Game Design Patterns sketch notes

GAME DESIGN PATTERNS for BUILDING FRIENDSHIPS

"games are a tool to bring <u>happiness</u> to the world"
— Daniel Cook
Lost Garden & Spryfox

small number of deep friendships ⇒ :)
large number of shallow friendships = :/
→ can games lead to :) friendships? what is a good framework?

Laws for friends: → <u>proximity</u>
——— proximity
——— similarity
——— reciprocity
—— disclosure

- social distance ⊢—⊣
- serendipitous interactions
- repeat interactions
- density

n friends   perfect!   too dense..

- logistics - why not play w/ old friends? hard for friendships to transfer [contexts] ⊾ create env for new friendships

how to **MAXIMIZE** proximity?
1. persistent identity → + repeat encounters
2. events → + density
3. daily incentives → + repeat encounters + density
4. offline communities → + repeat encounters

<u>similarity</u>
people make friends w/ those like them ⊾ agar.io
tools:
- put people in factions
- shared goals
- shared experiences
not super effective

however, positive fictional identities
do <u>not</u> reference real world

:/ anti-patterns
- anonymous players
- huge empty space
- many gameplay mods
- separating people by skill

- <u>matches</u> → biggest problem
⇓
instead use [rooms] + elasticity

<u>reciprocity</u>

make offer → positive response

each interaction → trust
⇓

→ trust grows slowly   shared social norms

friendships are 🧱🧱🧱

people are wired to reciprocate

non zero sum guild

roles

<u>disclosure</u>

vulnerability → max. level of trust

safe space + safe games

there are levels of friendship, want to avoid premature disclosure

make games ⇒ make friends