICE — WHY THEY WANT ANOTHER ROUND

e.g. "Last time I _____. This time I know _____."

LOOP CANVAS

The core of your game on one page — before graphics, story or features

WORKED EXAMPLE

YOUR NAME

Ada

GAME (WORKING TITLE)

Demo game (working title)

DATE

—

CORE VERB — ONE WORD, NEVER AN ADJECTIVE

LISTEN

ONE CYCLE OF THE LOOP TAKES ABOUT

20-30

 seconds

THE LOOP — four steps, in the player's order *Step 4 is the one people forget: if nothing changes, the loop stops teaching.*



WHAT THE PLAYER DECIDES EVERY CYCLE

Push on to reach what they need, or hold still and stay safe. The stake is distance from a threat they cannot see.

WHAT IS DIFFERENT IN THE NEXT CYCLE

The threat remembers the routes already used, and the lantern loses fuel every turn — so waiting gets more expensive each cycle.

THREE DESIGN PILLARS — EACH ONE MUST BE ABLE TO REJECT A FEATURE

- 1 Silence is the weapon — the quietest player has the most options
- 2 Players lose because they hurried, never because they lacked skill
- 3 Fear comes from what is never shown, so the threat is never rendered

ONE SENTENCE, IN YOUR PLAYER'S VOICE — WHY THEY WANT ANOTHER ROUND

"Last time I moved too early. This time I know exactly where to wait."