FORMAL Elements of GAMES

CONFLICT
- Obstacles — physical, skill-based
- dilemmas
- Opponents (examples)
- choice & consequence
- which? value?

RESOURCES
- access
- scarcity
- utility+
- Power-ups, lives, inventory Units, time, health, currency, actions

RULES
- restrict action — specific, basic rules, field size
- [adhesion] concepts explicit v automatic
- Specific plays/value w/in game
- digital → i.e. attributes
- keep imbalanced how long term?
- determine effects
- triggers → incentive to stay on track
- How do you

OUTCOME
- Uncertainty
- system resolution, i.e. winning/losing
- faulty — zero-sum of risk
- stalemate, multiple objectives
- display

OBJECTIVES
- capture (e.g. to kill)
- explore
- chase
- race (i.e. skill)
- alignment, physical or conceptual
- forbidden act construction
- solution
- resource escape
- Challenging but achievable
- related
- outwit

SPEC PERSPECTIVES
- Personal
- express ideas
- What the message is
- Roles
- film → games
- (2v?) games, simulation
- behavior of mechanics-size emotions piece
- (mediated) system

PROCEDURES
- approach who does? what? when? how?
- starting action, progression of action
- Use same subset
- Special actions
- system me.
- trigger

PLAYERS
- accept/adopt, enter roy role
- Interaction, Patterns
- Roles — game debate
- Number
- 1v game, 2v game, xvx
- Social or logical (co-better)

BOUNDARIES
- "Magic circle"
- Form, physical, emotional
- separate from everyday life
- entertain?? Big game

I wanna bees (ABCs) (cruel 2 be kind)