

# Cursed Problems

## Examples

### Solutions

Player wants strategy incompatible with designer's fun

Experience **X** Objectives

↳ Designer wants type of fun

### Non-cursed Problems:

Compatible!

Huge Diversity ↔ Vibrant environments

↳ Requires work, but isn't logically impossible

(No sacrifices needed)



Barriers  
Gates

• Change visibility for players

• Decrease player agency

• Incentivize non-problematic strategies

Carrots  
S'mores

• Say f\*\*\* it and make the problem fun

### Multiplayer fighting

No politics ↔ Want to win

Incompatible!

↳ Could sacrifice + make sillier  
↳ Could sacrifice and decrease agency



### Quarterbacking

Player Interdependencies ↔ Centralized decisions

Incompatible!

### Skill Inflation

Rising Skill pool ↔ Stable Community

Incompatible!



Overwatch