Interactions - Inscryption

Introduction

The **interactions** within Inscryption are divided into different categories and concern **different gameplay moments**. Often these interactions intersect with each other, constantly regulating the pace of the game and the **functioning of the gameplay.** Those analyzed are the **Main Interactions of the game** and for each category it is possible to **analyze aspects on which to work to add spectability**. Furthermore, **new interactions** will be added to enhance this feature even further. (📄 **New Interactions for Spectability**)

Social Interactions

Narrative Interactions

In **Inscryption** narrative interactions refer to **moments within the game where players engage in dialogue or story-driven events that progress the narrative**. These interactions often occur between the player and **various characters** inhabiting the game world.

The narrative interactions in **Inscryption** may involve **making choices that affect the direction of the story**, uncovering secrets, or simply providing **insight** into the **motivations** of the game's characters. They are **intertwined with the gameplay mechanics**, creating a **blend of storytelling and card-based strategy** gameplay. By making changes to the narrative interactions you can make the player's experience in the game more **immersive**.

POSSIBLE CHANGES FOR SPECTABILITY	
Aspect	**Changes**
Narrative Interactions	If narrative interactions were separated from gameplay, narrative dynamics could be developed with cutscenes and interactions to broaden the depth of the game's lore

Gameplay Main Interactions

Map Elements

Path Decisions

Path interactions refer to the choices and events that occur as players progress through the nodes on the map.

- ❖ **Battle Encounters**: Starts card battles against opponents encountered on the map.
- ❖ **Narrative Events**: Triggering story-driven events or conversations with characters that provide insight into the game's lore or advance the plot.
- ❖ **Puzzle Challenges**: Solving puzzles or challenges that require the player to use their wits or card abilities to progress.
- ❖ **Resource Gathering**: Acquiring resources or items that can be used to enhance the player's deck or provide other benefits.

These interactions contribute to the **overall progression of the game** and provide **opportunities** for the player to **engage with the world of Inscryption**.

POSSIBLE CHANGES FOR SPECTABILITY	
Aspect	**Changes**
Battle Encounters	The addition of new enemy types can increase the level of challenge required of the player (Main PT Achiever)
Puzzle Challenges	In addition to allowing the acquisition of new cards, the challenges can also allow him to modify his deck of cards, collect new ones permanently (which can then be added to the deck every new run).
Narrative Events	Constantly interspersing battles with narrative events and changing the peace can be frustrating for an Achiever type player, it is possible to separate the two phases more to increase the maximum and minimum pace peaks.

Shops

Shops are locations where players can **purchase cards, card upgrades, or other items using currency earned through gameplay**. The player can browse the shop's inventory and choose which cards or items to purchase based on their **preferences** and **strategic goals**. Shops may offer a variety of **goods**, including:

- ❖ **Cards**: New cards that can be added to the player's deck, offering different abilities and synergies.
- ❖ **Card Upgrades**: Upgrades that enhance the power or effectiveness of existing cards in the player's deck.
- ❖ **Consumables**: Items that provide temporary bonuses or effects during battles or other gameplay segments.
- ❖ **Resources**: Currency or other resources that can be used to purchase goods or services elsewhere in the game world.

POSSIBLE CHANGES FOR SPECTABILITY	
Aspect	**Changes**
Cards	In the game the cards interact with the player. These actions are passive, making them active would increase the player's relationship with his card deck
Consumables & Resources	You can also add customization to the tools found by the player and usable in combat, or in-depth lore about them.

Markets

Market interactions involve **buying, selling, or trading cards** with **other characters or entities** within the game. Players can engage in **transactions** to improve their card collection or obtain **valuable resources**.

- ❖ **Buying Cards**: Players can purchase cards from traders or other characters in exchange for currency or resources.
- ❖ **Selling Cards**: Players can sell unwanted or duplicate cards to traders for currency or other benefits.
- ❖ **Trading Cards**: trade cards with other characters or entities (allows players to exchange cards they no longer need for better ones).


Card Duel

Deck Building

Deck Building interactions involve **selecting, organizing, and modifying** the cards that the player will use in **battles** and **other encounters** throughout the game. Deckbuilding interactions typically occur at various points during the game, including **between battles**, at **shops**, or through **special events**.

- ❖ **Card Selection**: players can choose which cards to include in their deck from a pool of available options.
- ❖ **Card Upgrades**: allow players to upgrade their cards, increasing their power, adding new abilities, or improving their stats. These upgrades require spending resources or fulfilling certain conditions.
- ❖ **Deck Optimization**: players can fine-tune their deck by removing weaker cards or adjusting the balance of different card types to create a more effective and synergistic lineup.
- ❖ **Synergy Building**: Deckbuilding interactions also involve identifying and capitalizing on synergies between different cards.

POSSIBLE CHANGES FOR SPECTABILITY	
Aspect	**Changes**
Synergy Building	Different interactions can be added based on the synergies and types of the player's cards (passive interactions, i.e. dialogues between the cards, or active interactions in which the player can dialogue with them)
Deck Optimization	Add passive interactions that communicate to the player the synergies created in the deck (they act as indirect advice to the player, but improve the understandability of deck building in game)
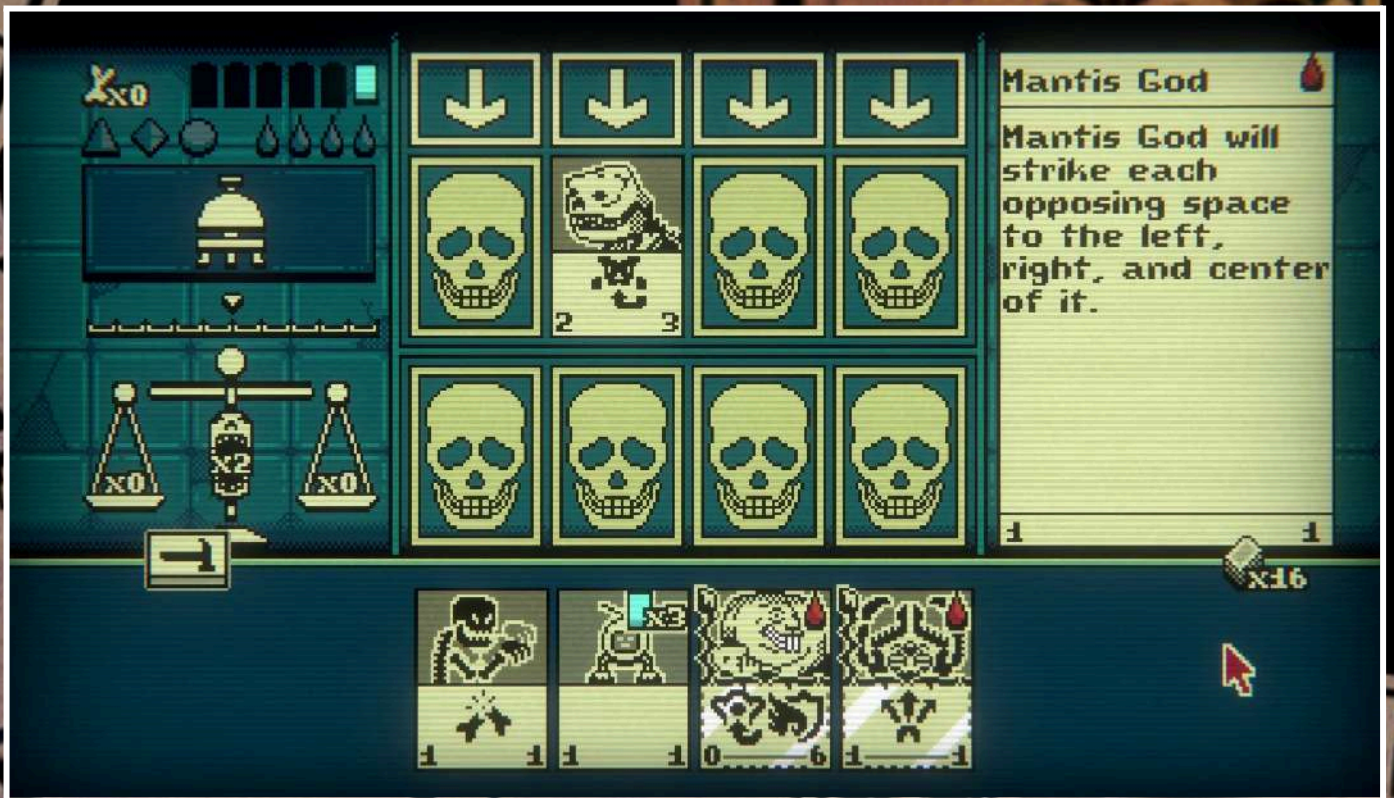
Card Sacrifice and Ability

The **sacrifice mechanic** allows players to **permanently remove cards from their deck** in exchange for benefits. When the player chooses to sacrifice a card, it is **removed from the deck** and cannot be used in future battles. The sacrifice may provide the player with **resources**, **upgrades**, or any **advantages**. Sacrificing cards may provide power-ups or upgrades to other cards in the player's deck.

Card Positioning

Battles in Inscryption take place on a **grid-based game board** divided into **lanes**. Each lane represents a **separate battleground** where cards are placed and interact with each other. The positioning of cards determines their **ability to attack enemy cards** or defend against incoming attacks. Cards placed in the front of a lane serve as **frontline units**, absorbing damage and engaging enemy units in direct combat. Cards positioned behind frontline units provide **support or ranged attacks**, targeting enemy units from a distance.

POSSIBLE CHANGES FOR SPECTABILITY	
Aspect	**Changes**
Card Positioning	Add passive interactions where cards talk while facing each other

INSCRYPTION

Cabin

Puzzles

Puzzle interactions present players with a **variety of unique challenges and brainteasers** that require creative thinking and **problem-solving skills** to overcome. Puzzles often require players to utilize the **game's mechanics in innovative ways**, such as **manipulating cards**, interacting with the **environment**, or **deciphering cryptic clues**. Successfully solving puzzles rewards players with resources, rare cards, or significant benefits that aid in their progression through the game.

Mini game

Minigames interactions provide players with **additional gameplay experiences** beyond the core card-based battles and puzzle-solving elements. These minigames offer **unique challenges, mechanics, and rewards** that diversify the overall gaming experience.

Conclusion

In Inscryption there are numerous **interactions between the player and the game systems**. The interactions determine the **pace of the game** and punctuate the **gameplay,** the spectability works on this to offer **more adjustable changes of pace** that attract the player more. The Main interactions were analyzed and how these can be varied in order to win over the player more, and new ones were added in the document 📄 **New Interactions for Spectability**.