

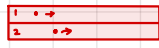








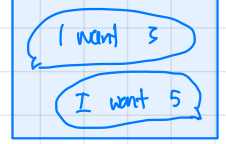



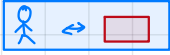
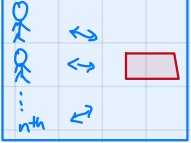


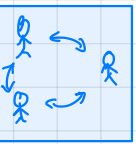


(A) Objectives

- ① Capture 
- ② Chase 
- ③ Race 
- ④ Alignment 
- ⑤ Rescue or escape 
- ⑥ Forbidden Act 
- ⑦ Construction 
- ⑧ Exploration 
- ⑨ Solution 
- ⑩ Output 

(E) Conflict

- ① Obstacles 
- ② Opponents 
- ③ Dilemmas 

(B) Player Interaction Patterns




- ① Single Player vs Game 
- ② Multiple individual players vs game 
- ③ Player vs Player 
- ④ Unilateral competition 
- ⑤ Multilateral competition 
- ⑥ Cooperative play 
- ⑦ Team Competition 

(F) Boundaries








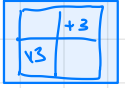
(G) Actions

Week 1
- history with small elements

(C) Rules

- ① Defined by object & concepts 
 - ② Restricting actions 
 - ③ Determining effects 
- rules need to be clear
→ more rules, more demands on players

(D) Resources

- ① Lives 
- ② Units 
- ③ Health 
- ④ Currency 
- ⑤ Actions 
- ⑥ Power Ups 
- ⑦ Inventory 
- ⑧ Special Terrain 
- ⑨ Time 