



**FORMAL Elements**  
- Game Design -

**PLAYERS**

**Interaction Patterns**

- multiple individuals vs game
- team competition
- unilateral competition
- player vs player
- cooperative play
- multi lateral competition
- 1 player vs same

**Player Roles**

**Number of Players**

**Invitation to play**

**BOUNDARIES**

**"Magic Circle"**

**Restricting Action**

Progressing action

starting action

**Action**

end action

special action

**PROCEDURES & RULES**

**Defining Game / Mechanics**

Environment

System Procedure

Game Objectives

Effects

**OBJECTIVES**

**Purpose**

Diversity

Fun

Story

No purpose

Zero-sum games

**OUTCOMES**

Single winner

Single loser

Multiple winners

Multiple losers

Non zero-sum games