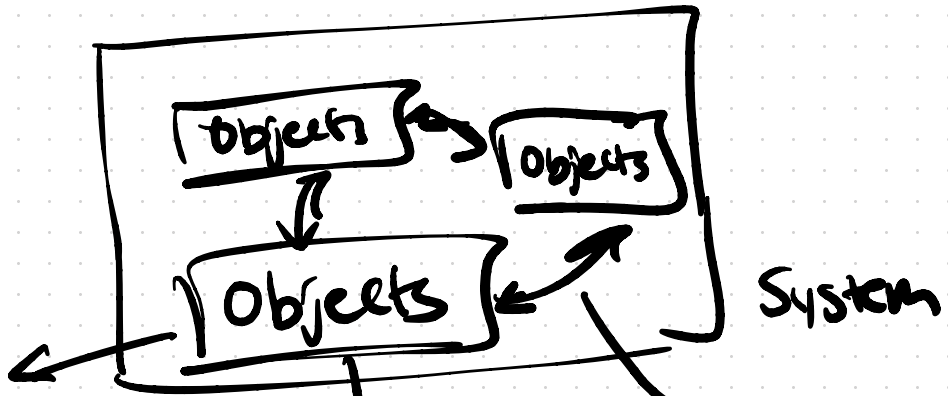
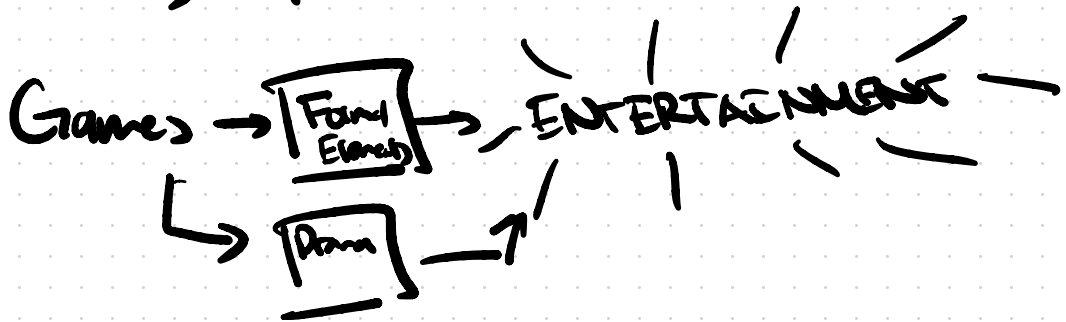


# Working of System Dynamics



defined by properties  
(describe object)

have behaviors  
(actions, if/elses)

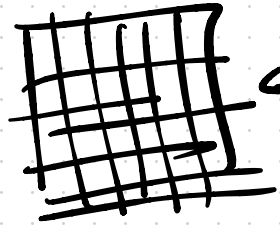
have relationships  
w/ each other,  
↳ hierarchy,  
↳ progression,  
↳ change  
based on  
player choice

# System Dynamics

Tic Tac Toe #

← simple system  
3 properties  
1 behavior  
fixed relationship

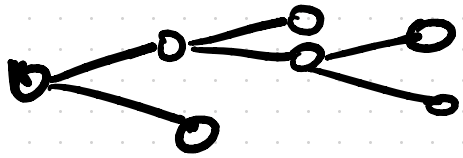
Chess



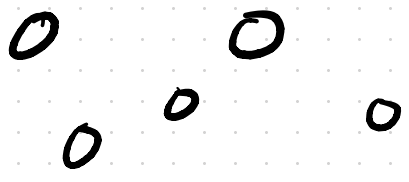
← complex  
many properties (color/rank)  
behaviors & emergent relations.



linear flow

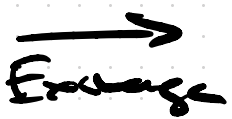


retro-/branching



objects/agents

## Economics



←  
items/  
resources/  
money

Bartering (no money)  
↳ stable amount & product  
or unstable  
↳ simple/complex

Market (w/ currency)  
↳ simple vs. complex

# Meta Economy

- ↳ card based economy → TCC
- ↳ F2P / P2W

## Emergent Systems

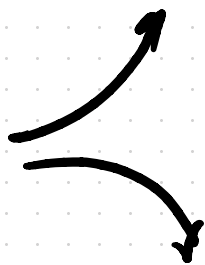
- simple rules → complex results
- ↳ lot of experimentation!

## Interacting w/ Systems

- ↳ Info structure → rule choices based on information
  - strategy (complete info)
  - deduction (incomplete)

↳ Control → ~~level~~ control

↳ Feedback



# Loops & Arcs

↳ Inter-Action Loops → Learning the Game

→ Skills and order of skills  
→ Which parts are breakable /

Causing confusion

→ Smallest interactions first  
to most complex

→ Frequency

1. Mental Model

2. Decision

3. Action

4. Rules

5. Feedback

6. Update model

